

Questforge — Activity Book

A Spark & Anvil activity book — puzzles, questions, and fun from Questforge.

Write in the book, circle your answers, and check the Answer Key at the back.

1. Point-Buy

Circle the correct answer

1. A character starts with 8 in every stat. You have 27 points to spend. If buying a stat to 10 costs 2 points, how many total points do you spend raising one stat from 8 to 10?
(A) 10 points (B) 2 points (C) 4 points (D) 1 point
2. Raising a stat from 8 to 10 costs 2 points. Raising it from 10 to 12 costs another 2 points. How many points total to go from 8 to 12?
(A) 6 points (B) 2 points (C) 12 points (D) 4 points
3. You spent 9 points on Strength and 7 points on Dexterity. How many points have you spent so far?
(A) 2 points (B) 16 points (C) 14 points (D) 63 points
4. You have 27 points and you've spent 16. How many points do you have left?
(A) 9 points (B) 11 points (C) 13 points (D) 43 points
5. If the cost table shows: 8 = 0 pts, 9 = 1 pt, 10 = 2 pts, 11 = 3 pts, 12 = 4 pts, how many points to raise a stat from 8 to 11?
(A) 3 points (B) 11 points (C) 1 point (D) 6 points
6. You have 27 points. You want all six stats at 12. The cost table shows 12 = 4 pts. Can you afford it?
(A) Yes, because 12 is the highest stat (B) No, $6 \times 4 = 30$ which is more than 27 (C) Yes, $6 \times 4 = 18$ which is less than 27 (D) No, because $6 \times 4 = 24$ points fits, but you need to check all stats start at 8 first

Write the answer

7. Sasha buys: 13 (5 pts), 13 (5 pts), 13 (5 pts), 12 (4 pts), 10 (2 pts), 8 (0 pts). What is the total cost?

Answer: _____

8. A wizard build needs Intelligence at 15 (9 pts). Three other stats are at 8 (0 pts each). The remaining two stats are at 10 (2 pts each). What is the total spent?

Answer: _____

9. Which expression represents the total point cost if x is the cost of Strength and y is the cost of Dexterity, when all other stats cost 0?

Answer: _____

10. Pia has 27 points and spends $9 + 9 + 5 + 2 + 0 + 0$. How many points are left?

Answer: _____

Match each question to its answer

1. If raising a stat from 13 to 14 costs 2 points ($5 \rightarrow 7$), what type of pattern shows costs going up faster as stats get higher? $\rightarrow$

2. You have spent 27 points and want to lower Strength from 13 (5 pts) to 12 (4 pts). How many points do you get back? $\rightarrow$

3. What is the rule for spending points in point-buy character creation? $\rightarrow$

4. Avery's build costs 28 points but the budget is 27. Which stat reduction saves the most points: $13 \rightarrow 12$ ($5 \rightarrow 4$), $14 \rightarrow 13$ ($7 \rightarrow 5$), or $15 \rightarrow 14$ ($9 \rightarrow 7$)? $\rightarrow$

5. If x = points spent on stats and 27 is the budget, which inequality is correct? $\rightarrow$

(A) $14 \rightarrow 13$ or $15 \rightarrow 14$ (both save 2 points)

(B) 1 point

(C) Total cost must not exceed the budget

(D) Costs increase as stat values increase

(E) $x \leq 27$

2. Modifiers

Circle the correct answer

11. In the rule '+1 modifier for every 2 points above 10', what is the modifier for a stat of 12?

(A) +12 (B) +2 (C) +1 (D) +0

12. What is the modifier for a stat of 14?

(A) +1 (B) +14 (C) +4 (D) +2

13. What is the modifier for a stat of 10?

(A) +10 (B) +0 (C) +1 (D) -1

14. What is the modifier for a stat of 8?

(A) +0 (B) +1 (C) -1 (D) -2

15. If your Strength is 16, what is your Strength modifier?

(A) +3 (B) +16 (C) +4 (D) +2

16. Your attack roll is $d20 + \text{Strength modifier}$. If Strength is 14 and you roll a 12 on the die, what is the total?

