



CHEAT SHEETS

CHARACTER CREATION

1.) Abilities

Roll **3d6** for each ability. Any roll of **8 or less** may be re-rolled but only after re-rolling your best ability first.

Score	Modifier
18	+4
16 or 17	+3
14 or 15	+2
12 or 13	+1
10 or 11	+0
8 or 9	-1
6 or 7	-2
4 or 5	-3
3	-4

Ability Scores go in the diamonds on your character sheet. Ability modifiers are only used during character creation, and with the exception of Muscle do not need to be written on the sheet.

A full name is asking for a score. A three letter abbreviation + Mod wants the ability modifier

Agility = Muscle + Dexterity + Spirit / 3

2.) Class

Choose the class that best fits your abilities. Write its name and a +1 next to **lvl** on your sheet. Copy the class features you get at that level below it. For languages: Common +0 costs 400 xp. Read & Write +0 cost 600 xp.

3.) Hit Points

Actual HP = Class Hit Die + Mus Mod + Con Mod + Spi Mod.

Class HP = After first level you get 1 Class Hit Die Roll per level.

Total HP = Actual HP + Class HP.

Damage = Count HP in damage circles, put a D in the circle that follows it.

Stun = Actual HP / 2.

4.) Equipment

Copy the equipment your class provides. You may swap items for similar ones of equal or lesser value. **Wt** is on your person. **Pk** is carried in a pack of some sort.

Encumb.	Weight	Load	
Packing	Muscle x 4	-2	Load should factor into Attacks and Defense but only
Lugging	Muscle x 8	-4	for the weight kept on your person.
Trudging	Muscle x 12	-6	
Straining	Muscle x 16	-8	It shouldn't take pack weight into consideration.
Stopped	Muscle x 20	-10	

5.) Attacks

Each weapon gets an attack entry. Include weapon count and quality bonus with its name. Muscle powered attacks add the Mus Mod to damage.

6.) Defense

AC = Agility + Class + Skill - Load

DC = Luck - 4

Armor & Shield = Defenses + Quality. Turned into a die roll.

7.) Movement

Speed = Class Move + Agi Mod

8.) Magic

Select enough spells to fill your spell level limit.

Spell-Caster Level Limit = Class Level + Mag Mod + Int Mod.

Divine-Caster Level Limit = Class Level + Mag Mod + Spi Mod.

Power-User Level Limit = Class Level + Mag Mod + Con Mod.

Starts At = Spell Level Limit - Starts At Level + 1.

Spell Hit = Magic + Class Bonus - (Spell Level x 2) - Load.

Magic Item Hit = Magic + Quality - Load.

9.) Personality

Inclination = Social / True

LG = Lawful Good

NG = Neutral Good

CG = Chaotic Good

LN = Lawful Neutral

TN = True Neutral

CN = Chaotic Neutral

LE = Lawful Evil

NE = Neutral Evil

CE = Chaotic Evil

10.) Character Level

Level = Ends At XP

1st = 2,500

2nd = 5,000

3rd = 10,000

4th = 20,000

5th = 40,000

6th = 80,000

7th = 160,000

8th = 320,000

9th = 640,000

10th = 1,280,000

Ability Improvement

Bonus = XP

+1 = 2,000

+2 = 4,000

+3 = 8,000

+4 = 16,000

+5 = 32,000

+6 = 64,000

ACTION

1.) Declare

Tell us what your character is doing.

If the DM says nothing your character simply does it.

Otherwise the DM will ask you for an *Ability Check*.

Start with that Ability Score.

2.) Difficulty

Easy	+2	If nothing is mentioned it's a Normal check.
Normal	+0	Easier moves the difficulty up.
Hard	-2	Harder moves the difficulty down.
Heavy	-4	
Horrendous	-8	Nothing can be easier than Easy or Harder than Impossible.
Herculean	-16	
Impossible	Not	

3.) Class & Skill

Have a class and/or skill that might help? Add its level to the score.
Add half if it only partially helps.

