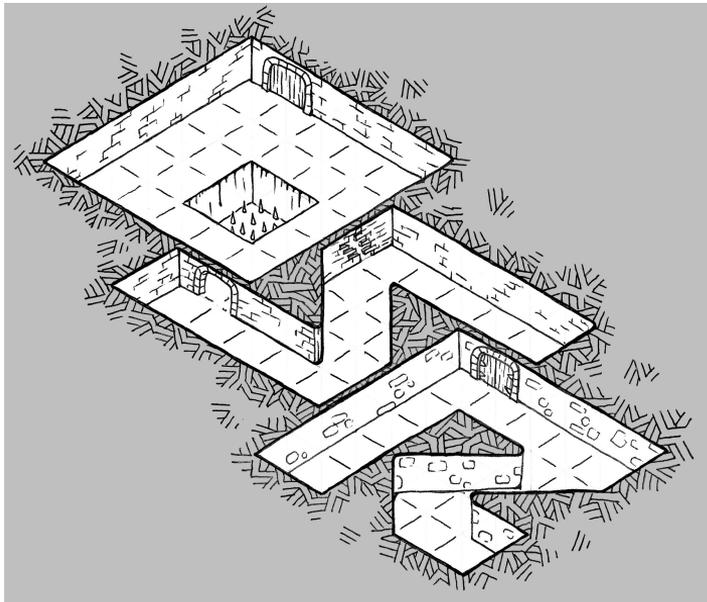


1d6 Checks



Luigi Castellani
From White Box
Ominibus

White Box - FMAG (Charlie Mason)

Table 7: Thief Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Thievery
1	0	1	+0	14	2
2	1,250	2	+0	13	2
3	2,500	3	+0	12	2
4	5,000	3+1	+1	11	3
5	10,000	4	+1	10	3
6	20,000	5	+2	9	3
7	40,000	6	+2	8	4
8	80,000	6+1	+3	7	4
9	160,000	7	+4	6	4
10	320,000	8	+5	5	5

Thievery of 2 means the odds of success is rolling a 1 or 2 on a d6



White Box Ominbus

(James Spahn)

Table I: Bard Class & Spell Advancement

Level	XP	HD	BHB	ST	Lore	1 st Level Spells	2 nd Level Spells	3 rd Level Spells
1	0	1	+0	15	1	-	-	-
2	1,250	1+1	+0	14	1	1	-	-
3	2,500	2	+0	13	2	2	-	-
4	5,000	2+1	+1	12	2	2	1	-
5	10,000	3	+1	11	3	2	2	-
6	20,000	3+1	+2	10	3	2	2	1
7	40,000	4	+2	9	4	2	2	2
8	80,000	4+1	+3	8	4	3	2	2
9	160,000	5	+4	7	5	3	3	2
10	320,000	5+1	+5	6	5	3	3	3

Table II: Druid Class Advancement

Level	XP	HD	BHB	ST	Forestry
1	0	1	+0	14	2
2	1,500	2	+0	13	2
3	3,000	3	+0	12	2
4	6,000	3+1	+1	11	3
5	12,000	4	+1	10	3

Table VI: Ranger Class Advancement

Level	XP	HD	BHB	ST	Forestry
1	0	1+1	+0	16	2
2	2,500	2	+1	15	2
3	5,000	3	+2	14	2
4	10,000	4	+2	13	3
5	20,000	5	+3	12	3
6	40,000	6	+4	11	3
7	80,000	7	+4	10	4
8	160,000	8	+5	9	4
9	320,000	9	+6	8	4
10	640,000	10	+6	7	5

White Star (James Spahn)

SKILLS

Skills represent areas of expertise outside of character's class. **Skills** are Ranked between 1-5 with 1 being representative of basic knowledge, while 5 reflects the highest level of mastery achievable by a character.

All characters begin play with three (3) **Skills**. The first **Skill** is associated with the character's **Class**, while the other two are chosen by the player from the remaining options. Each of the **Skills** starts at a different rank, as shown by **Table 15: Skill Starting Ranks** below:

SKILL	STARTING RANK
Class-Associated Skill	2
First Player-selected Skill	2
Second Player-selected Skill	1

TABLE 15: Skills Starting Ranks

Characters improve their **Skills** as they increase in Level, either learning new **Skills** at Rank 1 or improving ones they already have:

LEVEL	IMPROVEMENT
Level 4	New Skill at Rank 1 or Improve one skill by +1
Level 8	New Skill at Rank 1 or Improve one skill by +1

TABLE 17: Skill Improvements by Level

EXAMPLE: Johnny the **Plucky Sidekick** has a **Larceny** of 2 and a **Dexterity** of 17. He attempts to pick a mechanical lock using his **Larceny Skill**. His **Larceny Skill** is considered 1 point higher because of his **Dexterity** modifier of +1. So, if he rolls a 3 or less on 1d6, then he is successful.

SKILL	ATTRIBUTE	ASSOCIATED CLASSES
Athletics	Strength	Alien Brute, Bounty Hunter, Mercenary, Man of Tomorrow
Interaction	Charisma	Aristocrat, Star Knight
Knowledge	Intelligence	Alien Mystic
Larceny	Dexterity	Plucky Sidekick
Medicine	Wisdom	None
Navigation	Intelligence	Pilot
Survival	Constitution	Deep Space Explorer, Yabnab
Technology	Intelligence	Freed Assimilant, Novomachina, Robot, Two-Fisted Technician

TABLE 16: Skills and Associated Classes

1d6 Thief Skill Checks (roll out of 6)

Level	Climb walls	Pick Pockets‡	Hear sounds	Hide Shadows	Move silently‡	Open locks
1-3	2/6	2/6	2/6	2/6	2/6	2/6
4-6	3/6	2/6	3/6	3/6	2/6	3/6
7-9	3/6	3/6	3/6	3/6	3/6	3/6

‡ Add DEX modifier to this target number

1d6 Skill Checks

Stat Score	Modifier to roll
3-4	-2 Poor
5-8	-1 Subpar
9-12	+0 Average
13-16	+1 Good
17-18	+2 Excellent

Difficulty	Chance Add modifier
normal	3/6
Challenging	2/6
Hard	1/6
Severe	0/6
Heroic	-1/6

Difficulty Ratings

- **Easy**: An average person can do something easy reliably. Even someone untrained or subpar can do easy things more often than not.
- **Normal**: An average person can do something of normal difficulty more often than not. For someone untrained or subpar, a task of normal difficulty is a toss-up.
- **Challenging**: For an average person, something is challenging is a toss-up. Someone untrained or subpar will fail at a task that is challenging more often than not.
- **Hard**: An average person will tend to fail at a hard task more often than not. For someone skilled or excellent, a hard task is a toss-up.
- **Severe**: Someone skilled or excellent will fail at a severely difficult task more than they will succeed. For a master or supremely talented person a severely difficult task is a toss-up.
- **Heroic**: Something is heroic if the average person can't do it at all. You have to be skilled or excellent even to have a prayer. Even masters or supremely talented people fail more often than not at heroic tasks.
- **Epic**: Something is epic if even a skilled or talented person can't do it at all. Only a master or legendarily talented person even has a prayer. This is the most difficult check possible.

Statistics

Difficulty	Chance without modifier	-2	-1	0	+1	+2
normal	3/6	1/6	2/6	3/6	4/6	5/6
Challenging	2/6	0	1/6	2/6	3/6	4/6
Hard	1/6	0	0	1/6	2/6	3/6
Severe	0/6	0	0	0	1/6	2/6
Heroic	-1/6	0	0	0	0	1/6