(A) 2 (B) 14 (C) 26 (D) 12

Write the answer

17. If two characters have Strength 14 (+2) and Strength 16 (+3), what is the difference in their modifiers?

Answer: _____

18. Stat 18 has what modifier?

Answer: _____

19. Two stats both have +2 modifiers. Which scores are these?

Answer: _____

20. Which stat gives a +0 modifier?

Answer: _____

Match each question to its answer

1. Is it better to have Strength 14 (+2) or Strength 15 (+2)? →

2. A character has Strength 13 (+1) and rolls $1d20 + 1$ to attack. What is their maximum possible attack roll? →

3. If a character's Strength modifier is +3, what is the minimum value of their Strength stat? →

4. What does a +0 modifier mean for rolls? →

5. Two attacks add together: one with +2 modifier and one with +3 modifier. What is the total bonus across both rolls? →

(A) 16

(B) +5

(C) 21

(D) They give the same modifier, so 14 is more point-efficient

(E) You add nothing to the die roll

3. Probability

Circle the correct answer

21. What is the probability of rolling a 6 on a single fair six-sided die (1d6)?
(A) 6/6 (B) 1/3 (C) 1/6 (D) 1/2
22. What is the probability of rolling an even number on a 1d6?
(A) 2/3 (B) 1/6 (C) 1/2 (D) 1/3
23. On a 1d20, what is the probability of rolling a natural 20?
(A) 1/10 (B) 1/2 (C) 20/20 (D) 1/20
24. What is the probability of rolling a 1 or 2 on a 1d6?
(A) 1/2 (B) 1/6 (C) 1/3 (D) 2/6 (which is correct but not in lowest terms)
25. How many possible outcomes are there when rolling 2d6 (two six-sided dice)?
(A) 6 (B) 36 (C) 11 (D) 12
26. What is the most common (modal) sum when rolling 2d6?
(A) 7 (B) 12 (C) 6 (D) 2

Write the answer

27. What is the probability of rolling a sum of 2 on 2d6 (double snake-eyes)?
Answer: _____
28. What is the probability of rolling a sum of 7 on 2d6?
Answer: _____
29. Why is rolling 2d6 different from rolling 1d12, even though both have a maximum of 12?
Answer: _____
30. What is the probability of rolling at least 11 on 1d20 (with no modifier)?
Answer: _____

Match each question to its answer

1. If a player needs to roll 15 or higher on 1d20 to hit, what is their probability of hitting? →
2. With a +3 attack bonus, a player needs 12+ on 1d20 (modified total). What die result do they need? →
3. What is the probability of rolling doubles (both dice show the same number) on 2d6? →
4. If a player rolls 3d6 (three six-sided dice), what is the highest possible total? →
5. If a player rolls 3d6, what is the lowest possible total? →

- (A) 18
 - (B) $1/6$
 - (C) $6/20 = 3/10$
 - (D) 3
 - (E) 9 or higher
-

4. Branching

Circle the correct answer

31. In a branching quest, what does a 'branch' refer to?
(A) A sword carried by a character (B) A choice point where the story can go in different directions (C) The end of the story (D) A tree in the forest setting
32. A quest has 3 choices at the first branch and 2 choices at each second branch. How many possible paths are there in total?
(A) 3 (B) 6 (C) 9 (D) 5
33. Which element is essential when writing a branching narrative?
(A) Characters who never speak (B) A single linear plot with no choices (C) Clear decision points the reader can identify (D) A story that never ends
34. Which sentence sets up a branching choice for the reader?
(A) You walk down the road and arrive at the village. (B) The hero was brave and strong. (C) You arrive at a fork in the road. Do you go left toward the village or right toward the forest? (D) It was a dark and stormy night.
35. What is a 'convergent' branch in a branching narrative?
(A) A character who runs away (B) A point where multiple paths rejoin into a single thread (C) A choice that has no consequences (D) A path that loops back to the start
36. Why might a writer let two branches converge to the same scene?
(A) To make the story shorter for no reason (B) Because readers don't notice differences (C) To keep the total story manageable while still letting choices matter (D) Because branching is illegal in stories

Write the answer

37. What is a 'dead-end' branch?
Answer: _____
38. If a story has 2 choices at each of 4 branch levels, how many endings are possible?
Answer: _____

39. What is foreshadowing in a branching quest?

Answer: _____

40. Which is a meaningful choice in a branching narrative?

Answer: _____

Match each question to its answer

1. Why might a writer use a 'gauntlet' structure (one main path with small branching detours)? →

2. In a branching story, what is the role of a 'gate'? →

3. Which type of branch tracks reader choices over time? →

4. How can a writer keep branching manageable? →

5. What does 'reader agency' mean? →

(A) To control pacing while still offering reader agency

(B) A condition that determines which branches are available (e.g., 'if you have the key, you can enter')

(C) State-based branching (using flags or variables)

(D) The reader's ability to make choices that affect the story

(E) Use convergence and gating to control how many unique scenes are needed

5. Dialogue

Circle the correct answer

41. What does 'NPC' stand for in TTRPG and interactive fiction?

(A) Narrative Plot Catalyst (B) New Player Character (C) Numbered Persona Class
(D) Non-Player Character

42. Which dialogue line best shows an NPC's nervous personality?

(A) 'Hello,' said the merchant. (B) 'I am happy,' he announced. (C) 'I-I'm sure it's nothing... probably. Could be nothing. Just shadows. Right?' she stammered, wringing her hands. (D) 'I am angry,' said the merchant flatly.

43. Which is an example of using dialogue to reveal character backstory?

(A) 'My father was the blacksmith here. He died in the dragon raid ten winters back.'
(B) 'Goodbye.' (C) 'It's hot today.' (D) 'Pass the salt.'

