

Adventure Advanced GM Cheatsheet

Essentials

DIE ROLLS

| | |
|------|---------------------|
| 17+ | Success |
| 9-16 | Success with a cost |
| 8- | Failure |

ATTACK MODIFIERS

| | |
|-----------------|--------|
| Melee/Close Up | STR |
| Ranged/Far Away | DEX |
| Magic | Varies |

GENERAL MODIFIERS

| | |
|-----|-------------------------------------|
| STR | Athletics, Feats of Strength |
| DEX | Acrobatics, Slight of Hand, Stealth |
| CON | Endurance, Stamina, Concentration |
| INT | Knowing Things, Book Smarts |
| WIS | Perceiving Things, Street Smarts |
| CHA | Deception, Persuasion, Performance |

Combat & Damage

CALCULATING DAMAGE

1. Roll damage die
2. Add any weapon modifiers
3. Subtract target Armor

GROUP BATTLES

- 1 of highest damage die
- +1 damage each additional monster

For ease, you can also use a pool of HP.

HEALING

| | |
|------------|-----------------|
| Short Rest | 1 Damage Die/HP |
| Long Rest | ALL HP |

IMPROVISED DAMAGE

| | |
|-------------------|-----|
| Bruises & Scrapes | D4 |
| Cuts | D6 |
| Broken Bones | D8 |
| Deadly | D10 |

Quick Monsters

FIGHT STYLE

| | | |
|-------------|-----|------|
| Horde | D6 | 3HP |
| Small Group | D8 | 6HP |
| Solo | D10 | 12HP |

SIZE

| | |
|-------|-----------------|
| Tiny | -2 Damage |
| Large | +1 Damage +4 HP |
| Huge | +3 Damage +8 HP |

ARMOR

| | |
|---------------|---|
| Cloth, Flesh | 0 |
| Leather, Hide | 1 |
| Mail, Scales | 2 |
| Plates, Bone | 3 |
| Magic | 4 |

OTHER ATTRIBUTES

| | |
|-------------------|-----------|
| Incredibly Strong | +2 Damage |
| Skilled Attacker | Best Of |
| Skilled Defender | +1 Armor |
| High Endurance | +4 HP |

Action 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

Bonuses & Conditions

BEST OF & WORST OF

| | |
|----------|-----------------|
| Best Of | Highest of 2D20 |
| Worst Of | Lowest of 2D20 |

CONDITIONS

Worst Of on all rolls related to the condition.
Ex. Encumbered, Stunned, Blinded

TEAMWORK

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

Equipment

WEAPONS

| | | |
|-----------------------|----------|--------------------|
| Bow | 20 coins | 1 weight |
| Staff | 1 coin | 1 weight |
| Dagger | 2 coins | 1 weight |
| Shortsword, Warhammer | 8 coins | 1 weight |
| Spear | 5 coins | 1 weight |
| Longsword, Battle Axe | 15 coins | 2 weight +1 damage |
| Rapier | 25 coins | 1 weight finesse |

Finesse weapons can use DEX for melee rolls. Add +n damage to damage rolls.

ARMOR

| | | | |
|--------------------|----------|-----------|-----------------|
| Leather, Chainmail | 1 armor | 10 coins | 1 weight |
| Scale | 2 armor | 50 coins | 3 weight clumsy |
| Plate | 3 armor | 350 coins | 4 weight clumsy |
| Shield | +1 armor | 15 coins | 2 weight |

Only one piece of armor can be worn at a time. Use the highest value. +n armor can be added on top of existing armor. Clumsy gives Worst Of.

SUPPLIES

| | | | |
|------------------|----------|----------|---------------|
| Adventuring Gear | 20 coins | 1 weight | 5 uses |
| Dungeon Rations | 1 coin | 1 weight | 5 uses |
| Bandages | 1 coin | 0 weight | heal 3 HP |
| Herbalism Kit | 5 coins | 1 weight | heal 5 HP |
| Healing Potion | 50 coins | 0 weight | heal 7 HP |
| Antitoxin | 10 coins | 0 weight | cure toxins |
| Thieves Tools | 50 coins | 0 weight | locks & traps |

TRANSPORTATION

| | | |
|---------------------|-------------|----------|
| Horse | 75 coins | load 10 |
| Wagon | 150 coins | load 40 |
| River Boat | 150 coins | load 20 |
| Merchant Ship | 5,000 coins | load 200 |
| Passage (safe) | 1 coin | |
| Passage (tough) | 10 coins | |
| Passage (dangerous) | 100 coins | |

SERVICES

| | |
|-----------------|-----------------|
| Lodging | 2 coins a night |
| Unskilled Labor | 10 coins a day |
| Security Escort | 30 coins a day |
| A Surgeon | 7 coins |
| A Meal | 1 coin |

GIFTS & BRIBES

| | |
|--------------|-----------|
| Guards | 50 coins |
| Criminals | 80 coins |
| Nobles | 200 coins |
| Royalty | 350 coins |
| King & Queen | 750 coins |