

OSR+ CHEAT SHEET

SKILL CHECKS

Roll a d6, add the attribute the GM calls for. If you have a skill that could help, suggest it to the GM, and add +2.



INITIATIVE

Initiative does not explode or critically fail.



ATTACK

Roll a d6. Add the attribute (Mighty, Deft, or Smart) associated with the weapon. If you have the weapon skill, add +2.



DEFENSE

Roll a d6. Add your Defense bonus to the result.



CRITICAL SUCCESS

If you roll a natural 6 on a d6 (except damage or initiative), your roll "explodes"; roll again. Add the result of the second die to your roll. Keep doing this as long as you roll natural 6s.



Note: If you roll a 1 on an exploded die, you still have to confirm a critical.



(Not a critical fail, so the result in this case is 7 total.)

CRITICAL FAILURE

Whenever you roll a 1 on a die, immediately roll 2d6 to confirm a critical. If both dice are 1s, you critically failed, otherwise the result is 1. Damage and initiative does not critically fail.



ADVANTAGE

Roll 2d6 and take the higher die. If the higher die is a 1, confirm a critical; if it's a 6, the die explodes.



DISADVANTAGE

Roll 2d6 and take the lower die. If the lower die is a 1, confirm a critical; if it's a 6, the die explodes.

