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Mini Six

Adapted by Ray Nolan and Phil Morris
AntiPaladin Games

Mini Six is a simplified clone of a cinematic role playing game with roots in the 1980's. We didn't invent the core mechanic or concepts.
This first page details the basic game. Everything else details advanced options needed for extended and campaign play. We assume that players have already played role playing games before.
www.antipaladingames.com

How to Make a Character

1: Distribute 12 dice between the four attributes. No attribute may have less than one die nor more than four dice assigned to it.
2: Distribute 7 dice to skills. No skill may have more than 3 dice assigned to it at character creation.
3: Choose gear.

Splitting Dice: skill and attribute dice may be split into "***pips***." Each die is equal to three pips. An attribute must always have at least 1D. An attribute may have dice only (no bonus pips), +1 or +2. Going to "+3" advances the die code to the next largest die. Example progression is 1D, 1D+1, 1D+2, 2D, 2D+1, 2D+2, 3D, etc.

Attributes are rated on a scale of 1D to 4D.
Might represents physical strength and the ability to withstand trauma.
Agility represents aim and coordination.
Wit represents mental creativity and intelligence.
Charm represents charisma, resolve, and leadership.

Skills grant extra dice to relevant attribute tests. They default to the rating of the related attribute.
An Incomplete Selection of Skills by Genre

	All Genres	*Modern or Sci-fi*	*Fantasy*
Might Skills	Brawling Knife Lift Mace Stamina		Axe Pole Arm Smithing Sword
Agility Skills	Acrobatics Dodge Pickpocket Stealth Throwing	BFG Drive Pilot Pistol Rifle	Bow Crossbow
Wit Skills	History Language Medicine Pick Locks Tracking	Computer Navigation Repair Science	Magic
Charm Skills	Command Diplomacy Fast Talk Seduce	Streetwise	Riding

Sample Gear List

	Damage		Damage
Axe	+3D	Bow	+2D+2
Club	+1D+1	Crossbow	4D+1
Hatchet	+1D+1	*Modern Tech*	
Halberd	+3D	Light Pistol	3D+2
Knife	+1D	Heavy Pistol	4D
Mace	+1D+1	Rifle	5D
Rapier	+2D	Shotgun	4D+2
Staff	+1D+2	BFG	6D
Spear	+2D	*Sci-Fi Tech*	
Sword	+2D+2	Plasma Pistol	5D
Sword, 2h	+3D+1	Plasma Rifle	6D
Warhammer	+3D	Plasma BFG	7D
Armor Value		Plasma Sword	+4D
Leather	+2	***Ranges*** (Feet X 10)	
Chainmail	+2D	Bow S:3/M:10/L:30	
Platemail	+3D	Crossbow S:5/M:15/L:40	
Shield	+2D	Pistol S:5/M:20/L:50	
Armor Vest	+1D	Shotgun S:6/M:20/L:30	
Armor Jack	+2D	Rifle S:10/M:30/L:60	
Armor grants a bonus to resisting damage.		BFG S:10/M:30/L:50	
		Thrown S:2/M:5/L:12	

Ranged weapons are harder to use against distant targets. Add the following modifiers to the TN for ranges beyond short: Medium: +5 Long: +10

Movement: Character's move 30 feet per turn, or as an action may run 30 feet + agility roll per turn.
Length of a Turn: A turn is about 10 seconds.

Dice Basics

This game uses regular six sided dice. The number before the "D" is how many to roll, and any number after a + is how much to add to the roll. For instance 2D+3 means roll two dice and add three to the resulting total.

One die rolled is always the ***Wild Die***. Use a different color die to represent this or roll the dice one at a time making the last die rolled the wild die. If the wild die results in a six, then roll again adding the six and the new result together. If a six comes up on the reroll, then you add six and reroll again! Keep doing it until the wild die lands on something other than a 6.

Fighting

1: Determine order of ***Initiative*** by rolling Agility for each character. Highest goes first.
2: Determine if the attack hits the target.
3: The target can try to resist the damage.

Attacking a Target

The ***Target Number*** or TN is the number needed to successfully hit the target. The base target number on an attack is 10. This is modified by range, by cover, by block, by parry, or by dodging (see below.)

Range: Add the ranged modifier to the Target Number in all cases. (Medium +5, Long +10) See the sample gear list for ranges.

Cover: If the target is behind at least 50% cover, add +5 to the Target Number. Add +10 for 75% cover. It's impossible to hit a target behind 100% cover. Darkness can also be considered as cover at the GM's whim.

Block: When attacked by a brawling attack, the defender may chose to Block, which incurs a *reflex penalty* (see below). The defender rolls his brawling skill and this becomes the Target Number the attacker must score to hit the character. The result of this block roll is used *even if it is less than the TN that would have been needed had the defender not blocked*!

Parry: If the defender is armed with any handheld weapon he may parry with it, using the appropriate weapon skill instead of brawling, and he may also defend himself from any handheld armed attack in this manner. This works the same as blocking does except that if he blocks an unarmed attack, the attacker takes the damage of the weapon!

Dodge: The defender may optionally choose to reflexively dodge when attacked or may choose to fully dodge on his own turn.

Reflexive Dodge: The character tries to get out of the way of the attack. Roll the defender's dodge skill and use that instead of any other target number, (Range and Cover still apply.) The defender suffers the *reflex penalty*.

Full Dodge: The character does nothing except dodge until his next turn. Roll dodge, add 10, and apply range and cover as usual. This dodge result is useful against any number of attacks.

General (Non-Combat) Challenges

Roll the appropriate Attribute and Skill dice against the following Target Numbers:

Very Easy	2-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30
Heroic	31+

Multiple Actions: Characters may attempt to do more than one thing on a turn by withholding one die from *every action* they attempt for each action beyond one. For instance, if a character tries to shoot twice, he will subtract one die from each attempt.
Reflex Penalty: Some defenses incur a reflex penalty. Defending after a character has already acted is the same as doing multiple actions, so a character's dodge, or block, or parry will be penalized for each previous action, including previous dodges.

Damage: When a character has been hit, the attacker rolls the damage of his weapon. An unarmed strike does Might in damage, a melee weapon strike does Might + weapon damage, and firearms and such just do weapon damage.
Defender Resists Damage by rolling his *Might* (+ *Armor Value*, if any) and comparing it to the attacking damage.

