

HEROIC FANTASY

TESTS

STR		DEX	
Physical strength, brawn, pulling, pushing and breaking things, swimming, climbing		Athletics, dodging, hand-eye coordination, juggling, moving	
CON		INT	
Keep going, Holding your breath, staying sober		Debating, understanding, lore and knowledge, reading, healing	
WIS		CHA	
Perception, common sense, force of will, empathy		Persuasion, seduction, Negotiation, haggling, oratory, command	

SAVES

STR	DEX	CON
Physical Harm that <i>cannot</i> be dodged	Physical Harm that <i>can</i> be dodged	Poison, Disease, Death
INT	WIS	CHA
Resisting Spells/Magic	Deception & Illusions	Charming Effects

ADVANTAGE: Roll 2d20, keep **lower**

DISADVANTAGE: Roll 2d20, keep **higher**

ROLLING

Natural 20	Critical Failure
Above STAT	Failure
Equal to STAT	Fate Intervention
Under STAT	Success
Under Level	Special Success
Natural 1	Critical Success

MONSTERS DON'T ROLL

HD	DMG	HD	DMG
1 (no AP)	d4	6 (5 AP)	d6+d8
2 (1 AP)	d6	7 (6 AP)	2d8
3 (2 AP)	2d4	8 (7 AP)	3d6
4 (3 AP)	d10	9 (8 AP)	2d10
5 (4 AP)	d12	10 (9 AP)	d10+d12

TIME & DISTANCE

MOMENTS (ROUNDS)	MINUTES (TURNS)	
Move Nearby, Attack Move up to Far Cast Spell / Ability	Flexible, abstract. Time outside of combat.	
CLOSE	NEARBY	FAR
Within 5ft	Up to 60ft	60+ ft

COMBAT

MELEE	RANGED
STR Attack/Defend <i>Must be Close</i>	DEX Attack/Defend <i>Disadvantage Close</i>
Two Handed: +2 to all rolls (Atk,Def,Dam)	Roll usage die after every attack.
Rolling 1 during Attack deals 2x Dam Rolling 20 during Defense suffers 2x Dam	

POWERFUL FOES: For every HD above character level, add **+1** to all rolls against

MAGIC

Vs NORMAL FOE	POWERFUL FOE
Spells don't miss	WIS / INT test
After casting a spell, test WIS / INT, adding spell level to roll. If failure, lose slot.	

SPELL SLOTS

WIZ & NEC		BARD & CLER	
Lvl 1	1	Lvl 1	1
Lvl 2	1,1	Lvl 2	1,1
Lvl 3	1,1,1,2	Lvl 3	1,1,2
Lvl 4	1,1,1,2,2	Lvl 4	1,1,2,2
Lvl 5	1,1,1,1,2,2,3	Lvl 5	1,1,2,2,3

END OF SESSION

GAIN 1 XP FOR EACH:

Did you hit another's Flag? Did someone hit your Flag?

Did we loot a memorable treasure? Did we overcome a notable foe?

Did we learn something new and important about the world?

**(8+Current Lvl) XP to gain a new level.
Gain HP, Roll stat increase.**

INVENTORY

ENCUMBERED: When carrying more items than STR; All tests have Disadvantage.

USAGE DIE: d20 > 12 > 10 > 8 > 6 > 4 > gone
Roll after use. 1 or 2, move to next lowest die.

ARMOR	POINTS	UD
Gambeson	1	d4
Leather	2	d6
Chain Mail	3	d8
Full Plate	4	d10
Sm Shield	1	d4
Lg Shield	2	d4

**Roll UD after each fight used.
Repair cost is UDx10 to increase die**

**If wearing non-class armor,
add total AP to all Atk/Def rolls**

HEALTH & DEATH

ONCE PER DAY

roll hit dice, regain that HP

SLEEP 8 HOURS

Restore all spell slots

WHEN HP RUNS OUT: KO AND...

1 Returned from Death - Come round inspired and at an advantage on all tests for the next hour.

2-3 KO'd - Just knocked out.

4 Fat Head - Alive but disadvantage on all tests for the next hour.

5 Cracked Bones - STR, DEX and CON are temp. -2 for the next day.

6 Crippled - STR or DEX is permanently reduced by 2

7 Disfigured - CHA reduced by 4.

8-9 Dead - Not alive anymore but spirit is at rest.

10 Undead - Not alive but the spirit is restless and will return as a ghost or raise the corpse as a hungry undead with HD equal to character's level unless buried with the full appropriate rites.

If they survive they gain 1d4 HP

FLAGS INSTEAD OF BONDS

Flags are phrased as instructions, requests to the players to treat your character a certain way.

A good flag should:

- ❖ Create some conflict or tension
- ❖ Showcase your character's personality
- ❖ Help develop a relationship with the group

EXAMPLE FLAGS*

Aspiring: make me an offer that threatens my social standing.

Know-It-All: challenge my knowledge and prove that I have more to learn.

Curious: convince me to try something I shouldn't.

Deceitful: believe and act on a lie I've told you.

Devoted: offer me an easier solution that requires I compromise my relation with _____.

Gullible: tell me a lie I believe.

Heroic: let me keep you from going first into danger so I can go myself

Honest: involve me in a deception I must ruin.

Irresponsible: convince me to shirk my duty.

Peculiar: refuse my aid because I'm different.

Righteous: offer me an easier solution that requires I violate my principles.

Selfish: suggest I sacrifice something (tangible or intangible) to improve the lot of others.

Trustworthy: confide in me a secret that would damage you if revealed.

*https://rpg.divnull.com/wiki/index.php?title=Dungeon_World_Flags

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