

## Die Rolls

### DIFFICULTY RATING

<b>D6</b>	<i>Difficulty</i>	<b>D20</b>
2	Easy	5
3	Medium	10
5	Hard	15
6	Impossible	20

### BEST ROLL & WORST ROLL

<b>Best Roll</b>	Higher of two dice
<b>Worst Roll</b>	Lower of two dice
<i>Speciality: BR on related skills</i>	
<i>Armor: WR on Speed rolls</i>	

### SPECIALTIES

<b>Strength</b>	Athletics, Intimidation, Feats of Strength
<b>Speed</b>	Acrobatics, Dexterity, Slight of Hand, Stealth
<b>Wisdom</b>	Perceiving, Knowing, Figuring Things Out

### TEAMWORK

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

## Combat & Damage

### COMBAT SPECIALITIES

<b>Melee/Close Up</b>	Strength
<b>Ranged/Far Away</b>	Speed
<b>Magic</b>	Wisdom
<b>Defense</b>	Wearing Armor

*Take Best Roll on related attacks*

### DAMAGE DICE

<b>Bruises &amp; Scrapes</b>	D6WR
<b>Cuts</b>	D6
<b>Broken Bones</b>	2D6
<b>Deadly</b>	3D6
<b>Weapons: D6 · Unarmed: D6WR</b>	

### HEALING

<b>Rest</b>	1 Damage Die/HP
<b>Bandages</b>	3 HP
<b>Healing Potion</b>	7 HP

*Total HP cannot exceed max HP*

### AVERAGE DAMAGE

<b>D6</b>	3-4 HP
<b>D6WR</b>	1-2 HP
<b>2D6</b>	6-7 HP
<b>3D6</b>	9-10 HP

### DAMAGE TYPES

Bludgeoning · Slashing · Fire · Lightning · Cold · Acid · Magic  
*Resistance: Worst Roll · Vulnerable: Best Roll · Immune: No Roll*

## Quick Monsters

### BASE STATS

<b>Small</b>	D6WR	2 HP
<b>Medium</b>	D6	5 HP
<b>Large</b>	2D6	10 HP
<b>Monstrous</b>	3D6	15 HP

### MODIFIERS

<b>Armor/Scales</b>	+1 DR (+3 D20 var)
<b>Heavy Armor/Scales</b>	+2 DR (+6 D20 var)
<b>Tough/Resilient</b>	+3-5 HP

*Use a base DR of 3 (or 10 for the D20 variant).*

### COMMON MONSTERS

• Rat	• Wolf	• Mammoth	• Yeti
• Bat	• Bear	• Pirate	• Hydra
• Spider	• Treefolk	• Bandit	• Dragon
• Scorpion	• Carnivorous Plant	• Kobold	• Sorcerer
• Goblin	• Giant Toad	• Gargoyle	• Witch
• Ogre	• Snake	• Basilisk	• Lava Monster
• Troll	• Fairy/Pixie	• Centaur	• Rock Monster
• Slime/Ooze	• Giant Eagle	• Knight	• Ice Monster
• Skeleton	• Clockwork Golem	• Shark	• Kraken

## Quick Adventures

### COMMON ADVENTURE HOOKS

- Retrieve/rescue an item or person from somewhere
- Deliver an item or person to somewhere
- Escape from somewhere/something
- Find out why something in town is no longer working

### LOCATIONS

• Cave/Tunnels	• Misty Lake	• Bustling Village
• Castle/Mansion	• Secluded Cabin	• Quiet Farm
• Dense Forest	• Mountain Pass	• Canyon/Valley
• Raging River	• Cliff/Drop	• Hidden Entry

### TRAPS

• Darts/Arrows	• Lightning Stones	• Gas
• Collapsing Bridge	• Darkness/Fog	• Shifting Walls
• Trap Door	• Ice	• Magic Inhibitor
• Crushing Rock	• Lava	• Earth Tremors
• Room Floods	• Fire Statues	• Animated Objects
• Quick Sand	• Illusions	• Ambush

## Quick NPCs

### NAMES

Arlo · Faylan · Mercer · Sven · Olaf · Fenton · Brie · Remora · Mossfoot · Tegan  
Naya · Artemis · Krag · Zephyr · Lorak · Tuck · Bertrand · Bjorn · Quill · Targus  
Ripkin · Mesrine · Fawn · Heron · Piper · Glimmer · Erag · Fizzlebottom · Rattly  
Webb · Silverbeard · Balefrost · Rockland · Jolt · Stormcloud · Skiprock · Bartowl  
Willowrush · Shadowhorn · Bartowl · Zilch · Tavan · Vencia · Oaken · Thorin

### FEATURES

**Height:** Short · Tall · Average · Hunched  
**Age:** Young · Middle-Aged · Old · Elderly  
**Demeanor:** Happy · Calm · Sad · Angry · Sleepy · Cunning · Aloof  
**Unique:** Glass Eye/Patch · Tattoo · Scar · Unibrow · Fangs · Gold Tooth · Wild Hair  
Missing Tooth · Unique Eye-Color · Lots of Jewelry · Followed by Cats or Birds

## Gear & Treasure

### TREASURE IDEAS

- Magical Weapons/Armor
- Charms & Talismans
- Gold, Gems & Artifacts
- Rare Spells
- Information/Opportunities

### MAGIC ITEMS CAN...

- Grant *Best Roll*
- Add extra damage dice
- Reduce/heal damage
- Change the environment
- Change the player

### MAX EQUIPPED ITEMS

1 Weapon · 1 Set of Armor or a Shield · 3 Magical Items