Wound Level	Dmg Total* ≥ Res Total by:
Unharmed	0 or less
Stunned	1 to 3
Wounded	4 to 8
Sev. Wounded	4 to 8**
Incapacitated	9 to 12
Mortally Wounded	13 to 15
Dead	16 or more

*Note: Any additional damage less than or equal to the character's current level moves him up by one level.
**A character is Severely Wounded if the result is between 4 and 8 and he already has the Wounded level.

Stunned: Character gets -1D for all remaining actions this round and next round.
Wounded: Character is at -1D to all actions until healed.
Severely Wounded: Character is at -2D on all actions until healed.
Incapacitated: As a free action before losing consciousness, the character may try to stay up with a Moderate (15) *stamina* roll. If he succeeds, he may continue to act, but all actions have a -3D penalty. If he fails, he is knocked out for 10D minutes.
Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's *Might* each round, the character finally dies if the roll is less than the number of minutes he's been at this level.
Dead: The character has perished.

Experience

At the end of each session the GM awards each character a number of character points. The average number of points per session is 3 to 7 depending on drama, danger, success, and fun!

Spending Character Points (CP)

Any skill may be increased by one pip by spending a number of CPs equal to its current number of dice. No skill may be increased more than one pip per session.

Character points can also be used to improve any single roll. Up to three CP may be spent on a roll. Each CP gives the character one extra die to roll. Once spent, these CP are lost.

Hero Points (Optional Rule)

The GM might grant characters access to Hero Points. Player characters start with 1 and may declare their use before any roll. Only a single Hero Point may be used on a test, but it doubles the results of all the dice rolled (just like the Lucky Perk). Characters may earn up to one per session by exemplifying the heroic ideal at a dramatically appropriate time while using one. If the character has none, he may still earn one by exemplifying the heroic ideal at the right time. Spent points return at the end of the adventure if the character was generally heroic. Cowardly or selfish actions might mean that some or all were spent permanently.

Healing

Characters recover wounds in the following way:

Natural Healing

When the character rests make a Might roll based on the following chart:

	Frequency	*Difficulty*
Wounded	3 days	6+
Sev. Wounded	3 days	6+
Incapacitated	2 weeks	8+
Mortally Wounded	5 weeks	9+

On a success, the wound is reduced one level.

Assisted Healing (Medicine)

Once per day a character can assist another by making a Medicine skill check:

Wound Level	*Difficulty*
Stunned / Unconscious	Easy
Wounded / Sev. Wounded	Moderate
Incapacitated	Difficult
Mortally Wounded	Very Difficult

On a success, the wound is reduced one level.

Scaling

Not all objects are considered on the same scale. Humans and horses may be close enough to be equals, but humans and dragons aren't. When dealing damage to a smaller scaled target or resisting damage inflicted by it, the larger adds the difference in modifier to their die rolls. Smaller scaled targets attempting to either dodge attacks from or actually attempting to attack a larger scaled opponent add the difference to their dodge and attack rolls.

Scale	*Modifier*
Character	None
Air Cycle, Car, Chariot, Wagon	+2D
Big Dragon, Galley, Mecha, Tank	+4D
Fighter, Lt. Transport, Hvy Mecha	+6D
Capital Ship, Elder God	+12D
Mega Space Station	+24D

Character Perks

(Optional Rule)

During character creation only, skill dice may be spent to acquire ***Perks***. The following perks are meant to serve as an example and inspiration. Your GM may create more:

Racial Perks

Dwarf (1): You're long lived, you can see in the dark, you receive +2 to smithing or any other craft skill, Your maximum Might is 5D but your maximum Agility is 3D.

Elf (2): You're long lived, you can see in the dark, you receive a +1 on all ranged attacks, Your maximum Agility is 5D but your maximum Might is only 3D.

Reptoid (2): You're green and scaly, this gives a +1 Armor Value. You also have claw-tipped fingers which grant you +1 damage on unarmed attacks. You might also be asexual. Sorry.

Robot (4): You don't eat, breathe, or sleep. You can have your memory wiped. You don't heal but you can be repaired. As long as your memory core survives you may be rebuilt if destroyed.

General Perks

Daredevil (2): Once per session you may throw caution to the wind taking extremely reckless action that may result in your own death. You may not actively dodge, block, parry, or take cover, however all Might rolls are doubled when resisting damage for one round.

Lucky (2): Once per session you can declare you are feeling lucky. Double the result of your next roll. Not recommended if Hero Points are allowed in the game.

Perceptive (2): The GM may reveal small clues to you that others would miss. Once per session a character may announce they are studying an object or situation and the GM may reveal something that would be impossible for a normal character to determine. If nothing is revealed this perk may be used again. *"Elementary, my dear Watson."*

Recall (1): Any time the character chooses to recall anything he has experienced, the GM must tell him the truth in as much detail as the character would have been aware.

Sidekick (3): You have boon companion willing to join in your adventures. This character only gets 10D to spend on attributes and 4D to spend on starting skills. They normally only receive 1 to 3 CP per session, but never as many as their fearless leader. They may not have perks and gain no benefit from complications.

Esoteric Perks

Energy Blast (5): You can throw bolts of pure energy. These do 4D damage and use your Throwing skill.

ESP (3): You can read minds. Targets resist using their Charm vs. your Wits.

Flying (4): You can fly (at twice your move).

Regeneration (3): You heal 1 wound level/hour.

Sorcerer (3): You're magically sensitive. Magic spells actually work for you. See ***Magic***.

Telekinesis (3): You can move stuff with your mind. Make a Wits roll and treat it like the Lift skill. People can resist using their Might.

X-Ray Vision (3): you can see through 1 foot of material.

Extra Option: Gaining Perks in Play

If you have a good reason and the GM agrees you may buy a perk after play has begun for 10 CP times the standard cost. Some perks make no sense, you don't wake up an elf, but maybe those chemicals you sniffed did the trick.

Character Complications

(Optional Rule)

During character creation only, players may select to have up to two complications. These grant no additional skill dice during character creation; however, if one comes up in play the character earns one CP. Characters may not earn more than one CP per complication per session regardless of how often it comes up.

General Complications

Age: You're either really old or really young. Choose wisely. In addition to all the social issues caused by your age, the GM might choose to impose a penalty to an action based on your character's age. Grandpa throws a hip, a weird dude offers you candy on the street, and it's hard for either of you to seduce the supermodel at the bar. Whenever your age causes you great difficulty receive one CP.

