

D6 Skill System

Each skill has a rating from **1-in-6** to **5-in-6**. To use a skill, roll a d6. If the result is equal to or lower than the rating, the attempt succeeds. All skills begin at **1-in-6**. No skill may ever be raised above **5-in-6**.

Characters gain **expertise points** at 1st level and again as they advance. Each point raises one skill by 1 pip. Points may be freely distributed among any available skills for that class, unless noted otherwise.

Classes at a Glance

Class	Skills	Fixed Skills	Points at 1st	Per Level
Thief	CS, TR, HN, HS, MS, OL, PP, RL	—	6	2
Acrobat	CS, FA, HS, MS, TW	—	4	1
Assassin	CS, HN, HS, MS	—	3	1 (not at levels 5, 10, 14)
Barbarian	CS, HD, MS	—	3	1 on odd levels only
Half-Orc	HS, MS, PP	—	1	1 (max level 8)
Acolyte	BL, DM, KA, PU, RA + TU	TU stays %-based	1	+3 on even levels only
Mage	DM, OC, RF, RM, SU	—	7	1
Minstrel	HN, PP, RL	—	2	1

Skill key: BL Bless · CS Climb Sheer Surfaces · DM Detect Magic · FA Feats of Agility · HD Hide in Undergrowth · HN Hear Noise · HS Hide in Shadows · KA Know Alignment · MS Move Silently · OC Open/Close · OL Open Locks · PP Pick Pockets · PU Purify · RA Rally · RF Rally/Fear · RL Read Languages · RM

Read Magic · SU Suggestion · TR Find/Remove Traps · TU Turn Undead · TW Tightrope Walking

Class Notes

Thief

All 8 skills start at 1-in-6 and are freely improvable. **Pick Pockets** is reduced by 1-in-6 per 3 levels of the victim; a roll of 6 always means the attempt is noticed. **Read Languages** is available from 1st level, unlike the standard rules.

Acrobat

5 skills, freely improvable.

Assassin

4 skills, freely improvable. The dead levels at 5, 10, and 14 reflect plateaus in the original percentage table where the assassin's growth stagnates between advancement brackets.

Barbarian

3 skills, freely improvable. Points are gained only on odd-numbered levels (1, 3, 5, 7 ...). **HD** is Hide in Undergrowth — a wilderness reskin of Hide in Shadows.

Half-Orc

3 skills, freely improvable. Short progression capping at level 8.

Acolyte

Turn Undead remains percentage-based and is not converted to d6. The original table's penalty of -5% per HD of the targeted undead cannot be expressed as a pip fraction. The five d6 skills all start

at 1-in-6. The burst schedule — 1 point at 1st level, then 3 every even level — mirrors the original table's sharp early jumps.

Sample progression (BL maxed first, then left to right):

Lvl	BL	DM	KA	PU	RA	TU (%)
1	2	1	1	1	1	50
2	5	1	1	1	1	55
4	5	4	1	1	1	65
6	5	5	3	1	1	75
8	5	5	5	2	1	85
10	5	5	5	5	1	95
12	5	5	5	5	4	105
14	5	5	5	5	5	115

Mage

The large starting pool of 7 points reflects the original table's high values for Detect Magic (75%) and Read Magic (50%). All points are freely distributed.

Minstrel

3 skills, freely improvable.

Based on the D6 Thief Skills system from Carcass Crawler issue #1 by Gavin Norman. Point allocations from the OSE Class Skills D6 Conversion spreadsheet.