44. What is a 'dialogue tag'?

(A) A type of dialect (B) A phrase like 'she said' that attributes spoken words to a speaker (C) A tag found on clothing (D) A nickname for a character

45. Why should writers usually use 'said' instead of fancier dialogue tags like 'ejaculated' or 'expostulated'?

(A) 'Said' is invisible to readers, keeping focus on the dialogue itself (B) Readers prefer outdated words (C) Fancy words are misspellings (D) 'Said' is the only correct word

46. Which line best uses 'show don't tell' for an angry character?

(A) He felt the emotion of anger. (B) She told us he was angry. (C) 'I am very angry now,' he said angrily, while being angry. (D) He slammed the door, his jaw clenched. 'You should not have come here.'

Write the answer

47. A merchant NPC always says 'Aye, that'll be three gold pieces.' What does the speech pattern 'aye' suggest about the character?

Answer: _____

48. What is a 'character voice'?

Answer: _____

49. Which two NPCs have distinct voices?

Answer: _____

50. What is subtext in dialogue?

Answer: _____

Match each question to its answer

1. Which line has the strongest subtext? →

2. What is a 'foil' character in narrative? →

3. Why is silence sometimes more powerful than dialogue in a scene? →

4. Which is the best opening line of a character introduction? →

5. What is character motivation? →

(A) The reason a character acts the way they do

(B) Brom rarely spoke, but when he did, his words landed like hammer blows.

(C) What characters don't say can reveal more than what they say

(D) A character whose traits contrast with another character to highlight differences

(E) 'It's fine. Really. I'm fine. Just... go on without me.' (Character is clearly not fine)

6. Grids

Circle the correct answer

51. On a TTRPG battle grid, if each square represents 5 feet, how far is a creature that moves 6 squares?
(A) 150 feet (B) 11 feet (C) 30 feet (D) 6 feet
52. A wizard's grid position is (3, 5). What does the first number represent?
(A) The y-coordinate (row from the top) (B) The x-coordinate (column from the left)
(C) The character's hit points (D) The dice modifier
53. Two characters are at (2, 3) and (5, 3). How many squares apart are they (horizontal distance)?
(A) 8 squares (B) 5 squares (C) 3 squares (D) 1 square
54. If each grid square is 5 feet and a goblin is 4 squares away, how far is the goblin in feet?
(A) 45 feet (B) 9 feet (C) 4 feet (D) 20 feet
55. What is the diagonal distance between (0, 0) and (3, 4) using simple grid counting?
(A) 7 squares (B) 5 squares (C) 3 squares (D) 4 squares (using the rule 'count the longer axis')
56. Using the Pythagorean approach, what is the true distance from (0, 0) to (3, 4) in squares?
(A) 7 squares (B) 3 squares (C) 4 squares (D) 5 squares

Write the answer

57. A goblin is at (4, 4) and a hero is at (4, 7). How many squares apart?
Answer: _____
58. What grid coordinate is 3 squares east and 2 squares north of (5, 5)?
Answer: _____
59. A trap covers a 3×3 square area centered on (10, 10). How many squares does it cover?
Answer: _____
60. A dungeon room is 7 squares wide and 5 squares deep. What is its area in squares?
Answer: _____

Match each question to its answer

1. A character can move 6 squares per turn. They start at (0, 0). Can they reach (3, 4) in one turn using Pythagorean distance? →
2. What is the perimeter of a 4×6 dungeon room (in squares of edge)? →
3. A wall blocks movement directly between two squares. Which property of

pathfinding does this represent? →

4. A bridge is 2 squares wide and 10 squares long. What is its area? →

5. Why do TTRPG maps use grids instead of free movement? →

- (A) Grids make positioning, distance, and area-of-effect predictable and fair
 - (B) An obstacle that requires a longer route around
 - (C) Yes (distance is 5 squares, which is less than 6)
 - (D) 20
 - (E) 20 squares
-

7. AoE

Circle the correct answer

61. A fireball spell has a 20-foot radius. If each grid square is 5 feet, what is the radius in squares?

- (A) 2 squares (B) 4 squares (C) 5 squares (D) 20 squares

62. What is the formula for the area of a circle?

- (A) $A = \pi d$ (B) $A = 2\pi r$ (C) $A = \pi r^2$ (D) $A = r^2$

63. A fireball has radius 4 squares. What is the approximate area in squares (use $\pi \approx 3.14$)?

(A) About 100 squares (B) About 25 squares (C) About 16 squares (D) About 50 squares

64. A 15-foot radius spell on a 5-foot grid covers a radius of how many squares?

- (A) 3 squares (B) 2 squares (C) 5 squares (D) 15 squares

65. What is the formula for the circumference of a circle?

- (A) $C = 2r$ (B) $C = \pi r^2$ (C) $C = r^2$ (D) $C = 2\pi r$ (or $C = \pi d$)

66. A cone-shaped breath weapon extends 15 feet long with a 15-foot wide mouth. What is the area of this triangular cone ($\frac{1}{2} \times \text{base} \times \text{height}$)?

