

Die Rolls

DIFFICULTY RATING

D6	Difficulty	D20
2	Easy	5
3	Medium	10
5	Hard	15
6	Impossible	20

BEST ROLL & WORST ROLL

Best Roll	Higher of two dice
Worst Roll	Lower of two dice

Specialty: BR on related skills
Armor: WR on Speed rolls
Resistance: WR · Vulnerable: BR · Immune: None

SPECIALTIES

Strength	Athletics, Intimidation, Feats of Strength
Speed	Acrobatics, Dexterity, Slight of Hand, Stealth
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	Speed
Magic	Wisdom
Defense	Wearing Armor

Take Best Roll on related attacks

HEALING

Rest	1 Damage Die/HP
Bandages	3 HP
Healing Potion	7 HP

Total HP cannot exceed max HP

IMPROVISED DAMAGE

Bruises & Scrapes	D6WR
Cuts	D6
Broken Bones	2D6
Deadly	3D6

AVERAGE DAMAGE

D6	3-4 HP
D6WR	1-2 HP
2D6	6-7 HP
3D6	9-10 HP

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

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
Fizzlebottum · Rattly · Webb · Silverbeard · Balefrost · Rockland · Jolt
Stormcloud · Skiprock · Willowrush · Shadowhorn · Bartowl · Zilch

FEATURES

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

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

Character Growth

REWARD IDEAS

Magical items	+10 Max HP	New skill/ability
New spells	A second specialty	+1 damage dice

Quick Monsters

BASE STATS

Small	D6WR	2 HP
Medium	D6	5 HP
Large	2D6	10 HP
Monstrous	3D6	15 HP

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

MODIFIERS

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

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 |