# **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.



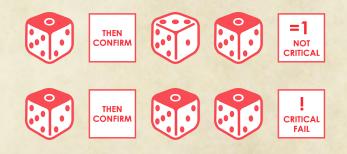
Note: If you roll a 1 on an exploded die, you still have to confirm a critical.



(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.