- (A) 15 square feet (B) 30 square feet (C) 112.5 square feet (D) 225 square feet

Write the answer

67. A 30-foot line spell with a 5-foot width covers how many square feet?

Answer: _____

68. Which spell shape covers the most enemies clustered tightly in a 10-foot square?

Answer: _____

69. A wizard's 10-foot radius shield blocks attacks. The shield's area is approximately how many square feet?

Answer: _____

70. Two fireballs with radius 4 squares each are cast from the same point. What is the total area covered (no overlap consideration)?

Answer: _____

Match each question to its answer

1. If a spell area is doubled in radius, how many times more area does it cover? →

2. What is the diameter of a circle with radius 7 squares? →

3. A 'wall of fire' spell is 60 feet long and 1 square (5 feet) wide. What is its area in square feet? →

4. An ice cone is 30 feet long and 30 feet wide at the mouth. What is its area? →

5. What is the radius of a circle if its area is 78.5 square units ($\pi \approx 3.14$)? →

(A) 4 times more (area scales with radius squared)

(B) 14 squares

(C) 300 square feet

(D) 450 square feet

(E) 5 units

8. Economics

Circle the correct answer

71. A character has 50 gold and buys a sword for 15 gold. How much gold remains?

(A) 50 gold (B) 15 gold (C) 35 gold (D) 65 gold

72. A potion costs 25 gold. A character buys 4 potions. What is the total cost?

(A) 25 gold (B) 100 gold (C) 125 gold (D) 29 gold

73. If 1 platinum = 10 gold and 1 gold = 10 silver, how many silver pieces equal 1 platinum?

(A) 10 silver (B) 20 silver (C) 100 silver (D) 1000 silver

74. A merchant offers 20% discount on a 50-gold cloak. What is the discounted price?

(A) 10 gold (B) 30 gold (C) 70 gold (D) 40 gold

75. A party split 240 gold equally among 6 members. How much does each member get?

(A) 144 gold each (B) 40 gold each (C) 6 gold each (D) 246 gold each

76. A long sword costs 15 gold. The merchant raises prices by 30%. What is the new price?

- (A) 19.5 gold (often rounded up to 20) (B) 45 gold (C) 18 gold (D) 4.5 gold

Write the answer

77. If a character earns 25 gold per day, how much do they earn in 14 days?

Answer: _____

78. A party has 1,000 gold to spend on potions priced at 75 gold each. How many potions can they buy (without going over budget)?

Answer: _____

79. A magic item costs 5,000 gold. A character has saved 200 gold per month. How many months to afford it?

Answer: _____

80. A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?

Answer: _____

Match each question to its answer

1. If a quest reward is 500 gold split among a party of 5 with a 10% bonus to the leader, how much does the leader receive? →

2. A trader exchanges 5 gold for 6 silver. What is the exchange rate (gold per silver)? →

3. A travel inn costs 2 gold per night. A character has 17 gold. How many nights can they stay? →

4. A guild charges 20 gold initiation + 5 gold per month dues. What is the cost after 12 months? →

5. Write an equation for total cost C when a tavern charges 3 gold per meal m plus a 5 gold cover charge. →

(A) 5/6 gold per silver (or about 0.83 gold per silver)

(B) 80 gold

(C) 150 gold (100 base + 50 bonus)

(D) 8 nights (with 1 gold left over)

(E) $C = 3m + 5$

9. Combat Round Structure Turn Taking

Circle the correct answer

- 81.** A goblin is at (4, 4) and a hero is at (4, 7). How many squares apart?
(A) 8 squares (B) 4 squares (C) 3 squares (D) 0 squares
- 82.** Two characters are diagonally adjacent. Using simple grid counting, how many squares apart are they?
(A) 2 squares (B) 1.4 squares (C) 1 square (diagonals count as 1) (D) 0 squares
- 83.** In a branching story, what is the role of a 'gate'?
(A) A character who blocks the path (B) A condition that determines which branches are available (e.g., 'if you have the key, you can enter') (C) A literal fence in the forest (D) The ending of the story
- 84.** A fireball has radius 4 squares. What is the approximate area in squares (use $\pi \approx 3.14$)?
(A) About 50 squares (B) About 25 squares (C) About 100 squares (D) About 16 squares
- 85.** Plan a 3-scene quest: scene A (start) branches into B1 and B2; both lead to scene C (end). How many unique paths are there?
(A) 1 path (B) 2 paths: A→B1→C and A→B2→C (C) 3 paths (D) 4 paths
- 86.** A travel inn costs 2 gold per night. A character has 17 gold. How many nights can they stay?
(A) 34 nights (B) 2 nights (C) 8 nights (with 1 gold left over) (D) 9 nights

Write the answer

- 87.** What is the modifier for a stat of 6?

Answer: _____

- 88.** A 'wall of fire' spell is 60 feet long and 1 square (5 feet) wide. What is its area in square feet?

Answer: _____

- 89.** If Wisdom 12 gives +1 and Wisdom 14 gives +2, which has the bigger modifier?

