



**SCARRPORT:
CITY OF SECRETS**

A CONVERSION OF THE GUN METAL GAME'S SETTING TO MINI SIX

INTRODUCTION

Scarrport - City of Secrets™ is a fantasy setting created by the fine folks over at **Gun Metal Games** (formerly Reality Deviant Publications) for the **Dungeons and Dragons 4th Edition** game system. A city of intrigue, adventure and mystery, it is a fantastic setting in which to indulge ones fantasy gaming desires.

This document has been written to convert the material presented in that supplement into the Mini Six system, and in the attempt bring some of the elements seen in 4e to this fast and cinematic system. This conversion is by no means prefect, especially in the light of the very different game mechanics seen in the two systems – but it does work.

It should also be noted that no setting material, nor content of the source book have been replicated here and the author encourages you to purchase your own copy of **Scarrport - City of Secrets** either in hardcopy or electronically. At the time of this writing, copies of Scarrport are available in (colour) pdf at [Drivethrumpg](#) or in printed (b&w interior) at [Mongoose Publishing](#).

CHARACTER CREATION

Most of the basics of character creation remain the same in this setting:

- ~ The Attributes noted in the Bare Bones edition of Mini Six remain the same; **Might, Agility, Wits & Charm**. Each character receives 12 dice to distribute between these.
- ~ 7 dice to spend on Skills and Perks.

SKILLS

Characters can choose to purchase skills from the following:

- ~ **Might Skills:** Brawling, Knife, Lift, Mace, Stamina, Axe, Pole Arm, Smithing, Sword
- ~ **Agility Skills:** Athletics, Dodge, Pickpockets, Stealth, Throwing, Pistol, Rifle, Bow, Crossbow.
- ~ **Wit Skills:** Knowledge, Language, Mechanic, Pick Locks, Search, Tracking, Magic
- ~ **Charm Skills:** Command, Courage, Diplomacy, Persuasion, Seduce, Ride.

RACIAL PERKS

These Perks have been created to reflect the demi-human races that are likely available in the Scarrport setting.

- ~ **Otterkin (2)** – Max Agility 5D, Max Might 3D. Swimming (Athletics +2D when attempting swim rolls), Pack Fighting (additional +1 to attack for every ally in melee), Slippery (Double any roll when attempting to escape bonds or grappling).
- ~ **Gremlins (2):** Max Agility 5D, Max Might 3D, Max Wit 5D, Max Charm 3D. Quick Reactions

(+1D for Initiative rolls), Frenzy (Special Exceptional Success action, see below).

- ~ **Ghodon (2):** Max Might 5, Powerful (+1 Damage to all Might based weapons). Strong Willed (+1D to all Wit Magic Resistance rolls).
- ~ **Dwarf (2):** As noted in the core Mini Six book, plus Limitless Endurance (Double any Might roll or Might Skill once per session).
- ~ **Elf (2):** As noted in the core Mini Six book.
- ~ **Dragonling (2):** As noted in the core Mini Six book, under the Reptoid entry.

TRAINING PERKS

These Perks represent the specialist training a character has received prior to embarking on their adventuring career.

- ~ **Warrior (1):** Gain +1 to Dodge, Gain +1 to all Might based Weapon skills.
- ~ **Rogue (1):** Allows you Reroll Stealth, Picklocks or Pickpockets once per session. Gain access to Rogue Special abilities (see below).
- ~ **Elementalist (1):** Choose an elemental force to follow (Earth, Fire, Air, or Water) and allows you to select spells from the appropriate list.
- ~ **Priest (1):** Gain access to the Priest spell list, and allows you to reroll any Charm skill once per session.
- ~ **Gunslinger (1):** Combine Pistol & Rifle skill into one skill – Firearms, and gain +1 to Firearms skill.

HERO POINT USE

The use of Hero Points is the same as presented in the Mini Six Core book, except that in addition a Hero Point can be used to:

- ~ Reroll any failed skill or attribute roll;
- ~ Reduce any wound by one level as often as the character is willing to spend Hero points.

Additionally, Game Masters are encouraged to be free and ready when handing out additional Hero points during play.

EXCEPTIONAL SUCCESS

Aligning Mini Six with the extra special powers detailed in the original Scarport setting, the following rules are in use:

- ~ When attacking, for every addition 5 points exceeding a defenders Dodge or Parry is noted as an Exceptional Success. For every exceptional success the attacker can choice to do one of the following Exceptional Success effects.

EXCEPTIONAL SUCCESS EFFECTS

- ~ Add +1D damage.
- ~ Knock target prone.
- ~ Gain +3 to Dodge or Parry against all attack next turn.
- ~ Pin enemy in place (i.e. can not move until after the attacker changes target).
- ~ Move the enemy back, and then decide whether or not to follow up themselves.
- ~ (**Rogue only**) move to flank an enemy and gain +1D next attack and Damage.
- ~ (**Rogue Only**) Blind or Daze enemy, so they can take no action next turn.

- ~ (**Goblins Characters only**) may attack every single adjacent enemy, with no 'multiple action' or wound modifiers applied.

MAGIC

As per the core Mini Six rules, each character can learn two spells (either from their specific list of the Open Magic selection) for each die allocated to their Magic at character creation. Note that spells marked with an * work exactly as presented in the **Bare Bones** edition, all others are detailed below.

OPEN MAGIC

The following spells can be learnt by all magic users, although the 'trappings' differ between the magic types.

