

One Page D6 Esfah Setting

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One Page D6 Esfah setting is the framework for using the 1PD6 rule set in the [Dragon Dice®](#) world of Esfah from SFR, Inc.

Variations on Base Rule Set

In this setting, instead of having your character sheet represent an individual character, it is representing an overall force and the bonuses provided by attributes apply to the force as a whole. Additionally, you only take 1 point of damage when your forces lose an encounter. Once you are reduced to 0 health, you are out of the game and need to reroll. All attributes are generated initially by rolling a 1D6 for each one.

New Attributes

The Esfah setting contains the following attributes, in addition to those specified by the base rules:

- Melee - your ability to do physical strikes.
- Missile - your ability to fire missile weapons.
- Magic - your ability to cast magic spells.
- Maneuver - your ability to move about

Dice Pool

When creating your dice pool, you will start with 1 health dice. Further purchases of dice pool die either adds or promotes dice. Equipment still follows the "being held" requirements for that piece of equipment.

Game Play Encounters

Combat resolution is resolved in the same manner as the regular rules of Dragon Dice® except there is the potential for your forces to add bonuses to their pool. For example, if a player has a melee of 2 and rolls 0 melee, they are treated as having generated 2 melee results.