Crazy: You have issues that are guaranteed to put the therapists' kids through college. Could be you're just really paranoid, or maybe just a touch too OCD. That fear of most everything could also be a problem. Then again maybe you really are Napoleon and everyone else is wrong, good luck convincing anyone else since you're a lunatic. *Hastur, Hastur, Hastur!* Take your pills and earn one CP any time your psychosis really gets in the way.

Enemies: Someone doesn't like you a lot. And they are a credible threat. Maybe they have more friends than you, maybe their just bigger and meaner; either way you have your own personal bully. You earn the bonus CP when they complicate your life.

Gremlins: You have a special touch. Specifically the kind that breaks machines. You're no good with engines, electronics, magical gizmos, or any other trinket. If it's a device, you can't trust it. Earn one CP whenever the GM takes his one free shot on you this way.

Personal Code: You live by a creed and you will not cross that line. Maybe you won't fight an unarmed opponent and always make sure they know its coming or maybe you never tell a lie. No matter how you define it, your code has to mean something. Some caped crusaders won't kill, paladins won't resort to deception, and sometimes there is even honor among thieves. Earn one CP whenever your code complicates you or friends' success.

Skeletons in the Closet: You've been a naughty boy. Maybe you're a closet smoker. Maybe those hookers buried themselves. Maybe that enemy uniform in the closet really isn't yours. Maybe the bank really meant to let you take all that money out that day. Whatever, the universe doesn't judge. You earn the bonus CP whenever your past comes back to haunt you.

Unlucky in Love: Things just don't work out for some guys. Your love interest is always dying, being kidnapped, betraying you, or even worse they dump you. You earn bonus CP when your love life falls apart in a meaningful way.

Unlucky in Money: You have a hard time holding onto money. You earn the bonus CP when you lose a significant amount of cash through your own foolishness or bad luck and have nothing to show for it.

Extra Option: Buying Off Complications

To get rid of a complication the GM will impose a price of at least 20 CP if he allows it at all and you need a really good story, possibly even a quest or adventure to justify it.

Modern Stock Characters

Criminal (Thug) ♦♦ Scale 0D

Mooks!
Might: 2D+2 Wit: 2D
Agility: 2D+1 Charm: 1D+2
Brawling 3D, Pistol 3D
Gear: Heavy Pistol

Ninja ♦♦♦♦ Scale 0D

Agents of the shadows.
Might: 3D+1 Wit: 2D+2
Agility: 4D Charm: 2D
Brawling 5D+1, Dodge 5D, Stealth 5D
Gear: Sword

Policeman ♦♦ Scale 0D

To serve and protect.
Might: 2D+2 Wit: 2D
Agility: 2D+1 Charm: 2D
Brawling 3D, Pistol 3D,
Gear: Armor Vest, Pistol, Handcuffs

Soldier ♦♦♦ Scale 0D

Might: 3D+1 Wit: 2D+1
Agility: 2D+1 Charm: 2D
Dodge 3D+1, Rifle 4D+1
Gear: Armor Jack, Rifle

Sci-fi Stock Characters

Mystic Knight ♦♦♦♦♦ Scale 0D

Monastic warriors of truth.
Might: 3D Wit: 2D+2
Agility: 4D Charm: 2D+1
Diplomacy 3D+1, Dodge 5D, Magic 4D+2, Sword 5D, Perks: Sorcerer
Spells: Hasten, Telekinesis
Gear: Plasma Sword

Reptoid Pilot ♦♦♦ Scale 0D

Smuggler with two hearts of gold.
Might: 4D Wit: 2D+1
Agility: 3D+1 Charm: 2D+1
Dodge 5D+1, Stealth 5D+1, Pistol 5D+1, Fast Talk 3D+1 Perks: Reptoid
Gear: Plasma Pistol, Star Yacht

Robot Mechanic ♦ Scale 0D

Beep. I mean yes, sir.
Might: 3D Wit: 3D
Agility: 1D+2 Charm: 1D+1
Computer 4D, Navigation 5D, Pick Locks 3D+2, Repair 5D
Complication: Personal Code (Pacifist)
Features: Auto-Spanner, Drill, Fire Extinguisher, Oiler, Saw, Spot Welder, Magnetic Feet, Small Cargo Compartment, Armor: 1D

Weird Stock Characters

Elder God ♦♦♦♦♦♦♦ Scale +12D

Klaatu Barada Nikto.
Might: 5D Wit: 10D
Agility: 3D+2 Charm: 10D
Magic 17D Spells: All
Each character that sees the Elder God must succeed on a Heroic Charm roll or will be granted the Complication: Crazy. It will eat D6 (that's a wild die!) characters before returning to its home dimension.

Mad Scientist ♦♦ Scale 0D

1.21 Jigawatts should do it!
Might: 2D Wit: 4D
Agility: 2D Charm: 2D
Dodge 4D, Repair 6D, Science 6D
Complication: Crazy
Gear: Light Pistol, Tools

Scaly Kin ♦♦♦ Scale 0D

Survivors out of time.
Might: 2D+1 Wit: 2D
Agility: 2D+2 Charm: 3D
Dodge 3D+2, Pole Arm 3D+1, Stealth 3D+2
Perks: ESP
Gear: Spear

Advanced Options: Making Mini Six Your Own Game

By its nature Mini Six is highly customizable. With just a few choices you can change it from a light hearted game of keystone cops to a gritty survival horror. The following options are meant to help adjust the game to best fit your needs.

Expanding Attributes

The default four attributes cover most situations a character might come across. This also makes them fairly broad. If a greater division of ability is desired extra attributes can be added. Examples include ***Perception*** (separated from *Wit*), ***Mechanical*** (from *Agility* and *Wit*), ***Courage*** (from *Charm*) and ***Toughness*** (from *Might*).

Beginning Attribute Dice: When adding extra attributes each player receives +3D dice per attribute added. If 6 attributes are used in place of 4, players would divide 18D among them.

Effects on Skills: If your GM has increased the number of attributes he will provide you with a breakdown of where each skill now defaults.

Attribute Names: By changing attribute names GMs can influence how a game feels. In a Swashbuckling game, the GM can use *Grace* in place of *Agility* or if set in 70's Grindhouse cinema *Charm* might become *Cool*.

Adding Paranormal Attributes & Skills

No extra attribute dice are given for Paranormal attributes at character creation. This reduces a character's mundane attributes but the powers granted by paranormal attributes make up for it. GMs will define which, if any, are used in their games. Mystic Knights might manipulate the universe through a combination of ***Awareness***, ***Channel***, and ***Transformation*** while Vampires use ***Blood Potency***, ***Dominate***, ***Foretelling***, ***Spirit***, and ***Transformation***. Spells and powers are divided as appropriate by the GM.

