

EXPLORERS! CHEATSHEET

BASICS

EXPLODING CRITICAL HITS

Critical Hits happen on a 6. Add the 6 to your total, and roll again.

ADVANTAGE

Reroll 3's and below, take higher result.

DISADVANTAGE

Reroll 3's and above, take lower result.

SKILL CHECKS

Unskilled = 1d6+Stat Modifier

Minor Skill = 2d6+Stat Modifier

Major Skill = 2d6+Stat Modifier

CIRCUMSTANCE DIE

Sometimes the GM will give you 1d6 bonus based on situation.

ADVENTURE TOKEN

Increase face value of dice by 1.

You get one when you:

- Fail a skill check.
- Find an item.
- Uncover a secret.
- Fail to land a Status Effect with a Status Move.
- Fail to deal damage with a damaging Move.
- Good roleplaying

ALWAYS ROUND DOWN

Round down when halving.

MYSTERY DUNGEONS

BEING KO'D

If one Team Member is KO'd and not Revived, you exit the Dungeon.

ROOM

Whilst you are in a Room, your Visibility is contained to the entire Room, you are able to see the entire Room, and one Tile outside of any entrance to the Room.

HALLWAY

Connects Rooms together. Organize a marching order. Tiny and Small Pokemon can inhabit the same space. Large and Huge Movement reduced.

BATTLE MECHANICS

YOUR TURN

You can take 1 Action, and Movement per Turn, and you can use a Reaction once per Round.

ACTIONS

USE A MOVE

You execute one Move from your current Move List.

USE AN ITEM

You pull out an Item from your Treasure Bag and Use it.

PERFORM A SKILL CHECK

You choose one Skill appropriate for the situation at hand, and Roll your Skill Dice.

DASH

You double your Movement for this turn.

ESCAPE

Step away from a Pokemon without incurring an Opportunity Strike.

GUARD

You cannot be forcibly moved from your Tile, and you take only half damage from attack this turn. You also gain 1d6 to Status Resist Checks.

BASIC ATTACK

You perform a Basic Attack, rolling 1d6 and adding your ATK modifier. This move has no Type, and is unaffected by Type Effectiveness or Abilities, and costs no PP.

MOVEMENT

You can move up to your Movement in Tiles. Your Movement Skill determines the number of Tiles you can move.

REACTIONS

REACTION-SPEED ABILITIES

You use a Feature, Ability or Rare Quality that allows you to perform it as a Reaction, provided the specified trigger is met.

OPPORTUNITY STRIKE

When a Foe steps out of a 1-tile range, you can choose to quickly perform a Move as they retreat. The foe is considered within a 1-tile range when you use the Move. If this is a damaging Move, you deal half damage on this attack, and the target gains 1d6 on their Check to resist the secondary effect, if the Move has one. If this is a Status Move, you only roll 1 die to apply the Status effect.

You can also choose to perform a Basic Attack. The damage from a Basic Attack is not halved.

CALCULATING DAMAGE

ATTACKING

Roll your Move Power Dice, and add your ATK or SP.ATK modifier. If a Move is in the Physical Category, apply Attack (ATK) Modifier. If a Move is in the Special Category, apply Special Attack Modifier (SP.ATK).

DEFENDING

The target of a Move subtracts the damage taken by their Defence (DEF) Modifier for Physical Moves, or Special Defence (SP.DEF) Modifier for Special Moves. The final total results in damage taken to HP.

TYPE EFFECTIVENESS

SUPER-EFFECTIVE

A Super Effective Move increases Move Power by 1 for this attack.

A "4x Effective" increases Move Power by 1 and deals double damage for this attack.

NOT EVERY EFFECTIVE

A Not Very Effective Move decreases Move Power by 1 (or half damage instead if Move Power 1).

If a Pokemon has a "4x Resistance", the Move decreases in Move Power by 1, and deals half damage (or ¼ of its damage if Move Power is 1).

IMMUNE

A Pokemon that is Immune to a Move due to its Type takes no damage.

SAME-TYPE ATTACK BONUS (STAB)

If you use a Move and share the same Type as the Move, you get Advantage.

STATUS CONDITIONS

ATTACKING

The Pokemon that applied this Condition rolls a d6 if it was from a Physical or Special Move, or 2d6 if it was from a Status Move, and then adds their Atk or Sp.Atk Modifier.

DEFENDING

When a Condition or Effect is applied, the target rolls a d6. This is a Status Check. The target rolls either a Physical Status or Special Status check based on the category. They add their Physical Status Resist (PSR) or Special Status Resist (SSR) modifier.

PRIORITY

If you have Priority, you can use your Movement, and then a Move that has Priority. You cannot use your Movement afterwards, however.

TYPE EFFECTIVENESS CHART		Defending type																	
		Normal	Fighting	Flying	Poison	Ground	Rock	Bug	Ghost	Steel	Fire	Water	Grass	Electric	Psychic	Ice	Dragon	Dark	Fairy
Attacking type	Normal	1×	1×	1×	1×	1×	½×	1×	0×	½×	1×	1×	1×	1×	1×	1×	1×	1×	1×
	Fighting	2×	1×	½×	½×	1×	2×	½×	0×	2×	1×	1×	1×	1×	½×	2×	1×	2×	½×
	Flying	1×	2×	1×	1×	1×	½×	2×	1×	½×	1×	1×	2×	½×	1×	1×	1×	1×	1×
	Poison	1×	1×	1×	½×	½×	½×	1×	½×	0×	1×	1×	2×	1×	1×	1×	1×	1×	2×
	Ground	1×	1×	0×	2×	1×	2×	½×	1×	2×	2×	1×	½×	2×	1×	1×	1×	1×	1×
	Rock	1×	½×	2×	1×	½×	1×	2×	1×	½×	2×	1×	1×	1×	1×	2×	1×	1×	1×
	Bug	1×	½×	½×	½×	1×	1×	1×	½×	½×	½×	1×	2×	1×	2×	1×	1×	2×	½×
	Ghost	0×	1×	1×	1×	1×	1×	1×	2×	1×	1×	1×	1×	1×	2×	1×	1×	½×	1×
	Steel	1×	1×	1×	1×	1×	2×	1×	1×	½×	½×	½×	1×	½×	1×	2×	1×	1×	2×
	Fire	1×	1×	1×	1×	1×	½×	2×	1×	2×	½×	½×	2×	1×	1×	2×	½×	1×	1×
	Water	1×	1×	1×	1×	2×	2×	1×	1×	1×	2×	½×	½×	1×	1×	1×	½×	1×	1×
	Grass	1×	1×	½×	½×	2×	2×	½×	1×	½×	½×	2×	½×	1×	1×	1×	½×	1×	1×
	Electric	1×	1×	2×	1×	0×	1×	1×	1×	1×	1×	2×	½×	½×	1×	1×	½×	1×	1×
	Psychic	1×	2×	1×	2×	1×	1×	1×	1×	½×	1×	1×	1×	1×	½×	1×	1×	0×	1×
	Ice	1×	1×	2×	1×	2×	1×	1×	1×	½×	½×	½×	2×	1×	1×	½×	2×	1×	1×
	Dragon	1×	1×	1×	1×	1×	1×	1×	1×	½×	1×	1×	1×	1×	1×	1×	2×	1×	0×
	Dark	1×	½×	1×	1×	1×	1×	1×	2×	1×	1×	1×	1×	1×	2×	1×	1×	½×	½×
	Fairy	1×	2×	1×	½×	1×	1×	1×	1×	½×	½×	1×	1×	1×	1×	1×	2×	2×	1×