



Adventure GM Cheatsheet

Die Rolls

ROLL OUTCOMES

D6	<i>Outcome</i>	D20	Best Roll	Higher of two dice
6	Success	18+	Worst Roll	Lower of two dice
3-5	Partial Success	9-17	<i>Specialties grant Best Roll on related skills</i>	
2-	Failure	8-		

SPECIALTIES

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

TEAMWORK

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

Combat & Damage

COMBAT SPECIALTIES

Melee/Close Up	Strength
Ranged/Far Away	Dexterity
Magic	Wisdom

Take Best Roll on related attacks

Successful attack damage: AD + weapon/spell modifier - armor
Unarmed attacks damage: half AD damage - armor

IMPROVISED DAMAGE

Bruises & Scrapes	2
Cuts	4
Broken Bones	7
Deadly	11

HEALING

Rest	AD worth of HP
Bandages	3 HP
Healing Potion	7 HP

Total HP cannot exceed max HP

BALANCING ENCOUNTERS

Start with just a few monsters. Send in more or modify the environment if things are too easy.

Quick Monsters

BASE STATS

Small	2 AD	2 HP
Medium	4 AD	5 HP
Large	7 AD	10 HP
Monstrous	12 AD	15 HP

MODIFIERS

Armor/Scales	Armor Level 1
Heavy Armor/Scales	Armor Level 2
Tough/Resilient	+3-5 HP
Incredibly Strong	+2 AD

For horde-based monsters, use highest AD and add +1 for each additional monster

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

Events & Ideas

Play to find out what happens. Ask questions and build off the answers.

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

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

TRAPS

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

NPCs

Demeanor: Happy · Calm · Sad · Angry · Sleepy · Cunning · Aloof
Features: Glass Eye/Patch · Tattoo · Scar · Unibrow · Fangs · Gold Tooth
Unique Eye-Color · Lots of Jewelry · Followed by Cats/Birds · Wild Hair

Gear & Treasure

TREASURE IDEAS

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

MAGIC ITEMS CAN...

- Grant *Best Roll*
- Increase attack damage
- Reduce/heal damage
- Change the environment
- Change the player

LEVELING UP: +5 HP · +3 AD · 1-2 new skills, spells, weapons, or magic items