Class System

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. Where possible, conversions are listed, but in places where it was not practical, it is left to the reader to convert.

Character Creation: Creation Point System

This class system relies on the use of the Creation Point system. It also requires certain skills to be Focused (d6 Adventure page11).   So the points are increased to 93 Creation Points to create a character.

At Character Generation, the player must choose a Archetype and Profession first, before any points are spent. Once those are chosen, the only guideline is that the Primary Attribute must be the highest and the Secondary must be the second highest. If there are any Focus Skills for the Profession, at least one must be the highest of all the skills he allocates points to.

Focused Skills

The following skills must be focused in a specific area of expertise:

D6 Adventure

- Piloting (air, land, sea, space)
- Languages (specific language)
- Navigation (air, land, sea, space)
- Scholar (specific area of study)
- Tech (Electronics, Mechanics)
- Artist (specific area of art)
- Survival (Forest, Desert, Tundra, Jungle, Marine, Urban, Space)

D6 Fantasy

- Pilotry (air, land, sea)
- Speaking (specific language)
- Navigation (air, land, sea)
- Scholar (specific area of study)
- Artist (specific area of art)
- Survival (Forest, Desert, Tundra, Jungle, Marine, Urban)

D6 Space

- Vehicle Operations (air, land, sea, space)
- Languages (specific language)
- Navigation (air, land, sea)
- Scholar (specific area of study)
- Artist (specific area of art)
- Survival (Forest, Desert, Tundra, Jungle, Marine, Urban, Space)

Advanced Experience System

The basic concept behind this class system is to funnel the experience points to the places that best fit the character concept, so that the hacker in the group does not become better at weapons skill than the soldier, without significant effort.

Experience is given out as normal. The only difference is that they are not all Character Points yet. Experience Points are allocated to either Characters Points or Experience Total. No points are allocated to Skills until the next level's Experience Points Total is reached or exceeded. The Experience Total of a character is a running total of the total experience of the character and is used to measure the character's level (See Class Progression Table).

Experience allocated to Character Points are be re-allocated to the Experience Total at any time, as needed. Experience allocated to the Experience Total can not be allocated anywhere else.

Once the Experience Total reaches the next level, the player can spend the Leveling Points of that level on Skills and Attributes. At each interval, the player invests into an Archetype, buys a level in a Profession within that Archetype, which in turn gives the player guidelines on where to spend the Leveling Points.

When Leveling, the character must do the following:

1. **Pick the Archetype** he is investing in. If it is an Archetype he has already invested in, he gains the Bonus Character Points and Bonus Leisure Experience Points. The Archetype defines what percentage of points you must invest into which Attribute (Primary and Secondary).

2. Select a Profession within that Archetype. The Profession defines what skills (if any) you must spend experience in first and also supplies suggested Advantages.

3. Spend points according to the allocation priority –
   a. **Professional Points**:
      i. **Primary Profession Focus Skill** – If the Profession chosen has a Primary Focus Skill (s), that/those skill(s) must be raised at least one pip. If there is not one listed, at least one skill in the Primary Attribute must be raised. This is not necessary if the player instead raises the Primary Attribute. If there is not a Primary Focus Skill lists, then the player can raise any skill.

Some Archetypes have no Primary Focus Skills, some have one and others have two or three. In case of multiples, all must be raised before any other points are spent.

At least one Skill in the Primary Attribute must be raised before any are in the Secondary.

ii. **Secondary Profession Focus Skill** - If the Profession chosen has a Secondary Focus Skill (s), at least one skill must be raised at least one pip.

Some Archetypes have no Secondary Focus Skills, some have one and others have two or three. In case of multiples, the character can do any number of Secondary.

iii. **Primary and Secondary Attribute and Skills under that Attribute** – Any remaining Professional Leveling Points can be spent on skills in the Primary Attribute or Skills under the Primary Attribute, or the Secondary Attribute or Skills under the Secondadry Attribute.

b. **Leisure Skill Points**: Any skills in or out of the character Archetype/Profession.

All Professional Skill points should be spent in either Primary or Secondary, Leisure Points and Character Points can be used to make sure that happens. If there is no way a number of Professional Points can be spent, they can be converted to Character Points. No more than 3 can be done in this way.

The general "life cycle" of an Experience Point award is…

Experience Points --→ Character Points or Experience Total. When the Experience Total reaches a certain level (see Class Progression table) → Experience Total -→ Leveling Points → Professional and Leisure Points.

Glossary

Archetype – Generic area of skill, associated to a specific Attribute in d6. When buying a Level, the Archetype Level in increased by one. Advancing in the same Archetype gains the player benefits, while advancing into another

Character Points – Experience Points allocated to be used as Character Points.

Class – Collectively the Archetype and current Profession.

Experience Points – General points given at the end of an adventure used to either advance a character or allocate as Character Points, representing experience gained in the adventure.

Leisure Points – Points that can be spent on skills outside of the character's profession.

Leveling Pool/Points – The pool of Experience points allocated to be used for to increase skills.

Primary Attribute – The attribute that is the focus of an Archetype. This is where the Professional Points are first spent on skills.