Separate Magic Skills: Magic can also be subdivided under a ***Magic*** attribute with each "School" or "Style" becoming its own skill. GMs will divide spells among these skills as best fits their game needs.

Body Points (alternative to Wound Levels)

In place of using Wound Levels GMS may elect to use ***Body Points (BP's)***. Under this variant, players roll their character's *Might* and add this to 20. This is the amount of damage they can take before death. If less variability is desired the GM may give 4 BP per die in *Might*.

Taking Damage: When a character is hit, they roll their Might plus any armor or defense bonus and subtract this from the amount of damage they received. The difference, if positive, is the number of points the character subtracts from their *Body Points* total. If the resistance roll is greater than the damage roll, the character has avoided taking damage.

Healing: BP's are recovered as follows:

Natural Healing

To heal, the character needs complete rest. After resting one full day a *Might* check is made and the level of success achieved determines how many BP's are recovered.

Might Roll or Medicine Difficulty	*BP's Recovered*
Very Easy	2
Easy	1D
Moderate	2D
Difficult	3D
Very Difficult	4D
Heroic	5D

Assisted Healing (Medicine)

Once per day a character can assist another by making a *Medicine* skill check. The number of BP's healed is based on the level of success achieved and uses the same chart as the character's *Might* check.

Adjusting Deadliness

By increasing or decreasing the base number of BP's the lethality of the game is changed. For extremely cinematic games the GM may allow players to double the *Might* total or roll twice and take the higher number.

Separating Skills from Attributes

In some rare cases GMs might decide that skills should not be connected to attributes at all. This can be achieved in two different ways depending on the effect desired.

The No Attribute Variant: All skills default to a base 2D and at character creation players receive 16D to spend on skills. Up to 4D can be spent in any one skill. For example, if playing a Gunslinger, the player may spend 4D in Pistols, 1D in Rifles, 3D in Toughness (to resist damage) 4D in Dodge, 3D in Brawl, and 1D in Gamble. This would make him look like this:

Gunslinger: 5D Brawl, 6D Dodge, 3D Gamble, 6D Pistols, 3D Rifles, 5D Toughness.

If playing with characters from several different "settings" or "time periods" this might work best if you're adapting characters that have already been defined with different attributes.

Skills Independent of Attributes Variant: Both attributes and skills are kept, but listed separately on the character sheet. At character creation the player spends Attribute Dice as normal, some GMs may wish to reduce the number given by 1D or 2D to simulate a less cinematic setting. If using broad skills only 7D to 9D are given. If using many focused skills, then anywhere from 12D to 18D may be appropriate.

When using a skill, the character rolls a number of dice equal to the skill level and the appropriate attribute to determine if successful. For example if a Knight has 3D+1 in *Agility* and 4D+1 in *Swords* he would roll 7D+2 when fighting. Later, when he was attempting to locate a quality sword in the marketplace the Knight would roll his *Wit* of 2D+2 and *Swords* of 4D+1 for a total of 6D+3. Later when the Knight attempts to impress his young squire, and a group of ladies-in-waiting watching from afar, about the virtues of the sword he would roll his 4D+1 in Swords with his Charm of 2D for a total of 6D+1.

Stock Characters by Genre

The characters presented below are sometimes less powerful than starting player characters, sometimes more. Here is a scale to help determine potency.

- ♦ Not a threat usually.
- ♦♦ Minor threat only in a group.
- ♦♦♦ Credible threat.
- ♦♦♦♦ Watch out, Heroes!
- ♦♦♦♦♦ Bold or foolish to even try.

Skills listed include the base attribute, but effects of character scale haven't been prefigured.

All attributes, skills, and gear are just for typical or average characters. Superior and inferior individuals exist of every type.

All Genres

Average Human ♦ Scale 0D
"Everyman"
Might: 2D Wit: 2D
Agility: 2D Charm: 2D
Skills: Any three at +1D each.
Gear: As needed by profession.

Animals

Animals have a Wit score of 0D due to their limited intelligence. Even very clever animals have this restriction.

Ape ♦♦♦ Scale 0D
The Great Ape or Yeti.
Might: 4D+2 Wit: 0D
Agility: 2D+1 Charm: 1D
Acrobatics 3D+1, Brawling 6D+2, Stealth 4D+1

Bear ♦♦♦ Scale 0D
Black, Brown, or Grizzly.
Might: 5D Wit: 0D
Agility: 2D Charm: 1D
Brawling 6D, Claws grant +1D damage

Elk ♦♦♦ Scale 0D
Any Large Herbivore.
Might: 4D+2 Wit: 0D
Agility: 1D+2 Charm: 1D

Elephant ♦♦♦♦ Scale +2D
They never forget.
Might: 4D+1 Wit: 0D
Agility: 1D Charm: 1D

Monkey ♦ Scale 0D
A pirate's best friend.
Might: 1D Wit: 0D
Agility: 4D+2 Charm: 2D+1
Acrobatics 6D+2, Dodge 6D+2
Monkeys may be trained simple tricks.

Horse ♦♦ Scale 0D
Saddle up.
Might: 4D+1 Wit: 0D
Agility: 2D+2 Charm: 1D
Horses walk 30 ft or run 60 ft per turn.

Tiger ♦♦♦ Scale 0D
Jungle cats, ho!
Might: 3D+1 Wit: 0D
Agility: 3D+2 Charm: 1D
Stealth 4D+2, Brawling 5D+1

Wolf ♦♦♦ Scale 0D
They hunt in packs.
Might: 3D+2 Wit: 0D
Agility: 2D+1 Charm: 1D
Brawling 4D+2, Dodge 4D+1

Fantasy Stock Characters

Dwarf Warrior ♦♦♦ Scale 0D
Clansman of the Great Hall.
Might: 4D Wit: 2D
Agility: 2D Charm: 2D
Axe 5D, Brawling 5D, Dodge 3D
Gear: Axe, Chain Mail

Elf Bowman ♦♦♦ Scale 0D
Guardian of the forest.
Might: 2D Wit: 2D
Agility: 4D Charm: 2D
Bow 5D, Dodge 5D, Sword 3D Perks: Elf
Gear: Bow & Arrows, Leather Armor, Sword

