

Hybrid Earth – Quick Reference Sheet

Rolling Dice	
Advantage	Roll twice; take the higher roll
Disadvantage	Roll twice; take the lower roll



Abilities
Agility
Charisma
Composure
Intelligence
Perception
Stamina
Strength

Skill Roll Results	
1	Critical fail
2-19	Normal roll
20	Critical success

XP	Level
0	1
400	2
900	3
2,000	4
4,000	5
6,000	6
9,000	7
12,000	8
15,000	9
18,000	10

Combat Actions
Attack
Cast spell
Dash
Disengage
Distract
Dodge
Flee
Heal
Interact

Weapon	Damage
Club	1d4
Crossbow (80')	1d8
Crossbow, hand (30')	1d6
Dagger (20')	1d4
Dart	1d4
Flail	1d8
Greataxe	1d12
Hand Axe (20')	1d6
Longbow (180')	1d8
Longsword	1d8/1d10
Mace	1d6
Shortbow (80')	1d6
Shortsword	1d6
Sling (30')	1d4
Spear (30')	1d6
Staff	1d6
Warhammer	1d8/1d10

Melee Roll	Result
1-3	You do half damage
4-17	You do normal damage
19-20	Critical hit – see Table 12

Ranged Roll	Result
1	You miss
2-5	You do half damage
6-16	You do normal damage
17-20	Critical hit – see Table 12