Primary Focus Skill – Some Archetypes have a Primary Focus skill which is a skill that falls under the Primary Attribute that must be raised at least one pip before any other points are spent. Some Archetypes have no Primary Focus Skills, some have one and others have two or three. In case of multiples, all must be raised before any other points are spent.

Profession – Specialized area of expertise within an Archetype that defines area of focused skill and suggests possible Advantages and Disadvantages to be gained.

Secondary Attribute – The attribute the players chooses as the secondary focus of his career. This is where Professional Points are spent second.

Secondary Focus Skill - Some Archetypes have a Secondary Focus skill which is a skill that falls under the Secondary Attribute that must be raised at least one pip before any other points are spent, other than on the Primary Skill. Some Archetypes have no Secondary Focus Skills, some have one and others have two or three. In case of multiples, the character can do any number of Secondary.

Total Experience – The sum total of all the experience invested into the character level.

Class Progression/ Character Level

Through the character progression through his classes, he will allocate Experience Points, spend Leveling Points, and advance in levels. The player needs to keep a running total of his Experience Points spent for Leveling. At Level 1, it should be at zero.

Level	Experience Pts Total	Leveling Pts to be Spent	Bonus Char. Pts	Bonus Leisure Exp. Pts.
1	0	-	0	0
2	10	10	+1d6	+1
3	25	15	+1d6	+2
4	45	20	+1d6	+3
5	70	25	+1d6	+1d6
6	100	30	+1d6	+1d6
7	135	35	+1d6	+1d6
8	175	40	+1d6	+1d6
9	220	45	+1d6	+1d6
10	270	50	+2d6	+1d6+1
11	325	55	+2d6	+1d6+1
12	385	60	+2d6	+1d6+1
13	450	65	+2d6	+1d6+2
14	520	70	+2d6	+1d6+2
15	595	75	+2d6	+2d6
16	675	80	+2d6	+2d6
17	760	85	+2d6	+2d6 +1
18	850	90	+2d6	+2d6 +1
19	945	95	+2d6	+2d6 +2
20	1045	100	+3d6	+2d6 +2

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 that best fits the concept. 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.

There are 5 Base Archetypes
- o   Arcane
- o   Brute
- o   Deft
- o   Diplomat
- o   Expert
- o   Quick
- o   Scholar

D6 Adventure

Archetype	Primary Attribute	Secondary Attribute Options (Choose one)
Arcane	Extranormal	Coordination, Presence, Knowledge, Perception, Reflexes
Brute	Physique	Coordination, Reflexes, Presence
Deft	Coordination	Physique, Perception, Reflexes
Diplomat	Presence	Extranormal, Perception, Knowledge, Coordination
Expert	Perception	Extranormal, Physique, Reflexes, Coordination
Quick	Reflexes	Physique, Coordination, Perception
Scholar	Knowledge	Extranormal, Presence, Perception, Coordination

D6 Fantasy

Archetype	Primary Attribute	Secondary Attribute Options (Choose one)
Arcane	Extranormal	Coordination, Charisma, Intellect, Acumen
Brute	Physique	Coordination, Agility, Charisma
Deft	Coordination	Physique, Acumen, Agility
Diplomat	Charisma	Extranormal, Acumen, Intellect, Coordination
Expert	Acumen	Extranormal, Physique, Agility, Coordination
Quick	Agility	Physique, Coordination, Acumen
Scholar	Intellect	Extranormal, Charisma, Acumen, Coordination

D6 Space

Archetype	Primary Attribute	Secondary Attribute Options (Choose one)
Arcane	Extranormal	Mechanical, Perception, Knowledge, Perception
Brute	Strength	Mechanical, Agility, Perception
Deft	Mechanical	Strength, Technical, Agility
Diplomat	Perception	Extranormal, Technical, Knowledge, Mechanical
Expert	Technical	Extranormal, Strength, Agility, Mechanical
Quick	Agility	Strength, Mechanical, Technical
Scholar	Knowledge	Extranormal, Perception, Technical. Mechanical

Archetype Experience Allocation

Shown below are the points available to the character at each level in each Archetype. Professional Points must be spent on Primary and Secondary Attributes and their skills. If there is a focus skill listed in the character's Profession, that skill must be raised at least one pip before any others skills are raised. Then if there are any Focus Skills under the Secondary attribute, those must be raised as well by one pip before anything else.

Professional points can only be allocated to Primary and Secondary Attributes and their skills. Leisure Points can be allocated to anything (Professional and Non-Professional).

All Professional Points must be spent. Leisure points in conjunction with Professional points to ensure this happens. If there are any points left over that can not be spent (usually Leisure points left over) they can be allocated to Character Points. All points must be allocated to skills or attributes before any are allocated to Character Points.

After the Points Allocation table is a list of Professions, their Focus skills (if any) and an explanation. If the Profession's Secondary Focus Skills does not list a skill that is in the particular characters Secondary Attribute, then for that character, there is no Secondary Focus Skill.

NOTE: The skills and Attributes below are listed in terms of d6 Adventure. Conversions will be necessary in some cases.