Guard ♦♦ Scale 0D
Guard, Gladiator, or Soldier
Might: 3D Wit: 2D
Agility: 2D Charm: 2D
Brawling 4D, Dodge 3D, Sword or Mace 4D
Gear: Leather Armor, Sword or Mace

Knight ♦♦♦ Scale 0D
For King and country!
Might: 3D+1 Wit: 2D
Agility: 2D+2 Charm: 2D
Dodge 3D+2, Sword 4D+1, Riding 3D
Gear: Horse, Plate Mail, Shield, Sword

Pirate ♦♦ Scale 0D
Yoho!
Might: 2D Wit: 2D
Agility: 4D Charm: 2D
Brawling 3D, Dodge 5D, Sword 3D
Gear: Sword

Priest ♦♦♦ Scale 0D
Righteous defender.
Might: 2D+1 Wit: 2D+1
Agility: 2D+1 Charm: 3D
Dodge 3D+1, Magic 4D+1 Perks: Sorcerer
Gear: Chain Mail
Spells: Bless, Heal, +2 more

Thief ♦♦ Scale 0D
What's yours is mine.
Might: 2D Wit: 2D
Agility: 3D+1 Charm: 2D+2
Pick Locks 3D, Pickpocket 4D+1, Stealth 4D+1
Gear: Leather Armor

Wizard ♦♦♦♦ Scale 0D
Sorcerer or Necromancer.
Might: 1D+2 Wit: 4D
Agility: 2D+1 Charm: 2D
Magic 7D Perks: Sorcerer
Gear: Knife
Spells: ESP, Lightning Bolt, Paralysis, +3 more

Fantasy Bestiary

It may be assumed that most fantasy creatures can see very well in low light situations or even in the dark.

Mindless undead have 0 Wit and 0 Charm. They follow orders given to them be vampires or necromancers.

Most creatures can speak.

Dragon ♦♦♦♦♦ Scale +4D
Master of all he surveys.
Might: 3D Wit: 4D
Agility: 2D Charm: 3D
Brawling 4D, Breathe Fire 4D
Attack: Breathe Fire 3D Damage, Range 60 ft
Thick scales: +1D armor value.
Dragons can fly at a rate of 60 feet each turn.

Elemental (Fire) ♦♦♦ Scale 0D
Body of living flame.
Might: 4D+1 Wit: 1D
Agility: 4D+2 Charm: 1D
Brawling 5D+1, Dodge: 5D+2
The fire elemental takes damage from water. Each gallon does 1D damage.
The fire elemental ignores armor when doing damage in melee.

Goblin ♦♦ Scale 0D
Vermin from below.
Might: 1D+1 Wit: 1D+1
Agility: 2D+1 Charm: 1D
Bows: 3D, Dodge 3D+1, Stealth 2D+2
Gear: Bow, Knife, Shield

Giant ♦♦♦♦♦ Scale +4D
Powerful passions and body.
Might: 5D Wit: 2D
Agility: 2D Charm: 3D
Brawling 6D, Mace 6D, Throwing 4D
Gear: Mace (Tree Trunk)
Boulders: 3D damage, Range 20/40/60

Ogre ♦♦♦♦ Scale +2D
Mercenaries and brigands.
Might: 4D Wit: 1D+1
Agility: 1D+1 Charm: 1D+1
Axe 5D, Brawling 5D, Dodge 2D+1
Gear: Axe, Leather Armor

Orc ♦♦♦ Scale 0D
Scourge of civilization.
Might: 3D+1 Wit: 1D+2
Agility: 2D Charm: 1D
Dodge 3D, Stealth 3D, Sword 4D+1
Gear: Sword, Shield

Pegasi ♦♦♦ Scale 0D
Sky mounts of the elves.
Might: 4D+1 Wit: 1D
Agility: 2D+2 Charm: 2D
Acrobatics 3D, Dodge 4D+2
Pegasi can fly 60 ft each turn.

Skeleton ♦♦ Scale 0D
Fleshless undead.
Might: 2D Wit: 0D
Agility: 3D Charm: 0D

Troll ♦♦♦♦ Scale 0D
Nearly mindless killers.
Might: 6D Wit: 1D
Agility: 2D Charm: 1D
Gear: One Weapon Perks: Regeneration.
Fire does an extra +2D damage to them.

Vampire ♦♦♦♦♦♦ Scale 0D
Cursed to feed on the living.
Might: 3D+1 Wit: 3D+1
Agility: 4D+1 Charm: 4D
Acrobatics 5D, Brawling 4D, Dodge 5D, History 5D, Seduce 4D+2, Stealth 5D
Bite: The vampire may heal a wound level in himself when inflicting at least a serious wound by *Brawling*. Anyone killed this way rises as a vampire the next night.
Vampires suffer -2D to all rolls in sunlight.
Stake Through the Heart: Targeting a vampire's heart using a wooden stake adds 25 to the TN to hit, but kills it instantly.
Perks: ESP

Zombie ♦♦ Scale 0D
Freshly risen undead.
Might: 3D Wit: 0D
Agility: 2D Charm: 0D

Vehicles

All vehicles are defined by the following stats:
Skill: What skill is used to drive/pilot it.
Scale: Helps classify its size and how hard it is to hit and damage in combat.
Body: Used to resist damage
Maneuverability (MNV): How easy it is to handle. This gives a bonus on drive/pilot skills.
Move: How fast it can travel.
Crew: The minimum number of people needed to successfully operate the vehicle.
Passengers (Psg): How many extra people fit.
Cargo: How much stuff it can carry.

Vehicle Combat

Some vehicles have weapons. Unless specified in their descriptions they are considered to be the same scale as the vehicle. Attacks are resolved in the same manner as character vs. character combat with the only difference being the character uses their drive/pilot skill in place of dodge to avoid being hit. If the hit was successful the character would roll the vehicle's Body to resist the damage and consult the following chart to determine how severe the damage is:

Situation	*Effect*
Damage Roll ≥ Body Roll	Temporary Effect (one round)
Damage Roll ≥ 2 x Body Roll	Permanent Effect (repair required)
Damage Roll ≥ 3 x Body Roll	Permanent Effect (part destroyed)

Once the severity of the damage is determined the GM may roll randomly or use common sense to determine the part of the vehicle damaged.

