

# 6X - THE ONE PAGE ROLE PLAYING SYSTEM

The 6X—One Page Role Playing System enables gamers new and old to jump right into the action with a quick and clean rules system that leaves the world building to the players. All you need to start a campaign is a six-sided die and some paper. Good luck!

## EQUIPMENT



**Players (1 – infinity)** – 6X can be played by any number of people, even just one. Playing alone may not fill your need for social interaction, but it will keep you busy at the bus stop. Of course, 6X works just as well with groups.

**1 Six-sided Die** – God may not play dice with the universe, but you can. Simply snatch a die out of any standard board game (may I suggest Sorry!). Once you start playing 6X you'll never miss it.

**Paper and Pencil** – It's always good to keep a record and 6X actually leaves a paper trail of your gaming experience. You can consult the record for new storytelling options, relive the adventure again and again, or convert your campaign into prose to share with others.

**Narrator** – It's the narrator's job to conduct the story and provide the conflict. 6X is not designed for dungeon crawling; it's an improvisational storytelling engine. Everything changes with a roll of the die and narrators should prepare to alter their plans to the reality of the game.

**Player** – In 6X, Players make all the important choices for their characters, but that's only the beginning. Through discussion and debate, Players influence the possible outcomes of their actions for good or ill. 6X isn't about winning, it's about telling the best story and the system allows Players to be a big part of that process.

For games of one, a single person can play both Narrator and Player. For games with more Players, Narrators can jump in with their own characters.

## ROLES



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## HOW TO PLAY

1 - Narrator and Players agree on a world, genre and tone for the adventure. Adventures can happen anywhere and in any style: street level crime drama, superhero comedy, epic fantasy throwdown, regency romance, mythological War of the Gods or a recreation of the lives of your favorite sitcom characters.

2 - Each Player should write up a short description of a character, noting any pertinent details to the genre: the powers of the superhero, the personality of the sitcom comedian, the weapons of the barbarian, the family of the romance heroine. Avoid too much detail as the character will be fleshed out by the story and their choices.

**World Description Example:** A Tolkeinesque fantasy world with a dark criminal underbelly where no one can be trusted

**Character Description Example:** Young Zuabi Ribai, an orphan of the streets, must make the most of his quick wits, agile body and belligerent personality in his quest to move up the criminal ladder from cutpurse to crime lord.

3 - The Narrator sets the scene and controls any characters not run by the Players. The Players make decisions for their characters until confronted by an action with a significant chance of failure.

4 - When facing possible failure the Player decides the optimal, desired outcome for the character. The outcome should be story based (see example). This optimal outcome is written down and assigned the number one.

5 - The Narrator decides the worst, proportional outcome for the action. Proportionality is key. The worst outcome is written down and assigned the number six.

6 - The Players and the Narrator discuss and debate various other possible outcomes that can be interpolated between one and six. Numbers two and three are assigned positive but imperfect outcomes. Numbers four and five are assigned negative but fixable outcomes. Final decisions are made by the Narrator.

7 - The player rolls to determine the outcome and the story proceeds from that point onward until the next conflict.

9 - Contested Actions - Should time be an issue in the resolution of actions (such as in combat) roll for each involved character to determine the order of action. Proceed with this order until time is no longer an issue.

10 - Any conflicts between the Narrator and the Players can be resolved using rules 4-7.

**Action Example:** Zuabi the thief wants to steal the purse of a particularly ostentatious gentleman in the crowd.

1. Success! Zuabi gets away clean with money for a year.
2. Success, but the purse is lighter than expected.
3. Success, but there's a hole in the bag and a trail of gold leading to Zuabi, could be trouble later.
4. Slippery hands mean no gold, but at least he's safe.
5. Failure and the constable has taken notice.
6. Failure! The man's bodyguards seize the boy and drag him into an alley for his due punishment.