

# OSR+ GM CHEAT SHEET

## TARGET NUMBER

Name	TN
Easy	5
Average	7
Tricky	9
Hard	11
Stressful	13
Moonshot	17
Legendary	21

## SCENE CHECK

Scene Check	TN	Result
Poor	(5/7/11)	GM (D)
Average	(7/11/13)	Wager
Good	(11/13/17)	Clean
Exceptional	(13/17/21)	GM (A)
Extraordinary	(17/21/25)	Player (A)
Legendary	(21/25/29)	Player (A) x2

## PERILS

**Acid** Ignores soak; destroys mundane objects vs. spell ck.  
**Cold** Slowed, 1/2 mv, acts last; (D) Deft.  
**Divine** x2 dmg vs. Astral/Undead; Fear if 0 dmg.  
**Fire** Cumulative 1 dmg/rd until extinguished.  
**Lightning** Stunned on next action (only def. action)  
**Necrotic** Limb disabled for encounter; vs. Mighty ck per use  
**Psychic** Dazed: acts w/(D), no spells for 1 rd.  
**Shadow** Blinded for 1 rd; opponents have (A).  
**Sound** Deafened for 1 rd: (D) defense.  
**Vampiric** 1 dmg=1 HP; Fatigued 1 rd (0 Mighty), if 0 dmg  
**Venom** 1 dmg for # rds = to dmg inflicted (living/organic)

## TACTICS

**Bleeding** 1 HP dmg until healed.  
**Defender** (A) on parry  
**Disarm** 0 dmg to disable limb for 1 rd; drops carried objects  
**Ensnare** 0 dmg for no actions until free; vs. Mighty to escape  
**First Strike** 1 atk w/(A) as react. per rd, when entering melee  
**Knockdown** Target prone for 1 rd; attacker has (A) vs. prone  
**Knockout** 0 dmg contested Mighty, or unconscious for 1 rd (+1 per level difference)  
**Precise** Called shots do not have (D)  
**Stun** 0 dmg; contested (M) vs. atk or stun (only def. action)  
**Swift** Attacks with weapon not risky

## SUCCESS CHECK

Success Check	TN	Result
Poor	5+	GM (D)
Average	7+	Wager
Good	11+	Clean
Exceptional	13+	GM (A)
Extraordinary	17+	Player (A)
Legendary	21+	Player (A) x2

## GM DISADVANTAGE

	Method	→	Outcome
🔍	CAUTIOUS	→	OVERREACH
🔧	FORCEFUL	→	INEFFECTIVE
🗣️	INFLUENTIAL	→	CONFUSED
🔍	METHODICAL	→	MISAPPLIED
🕒	PREPARED	→	SURPRISED
🏠	SNEAKY	→	EXPOSED
🏃	SPEEDY	→	DELAYED

## FLAW TAGS

PLAYER:

TAG 1:

TAG 2:

PLAYER:

TAG 1:

TAG 2:

PLAYER:

TAG 1:

TAG 2:

PLAYER:

TAG 1:

TAG 2: