
MUS

lvl

DEX

CON

INT

WIS

CHA

SPI

MAG

LUC

HP

GUARD

ARMOR

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P

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B

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STUN

MOVEMENT

HINDERS

ATTACKS

HIT

DMG

ASPECTS

X

RESTS

SIZE

EQUIPMENT

WT

Pack

Aspects

Unspent XP

Spent XP

Totals

+

=

Lugging -2

Trudging -4

Straining -6

CAMPAIGN

Body

Climate

Warmth

Adj.

Total XP

DATE CREATED



CHARACTER CREATION CHEAT SHEET

1.) Abilities

Roll **3d6** for each ability. Use the table below to find your modifiers.
Any **-3 or less** may be re-rolled but only after re-rolling your best ability.

3:-4. 4:-3. 6:-2. 8:-1. 10:+0. 12:+1. 14:+2. 16:+3. 18:+4.

2.) Class

Choose the class that best fits your abilities. Write its name and a **1** next to **lvl** on your sheet. Below it copy the class features list.

A • grants a level bonus.
A ½ grants a half bonus.

3.) Skills

New characters get their **(Int +10) x 50** in experience points to spend on skills.
If your class does not provide Common it costs 400 xp at +0.
Nobody knows how to Read & Write. This skill costs 600 xp at +0.

4.) Body Size

Size comes from class. For medium use **Medium, Lar +2, Ext +4, Big +6.**

For other body sizes...

Mass multiplies Armor & Weapon Weights and Base Load.

Dmg multiplies Hit Points, Stun, Attack & Spell Damage.

Dis multiplies Movement Speeds, Reach, and Area Attack Sizes.

5.) Hit Points

Hit Points = Class HP + Mus + Con + Spi.

Stun = Hit Points / 3, rounded off.

Damage Types = p1, s2, m3, b4, i6.

Circles. Add **2** to your HP and count that many circles, put a D in the last one.
Count backwards your **Stun** point from the D and put a **-2** in the circle.
You should have your stun point in circles between the D and -2.

6.) Equipment

Copy the equipment your class provides. Swap out items for other items of equal or lesser value.

Base Load	Lugging	Trudging	Straining
(Mus +10) x 5 lbs	Base Load x 1	Base Load x 2	Base Load x 3

For **Body** weight choose a value between **Trudging** and **Straining**.
Fat is in pounds and can be acquired in any amount. It should be added to your equipment list, not body weight.

7.) Climate

Choose a climate: *Torrid, Tropical, Warm, Temperate, Cold, Frigid, Arctic.*
Preferably *Warm, Temperate, or Cold.* Every **10 Warmth** from equipment moves you 1 climate towards Arctic.

8.) Movement

Base Speed = 3 + ½ (Muscle or Dexterity).
Multiply by locomotions provided by your class.
Record as a movement and number, ex: *Walk 3.*

9.) Defense

Guard = AG / DG

AG = 10 + Dexterity + Feature AG - Armor AG.

DG = 8 + Luck. If greater than AG, use DG for both.

Armor = Armor values combine.

Shield = Shields kept separate from armor.

Quality bonuses add 2 armor per +1.

Damage table turns them into die rolls.

10.) Attacks

Write one attack for each kind of weapon you possess.

Hit = Dexterity + Feature + Hit + Quality.

Muscle powered weapons add ½ **Muscle** to Dmg.

Damage table turns Dmg values into die rolls.

Ammo gets separate entry in the attacks table.

Punch has dmg **3b**, and **Close, Bastard** as aspects.

Kick has dmg **5i** and no aspects.

11.) Spells

Hit = Magic + Feature - Spell Level.

Spell Memorization = (Class Level x 2) + Intellect.

Divine Casters use Wisdom instead of Intellect.

Natural Casters use Constitution instead of Intellect.

New chars get as many spells as they can memorize.

New spells levels <= spell caster's level.

Spellbooks hold a limited number of spells.

12.) Personality

Inclination = Social / True

Alignment is the Good, Neutral or Evil part of your True Inclination.

13.) Experience

Add up the XP amounts spent on your character.
Find the total on the Character Levels table.
Write it into your Existence.