Roll 1D	*Effect*
1	Lose 1D Maneuverability
2-3	Random System Damaged
4-6	Structural Damage

Effects of Damage:
Maneuverability: Each time this is affected the vehicle loses 1D. This can go negative becoming a penalty to the driver's skill roll.
System Damaged: Randomly select a vehicle's system and it either becomes broken or loses 1D from its rating (if applicable). Examples include communications/radio, sensors, armor, shielding, rigging, sail, etc.
Structural Damage: The vehicle receives one wound level. Treat these like character would levels. Mortally wounded vehicles stop running and Dead vehicles are considered destroyed.

Repairing Vehicles

Characters may repair vehicles using their skills. The difficulty and cost is determined on the following chart. The cost is based on the cost of a new vehicle.

Dice Lost	*Difficulty*	*Cost*	*Time Needed*
1D	Easy	10%	1 hour
2D	Moderate	15%	4 hours
3D+	Difficult	20%	1 day

Repairing Body: the standard difficulty of repairing a would level is 10 and needs 4 hours.

Fantasy Vehicles

Air Ship $$$$ Scale +4D
A magic flying ship.
Type: Pilot (Air) MNV: 0D
Body: 2D Move: 1D
Crew: 4 Psg: 12
Cargo: 2 tons

Automaton $$$$ Scale +2D
A steam-powered golem.
Skill: Command MNV: 0D
Body: 5D Move: 1D
Crew: 1 Psg: 0
Cargo: None, Weapon: Mace 3D (melee)

Galleon $$$ Scale +4D
A pirate ship.
Skill: Sailing MNV: 0D
Body: 4D Move 2D
Crew: 70 Psg: 30 Cargo: 15 Ton
Weapons: 16 Cannons 4D each, 8 Cannons 2D+2 each, Range: 10/30/50, may only fire 50% of guns at one target each 3 turns.

Small Ship $$ Scale +4D
A sloop or pinnace.
Skill: Sailing MNV: 1D
Body: 2D+2 Move: 2D+2
Crew: 12 Psg: 8 Cargo: 5 Ton
Weapons: 6 Cannons 2D+2, Range: 10/30/50 may only fire 50% of guns each 3 turns.

Modern Vehicles

Car $$ Scale +2D
Vroom, vroom.
Skill: Driving MNV: 1D
Body: 2D Move: 2D+1 Crew: 1
Psg: 4 Cargo: 500 lbs.

Fighter Jet $$$$$ Scale +6D
State of the art killing machine.
Skill: Pilot MNV: 3D
Body: 2D Move: 3D
Crew: 1 or 2 Psg: 0 Cargo: None
Weapons: Guns 2D (30/50/100)
Missiles (4): 4D ½ mile, 2 miles, 5 miles

Motorcycle $ Scale +2D
Darling-Heavyson Fatboy.
Skill: Drive MNV: 2D
Body: 1D+2 Move: 2D+2 Crew: 1
Psg: 1 Cargo: 30 pounds

Sports Car $$ Scale +2D
The Lilith Novum.
Skill: Drive Body: 2D
MNV: 2D Move: 3D Crew: 1
Psg: 1 Cargo: 200 pounds

Tank $$$$ Scale +2D
Adams Main Battle Tank.
Skill: Drive MNV: 1D
Body: 6D Move: 2D
Cargo: 500 lbs Crew: 3 Psg: 1
Weapons: BFG (Character Scale – See Gear)
Main Gun: 6D Range: ½ mile, 1 mile, 2 miles

Sci-Fi Vehicles

Air Cycle $ Scale +2D
The Elzner Skywing.
Skill: Pilot MNV: 2D
Body: 1D+2 Move: 3D Crew: 1
Psg: 1 Cargo: 50 lbs.

Capital Ship $$$$$$ Scale +12D
Galaxy Class Destroyer
Skill: Cmd MNV: 0D
Body: 6D Crew: 5k
Psg: 500 Cargo: 100k tons + 30 fighters
Weapons: 100 AA Guns (fighter scale) 3D, Range: 1/3/5, 32 Plasma Cannons 4D+1, Range: 5/10/15, 6 100 megaton warheads 8D, Range: 15. Only 50% of guns or cannons can be on one target at any time.

Hover Car $$ Scale +2D
The Mach 6 by Icarus.
Skill: Pilot MNV: 2D+2
Body: 2D Move: 3D+1 Crew: 1
Psg: 3 Cargo: 400 pounds

Mecha $$$$ Scale +4D
The Spartan 300.
Skill: Mecha MNV: 1D
Body: 5D+1 Move: 2D
Crew: 1 Psg: 0 Cargo: 50 lbs
Weapons: Punch 5D (melee), Arm Gun 4D, Range: 400 yards / ½ mile / 1 mile

StarFighter $$$ Scale +4D
The Adder Mk. II
Skill: Pilot MNV: 3D+2
Body: 2D+1 Move: 4D
Crew: 1+1 robot Psg: 0 Cargo: 50lbs
Weapons: Linked Twin Guns 4D, Range: 1/3/5, 2 Torpedoes 8D, Range: 3/10/50

StarYacht $$$$ Scale +4D
A favorite of smugglers and nobles across the galaxy.
Skill: Pilot Body: 3D+1 MNV: 1D
Move: 3D Crew: 2 Psg: 8
Cargo: 50 tons + 1 shuttle
Weapons: Plasma Turret 3D, Range: 1/2/4

Special Vehicle Rules *(optional)*

Multiple Weapons on Vehicles
When vehicles have more than one weapon, they can be fired as a single salvo. This requires a successful Command skill roll with the difficulty based on the number of guns being combined. Each doubling of the number of weapons combined increases the damage by one pip.
Ranges in Space
Space is big and empty. Guns shoot great distances and ships are extremely fast. The ranges given are abstract and each represents one unit of space measurement that you choose to use in your game.
Ramming
To successfully ram the pilot needs to roll higher than the target's Pilot skill check. If successful both vehicles take damage equal to body of attacker plus relative move dice.
Intelligent Vehicles
Some vehicles might have rudimentary decision making ability. When the pilot is disabled, they may have a few dice in Wit and a few relevant skill dice, not many though.

Chases: When attempting to overtake or outrun an opponent the GM determines what range you are at (Short/Medium/Long). Each turn each vehicle makes a drive/pilot check, with the vehicle's Move dice granting a bonus. The higher roll either closes or increases the distance 1 range as desired. If reduced below Short you catch up, if increased beyond long you escape.

The Mini Six Magic System *(optional)*

Call it Ki, Chi, Sorcery, Latent Psi, etc; it's all just different flavors of magic. Magic let's you break the rules of the universe in creative ways. Some games let you use flashy spells; others require you to use more subtle effects. Speak with your GM about the limits of magic in his game.