4.) Risk Dice

The Risk Dice can be any combination of the **d4, d6, d8, d10 or d12**.
The more dice you roll the greater a risk you are taking.

5.) Sign Dice

Try hard determines your Sign Dice.
Extra Sign Dice cost 1 wear in damage.

Try	Wear	Sign Dice
Normal	0	d20
Harder	1	d20, d20
Hardest	2	d20, d20, d20

Sign Die	Result
20	Bonus x 2
Even	Bonus
Odd	Penalty
1	Penalty x 2

6.) Risk Roll

Roll risk dice and sign dice together.
The most **advantageous** sign die tells us the modifier the **greatest** risk die becomes.

Add it to your score. The total is the strength of your action.
Strength measures performance using the Success table.
To find a challenge, subtract defense from offense. You get 1 success for winning

Strength	Success
37 to 40	x 7
33 to 36	x 6
29 to 32	x 5
25 to 28	x 4
21 to 24	x 3
17 to 20	x 2
13 to 16	x 1
9 to 12	Half Fail
5 to 8	Full Fail
1 to 4	Crash Fail

COMBAT

1.) Initiative

Roll **1d6** at start of each round.

Even = Characters go first.

Odd = Creatures go first.

Everyone gets one action per round, typically **Move & Attack**.

2.) Move

Make a **Move** roll to find the number of steps you can take.

With Minis, 1 step = 1 square. Diagonal = 2 squares.

Without Minis the DM will tell you if can get to where you want to go.

Running rolls **twice** but hardens any check you make.

3.) Attack

One attack per weapon / appendage.

You may hit anyone in an adjacent step, or reach over that step if you have the Reach aspect.

Hit vs AC determines the success of the attack.

Use DC against surprise attacks & back attacks.

Roll Damage once per success.

Don't forget to mention the damage type!

4.) Armor

Roll **Armor & Shield**, subtract it from the incoming damage.

Shields do not protect your back!

5.) Damage

Record remaining damage as wear and tear.

Damage type tells us the amount of wear needed to do 1 tear.

Pierce 1 Sharp 2 Mixed 3 Blunt 4 Impact 5

No damage type mentioned? No tear damage done.

6.) Stun

Wear Damage >= Stun Point leaves you stunned.

Lose your next immediate action.

Interferes with spell-casting, grappling, etc.

Flying or climbing characters plummet to the ground.

Minis move 1 step back from the blow.

Wear Damage >= Stun Point x 2 knocks you down.

Lose another action to standing back up.

Minis move 2 steps back from the blow.

Defend with DC while down.

DUNGEON CRAWL

Ghost Maps

A ghost map is a featureless map of the dungeon, supplied by the DM. Disposable! Feel free to scribble all over it. Whoever it is given to becomes the party **Mapper**.

Movement

1 Crawl = 1 Minute = 1 Encounter.

Each crawl begins with the Mapper declaring the party's speed.

Speed	Squares	Ramifications
Slow	1 Move Roll	Searching / Hiding is Possible.
Medium	2 Move Rolls	No Searching or Hiding
Fast	4 Move Rolls	Double Random Encounter Roll

Slowest party member determines move roll.

Total is the number of squares the party can move.

Mapper traces the party's movement on the Ghost Map.

It takes two squares to move diagonally.

Draw a circle in the square where the crawl ends.

Encounters

DM rolls for an encounter at the end of each crawl.

When something happens, roll to see where it is coming from.

Roll 1d8 with 4-way, 1d6 for 3-way or 1d4 for 2-way passage.

Roll	Direction
1 to 2	Behind
3 to 4	Before
5 to 6	Left
7 to 8	Right

Light source determines the number of squares away from the party the creature will appear. No light source? Creature makes a surprise attack.

Handle the encounter and X out the circle where it happened.

Continue crawling from an adjacent square.

Searching

Can only be done while moving at **Slow** speed.

Everyone makes a **Wisdom** check.

Anything hidden the wisdom check can beat will be seen.

Describing your search may improve its difficulty.

Hiding

Can only be done while moving at **Slow** speed.

