

Adventure v2 Cheatsheet

Deciding Actions

- Roll 1 base die + a bonus die for each skill/ability/item used
- Use the highest number rolled
- Add/subtract multipliers to get the total

Roll	Result	What It Means
1	Critical Failure	“No, and...”
2	Failure	“No”
3	Partial Success	“Yes, but...”
4/5	Success	“Yes”
6	Critical Success	“Yes, and...”

Health & Healing

Damage can be healed a few ways.

- In full with healing potion or a healing spell.
- Restore 1 health point as their action during battle/an encounter.
- Healers can restore 2 health points on themselves or others as their action during battle/an encounter.
- Between encounters by rolling one die. Divide the number rolled in half, rounded down. Healers add 2 to the final number.

Battles

Players are allowed one action per turn, and one free action at the start of battle.

- Roll 1 base die + a bonus die for each skill/ability/item used
- Attacker rolls to determine if attack lands
- If successful, defender rolls to block/dodge

Attack	Defend	Damage
3	3	1 HP
3	4+	0 HP
4+	4+	1 HP
4+	6+	0 HP
4+	3-	2 HP
6+	Any	3 HP

Equipment, Spells & Items

- Only one piece of equipment can be worn at a time.
- Each spell can only be cast once per an encounter. A die roll determines if it's successfully cast or not.