Access to Magic

In some games, none may use magic, in others everyone can. The most common option is a middle ground that requires the character to start the game with the *Sorcerer* esoteric perk. If your GM does not use perks and complications, they may require you to sacrifice 1 attribute die at character creation instead to make your character magically aware.

Casting Spells

All spells have a target number (TN) listed in their description. Sorcerers roll *Magic* to determine success. Only one spell may be cast per turn. Success on the roll mean the spell is cast, see each spell description for the exact effect achieved. On a failed roll, the Sorcerer suffers a -1D penalty to their *Magic* skill. Further failures increase the penalty. One hour of rest with no interruption removes all penalties.

Spells Requiring Multiple Actions

Some spells require additional actions to be taken after casting. For example, thrown spells require the Sorcerer to cast the spell and then hit the target by making a *Throw* skill check. The Sorcerer may wait until the next turn to throw the spell or they may opt to suffer the penalty for multiple actions and do them all in one turn.

Concentration(CONC)

Some spells require the Sorcerer to maintain concentration for the spell to remain in effect. Each spell maintained counts as one action.

Beginning Spells & Learning More

For each die allocated to Magic at character creation, the character knows two spells. Additional spells cost 2 CP each after creation.

Magic as its Own Attribute (variant)

At character creation 1 Attribute Die is spent to gain ***Magic.*** It is increased by spending skill dice and treated like a skill. If using this method reduce all Base TN's in spell descriptions by 10.

Enchanted Items

The GM might include magic treasures in the game. A few suggestions are presented below.

Scrolls are written spells nearly ready to cast. They might allow a character who doesn't know a spell to cast it one time before burning to ash. Of course, the character must be able to use spells for there to be any hope of success.

Potions are distilled arcane power. The magic is released into the imbiber when consumed.

A ***Potion of Healing*** will automatically heal a single wound level.

A ***Potion of Skill*** will grant +2D to a selected skill for ten minutes. A different version of the potion exists for each skill except *Magic*.

A ***Potion of Changing*** will *Shape Change* the character into any one form (selected when the potion was made). The effect lasts one hour.

Enchanted Arms and Armor grant a small bonus or have a unique effect when wielded.

The ***Axe of Dwarf Mercy*** deals an additional +1D damage when striking Goblins or Orcs.

The ***Valiant Sword*** grants it's wielder an additional +1D to *Command* allied troops.

The ***Shield of Faith*** grants its wielder +1D to resist any magic effect as long as it is held.

Other Items might be found to be magic also, such as the ***Cloak of Stealth +1D***, the ***Flying Carpet***, or the ***Ring of Slyness*** (*Fast Talk* +1D).

Sample Spell List

Animate Dead TN: 36
Duration: Permanent
Range: Touch
Resisted: None

The caster touches a dead humanoid giving it unlife as a zombie or skeleton depending on the condition of the corpse. Undead created this way can be controlled by the caster's *Command* skill. When destroyed they crumble to dust.

Beast Tongue TN: 24
Duration: CONC
Range: Self
Resisted: None

The caster can talk to animals.

Bless TN: 24
Duration: 1 hour
Range: 30 ft radius
Resisted: None

All selected allies within the area of effect receive a +1 bonus to all rolls.

Charm TN: 20
Duration: CONC
Range: Self
Resisted: None

While this spell is maintained it grants a +4D bonus to all Charm skills.

Clairvoyance TN: 28
Duration: CONC
Range: 300 ft
Resisted: None

The caster's senses leave his own body and project outward to any point within 300 ft. The caster may move the area he perceives at the rate of 10 feet per turn. While in this state, he cannot take any physical action and any damage done to him will end the spell.

Conjure Elemental TN: 36
Duration: Permanent
Range: Zero
Resisted: None

Sorcerers may summon only one elemental per day by using this spell. The caster also needs a large quantity of the type of element on hand they wish to conjure. For example, a bon fire for a fire elemental or a well for a water elemental. Controlling the elemental requires use of the *Command* skill. Uncontrolled elementals will attack everyone, including the conjurer.

Control Weather TN: 40
Duration: CONC
Range: ½ Mile Radius
Resisted: None

The caster dictates the weather in the area affected. He can make it hot, cold, snowy, rainy, foggy, or calm as desired.

Curse TN: 20 + Resist Roll
Duration: Permanent
Range: Touch
Resisted: Charm

The target of this spell suffers some negative effect determined by the caster. Examples include being struck mute until hearing a certain word, deafness or blindness, inability to run or cross running water. This spell is open ended but GM has final say on all effects. *Dispel Magic* will remove any curse.

Dark Vision TN: 28
Duration: 1 hour
Range: Touch
Resisted: None

The target can see 60 ft in the dark.

Death Spell TN: 40
Duration: Instant
Range: 30 ft
Resisted: Might

After successfully casting this spell the Sorcerer rolls his Magic skill without adding in his *Wit* attribute for damage and the target resists using *Might* but with no benefit from armor. For example, Melkot successfully casts *Death Spell* on Tamore. Melkot has a *Wit* of 4D and 10D total in *Magic*. Melkot would only roll 6D for damage (10D – 4D) and Tamore would resist with his *Might*.

Dispel Magic TN: Special
Duration: Permanent
Range: 30 ft
Resisted: None

The caster undoes any single spell or permanent magical effect. The target number is five higher than the spell or effect being targeted. Some things cannot be dispelled, such as healing and resurrection.

Divination TN: Special
Duration: CONC
Range: Self
Resisted: None

The Sorcerer can attempt to see the future or the past. The immediate future or past normally has a TN of 30 while more distant events have a higher TN. For instance, seeing a year into the future may have a TN of 50 while a year into the past is only 40. If attempting to divine about specific objects or people that are not present, the difficulty goes up by 10 or more depending on closeness of relationship to the Sorcerer.

Earthquake TN: 44
Duration: 1 turn
Range: 200 ft
Resisted: None

When cast an intense tremor rips the ground in a 50 ft radius from the chosen epicenter. This collapses structures, opens cracks in the ground, and more. While the effect lasts, creatures on the ground cannot move, attack, or cast spells. Any creature caught inside a collapsing structure must resist 5D damage.

ESP TN: 20 + Resist Roll
Duration: CONC
Range: 50 ft
Resisted: Charm

When cast you can hear the thoughts of any one person, language is no barrier.