You cannot search and hide during the same crawl.

Everyone makes a **Wisdom** check.

Anyone trying to spot hiding characters also makes a **Wisdom** check.

Any hider beaten by a searcher will be spotted.

Doors

Wisdom vs Secret to detect hidden doors.

Muscle vs Break to break a door down.

Dexterity vs Lock to open locked doors.

Wisdom vs Hear to listen through a door.

Two characters can combine their Muscle strengths to break down a door but make **Hard Muscle** checks. Use of a battering ram increases this limit.

Lockpicks are required to open a locked door. Anyone who purchased the picks can use them. Anyone who looted them cannot.

Listening through a door with a helmet on takes a **Hard Wisdom** check.

Traps

Detect traps with a **Wisdom vs Secret** challenge. Trap not found?

Everyone make a **Luck Save**.

Mechanical traps hit the lowest roller. Defend with **DC** and **Armor**.

Pit Traps catch anyone who fails their luck save.

Half fail leaves you dangling over the pit's edge.

Make a Muscle check to pull yourself up.

Others may make a Hard Muscle check to assist.

Reaction Rolls

Most creatures attack on sight. For others the DM may call for a Reaction Roll. The first character to talk to the creature makes a **Charisma** check. Inclination differences may harden the check.

If nothing is said roll **1d20** instead.

3: Ecstatic – creature is enamoured of you!

2: Friendly – don't ask for too much and you might just get it.

1: Indifferent – creature could care less about you.

H: Belligerant – creature will attack if you seem like an easy kill.

F: Attack – creature will attack even if you don't seem like a pushover.

C: Destroy! – creature just made your destruction its life purpose.

Resting

Spend **1 Crawl** in a secure location.

DM rolls for a random encounter.

If nothing is encountered everyone makes a **Constitution Save**.

Recover **1d6 wear per success**.

Mark a Rest on your sheet and write down XP gained from it.

1 Wear = 10 XP

WILDERNESS EXPLORATION

Ghost Maps

A ghost map is a featureless map of the area, supplied by the DM. Disposable! Feel free to scribble all over it. **1 Hex = 1 Mile.** Whoever it is given to becomes the party **Mapper**.

Jaunts

Each Jaunt is **4 hours** long and has five steps:
Speed, Weather, Movement, Exhaustion, and Encounters.

1.) Speed

Choose a Speed. Roll slowest character's move to find mileage.

Speed	Mileage	Exhaustion	Ramifications
Slow	2 Move Rolls	+2	Searching is Possible.
Medium	4 Move Rolls	+4	Hard Searching is Possible.
Fast	6 Move Rolls	+8	No Searching is Possible.

2.) Weather

If no weather table is provided roll once on this one.

1d100	Weather	Exhaustion	Action	Speed
40:	Clear	+0	+0	+0
30:	Drizzle	+1	+0	+0
20:	Shower	+2	-2	-2
10:	Downpour	+4	-4	-4
01:	Storm	+6	-6	-6

3.) Movement

Terrain Key shows the number of miles it takes to enter a hex.

Mark jaunt's end with a circle.

X it once finished.

Unused miles roll over into the next jaunt.

4.) Exhaustion

Exhaustion = Speed + Weather + Encumbrance + Climate

Turn total into a die roll and take as **Impact** damage.

Encumbrance. Packing +2. Lugging +4. Trudging +6. Straining +8.

Climate. Compare Adjusted Climate to the climate you are travelling through and use this table to find the modifier.

Climate	Torrid	Tropical	Warm	Temp	Cold	Frigid	Arctic
Torrid	+0	+2	+4	+6	+8	+10	+12
Tropical	+2	+0	+2	+4	+6	+8	+10
Warm	+4	+2	+0	+2	+4	+6	+8
Temperate	+6	+4	+2	+0	+2	+4	+6
Cold	+8	+6	+4	+2	+0	+2	+4
Frigid	+10	+8	+6	+4	+2	+0	+2
Arctic	+12	+10	+8	+6	+4	+2	+0

5.) Encounters

Everyone makes a Wisdom Check. Best strength is used for entire party.

