

# Caverns & Kobolds

## A D6 Based Rules-Lite RPG

Version 0.1

### What You Will Need

Paper, Pencils and at least one standard six-sided dice.

### Create A Character

Choose a profession for character. Example:-Fighter, Wizard, Thief, etc... Give your character a name. Choose a Character Number (CN) between 2 and 5 for your character's task resolution ability - A higher number for Fighters - A lower number for Wizards.

### Hit points (HP)

2 hit points for CN 2

3 hit points for CN 3 and CN 4

4 hit points for CN 5

### Skills

Choose two skills that will define what your character can do. Combat for Fighters, Spell-casting for Wizards - players with out a combat skill cannot inflict any damage using physical combat, just as players without spell-casting may not use magic. Available skills are:- Spell-casting, Combat, Agility, Languages, Diplomacy, Wilderness Survival, Science, Stealth

### Spells

If you have spell-casting as a skill you may choose three spells to begin with, the GM may allow you to learn more spells or even develop new ones your character progresses. Certain spells may be reversible (Light becomes Dark) at the discretion of the GM.

### List of Spells

Magic Missile - does one point of damage each time successfully cast

Sleep - Put one target to sleep for a period of time

Light - illuminate an area for a period of time

Levitate - Raise a target object into the air

Charm - Charm a target for a period of time

Illusion - Create a visual illusion

Invisibility - Make one target invisible for a set period of time

### Task Resolution

For a physical task such as combat or agility, the player must roll under their CN for success, providing they have the relevant skill

A successful combat roll does 1 HP of damage to the assigned target. Players with combat skill may roll under their CN to block a combat attack and players with agility skill may roll under their CN to dodge a combat attack. Players with both may only roll once.

For a mental task such as spell-casting or diplomacy, the player must roll over their CN for success, providing they have the relevant skill

Players who reach zero hit points are unconscious and will die with out medical attention and rest. Any player can 'bandage' any other wounded player to prevent this death. Instant player death is at the discretion of the GM

### Equipment

It can be assumed the party starts with standard equipment such as Rope, Lantern, Food, Flint

### Monsters

All monsters inflict 1 HP damage on successful rolls under their CN

Human, Orc, Kobold, Skeleton CN 4 - HP 2

Troll, Giant Centipede, Golem CN 5 - HP 4

Minotaur, Beholder CN 6 - HP 8

### Character Advancement

At the discretion of the GM, characters may be awarded extra HP, extra skills or modifiers to their skills such as a -1 to combat rolls to increase their chance of success

### Game Development

The GM and Players are encouraged to develop 'House Rules' that will increase their enjoyment of the game