Inclinations

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

Ability

Improvement

+1 = 2,000

+2 = 4,000

+3 = 8,000

+4 = 16,000

+5 = 32,000

+6 = 64,000

Character Levels

1 = 2,000

2 = 4,000

3 = 8,000

4 = 16,000

5 = 32,000

6 = 64,000

7 = 120,000

8 = 250,000

9 = 500,000

10 = 1,000,000

11 = 2,000,000

12 = 3,000,000

13 = 4,000,000

14 = 5,000,000

15 = 6,000,000

THE DAMAGE TABLE

0: 0	40: 2d20	80: 4d20
1: 1	41: 2d20 + 1	81: 4d20 + 1
2: 1d2	42: 2d20 + 1d2	82: 4d20 + 1d2
3: 1d2 + 1	43: 2d20 + 1d2 + 1	83: 4d20 + 1d2 + 1
4: 1d4	44: 2d20 + 1d4	84: 4d20 + 1d4
5: 1d4 + 1	45: 2d20 + 1d4 + 1	85: 4d20 + 1d4 + 1
6: 1d6	46: 2d20 + 1d6	86: 4d20 + 1d6
7: 1d6 + 1	47: 2d20 + 1d6 + 1	87: 4d20 + 1d6 + 1
8: 1d8	48: 2d20 + 1d8	88: 4d20 + 1d8
9: 1d8 + 1	49: 2d20 + 1d8 + 1	89: 4d20 + 1d8 + 1
10: 1d10	50: 2d20 + 1d10	90: 4d20 + 1d10
11: 1d10 + 1	51: 2d20 + 1d10 + 1	91: 4d20 + 1d10 + 1
12: 1d12	52: 2d20 + 1d12	92: 4d20 + 1d12
13: 1d12 + 1	53: 2d20 + 1d12 + 1	93: 4d20 + 1d12 + 1
14: 1d10 + 1d4	54: 2d20 + 1d10 + 1d4	94: 4d20 + 1d10 + 1d4
15: 1d10 + 1d4 + 1	55: 2d20 + 1d10 + 1d4 + 1	95: 4d20 + 1d10 + 1d4 + 1
16: 1d10 + 1d6	56: 2d20 + 1d10 + 1d6	96: 4d20 + 1d10 + 1d6
17: 1d10 + 1d6 + 1	57: 2d20 + 1d10 + 1d6 + 1	97: 4d20 + 1d10 + 1d6 + 1
18: 1d10 + 1d8	58: 2d20 + 1d10 + 1d8	98: 4d20 + 1d10 + 1d8
19: 1d10 + 1d8 + 1	59: 2d20 + 1d10 + 1d8 + 1	99: 4d20 + 1d10 + 1d8 + 1
20: 1d20	60: 3d20	100: 1d100
21: 1d20 + 1	61: 3d20 + 1	200: 2d100
22: 1d20 + 1d2	62: 3d20 + 1d2	300: 3d100
23: 1d20 + 1d2 + 1	63: 3d20 + 1d2 + 1	400: 4d100
24: 1d20 + 1d4	64: 3d20 + 1d4	500: 5d100
25: 1d20 + 1d4 + 1	65: 3d20 + 1d4 + 1	600: 6d100
26: 1d20 + 1d6	66: 3d20 + 1d6	700: 7d100
27: 1d20 + 1d6 + 1	67: 3d20 + 1d6 + 1	800: 8d100
28: 1d20 + 1d8	68: 3d20 + 1d8	900: 9d100
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	

With the damage table you can turn pretty much any amount of damage into a die roll. If your character is wearing 10 points of armor that turns into an Armor 1d10.

Big Damage. Big damage can produce some pretty big damage rolls. To make them better fit your sheet, try replacing the +1d separating each die roll with a comma. This turns:

4d20 + 1d10 + 1d8 + 1

into the more compact:

4d20,10,8+1.

Seriously Big Damage. For values greater than 100, subtract 100, find the die roll of the remainder, and tack 1d100 to the front of it. A 110 turns into a 1d100 + 1d10.

Replace the hundred amount for larger die rolls. Need a 310? That's a 3d100 + 1d10.