Best Wisdom

- 3:** Creature seen in the Distance.
- 2:** 2d6 rounds until Encounter.
- 1:** 1d6 rounds until Encounter.
- H:** Immediate Encounter.
- F:** Surprise Encounter!

Camping

Six Jaunts: Morning. Afternoon. Evening. Night. Late. Early.

Three jaunts must be spent camping to get eight hours sleep.

Guards first make **Spirit** check to remain awake.

Those who succeed make **Wisdom** checks to spot encounters (above).

Hard checks by fire light or moon light. Heavy checks in pitch darkness.

Foraging

One jaunt is spent searching a hex for something to eat.

Hard Wisdom

- 1:** 1d6 meals found per success.

H: Try Again.

C: Food Poisoning! Everyone makes Luck Save. Anyone failing eats it.

Roll **3d6** to find poison strength. Roll **1d10** to find its nature:

- 1:** Lethal. **3:** Knock-Out. **5:** Paralytic. **7:** Hallucinogen. **9:** Intoxicant.

Getting Lost

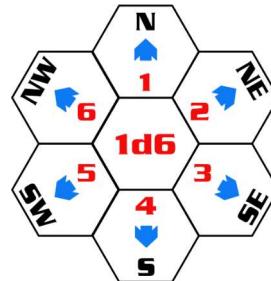
Comes up as a random encounter.

Roll **1d6** before moving on this

Random Movement Chart

To find the direction you travelled.

Takes a Wisdom check to recover from.



Big Country

Once Map scale hits 10 miles per hex or larger.

1.) Speed: use middle of a single move roll and multiply it by the hours spent travelling. Slow travel cuts it in half. Fast travel increases by half.

2.) Weather: one roll is made for the entire day.

3.) Movement: is handled normally, going from hex to hex, as far as mileage allows.

4.) Exhaustion: one exhaustion roll per day. Speed determines damage type: **Slow** = impact. **Normal** = blunt. **Fast** = mixed.

5.) Encounters: one encounter roll is made after the exhaustion roll. Roll **1d6** to find when it happens.

1: Morning. **2:** Afternoon. **3:** Evening.

4: Night. **5:** Late Night. **6:** Early Morning.

THE DICE TABLE

0: 0	40: 1d20 + 1d10 + 1d10
1: 1	41: 1d20 + 1d10 + 1d10 + 1
2: 1d2	42: 1d20 + 1d12 + 1d10
3: 1d2 + 1	43: 1d20 + 1d12 + 1d10 + 1
4: 1d4	44: 1d20 + 1d12 + 1d12
5: 1d4 + 1	45: 1d20 + 1d12 + 1d12 + 1
6: 1d6	46: 2d20 + 1d6
7: 1d6 + 1	47: 2d20 + 1d6 + 1
8: 1d8	48: 2d20 + 1d8
9: 1d8 + 1	49: 2d20 + 1d8 + 1
10: 1d10	50: 2d20 + 1d10
11: 1d10 + 1	51: 2d20 + 1d10 + 1
12: 1d12	52: 2d20 + 1d12
13: 1d12 + 1	53: 2d20 + 1d12 + 1
14: 1d10 + 1d4	54: 2d20 + 1d10 + 1d4
15: 1d10 + 1d4 + 1	55: 2d20 + 1d10 + 1d4 + 1
16: 1d10 + 1d6	56: 2d20 + 1d10 + 1d6
17: 1d10 + 1d6 + 1	57: 2d20 + 1d10 + 1d6 + 1
18: 1d10 + 1d8	58: 2d20 + 1d10 + 1d8
19: 1d10 + 1d8 + 1	59: 2d20 + 1d10 + 1d8 + 1
20: 1d10 + 1d10	60: 2d20 + 1d10 + 1d10
21: 1d10 + 1d10 + 1	61: 2d20 + 1d10 + 1d10 + 1
22: 1d12 + 1d10	62: 2d20 + 1d12 + 1d10
23: 1d12 + 1d10 + 1	63: 2d20 + 1d12 + 1d10 + 1
24: 1d12 + 1d12	64: 2d20 + 1d12 + 1d12
25: 1d12 + 1d12 + 1	65: 2d20 + 1d12 + 1d12 + 1
26: 1d20 + 1d6	66: 3d20 + 1d6
27: 1d20 + 1d6 + 1	67: 3d20 + 1d6 + 1
28: 1d20 + 1d8	68: 3d20 + 1d8
29: 1d20 + 1d8 + 1	69: 3d20 + 1d8 + 1
30: 1d20 + 1d10	70: 3d20 + 1d10
31: 1d20 + 1d10 + 1	71: 3d20 + 1d10 + 1
32: 1d20 + 1d12	72: 3d20 + 1d12
33: 1d20 + 1d12 + 1	73: 3d20 + 1d12 + 1
34: 1d20 + 1d10 + 1d4	74: 3d20 + 1d10 + 1d4
35: 1d20 + 1d10 + 1d4 + 1	75: 3d20 + 1d10 + 1d4 + 1
36: 1d20 + 1d10 + 1d6	76: 3d20 + 1d10 + 1d6
37: 1d20 + 1d10 + 1d6 + 1	77: 3d20 + 1d10 + 1d6 + 1
38: 1d20 + 1d10 + 1d8	78: 3d20 + 1d10 + 1d8
39: 1d20 + 1d10 + 1d8 + 1	79: 3d20 + 1d10 + 1d8 + 1

