SneAk Aaattack

An OSR d6 Roleplay
Crunchy Peach Games
http://www.crunchypeach.com

A game of battle and survival where you utilize natural elemental power. Every time unique. Sometimes you will have to Sneak and sometimes you will have to Aaattack.

CHARACTER CREATION

***Information* | [Stamina Cost] | (Damage)**

Elemental Alignment

This is the natural force that one can utilize. Flavor of how the element forms is up to the player. Roll 1d6 and match to the corresponding number in the Element Table:

Element Table: Wield natural force that benefits you	
1	Air: *Weak against Fire. Strong against Lightning*
2	Earth: *Weak against Lightning. Strong against Water*
3	Fire: *Weak against Water. Strong against Air*
4	Water: *Weak against Earth. Strong against Fire*
5	Lightning: *Weak against Air. Strong against Earth*
6	Reroll, on 2nd 6, Choose an Element and Roll on the Specialty Table, otherwise Choose an Element.

Elemental Weakness: add +1 to the d6 attack roll of the strong side.

CHARACTER TRAITS *Roll 1d6 for each*

The number in these traits will identify the number of rolls that can be taken when determining your Abilities and your Health and Stamina.

Dexterity *Dex* **Elemental Skill *Ele***
Martial Ability *Mar* **Vitality *Vit***

Health = Vit x 2. **Stamina = Vit x 2**. Almost every action requires a point of Stamina. However, readying an item, taking an elixir or holding your turn, does not consume stamina. No matter your health level, if you run out of stamina you become exhausted and you fall unconscious. At 0 health you fall unconscious, gain **Bodily Distress**, at -3 health you die.
Gathering Chi: Full turn meditate, unbroken, regain 3 stamina points.
Elixirs: *Heal 2 | Acid 2 dmg | Smoke 2 turns | Fire 2 dmg | Sticky 2 turns*

Basic Maneuvers [Stamina Cost]

Dagger Strike [0]	Throw Dagger [1]	Set/Disable Trap [2]
Use Elixir [0]	Climb [1 per 25ft]	Bandage[2 per 1 health]
Ready Item [0]	Swim [1 per 25ft]	Throw Any [2]
Move{Combat}[0 for 5 ft] [2 per 10 ft]		Grapple [3 per turn]

Sneak Attack[3](1d6+3): Within 5ft of the back of an enemy, roll a 6 on attack, and confirm with a 2nd 6, instantly kill the enemy. Coup De Grace

TRAIT ABILITY ROLLING TABLES

For each of the corresponding Trait Tables found below, divide your trait by 2 and round up to determine how many rolls you have for that table. If your Traits increase, you may receive additional rolls

***1-2* = 1 roll | *3-4* = 2 rolls | *5-6* = 3 rolls | *7-8* = 4 rolls | *9+* = 5 rolls**

Dexterity *Dex* Table [Stamina Cost]	
1	Dodge [2]: Avoid an attack, roll, on 1-2 skip next turn
2	Conceal [2]:Hide 1 turn, roll, on 6, unseen for 3 turns
3	Fast Movement [3]: Move up to 50 ft without harm
4	High Jump[3]: Jump up to 30 ft with ease
5	Infiltrate [4]: Become intangible shadow for 4 turns
6	Reroll, on 2nd 6, Choose a Dexterity and Roll on the Specialty Table, otherwise Choose a Dexterity

Elemental Skill *Ele* Table [Stamina Cost]	
1	Small Elemental[2]: Use element to target 1 enemy
2	Wide Elemental[3]: Use element to target 3 enemies
3	Prevention Elemental[3]: Use against an attack
4	Illusion[4]: Sensory hallucination gives -1 for 3 turns
5	Mirror Golem[5]: A golem of yourself for 4 turns
6	Reroll, on 2nd 6, Choose a Dexterity and Roll on the Specialty Table, otherwise Choose a Dexterity

Martial Ability *Mar* Table [Stamina Cost]	
1	Small Attack[2]: A simple attack
2	Flurry of Blows[4]: Make up to 3 attacks
3	Defensive tactic[3]: Use against an attack
4	Finesse[3]: Add +2 to Damage for 4 turns
5	Mastery[5]: Use Small and Defensive[no cost] 5 turns
6	Reroll, on 2nd 6, Choose a Dexterity and Roll on the Specialty Table, otherwise Choose a Dexterity

Critical Confirmation: When you attack and roll a 6, roll again. If you roll a 2nd 6, double the damage you deal for this attack.
Bodily Distress: If bleeding, poisoned, severely wounded, etc, then at the start of your turn, roll below your Vitality or lose 1 health.
Travel Lite: To ensure stealth, you carry as little as possible with you
Targeting Overload: Target any number of enemies for [2 per enemy] you want to target, roll 1d6 against each.
Resting: 8hrs will restore fully. 4hrs 1/3 of your stamina and ½ Health.
Ranged: Attacks can reach 5 ft per stamina cost paid, [2 per extra 10 ft]

Specialty Table [Stamina Cost](Damage)	
1	Familiar: Dex *2* | Vit *2* | [1](1d6+1) | *Dodge* | *Conceal*
2	Healing Ability[2]: Heal 1d6+level
3	Unique Ability[4]: Develop a special maneuver
4	Legendary Weapon(2d6): A weapon of immense dmg
5	Innate Power: Perform heroics without stamina cost
6	Choose any specialty and add +1 to a Character Trait. If this gives you an extra roll in a stat, take it now.

COMBAT

Initiative: The highest level dexterity goes first, with the next highest going afterward. This continues until all Players/NPC's have taken a turn and then begin again from the top of the list. If two players are tied and cannot agree who will go first, each rolls 1d6 and the highest roll goes first.

Actions[0 for 1 action][2 for each extra]: For an attack to hit the defender, the player and the defender each roll 1d6. The highest number wins and the attacker wins on a tie. If the defender has a defensive move they can take it when an attack is declared against them. If you have an A**bility** more than once: *i.e. small elemental +2*, add the number to your d6 dice rolls. **Base Damage** is 1d6 roll.

The GM will roll for all NPC's, unless otherwise decided by the group.

Defending against an Attack: You can perform a Dodge, if you have the skill. The attack misses. With prevention elemental maneuver or martial defensive tactic, you prevent the attacker from continuing. It is considered an attack against the attacker, roll1d6 for each as if an attack, resolve this first. If the defense hits, the initial attack that was declared is prevented. All characters can attempt a **Block**[2] after a hit is made. Roll 1d6 and if it is higher than the attacker's initial attack roll, take 2 less damage.

GM: make a perilous game; one that is fun, strategic, combative.

LEVELING UP

After a difficult or spectacular encounter, up to the Game Master's *GM* discretion, choose an ability table to roll on. Then add +1 to a Trait, this may give you another roll on a Trait table. Roll 1d6 and increase your Health. Every 5th level, roll on the Elemental Table.

Thank you for trying this game and all our games!
Special thanks to those helping and collaborating! Stay Crunchy!
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