Modifying Damage Rolls. When given a damage modifier change the total value (the best the dice could roll) and turn it into a new die roll. A 1d8 given a +2 bonus should turn into a 1d10.

D2? Sadly, the d2 is a die that currently does not exist. When called to roll one, roll the rest of the dice and if the total is odd, add 1 point to it if even add 2. Next add any +1 that might be tacked onto the end of the roll.

If you have a blank d6 on hand you could also try using a sharpie to cover it in 1s and 2s.

ACTION CHEAT SHEET

1.) Declare

Tell us what your character is doing.
If the DM says nothing go ahead and do it.

2.) Ability

Otherwise, the DM will ask for an Ability check.
Start with your Ability Modifier.
Hard = -2. Easy = +2.

3.) Level Bonus

If a class feature stands to help you, add its bonus.
If there is no feature add the class level as a bonus.
If the class only partially helps, add half the level.

4.) Other Modifiers

Add in any other modifiers that may apply.
Hindrances effect everything except saving throws.

5.) Risk Roll

Play It Safe = 3d6	Try Hard = +1d4	1 Wear
Take A Chance = 2d10	Try Harder = +1d8	2 Wear
Risk It All = 1d20	Try Hardest = +1d12	3 Wear

Saving Throw: roll 3d6, no Try Hard, no Hinders.

6.) Strength & Success

Strength = Risk Roll + Modifiers.

1: Crash.	2: Hard.	6: Light.	10: 1.	14: 2.	18: 3.
22: 4.	26: 5.	30: 6.	34: 7.	38: 8.	42: 9.

Snake-Eyes = All dice roll a 1, you crash with strength of 1.

Mojos = 1 coin per re-roll, 3 max, no going back, no re-rolling snake eyes.

Challenges

If a strength is challenging you, you need to beat it with your own strength.

Challenge Strength = Offense - Defense + 10

Roll a die to break a tie. Odd = Offense wins. Even = Defense wins.

Use the challenge strength with the success table.

COMBAT CHEAT SHEET

1.) Declare

Everyone gets **1 Action per Round.**
Each Round = 3 Seconds
Run = -2. Sprint = -4.

2.) Initiative

First to speak goes first.
Greatest hit strength strikes first.
Tied hit strengths do damage simultaneously.

3.) Attack!

Make a **Hit vs Guard** challenge.
AG is your first guard strength.
DG is your second, used for surprise attacks.
Use DG with a -4 hinder or worse.
Success multiplies damage.

4.) Defend!

Armor protects entire character. **Shield** only protects front and side.
Roll dice and subtract from incoming damage.
Armor Sacrifice. Every 1 armor point lost is 1 Tear you don't take.

5.) Damage

Wear damage is what slips past your defenses. Mark it with a **horizontal** line through that many hit point circles.

Tear damage uses damage types to turn wear into tear. If you have Sharp 2 every 2 points of sharp wear damage does 1 tear of damage. Mark these with a **vertical** strikes through a hit point circle.

Scar damage is tear damage that blackens in a circle instead of striking it.
Scars cannot be healed by normal means.

Stun. Take your stun point or more in Wear and put an **S** on your sheet for stunned. Erase it when an action is lost to recover from it. Double your stun point or more adds a **K**. Knocked down characters defend with DG. Spend an action standing back up.

Unconsciousness happens when wear damage reaches the D on your sheet. *Keep recording it!* Your character will not wake up until at least 1 point is recovered to the left of the D. The circled D is not an actual hit point.

Death happens when tear damage reaches the circled D.

Battles

Battles are used for combat with large numbers of creatures and characters.

Each round begins with a **Charisma Save Competition** between their leaders. The greatest strength goes first. Break any ties that happen.

When a leader is incapacitated, a new leader must take command otherwise that side will rout. Solitary combatants use **Spirit** in place of Charisma.

P	=	Pierce
S	=	Sharp
M	=	Mixed
B	=	Blunt
I	=	Impact

DUNGEON DASH CHEAT SHEET

Ghost Maps

A featureless map of the dungeon, supplied by the DM. You need to draw in any secret doors or rooms you find. Disposable! Feel free to scribble all over it. Dungeon dashing moves **1 Dash** at a time.

