Dark Dice RPG Core Cheat Sheet

by swooyj35 via cheatography.com/204321/cs/43550/

Ability Scores

Strength (STR)	Melee ATK | Physical Strength.
Dexterity (DEX)	Ranged ATK | Hand Skill
Agility (AGI)	DEF rolls | Climbing, Moving
Constitution (CON)	HP | Overall Health
Wits (WIT)	Initiative | Sharpness of mind
Intelligence (INT)	Arcane SPL | Knowledge, Logic
Willpower (WIL)	Divine SPL | Mental Fortitute
Charisma (CHA)	Witchcraft | Force of personality
-	-
Hit Points (HP)	HD + CON + WIL
Defence Rating (DR)	Add to DEF rolls

Magick

SPL Roll	*DC10+SPL Level.* If fail, can't cast same spell until rest
Focusing	Reroll SPL if take DMG or similar. Lose focus on fail.
Learn Arcane	*DC10+SPL Level* INT check. 1 per day
Learn Divine	Must be Devoted. 100gp per SPL level.
Learn Witchcraft	*DC10+SPL level* WIL or gain 1d4 CP

Critical Hit Location (d100)

01-39	Leg
40-59	Off-Arm
60-79	Main Arm
80-99	Body
00	Head

Advancement

Level Up	100 x Level XP
HP Increase	Roll HD x level. If the total is higher than base HP, increase.
Score Increase	Roll d20 for each score. If higher, raise by 1

Criticals

Crit. Fail	Weapon breaks, spells backfire
Crit. Success	Double Damage or effect

Target suffers an injury after critical hit.

Races (d100)

Roll	Name	HD	Bonus
1-84	*Human*	d6	Extra talent or +2
85-94	*Dwarf*	d8	+2 CON & Max HP
95-99	*Wood Elf*	d6	+2 to Ranged ATK
00	*High Elf*	d6	+2 to SPL Rolls

If chosen randomly, gain 50xp at start

Currency

1 Gold (G) = **20** Silver (S) = **240** Brass (B)

Combat

Melee ATK	d20+STR
Ranged ATK	d20+DEX
Defence (DEF)	d20+AGI against ATK
Momentum (M.)	+1 to a roll, stacks
Gain M.	Succesfull ATK, SKL etc.
Lose M. (All)	Fail opposed roll, gain condition, suffer damage, skip fighting etc.
Advantage	Roll 2 times, take highest

Gameplay

Advantage (Adv.)	Gain +1 bonus on a roll
Dice Adv.	Roll 2 times, take highest.
Corruption Point (CP)	Gain mutation. Max CON + WIL
Dark Dice (d6)	Add to ATK, DEF, DMG, SPL, SKL rolls or reduce d6 incoming DMG.
Death	At 0HP, 1d4+CON. DC15 INT to stabilize. Insta-death if -CON score HP.
Distances	*Close*: 5ft, *Near*: 30ft, *Far*: 60+
Fate Point	Defy odds, Dont die.
Resting	Roll HD your level times

Armor

Type	Bonus	Weight
Light	+1 DR	1
Medium	-1 DMG	2
Heavy	-1 DR, -3 DMG	3
Shield	+2 DR	2

Weapons (WPN)

Type	Damage	Weight
One-Handed	d4, d6, d8	1
Two-Handed	d10-d12	2
Light Ranged	d4, d6	1
Heavy Ranged	d8, d10	2

Improvised weapon (1d4-1): *1:6 chance to break.*
Firearms: *Misfire on 1, Force moral check each shot.*
Reloading: *Skip moving to reload*

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