Answer: _____

- 90.** A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?

Answer: _____

Match each question to its answer

1. If $P(\text{hit}) = 3/4$, what is the probability of MISSING? →
 2. Compute the modifier for stat 17. →
 3. A bag holds 2 red and 3 blue dice. What is the probability of drawing red on the first draw? →
 4. Which line best reveals a character's motivation? →
 5. If your Strength is 16, what is your Strength modifier? →
 - (A) +3
 - (B) +3
 - (C) 'I will not leave this dungeon without the relic. My daughter's life depends on it.'
 - (D) 2/5
 - (E) 1/4
-

10. Descriptive Writing For Setting

Circle the correct answer

91. What is the modifier for a stat of 6?
(A) +0 (B) -1 (C) -2 (D) -6
92. What is the probability of rolling doubles (both dice show the same number) on 2d6?
(A) 1/36 (B) 6/36 simplified is 1/6 (C) 1/6 (D) 1/3
93. A goblin is at (4, 4) and a hero is at (4, 7). How many squares apart?
(A) 0 squares (B) 8 squares (C) 4 squares (D) 3 squares
94. Which line best reveals a character's motivation?
(A) 'It's a nice dungeon.' (B) 'Let's go.' (C) 'I will not leave this dungeon without the relic. My daughter's life depends on it.' (D) 'I am here.'
95. Plot the location (-3, 2) on a coordinate plane. Which quadrant is this?
(A) Quadrant II (upper-left, x is negative, y is positive) (B) Quadrant I (C) Quadrant III (D) Quadrant IV
96. A ring-shaped spell has an outer radius of 5 squares and an inner radius of 2 squares (hole in the middle). What is the affected area in squares?
(A) About 66 squares ($\pi(5^2 - 2^2) = \pi \times 21 \approx 66$) (B) About 79 squares (C) About 4 squares (D) About 25 squares

Write the answer

97. Using the Pythagorean approach, what is the true distance from (0, 0) to (3, 4) in squares?

Answer: _____

98. How should a writer punctuate dialogue with a tag at the end?

Answer: _____

99. Pia has 27 points and spends $9 + 9 + 5 + 2 + 0 + 0$. How many points are left?

Answer: _____

100. If a character with Strength 14 makes 3 attack rolls, what is the total Strength bonus added across all three rolls?

Answer: _____

Match each question to its answer

1. A fireball of radius 4 squares is cast at the center of a 7×7 dungeon room.

Approximately how many of the room's 49 squares are affected? →

2. Avery's build costs 28 points but the budget is 27. Which stat reduction saves the most points: 13→12 (5→4), 14→13 (7→5), or 15→14 (9→7)? →

3. Which is a meaningful choice in a branching narrative? →

4. Why is pacing harder in branching stories than linear stories? →

5. A cone spell forms a 45-degree wedge from the caster, extending 20 feet. About what fraction of a full circle's area does this cover? →

(A) 1/8 of a full circle (45° is 1/8 of 360°)

(B) A choice where each option leads to noticeably different consequences

(C) Different paths may have different lengths, making pacing uneven for different readers

(D) 14→13 or 15→14 (both save 2 points)

(E) About 49 (the full room — the fireball is larger than the room)

11. Conflict Resolution Mechanics

Circle the correct answer

101. A 15-foot radius spell on a 5-foot grid covers a radius of how many squares?

(A) 3 squares (B) 2 squares (C) 15 squares (D) 5 squares

102. A dungeon room is 7 squares wide and 5 squares deep. What is its area in squares?

(A) 12 squares (B) 24 squares (C) 35 squares (D) 57 squares

103. A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?

- (A) 105 gold (B) 5 gold (C) 95 gold (D) 150 gold

104. Write an equation for total cost C when a tavern charges 3 gold per meal m plus a 5 gold cover charge.

- (A) $C = 5m + 3$ (B) $C = 3m + 5$ (C) $C = 8m$ (D) $C = 3m \times 5$

105. Why is a cone shape often more 'fair' than a circle for breath weapons?

- (A) Cones project outward from the caster, sparing creatures behind them (B) Cones are required by law (C) Cones are pretty (D) Cones cover more area than circles

106. If a branching quest has 3 branches, 2 sub-branches each, and 2 sub-sub-branches each, how many endings?

- (A) 12 (B) 27 (C) 8 (D) 7

Write the answer

107. With a +3 attack bonus, a player needs 12+ on 1d20 (modified total). What die result do they need?

Answer: _____

108. Stat 18 has what modifier?

Answer: _____

109. If a player needs to roll 15 or higher on 1d20 to hit, what is their probability of hitting?

Answer: _____

110. How can a writer keep branching manageable?

Answer: _____

Match each question to its answer

1. Which character is the best at lifting heavy objects: Strength 8, Strength 12, Strength 16, or Strength 10? →

2. On a TTRPG battle grid, if each square represents 5 feet, how far is a creature that moves 6 squares? →

3. Two stats both have +2 modifiers. Which scores are these? →

4. The merchant offers two pricing options: 100 gold flat or 50 gold + 5 gold per item. At how many items are these equal? →

