



Adventure GM Cheatsheet

Die Rolls

ROLL OUTCOMES

D6	<i>Outcome</i>
6	Success
3-5	Partial Success
2-	Failure

D20
18+
9-17
8-

BEST ROLL & WORST ROLL

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

Specialties grant Best Roll on related skills
Clunky grants Worst Roll on Dexterity rolls

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 SPECIALITIES

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

Take Best Roll on related attacks

IMPROVISED DAMAGE

Bruises & Scrapes	2
Cuts	4
Broken Bones	7
Deadly	11

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

Unarmed attacks damage: half AD damage - armor

HEALING

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

Total HP cannot exceed max HP

DAMAGE TYPES

Bludgeoning · Slashing · Fire
Lightning · Cold · Acid · Magic

Immune: No Damage

Vulnerable: Double Damage

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

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 Armor Level · 1-2 new skills, spells, weapons, or magic items