- 80:** 3d20 + 1d10 + 1d10
81: 3d20 + 1d10 + 1d10 + 1
82: 3d20 + 1d12 + 1d10
83: 3d20 + 1d12 + 1d10 + 1
84: 3d20 + 1d12 + 1d12
85: 3d20 + 1d12 + 1d12 + 1
86: 4d20 + 1d6
87: 4d20 + 1d6 + 1
88: 4d20 + 1d8
89: 4d20 + 1d8 + 1
90: 4d20 + 1d10
91: 4d20 + 1d10 + 1
92: 4d20 + 1d12
93: 4d20 + 1d12 + 1
94: 4d20 + 1d10 + 1d4
95: 4d20 + 1d10 + 1d4 + 1
96: 4d20 + 1d10 + 1d6
97: 4d20 + 1d10 + 1d6 + 1
98: 4d20 + 1d10 + 1d8
99: 4d20 + 1d10 + 1d8 + 1

100: 1d100
200: 2d100
300: 3d100
400: 4d100
500: 5d100
600: 6d100
700: 7d100
800: 8d100
900: 9d100

With the dice table you can turn any number into a die roll. A 20 is a roll of 2d10. Anything with a score less than zero is a zero.

Big Rolls. To make big rolls better fit your sheet, try replacing the +1d separating each die roll with a comma. This turns:

4d20 + 1d10 + 1d8

into the more compact:

4d20,10,8.

Seriously Big Rolls. For values greater than 100, subtract 100 from the total, find the die roll of the remainder, then tack 1d100 onto the front of it.

A 110 turns into a 1d100 +1d10.

For even larger die rolls replace the 1d100 as needed..

A 310 turns into a 3d100 + 1d10.

The D2. Unfortunately, polyhedral dice sets do not come with a d2. When called to roll one (and you are not rolling greater than 100) roll the **d00** instead. Treat odd numbered rolls as 1 point and even numbered rolls as 2 points.

The D1. Believe it or not, but in the heat of the moment it's pretty easy to forget you have a +1 to add to your roll.

Because of this we recommend adding a d1 – a *one-sided die* – to your roll. This can be anything about the size of a die with no numbers on it. When it appears in a roll, you get a +1.

Make Your Own Dice. For both the D1 & D2, the best answer is to buy some blank six-sided dice and colored sharpies.

Put three 1's and three 2's in one color on a die and that is your d2.

Put nothing but 1's in a different color on a die and you have a d1.