5. A fireball spell has a 20-foot radius. If each grid square is 5 feet, what is the radius in squares? →

- (A) 14 or 15
 - (B) Strength 16 (+3 modifier)
 - (C) 4 squares
 - (D) 30 feet
 - (E) 10 items
-

12. World Building Cohesion

Circle the correct answer

111. Why should writers usually use 'said' instead of fancier dialogue tags like 'ejaculated' or 'expostulated'?

(A) Fancy words are misspellings (B) 'Said' is the only correct word (C) 'Said' is invisible to readers, keeping focus on the dialogue itself (D) Readers prefer outdated words

112. Avery's build costs 28 points but the budget is 27. Which stat reduction saves the most points: 13→12 (5→4), 14→13 (7→5), or 15→14 (9→7)?

(A) 14→13 or 15→14 (both save 2 points) (B) 13→12 (saves 5 points) (C) 15→14 (saves 9 points) (D) 13→12 (saves 2 points)

113. Why might a player position their character to make sure the wizard's fireball doesn't include them?

(A) Range is calculated differently for allies (B) Wizards roll twice on rangers (C) Friendly-fire concerns — fireballs damage allies in the area too (D) Fireballs are always invisible

114. Riley spends 27 points exactly. Sam spends 23 points. Who has more remaining?

(A) Sam, with 4 points remaining (B) Riley, with 4 points remaining (C) Both have 0 points remaining (D) Sam, with 50 points remaining

115. Why is pacing harder in branching stories than linear stories?

(A) Different paths may have different lengths, making pacing uneven for different readers (B) Pacing is always identical regardless (C) Readers all finish at the same time (D) Branching stories cannot have pacing

116. Two stats both have +2 modifiers. Which scores are these?

(A) 10 or 11 (B) 12 or 13 (C) 16 or 17 (D) 14 or 15

Write the answer

117. Which is the best example of a consequence in a branching story?

Answer: _____

118. Which dialogue line best shows an NPC's nervous personality?

Answer: _____

119. Why is conflict between characters essential to dialogue?

Answer: _____

120. A trader sells healing potions at 50 gold and buys them at 30 gold. What is the profit margin per potion as a percentage?

Answer: _____

Match each question to its answer

1. If a character's Strength modifier is +3, what is the minimum value of their Strength stat? →

2. Why might a wise adventurer keep an 'emergency fund' of gold instead of spending it all? →

3. A party member with 7/12 share of a loot pile receives 350 gold. What was the total loot? →

4. Why is silence sometimes more powerful than dialogue in a scene? →

5. A character can move 6 squares per turn. They start at (0, 0). Can they reach (3, 4) in one turn using Pythagorean distance? →

(A) 16

(B) What characters don't say can reveal more than what they say

(C) Unexpected costs (healing, ransoms, equipment loss) can arise, and reserves prevent ruin

(D) 600 gold

(E) Yes (distance is 5 squares, which is less than 6)

13. Cross Topic Connections

Circle the correct answer

121. Two stats both have +2 modifiers. Which scores are these?

(A) 10 or 11 (B) 16 or 17 (C) 12 or 13 (D) 14 or 15

122. Which character is the best at lifting heavy objects: Strength 8, Strength 12, Strength 16, or Strength 10?

(A) Strength 10 (+0 modifier) (B) Strength 8 (-1 modifier) (C) Strength 16 (+3 modifier) (D) Strength 12 (+1 modifier)

123. A character can move 6 squares per turn. They start at (0, 0). Can they reach (3, 4) in one turn using Pythagorean distance?

(A) No, because $3+4 = 7$ squares (B) No, because diagonals don't count (C) Yes, but only on a flat surface (D) Yes (distance is 5 squares, which is less than 6)

124. Which detail develops a character most effectively?

(A) The character's height in centimeters. (B) The character's eye color. (C) The character's birth year. (D) A specific habit revealing personality: 'She straightened her sleeves whenever she lied.'

125. Why is rolling 2d6 different from rolling 1d12, even though both have a maximum of 12?

(A) 1d12 always rolls higher (B) They give the same range of outcomes equally (C) 2d6 cannot roll a 7 (D) 2d6 forms a bell-shaped distribution; 1d12 is uniform (all outcomes equal)

126. Why is a cone shape often more 'fair' than a circle for breath weapons?

(A) Cones cover more area than circles (B) Cones project outward from the caster, sparing creatures behind them (C) Cones are pretty (D) Cones are required by law

