

Cheat sheet

ABILITIES

Each of the six abilities is used in different circumstances.

Strength: Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.

Dexterity: Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.

Constitution: Used for saves to resist poison, sickness, cold, etc.

Intelligence: Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.

Wisdom: Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

Charisma: Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc.

Notes

COMBAT ROUND

Each combat round, roll a d6 for initiative:

- 1-3 All enemies act first.
- 4-6 All of the PCs act first (in any order)

On their turn, a character may move their speed (usually 40 ft) and take up to one combat action (casting a spell, making a second move, making an attack, attempting a stunt, or any other action deemed reasonable by the referee.)

ATTACK

To make an attack, roll a d20 and add a bonus depending on weapon type:

- Melee : Strength bonus
- Ranged : Wisdom bonus

If the attack total is greater than the defender's armor defense, the attack hits.

On a hit, roll the weapon's damage die. A bonus damage die of the may be added to the roll if the ideal weapon was used against an enemy type (for example, using a blunt weapon vs. a skeleton).

STUNTS

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on. They are resolved with an opposed save.

ADVANTAGE IN COMBAT

When a character has advantage against an opponent on their combat turn, they may either:

- Apply advantage to their attack roll or stunt against that opponent.
- Make an attack and a stunt attempt in the same round against that opponent, without advantage.

CRITICAL HITS AND QUALITY

If the attacker rolls a natural 20 or the defender rolls a natural 1, the defender's armor loses 1 point of quality and they take an additional die of weapon damage.

If the attacker rolls a natural 1 or the defender rolls a natural 20, the attacker's weapon loses 1 point of quality.

MORALE

When monsters and NPCs face more danger than they were expecting, the referee will make a morale roll. If the roll fails the NPC will attempt to flee, retreat, or parley.

Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, or reducing a lone enemy to half HP.

SAVING THROWS

If a character attempts something where the outcome is uncertain and failure has consequences, they make a saving throw, or "save". To make a save, add the bonus of the relevant ability to a d20 roll. If the total is greater than 15, the character succeeds. If not, they fail.

If the save is opposed by another character, then instead of aiming to exceed 15, the side doing the rolling must get a total greater than the opposing character's relevant defense score in order to succeed. If they fail, the opposing side succeeds.

If a roll has advantage, roll 2d20 and use the better of the two dice. If it has disadvantage, roll 2d20 and use the worse of the two dice.

HEALING

After a meal and a full night's rest, PCs regain lost hit points equal to a d8 plus their Constitution bonus. Resting at a safe haven restores all lost HP.

When a character reaches 0 HP, they are unconscious. When they reach -1 HP or less, they are dead.

MAGIC

Spells are cast out of spell books, which must be held in both hands and read aloud. Each spell book can only be used once per day. You may only cast spells of your level or less.

When a spell allows for a save, make an opposed Intelligence save against the defender's relevant ability (usually Dexterity for ranged attack spells, Constitution for life-draining spells, Intelligence for mind-altering spells, or Wisdom for Illusions)