

TINY DUNGEON

2ND EDITION

Cheat Sheet

Tests

The core mechanic that runs Tiny Dungeon is called a Test, which is a roll of 2d6 from your Dice Pool. Tests are successful if you roll a 5 or a 6 on any of the dice rolled in your Dice Pool, unless otherwise noted by the Game Master.

- **ADVANTAGE:** roll 3d6
- **DISADVANTAGE:** roll 1d6

Disadvantage trumps Advantage.

Combat Options

- Attack (Standard Test)
- Move (approx. 25 ft)
- Evade (when attacked, Test at Disadvantage, success attack misses)
- Focus (Next test is a success on 4, 5, or 6)
- Test for an ability

All attacks do 1 damage unless otherwise noted.

Hit Points

- 6 hours of sleep heals you fully.
- 1 HP per hour otherwise

Save Tests

Save Tests are just like regular Tests, and unless otherwise noted by the rules or the Game Master, you roll 2d6 to resolve your Test.

A 5 or 6 on any of the rolled dice represent a successful Save. A failed save will have effects as determined by the GM or the adventure.



Initiative Tests

Adventurers will roll a standard 2d6 Test and add up the total of their rolls. Go highest to lowest. Each round, a character gets two actions.

Magic

Spell Readers

For a Spell Reader to use a magic scroll, they must be holding it and then simply perform a standard 2d6 Test. A success results in the casting of the scroll's ability, but it also destroys the scroll. If you fail your Test, the scroll is not destroyed, but you obviously do not successfully cast the spell.

Spell-Touched

To use this ability, simply describe in detail what you are trying to do, and perform a standard 2d6 Test. If you are trying to manipulate an object, you must have eye contact with it. The GM has final say if something falls into the Spell-Touched's ability.

You can also perform a simple Ranged attack with magic, such as a magic bolt. This is treated just like any other Ranged attack in Combat and requires an Action and a successful 2d6 Test.

Beastspeakers

Beastspeakers are also somewhat magical in nature, as they can somehow speak to and understand animals just as though they were talking to a person.

Healers

In order to heal, you must be adjacent to your target and perform a standard 2d6 Test. If successful, they heal 2 Hit Points.

