

D6 Class System

D6 is in dire need of a way to differentiate one character from another. The Advantage-Disadvantage system of the new D6 system is a great step towards that, but characters are still bound to end up with the same skills with the same skill levels after a long period of gaming. Technical based characters will not be any different than combat based characters.

The new D6 Class System adds a few extra steps to Character generation, a few mechanics to character advancement, and creates an importance of balance in d6. Now a GM can measure up his NPCs and creatures up against a character party. Now a player has a sense of advancement and development in his character. And now, a tech will be more technical than a fighter.

Note about multiple genres: Attributes will be listed in terms of the d6 Adventure equivalent but are translatable to the other genres. Some special genre notes will appear when conflicts apply.

1. Character Base Archetype

The first major change is the Character Base Archetype. After the player has developed a concept for his character, he chooses a basic Archetype for his character. These Archetypes define the framework of the character's background, education path and social circles that he gained knowledge from. These Archetypes apply to the character at character generation time as well as in advancement.

The Defined Limits system puts things in terms of dice and are not directly compatible with this system. Characters generated by the Defined Limits system can be converted to this Class system, by making their archetype **Basic**.

There are 5 Base Archetypes

- Arcane
- Basic
- Expert
- Fighter
- Rogue
- Scholar

To follow are descriptions and benefits from each. Every Archetype has benefits and drawbacks, to balance it out. When choosing an archetype, the character must choose an Archetype **Strong-side Attribute** (denoted with 'S' next to the attribute) and a Archetype **Weak-side Attribute** (denoted with 'W' next to the attribute).

Strong-side Attribute

For the Strong-side Attribute the following applies:

At Character Generation:

- Character gains +2 pips free at character generation
- This Attribute must be at least 2D

During Advancement Benefit:

- Those skills under the Strong-side Attribute cost 1 Character Point less to buy new or advance (at a minimum of 1 point). Example: The Sam has a skill at 4D+2 and he wants to raise it to 5D which would normally cost 4 but if it is under his Strong-side attribute, it will cost 3 points.

Weak-side Attribute

For the Weak-side Attribute the following applies:

Character Generation Drawbacks:

- This Attribute can not be any higher than 2D+2

Advancement Drawback:

- Those skills under the Weak-side Attribute cost 1 more than their normal cost to buy new or advance.
- The skills under the Weak-side Attribute can not be advanced higher than the controlling attribute +2D.

Also, the character has an opportunity to choose from a list of skills called the Automatic Professional Skill. At Character generation, the character can choose a skill from the list, based on the d6-genre. This skill is considered a Professional skill and gains 1D skill dice (or 2D if it within Strong-side Attribute).

Arcane Archetype

Arcane characters are like scholars but primarily focus their learning around ancient and magical studies. Most are very strong in some extranormal powers. They are less combat oriented and more intelligence oriented.

Choose from the following for STRONG-SIDE ATTRIBUTE and WEAK-SIDE ATTRIBUTE

STRONG-SIDE ATTRIBUTE: Any Extranormal Attribute

WEAK-SIDE ATTRIBUTE: Reflexes, Coordination or Physique

Automatic Profession Skill:

D6 Adventure: any magic skill or psionic skill.

D6 Space: the psionic skill or ...

D6 Fantasy: any magic skill or ...

Basic Archetype

The basic Archetype has no benefits or drawbacks. He is considered a jack-of-all-trades; a well-rounded and experienced individual.

As a balancing factor for some of the free skills the other Archetypes get, however, the basic gains 1 extra Creation Point.

Expert Archetype

An Expert character is a professional in one particular area; a craftsman, a artisan or a mechanic. They have tools of their trade and are needed when the trappings of a civilized society break down.

Choose from the following for STRONG-SIDE ATTRIBUTE and WEAK-SIDE ATTRIBUTE

STRONG-SIDE ATTRIBUTE: Knowledge, Coordination or Perception

WEAK-SIDE ATTRIBUTE: Reflexes, Physique or Presence

Automatic Profession Skill:

D6 Adventure: business, know-how, lockpicking, medicine, navigation, piloting, repair, survival, tech, tracking,

D6 Space:

D6 Fantasy:

Fighter Archetype

A Fighter character is a professional soldier, mercenary, martial arts expert or anything else that requires physical prowess and knowledge of warfare and tactics.

Choose from the following for STRONG-SIDE ATTRIBUTE and WEAK-SIDE ATTRIBUTE

STRONG-SIDE ATTRIBUTE: Reflexes, Coordination or Physique

WEAK-SIDE ATTRIBUTE: Knowledge, Perception or Presence

Automatic Profession Skill:

D6 Adventure: brawling, demolitions, dodge, marksmanship, melee combat, missile weapons.

D6 Space:

D6 Fantasy:

Rogue Archetype

A Rogue character is a professional con artist, thief, free-lance investigator or swindler.

Choose from the following for STRONG-SIDE ATTRIBUTE and WEAK-SIDE ATTRIBUTE

STRONG-SIDE ATTRIBUTE: Coordination, Perception or Presence

WEAK-SIDE ATTRIBUTE: Reflexes, Physique or Knowledge

Automatic Profession Skill:

D6 Adventure: acrobatics, contortion, sneak, sleight of hand, security, hide, streetwise, con, persuasion.

D6 Space:

D6 Fantasy:

Scholar Archetype

Scholars are the leaned of our society; professors and academics that teach and guide us through life's questions.

Choose from the following for STRONG-SIDE ATTRIBUTE and WEAK-SIDE ATTRIBUTE

STRONG-SIDE ATTRIBUTE: Knowledge, Perception or Presence

WEAK-SIDE ATTRIBUTE: Reflexes, Physique or Coordination

Automatic Profession Skill:

D6 Adventure: language, medicine, scholar, tech, investigation, know-how, search, command, willpower

D6 Space:

D6 Fantasy:

2. Professional Skills

At character generation, the character chooses a certain number of skills. In this system those are considered his Professional Skills. This can be denoted with a 'P' next to those skills. Anything skill purchased after that are considered Non-Professional skills.

No more than 15 skills can be chosen as professional at Character generation.

Professional skills cost the base cost to advance. However, non-professional skills require a little more investment. Non-professional skills cost 1 additional character point per die or fraction thereof advanced to advance, including the initial characters points to by new skills. If this skill happens to be within the WEAK-SIDE ATTRIBUTE, then the total cost extra to buy a new skill in that area is increased by 3.

For example, a character advanced a non-professional skill from $2D+2$ to $3D$, that costs 1 extra point. However, if he advances it to $3D+1$ or $3d+2$, the extra cost would be 2 ($2D$ to $3D$ is one die advancement, and the $+1$ or $+2$ is a fraction of another die, so one additional cost).

Buying a Non-Professional into the Profession

It is also possible to buy a non-professional skill and make it professional. When buying new skills, the player can spend twice the amount needed to buy the skill to make it professional. Denote the professional skill with a 'P'.

Advanced Creation Point System

The d6 Class system uses a character generation system called the Advanced Creation Point Pool system. It is similar to the Creation Points system in the core rulebook, but translates the points into pips instead of dice. So a normal d6 character can be created by $79 \times 3 = 237$ points. For the Advanced Creation Pool System, the following is true (ACP = Advanced Creation Points):

- 1 Attribute pip = 3 ACPs
- 1 Attribute Die = 12 ACPs
- 1 Skill Die = 3 ACPs
- 1 Skill pip = 1 ACP
- 1 Specialized Skill Die = 1 ACP

Pregenerated templates can be converted to this system, but they would have to be regenerated back through the Points Pool system first.