Fly TN: 28 (or 20)
Duration: CONC
Range: Self
Resisted: None

While maintained the Sorcerer can fly at a rate of 90 feet per turn. If the spell ends before landing the character will float to the ground. The character may hover and may carry up to his own weight aloft. If the character only wishes to levitate vertically the TN of the spell is 20.

Growth TN: 28 + Special
Duration: 10 turns
Range: Self
Resisted: None

The caster grows larger. Each increase in scale adds +10 to the TN.

Hasten TN: 28
Duration: 5 turns
Range: Touch
Resisted: None

Targets of this spell have their multiple action penalty reduced by 1D.

Heal TN: Special
Duration: Instant
Range: Touch
Resisted: None

Before casting this spell the Sorcerer must concentrate for 6 turns before casting this spell. The TN is 20 when attempting to heal anyone wounded or severely wounded, 25 for incapacitated characters, and 30 for those who are mortally wounded. Success reduces the wound level by one. A target may only be healed this way once per day.

Illusions TN: Special+Resist Roll
Duration: CONC
Range: 50 ft radius
Resisted: Wit

Illusions create false perceptions in the minds of the effected. The target number is 20 plus 2 per person after the first targeted plus their individual Resist Roll. Compare results for each person individually to see if they are affected. GMs may wish to roll for the highest Resist first and if they fail consider all to have failed.

Invisibility TN: 32
Duration: 1 hour
Range: Touch
Resisted: None

This spell renders the target almost unseen. While in effect the target gets a +4D bonus to *Stealth*.

Light TN: 20
Duration: 1 hour
Range: 100 ft
Resisted: None

The targeted location, object, or creature glows as bright as a torch.

Lightning Bolt TN: 28
Duration: Instant
Range: 150 ft
Resisted: None

The caster shoots lightning. If the caster attempts to throw it the same round it is cast the multiple action penalty applies to both the casting and throwing of the spell. The caster may also choose to project the lightning the round after casting to avoid the penalty. However if he waits any longer the effect dissipates. Targets may attempt make *Dodge* roll to avoid being hit. A successful hit inflicts 5D damage.

Paralysis TN: 20 + Resist Roll
Duration: 1 hour
Range: 150 ft
Resisted: Might

When successfully cast the target becomes paralyzed, freezing in place.

Petrify TN: 30 + Resist Roll
Duration: Permanent
Range: 100 ft
Resisted: Might

Turns one creature into a statue include all gear and any items held. *Dispel Magic* will return the target to their normal state.

Possession TN: 30 + Resist Roll
Duration: CONC (special)
Range: 50 ft
Resisted: Charm

The sorcerer takes control of the physical body of a single character or creature. The sorcerer may make the possessed being take any physical action it is capable of, but can't make it use *Magic* or any *Perk*. The possessed being uses its own *Might* and *Agility*, but skills depend on those of the sorcerer. The possessed may contest the sorcerer for control each round.

Resist Elements TN: 24
Duration: 1 hour
Range: 30 feet
Resisted: None

When cast the Sorcerer selects one element, such as fire, cold, or electricity, and the target is granted a +1D bonus to resist damage from that source.

Resurrection TN: 60
Duration: Permanent
Range: Touch
Resisted: None

A body which has been dead for less than one month may be restored to life. However, no one who has died from old age can be returned to life. Whether or not the casting of this spell is successful the Sorcerer's *Magic* skill is reduced by 3D for one day.

See Magic Aura TN: 20
Duration: CONC
Range: 30 ft
Resisted: None

The caster can see a magical glow on any enchanted object or creature.

Shape Change TN: 32 (+ special)
Duration: 1 hour
Range: Self
Resisted: Might

The caster transforms himself into another being. A particular individual may not be mimicked, only a typical creature. The Sorcerer retains his Wit and Charm but gains the Might, Agility, and abilities of the new form but may not cast spells while in the new form. If attempting to transform into any creature bigger than character scale adds +10 per category to the difficulty.

Slumber TN: 15 + Resist Roll
Duration: 1 hour
Range: 30 foot radius
Resisted: Wit

The Sorcerer may affect up to as many targets within 30 feet of himself as he has dice in *Magic*. These targets resist individually and if failed they fall into a deep sleep.

Still Mind TN: 48
Duration: CONC
Range: Self
Resisted: None

While this spell is maintained, the Sorcerer is protected from all spells that influence, detect, or read emotions and thoughts.

Telekinesis TN: 36 + Might
Duration: CONC
Range: 150 ft
Resisted: Might

Sorcerers may move up to 50 lbs. per die in *Magic* with their mind at the rate of 30 ft per turn. Living beings may also be moved but they resist using *Might*.

Teleport TN: Special
Duration: Instant
Range: 10 ft radius
Resisted: None

Sorcerers instantly transport themselves or other beings to a designated destination at any distance. Unwilling subjects cannot be teleported. The base TN is 35 for one target, plus 5 more for each additional target. A caster may not teleport to any place he has not seen before.

Water Breathing TN: 28
Duration: 1 hour
Range: Touch
Resisted: None

The target can breathe under water.

Sorcerer's Tools Some special enchanted items are of use only to those capable of using spells.
The ***Crystal Ball*** reduces the TN of *Clairvoyance* and *Divination* by 4.
The ***Magic Wand*** grants +1D to any *Magic* skill test when used for a specific spell.
The ***Spell Book*** allows the sorcerer to learn spells at half the CP cost up to six times.
The ***Spell Staff*** grants +1D to *Magic* once each day.

Extra Option: Magic Perks

If your GM allows perks then characters capable of using magic might be able to take special ones like the following.

Familiar (1): The character has an imp for a companion. The familiar can fly at a rate of 60 ft each turn, can talk, and has 1D in each attribute. He also has 3D in skills. He can't cast spells, but he can turn into a black cat or other small animal at will.

Totem Spirit (1): The character has a spiritual advisor that speaks to him in his dreams or visions. This spirit will likely have a somewhat alien perspective on matters, and certainly won't always just tell the character everything he knows. Totem Spirits employ riddles, puzzles, and enjoy sending the character off on ridiculous quests; but they also have insight and know things man was never meant to know.

Extra Option: Magic Complications

The GM may also allow special complications for magic capable characters.

Demonic Pact: The character has allied himself with a demon. It tends to impress all the wrong people. You earn bonus CP any time this complicates your life.

White Wizard: You can't harm anyone with your magic. Ever. Earn 1 bonus CP every session.