

<ul style="list-style-type: none"> <li>• After a battle, Characters immediately regain one lost hit.</li> <li>• Healer types can make a TN 4 roll to restore a second hit, but can only try once per hero after each battle.</li> </ul>	<p><b>Basic Target Numbers</b></p> <ul style="list-style-type: none"> <li>• Easy: TN 2</li> <li>• Average: TN 3</li> <li>• Hard: TN 4</li> <li>• Very Hard: TN 5</li> <li>• 1 on a roll is always a failure.</li> <li>• 9 on a roll is always a success.</li> </ul>	<p><b>Weapons, Armor and Special Equipment</b></p> <ul style="list-style-type: none"> <li>• Melee Combat, Light Weapon: TN 4</li> <li>• Melee Combat, Medium Weapon: TN 3</li> <li>• Melee Combat, Two Handed Weapon: TN 5, Damage 2</li> <li>• Ranged Combat, Short Range: TN 3</li> <li>• Ranged Combat, Medium Range: TN 4</li> <li>• Ranged Combat, Long Range: TN 5</li> <li>• A Shield adds one to the TN to hit.</li> </ul> <p><i>Some equipment or abilities are so powerful that they give the Character extra Action Dice.</i></p>	<p><b>Advancement:</b></p> <p>Characters can add more Areas of Expertise with the permission of the GM (usually not more than 1 per session), up to a maximum of 7 and can change them if it makes sense (usually not more than one per session). Players get 1 free Action Die per game session, and can earn more for saying or doing cool stuff. An Action Die can be awarded by the GM or the agreement of two or more other Players.</p> <p>Action Die's can be rolled with any roll to give you more dice to choose from for the roll or can be used to "shrug off" a hit.</p>
<p><b>Damage:</b></p> <ul style="list-style-type: none"> <li>• Characters can take two hits and then they are Bloodied. Bloodied Characters are -1 to all actions.</li> <li>• Bloodied Characters can take two hits and then they are incapacitated.</li> <li>• Goons only get one hit.</li> <li>• Certain kinds of creatures may get more hits.</li> </ul> <p><b>Healing:</b></p> <ul style="list-style-type: none"> <li>• During a battle, Characters may take one round to "catch their wind" and regain one lost hit so long as they take no damage that round.</li> </ul>	<ul style="list-style-type: none"> <li>• No special armor gives the wearer an Armor Save vs a TN of 6.</li> <li>• Heavy Clothes gives the wearer an Armor Save vs a TN of 5.</li> <li>• Light Armor gives the wearer an Armor Save vs a TN of 4.</li> <li>• Medium Armor gives the wearer an Armor Save vs a TN of 3.</li> <li>• Heavy Armor gives the wearer an Armor Save vs a TN of 2.</li> <li>• Special Abilities may give the wearer a higher natural Armor Save.</li> </ul>	<p><b>Character Creation:</b></p> <ul style="list-style-type: none"> <li>• Pick an Occupation: Characters automatically succeed at most actions that a person with that Occupation would know.</li> <li>• Pick a Name.</li> <li>• Pick 3 Areas of Expertise.</li> </ul> <p><b>You may replace an AoE for a Special Ability if allowed by the GM.</b></p> <p><b>Conflict Resolution:</b></p> <ul style="list-style-type: none"> <li>• Standard Target Number (TN) is 3.</li> <li>• Roll 1d6 vs TN for all standard actions that would not automatically succeed.</li> </ul>	<p><b>Character Creation:</b></p> <ul style="list-style-type: none"> <li>• Roll 2d6 and pick the HIGHEST when rolling against an action in which you have an AoE.</li> <li>• If you roll "Boxcars" you get a Critical Success. A Critical Success in combat does 2 hits.</li> <li>• Roll 2d6 and pick the LOWEST when rolling against an action in which you have no skill.</li> <li>• If you roll "Snakeyes" you get a Critical Failure. A Critical Failure in combat may do a hit to the Character making the roll or may damage their weapon.</li> </ul>
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# Nanolite 6

**A rules lite role-playing game designed to use regular 6 sided dice for movie length games.**

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