Write the answer

127. A 30-foot line spell with a 5-foot width covers how many square feet?

Answer: _____

128. Which spell shape covers the most enemies clustered tightly in a 10-foot square?

Answer: _____

129. A trader exchanges 5 gold for 6 silver. What is the exchange rate (gold per silver)?

Answer: _____

130. Which has a higher average roll: 1d12 or 2d6?

Answer: _____

Match each question to its answer

1. Which line best uses 'show don't tell' for an angry character? →

2. A dungeon room is 7 squares wide and 5 squares deep. What is its area in squares? →

3. Which is more likely: rolling at least one 6 on 2d6, or rolling exactly one 6 on 2d6? →

4. A long sword costs 15 gold. The merchant raises prices by 30%. What is the new price? →

5. A bridge is 2 squares wide and 10 squares long. What is its area? →

- (A) 20 squares
 - (B) He slammed the door, his jaw clenched. 'You should not have come here.'
 - (C) 19.5 gold (often rounded up to 20)
 - (D) 35 squares
 - (E) At least one 6 (includes the case of two 6s)
-

14. Real World Game Design Careers

Circle the correct answer

131. A guild charges 20 gold initiation + 5 gold per month dues. What is the cost after 12 months?

- (A) 25 gold (B) 300 gold (C) 60 gold (D) 80 gold

132. A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?

- (A) 5 gold (B) 150 gold (C) 105 gold (D) 95 gold

133. A cone-shaped breath weapon extends 15 feet long with a 15-foot wide mouth. What is the area of this triangular cone ($\frac{1}{2} \times \text{base} \times \text{height}$)?

- (A) 15 square feet (B) 30 square feet (C) 225 square feet (D) 112.5 square feet

134. Which sentence sets up a branching choice for the reader?

(A) You walk down the road and arrive at the village. (B) It was a dark and stormy night. (C) You arrive at a fork in the road. Do you go left toward the village or right toward the forest? (D) The hero was brave and strong.

135. If a quest reward is 500 gold split among a party of 5 with a 10% bonus to the leader, how much does the leader receive?

- (A) 150 gold (100 base + 50 bonus) (B) 550 gold (C) 110 gold (D) 100 gold

136. If raising a stat from 13 to 14 costs 2 points ($5 \rightarrow 7$), what type of pattern shows costs going up faster as stats get higher?

(A) Costs decrease as stat values increase (B) Costs are random with no pattern (C) Costs stay the same at every level (D) Costs increase as stat values increase

Write the answer

137. When a character speaks for several paragraphs in a row, where do quotation marks go?

Answer: _____

138. What is the most common (modal) sum when rolling 2d6?

Answer: _____

139. Why might a player position their character to make sure the wizard's fireball doesn't include them?

Answer: _____

140. Which is most likely to make a villain memorable through dialogue?

Answer: _____

Match each question to its answer

1. Why is conflict between characters essential to dialogue? →

2. Which line best reveals a character's motivation? →

3. If a tax is 15% on all purchases, what does a 200-gold item cost with tax? →

4. A potion costs 25 gold. A character buys 4 potions. What is the total cost? →

5. What is the modifier for a stat of 6? →

(A) Conflict creates tension and reveals character through how they respond under pressure

(B) 230 gold

(C) -2

(D) 100 gold

(E) 'I will not leave this dungeon without the relic. My daughter's life depends on it.'

15. Misconceptions And Reasoning

Circle the correct answer

141. Which line best uses 'show don't tell' for an angry character?

(A) He slammed the door, his jaw clenched. 'You should not have come here.' (B) She told us he was angry. (C) 'I am very angry now,' he said angrily, while being angry. (D) He felt the emotion of anger.

142. Why might a player position their character to make sure the wizard's fireball doesn't include them?

(A) Fireballs are always invisible (B) Friendly-fire concerns — fireballs damage allies in the area too (C) Range is calculated differently for allies (D) Wizards roll twice on rangers

143. Avery's build costs 28 points but the budget is 27. Which stat reduction saves the most points: 13→12 (5→4), 14→13 (7→5), or 15→14 (9→7)?

(A) 13→12 (saves 2 points) (B) 13→12 (saves 5 points) (C) 14→13 or 15→14 (both save 2 points) (D) 15→14 (saves 9 points)

144. If 14 and 15 both give +2 modifier, what makes 15 the 'wasted point'?

(A) It costs more points but gives the same modifier (B) The number 15 doesn't exist in the rules (C) 15 gives a -1 modifier instead (D) 15 is always equal to 14

145. Riley spends 27 points exactly. Sam spends 23 points. Who has more remaining?

(A) Riley, with 4 points remaining (B) Sam, with 50 points remaining (C) Sam, with 4 points remaining (D) Both have 0 points remaining

146. Why is silence sometimes more powerful than dialogue in a scene?

(A) Silence is required by law (B) Silence means nothing happens (C) Silence saves the writer time (D) What characters don't say can reveal more than what they say

Write the answer

147. What's the best reason to use a hex grid instead of a square grid?

Answer: _____

148. Which stat gives a +0 modifier?

Answer: _____

149. A bag holds 2 red and 3 blue dice. What is the probability of drawing red on the first draw?

Answer: _____

150. The merchant offers two pricing options: 100 gold flat or 50 gold + 5 gold per item. At how many items are these equal?