- 1.) Draw your path on the map.
- 2.) Draw a circle in the square your move ends on.
- 3.) X out that circle after a random encounter roll has been made.

Grid Maps: it takes 2 squares to move diagonally.

Rooms: entering a room containing something specific ends your dash early. Treat it like a random encounter that amounts to something.

Dash Speed

Dash = 10 rounds, aka 30 seconds.

Square = a 10' x 10' space on a ghost map.

SPD = Squares Per Dash, the number of squares the party can move before a Random Encounter Roll. Depends on speed of your **slowest** party member.

Walk 1 = 3 spd	Walk 4 = 13 spd	Walk 7 = 23 spd
Walk 2 = 6 spd	Walk 5 = 16 spd	Walk 8 = 26 spd
Walk 3 = 10 spd	Walk 6 = 20 spd	Walk 9 = 30 spd

Running doubles speed for a -2. Sprinting triples it for a -4 and does 1 wear. Running or sprinting characters may not search an area.

To find other speeds use $-(\text{Speed} \times 10) / \text{Scale}$ - where scale is the number of steps that can fit inside a square on the map.

Searching

To search an area while dashing through it:

- 1.) Tell the DM you are searching this dash.
- 2.) Cut your SPD in **half**
- 3.) Everyone makes a **Wisdom** check.

Anything hidden in the area will have a Secret Strength. If a Wisdom Strength beats it the hidden item is revealed.

Doors

Muscle vs Break to break a door down.

Wisdom vs Secret to detect a hidden doors.

Dexterity vs Lock to open locked doors - requires lock picks!

Wisdom vs Hear to listen through a door. 2 successes to understand voices.

Once per dash a character may break, pick or listen at a door.

Creature Encounters

Depending on the corridor roll one of the following:

- 4-Way Intersection: 1d12
- 3-Way Intersection: 1d8
- 2-Way Passage: 1d6

Direction:

- 1: Behind -2. 4: Before +2. 7: Left +0. 10: Right +0.

Distance:

- Roll **1d6 + direction** modifier.
- Result is a count of map squares.
- At 1 square or less the creature may launch a Surprise Attack.

Reactions

Make a reaction roll when we don't know how a creature will respond to meeting the party.

Use Charisma of the first character to try to talk to the creature. If there is no contact roll **1d20**.

Obvious inclination differences will harden the check.

Speaking a shared language makes it easier.

Reaction Roll Charisma

- 3: Ecstatic
- 2: Friendly
- 1: Indifferent
- H: Belligerent
- F: Attack
- C: Destroy!

Resting

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

Make **Health Save - Rest Count**.

Each success heals the characters **Stun** point in **Wear** damage.

DM will make an encounter roll to see if anything tries to enter the room.

To find the door the creature will use, roll one of the following:

- 2 Doors, roll **1d6**. 1: 1st. 4: 2nd.
- 3 Doors, roll **1d6**. 1: 1st. 3: 2nd. 5: 3rd.
- 4 Doors, roll **1d8**. 1: 1st. 3: 2nd. 5: 3rd. 7: 4th.

Traps

Traps are detected when your Wisdom strength beats the trap's Secret strength during a search.

Everyone makes a **Luck Save** when the trap is not found.

Lowest strength is attacked by the trap **Hit vs DG**.

With pit traps, anyone who **fails** the luck save falls into it.

Disabling a trap is an **Intellect vs Disable** challenge.

Succeed and you disable it.

Light Fail and the trap will fire on you if you try to move away.

Fully Fail and the trap fires on you.

SIGN DIE

RISK DICE



(Any Combo)

TRY



TRY HARD



(1 Wear)

TRY HARDEST



(2 Wear)

ROLL EM!

Greatest Risk Die
& Best d20

Even = Bonus

Odd = Penalty

20 = Double Bonus

1 = Double Penalty

Effort Points

1 HP = 2 XP

Strength	1	2	6	10	14	18	22	26	30	34	38	42
Success	C	H	L	1	2	3	4	5	6	7	8	9
Description	Crash!	Hard Fail	Light Fail	Average	Great	Terrific	Excellent	Incredible	Fantastic	Amazing	Stellar	Boom!