

Essentials

DIE ROLLS

17+	Success
9-16	Success with a cost
8-	Failure

ATTACK MODIFIERS

Melee/Close Up	STR
Ranged/Far Away	DEX
Magic	Varies

GENERAL MODIFIERS

STR	Athletics, Feats of Strength
DEX	Acrobatics, Slight of Hand, Stealth
CON	Endurance, Stamina, Concentration
INT	Knowing Things, Book Smarts
WIS	Perceiving Things, Street Smarts
CHA	Deception, Persuasion, Performance

Bonuses & Conditions

BEST OF & WORST OF

Best Of	Highest of 2D20
Worst Of	Lowest of 2D20

CONDITIONS

Worst Of on all rolls related to the condition.
Ex. Encumbered, Stunned, Blinded

TEAMWORK

Group Challenge	Everyone rolls, half must succeed
Assist a Teammate	Teammate gets <i>Best Of</i>

Equipment

WEAPONS

Bow	20 coins	1 weight	
Staff	1 coin	1 weight	
Dagger	2 coins	1 weight	
Shortsword, Warhammer	8 coins	1 weight	
Spear	5 coins	1 weight	
Longsword, Battle Axe	15 coins	2 weight	+1 damage
Rapier	25 coins	1 weight	finesse

Finesse weapons can use DEX for melee rolls. Add +n damage to damage rolls.

ARMOR

Leather, Chainmail	1 armor	10 coins	1 weight	
Scale	2 armor	50 coins	3 weight	clumsy
Plate	3 armor	350 coins	4 weight	clumsy
Shield	+1 armor	15 coins	2 weight	

*Only one piece of armor can be worn at a time. Use the highest value.
+n armor can be added on top of existing armor. Clumsy gives Worst Of.*

SUPPLIES

Adventuring Gear	20 coins	1 weight	5 uses
Dungeon Rations	1 coin	1 weight	5 uses
Bandages	1 coin	0 weight	heal 3 HP
Herbalism Kit	5 coins	1 weight	heal 5 HP
Healing Potion	50 coins	0 weight	heal 7 HP
Antitoxin	10 coins	0 weight	cure toxins
Thieves Tools	50 coins	0 weight	locks & traps

TRANSPORTATION

Horse	75 coins	load 10
Wagon	150 coins	load 40
River Boat	150 coins	load 20
Merchant Ship	5,000 coins	load 200
Passage (safe)	1 coin	
Passage (tough)	10 coins	
Passage (dangerous)	100 coins	

SERVICES

Lodging	2 coins a night
Unskilled Labor	10 coins a day
Security Escort	30 coins a day
A Surgeon	7 coins
A Meal	1 coin

GIFTS & BRIBES

Guards	50 coins
Criminals	80 coins
Nobles	200 coins
Royalty	350 coins
King & Queen	750 coins

Combat & Damage

CALCULATING DAMAGE

1. Roll damage die
2. Add any weapon modifiers
3. Subtract target Armor

GROUP BATTLES

- 1 of highest damage die
- +1 damage each additional monster

For ease, you can also use a pool of HP.

HEALING

Short Rest	1 Damage Die/HP
Long Rest	All HP

IMPROVISED DAMAGE

Bruises & Scrapes	D4
Cuts	D6
Broken Bones	D8
Deadly	D10

Quick Monsters

FIGHT STYLE

Horde	D6	3HP
Small Group	D8	6HP
Solo	D10	12HP

SIZE

Tiny	-2 Damage
Large	+1 Damage +4 HP
Huge	+3 Damage +8 HP

ARMOR

Cloth, Flesh	0
Leather, Hide	1
Mail, Scales	2
Plates, Bone	3
Magic	4

OTHER ATTRIBUTES

Incredibly Strong	+2 Damage
Skilled Attacker	Best Of
Skilled Defender	+1 Armor
High Endurance	+4 HP

Action Ideas

GM ACTIONS

- Present a monster or a location challenge
- Reveal an unwelcome truth
- Show signs of an approaching threat
- Deal damage
- Use up their resources
- Turn their move back on them
- Separate them
- Give an opportunity to shine
- Show a downside to a class or equipment
- Offer an opportunity, with or without cost
- Put someone in a spot
- Present two choices

LOCATION CHALLENGES

- Change the environment
- Point to a looming threat
- Introduce a new creature type
- Use a threat from an existing creature
- Make them backtrack
- Present riches... at a price
- Present a challenge