Adventure GM Cheatsheet

Die Rolls

ROLL OUTCOMES

D6	Outcome	D20
6	Success	18+
3-5	Partial Success	9-17
2-	Failure	8-

BEST ROLL & WORST ROLL

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

Specialities grant Best Roll on related skills

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 *Best Roll*

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

Sucessful 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

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
Monsterous	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
- Bat
- Spider
- Scorpion
- Goblin
- Ogre
- Troll
- Slime/Ooze
- Skeleton

- Wolf
- Bear
- Treefolk
- Carnivorous Plant
- Giant Toad
- Snake
- Fairy/Pixie
- Giant Eagle
- Clockwork Golem

- Mammoth
- Pirate
- Bandit
- Kobold
- Gargoyle
- Basilisk
- Centaur
- Knight
- Shark

- Yeti
- Hydra
- Dragon
- Sorcerer
- Witch
- Lava Monster
- Rock Monster
- Ice Monster
- Kraken

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

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

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