

GOBLINZ CHEAT SHEET



ROLL THE BONES



DICE ROLLS

Almost ALL Rolls made in GOBLINZ are made using two 6-sided dice (known as d6s). The HIGHER you roll, the BETTER the outcome.



RAD ROLLS EXPLODING DICE

When you roll 2 of the SAME NUMBER on a dice roll you trigger a RAD Roll, and get to Roll Another Dice and add that dice to your overall result. Should you roll the same number again, you trigger a second RAD Roll and so on



SNAKE EYES

If you roll two 1s you automatically fail whatever you are attempting. A CRITICAL FAILURE!



MIRACLE

If you roll two 6s you automatically succeed whatever you are attempting. A CRITICAL SUCCESS!
Should you roll a Miracle on an Attack Roll, you can choose to turn it into a CRITICAL HIT, halving the target's current Hit Points.

MODIFIED MIRACLE

When you spend Luck or other modifiers to increase your die roll to turn it into two 6s to gain the benefits of a Miracle.

GIFTED MIRACLE

Whenever you roll 2 6s on your dice, and achieve so without having modified those dice in any way, you gain the benefits of a Miracle AND gain 1 Luck.

+ ADVANTAGE

Roll with +1 additional dice
Take the 2 most preferable dice results.

- DISADVANTAGE

Roll with +1 additional dice.
Take the 2 lowest dice results.

SKILL CHECKS

When rolling a Skill Check you roll a number of dice based on your TRAINING in that skill. You may add one Stat to this Skill Check's roll result, with the Guide's permission.



NO TRAINING

Roll 1 Dice.

EXPERT

Roll 2 Dice with Advantage.

TRAINED

Roll 2 Dice.

MASTER

Roll 3 Dice and use all 3 dice results.

DIFFICULTY

Below is a quick reference for the roll result needed to successfully complete a task, based on its Difficulty.

EASY 5

MEDIUM 8

HARD 12

NEAR IMPOSSIBLE 18

AN IMPOSSIBLE FEAT 25

COMBAT



ACTIONS

Adventurers have 2 Actions.

- An Actions is spent to achieve any action either during your turn, or outside of it, should you have an ability that allows it.
- Uses of these 2 Actions resets at the end of your turn.

ADD-ON ACTIONS

Certain abilities allow you to do additional things "as part of any Action". You can use one of these "Add-On Actions" per Action.

PHYSICAL ATTACKS

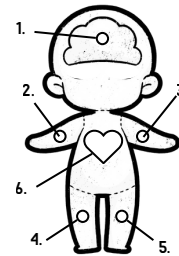
Made with weapons, add POWER to the Attack Roll and target ARMOUR.

MYSTICAL ATTACKS

Made with SPELLS, TUGS & other Mystical abilities, add MIND to the Attack Roll and target WILL.

ATTACKS

You can make 1 Attack per turn.
Attacks made against a target's Defence deals Damage equal to the Attack Roll - the target's Defence.



COMBAT

MOVE ACTION

If you use a Move Action you can move up to your SPEED. This can be divided between flying, swimming or walking etc.



SPEED

Your SPEED is equal to your (AGILITY +2) x 10ft (min. 20ft)

DEFENCES

There are 2 types of Defence: Armour & Will

ARMOUR

Your base Armour value is always 4 + any modifiers granted to you by your armour:

UNARMoured

Add your Agility

MEDIUM ARMOUR

Add your Agility (max 2) +2 for Chain / +3 for Breastplate

LIGHT ARMOUR

Add your Agility +1

HEAVY ARMOUR

Adds a set bonus of +4 for Half Plate / +5 for Full Plate / +7 for Mech Suits



WILL

MIND + SPIRIT + 4 (min. 1).

Your ability to push through supernatural effects.



INJURIES

When an Adventurer is reduced to 0 HP they receive an Injury. And any time they take Damage while their HP is 0 they gain 2 Injuries instead of taking Damage.

When you gain an Injury you roll 1d6 the chart below:

Based on what you gained an Injury on you will experience the following debuff:

DICE RESULT	PLACE OF INJURY
1	HEAD
2	RIGHT ARM
3	LEFT ARM
4	RIGHT LEG
5	LEFT LEG
6	BODY

Head: Head is INJURED, Gain 1 Trauma: Decrease MIND by 1.
Body: Gain 1 Scar: Decrease Max HP by 2.
Arm: Arm is INJURED and it cannot be used: Decrease POWER by 1.
Leg: Leg is INJURED and it cannot be used: Decrease AGILITY by 1.
INJURED Limb (leg or arm): Lose that limb.
INJURED Head: 50/50 Unconscious or DEAD.



DEATH

If you receive 6 Injuries you die.
If your INJURED Head gains an Injury, there is a 50% that you die.

REST



After 8 hours of Rest:
• Restore all HP & Mana
• If in a Civilised area with access to clean water: Remove 2 Injuries

GRIT



Grit Available = Your Level
Spend Grit outside of Combat to:
• Restore 1 HP or 1 Mana.

LUCK



You can spend Luck to alter the result of a single roll.
For each point of Luck you spend, lower your Luck and Increase or Decrease the number on a die roll by that amount.

All creatures, damage types & spells have a STRAND type. The Chart here shows how they interact >>