- ~ **See Magic Aura***
- ~ **Dispel Magic** (Elementalists - the Target Number is affected by the Elemental Type of the caster and the opposing magic).
- ~ **Still Mind***
- ~ **Healing***
- ~ **Resist Elements** (Elementalists - the Target Number is affected by the Elemental Type of the caster and the opposing magic).

PRIEST MAGIC

Only those characters who have taken the Priest Perk may select spells from this list.

- ~ **Bless***
- ~ **Charm***
- ~ **Beast Tongue***
- ~ **Clairvoyance***
- ~ **Paralysis***
- ~ **Slumber***
- ~ **Animate Dead***

ELEMENTAL MAGIC

Elemental Magic has a special place in Scarpport, the following rules allows players to replicate these powers using the Mini Six system.

ELEMENTAL OPPOSITES

All the Elements oppose each other, although only those directly opposite in nature alter the effectiveness of spells or require further exertion to overcome. These opposites are **Fire vs Water**, and **Earth vs Air**. If an opposite is met then the target number is increased by 3, while any damage or effects are reduced by 3.

STONE WARDEN

Earth Elementalists can select spells from the following list.

- ~ **Alter Earth** - (new spell see below)
- ~ **Dart (Stone)** - (new spell see below)
- ~ **Earthquake***
- ~ **Growth***
- ~ **Petrify***
- ~ **Stone Skin** - (new spell see below)

WINDBORN

Air Elementalists can select spells from the following list.

- ~ **Dart (Force)** - (new spell see below)
- ~ **Fly***
- ~ **Hasten***
- ~ **Illusion***

~ Lightning Bolt *

~ Telekinesis*

FIRE TYRANTS

Fire Elementalists can select spells from the following list.

~ Dart (Fire) – (new spell see below)

~ Fireball – (new spell see below)

~ Fire Shield – (new spell see below)

~ Flame Travel – (new spell see below)

~ Light*

~ Weapon Boon (Fire) – (new spell see below)

RIVER RUNNER

Water Elementalists can select spells from the following list.

~ Control Weather*

~ Create Water – (new spell see below)

~ Dart (Ice) – (new spell see below)

~ Freeze – (This spell works just like Petrify*)

~ Weapon Boon (Ice) – (new spell see below)

~ Illusion*

NEW SPELLS

The following spells have been created for this version of Scarrport.

ALTER EARTH

~ TN: Special

~ Duration: Concentration

~ Range: Touch

~ Resisted: None

Altered Earth allows the Elementalist to change the substance of any inanimate organic material into another. The TN for this is left to the GM to decide

based on the size and type of material. Once concentration to broken, the material will revert to its original form.

CREATE WATER

~ TN: 15

~ Duration: Permanent

~ Range: within Line of Sight

~ Resisted: None

Create water allows the Elementalist to create enough water to fill up to a 10 by 10 room.

DART (FIRE, FORCE, ICE OR STONE)

~ TN: 15

~ Duration: Instant

~ Range: within Line of Sight

~ Resisted: None

The Elementalist throws a dart of raw elemental energy. This requires the use of the Throwing skill vs the Target's Dodge. If the caster attempts to throw it the same round it is cast the multiple action penalty applies to both the casting and throwing of the spell. The caster may also choose to throw the dart the round after casting to avoid the penalty. However if he waits any longer the effect dissipates. A successful hit does 2D+2 Damage.

FIREBALL

~ TN: 23

~ Duration: Instant

~ Range: 150 feet

~ Resisted: None

The Elementalist throws ball of exploding fire. The caster can target a group of enemies within 20 feet of the Target point. Each target must make a Dodge roll verse as TN of 15 or be hit. If the caster attempts to throw it the same round it is cast the multiple action

penalty applies to both the casting and throwing of the spell. The caster may also choose to throw the fireball the round after casting to avoid the penalty. However if he waits any longer the effect dissipates. A successful hit does 4D Damage to each target.

The Elementalist adds +1D damage to the touched weapon. Note, additional damage may also be done if the target is vulnerable to the type of boon on the weapon.

FIRE SHIELD

- ~ TN: 20
- ~ Duration: Concentration
- ~ Range: Touch
- ~ Resisted: None

The Elementalist creates a shield of fire around the target. Any melee attack hitting this individual immediately takes half damage back themselves.

FLAME TRAVEL

- ~ TN: 23
- ~ Duration: instant
- ~ Range: Touch
- ~ Resisted: None

The Elementalist can travel from one fire to another (as long as they know its location and that it is alight).

STONE SKIN

- ~ TN: 20
- ~ Duration: Concentration
- ~ Range: Touch
- ~ Resisted: None

The Elementalist adds +4 to the target's AV.

WEAPON BOON (FIRE, ICE)

- ~ TN: 20
- ~ Duration: Concentration
- ~ Range: Touch
- ~ Resisted: None

EQUIPMENT

Scarrport is full of wondrous items and has seen the introduction of steamwork technology.

FIREARMS

Firearms are expensive, but very effective weapons. The existing firearms all correspond to weapons in the **Bare Bones** edition.

- ~ Single Action Pistol – these are treated as Light pistols.
- ~ Springstep Revolver – these are treated as Heavy pistols.
- ~ Rifles – these are treated as Heavy pistols with Rifle Ranges.
- ~ Springstep Rifles – these are treated as Rifles.
- ~ Shotguns – these are treated as Shotguns.