Answer: _____

Match each question to its answer

1. If each grid square is 5 feet and a goblin is 4 squares away, how far is the goblin in feet? →

2. Which is more likely: rolling at least one 6 on 2d6, or rolling exactly one 6 on 2d6? →

3. Which is an example of using dialogue to reveal character backstory? →

4. Two characters are diagonally adjacent. Using simple grid counting, how many squares apart are they? →

5. How many possible outcomes are there when rolling 2d6 (two six-sided dice)? →

- (A) 20 feet
 - (B) 'My father was the blacksmith here. He died in the dragon raid ten winters back.'
 - (C) 36
 - (D) 1 square (diagonals count as 1)
 - (E) At least one 6 (includes the case of two 6s)
-

16. Advanced Synthesis

Circle the correct answer

151. A cone spell forms a 45-degree wedge from the caster, extending 20 feet. About what fraction of a full circle's area does this cover?

- (A) $1/2$ (B) $1/8$ of a full circle (45° is $1/8$ of 360°) (C) $1/16$ (D) $1/4$

152. Maya wants to spend exactly 27 points. She has spent 25 so far. Which is the most efficient way to spend the last 2 points?

- (A) Refund 2 points back to the budget (B) Spend 2 points on nothing (C) Buy a stat she already has at 18 down to 8 (D) Raise one stat by one level if that costs 2 points

153. A trader sells healing potions at 50 gold and buys them at 30 gold. What is the profit margin per potion as a percentage?

- (A) 150% profit (B) 30% profit (C) About 66.7% markup (or 40% margin) (D) 20% profit

154. Which type of branch tracks reader choices over time?

- (A) Pure tree branching (no memory) (B) State-based branching (using flags or variables) (C) Random branching (dice only) (D) Linear branching (no choices)

155. How can a writer keep branching manageable?

- (A) Never let choices matter (B) Use convergence and gating to control how many unique scenes are needed (C) Add infinite branches with no plan (D) Never write any choices

156. A merchant NPC always says 'Aye, that'll be three gold pieces.' What does the speech pattern 'aye' suggest about the character?

- (A) Possibly an older style of speech, or a regional/cultural accent (B) The merchant is hungry (C) The merchant doesn't speak the common tongue (D) The merchant is a magic-user

Write the answer

157. If a character's Strength modifier is +3, what is the minimum value of their Strength stat?

Answer: _____

158. What is the most common (modal) sum when rolling 2d6?

Answer: _____

159. Which build is impossible with a 27-point budget? (Costs shown.)

Answer: _____

160. Which is the best opening line of a character introduction?

Answer: _____

Match each question to its answer

1. Two stats both have +2 modifiers. Which scores are these? →

2. Why is pacing harder in branching stories than linear stories? →

3. If two characters have Strength 14 (+2) and Strength 16 (+3), what is the difference in their modifiers? →

4. A trader exchanges 5 gold for 6 silver. What is the exchange rate (gold per silver)? →

5. Why does rolling 4d6 and dropping the lowest tend to give higher stats than rolling 3d6? →

(A) 14 or 15

(B) Dropping the lowest die removes the worst result, raising the average

(C) Different paths may have different lengths, making pacing uneven for different readers

(D) 5/6 gold per silver (or about 0.83 gold per silver)

(E) +1

Riddle & Joke Break

Guess the answer, then check the key!

161. I have 20 sides and I decide your fate on attack rolls. What am I?

162. When you roll me and get my highest number, magical things happen. What am I called in that moment?

163. I'm a stat that decides how much you can carry, how hard you hit, and how far you can jump. What am I?

164. A wizard casts a fireball with a 20-foot radius. The party fighter is 18 feet from the center. Are they in the blast?

165. You have 27 points in point-buy and you want a 15 in Strength (cost: 9) and a 14 in Constitution (cost: 7). How many points do you have left?

166. I'm rolled when an enemy attacks and you need to dodge or block. What am I called?

167. A cleric has 24 HP. They take 8 damage, then heal for 5, then take 12 more damage. How many HP do they have left?

168. You roll a d20 with advantage and get a 12 and an 18. Which result do you use?

169. Why did the d20 go to therapy?

170. Why don't dice ever lie?

171. Why did the wizard break up with the d4?

172. What do you call a fighter with low Intelligence?

173. Why did the rogue refuse to roll a d6?

174. Why did the wizard's fireball miss?

Fun Facts

- Did you know? The d20 used in modern TTRPGs is based on an ancient Greek shape called the icosahedron, which the Egyptians carved into dice over 2,000 years ago!
- Did you know? The probability of rolling a natural 20 on a d20 is exactly 5%, but rolling two nat 20s in a row is only 0.25% -- that's 1 in 400!
- Did you know? Dungeons & Dragons was invented in 1974 by Gary Gygax and Dave Arneson, making it one of the very first tabletop role-playing games ever!
- Did you know? The six core character stats (STR, DEX, CON, INT, WIS, CHA) were inspired by older personality frameworks that grouped human traits into similar categories!
- Did you know? When you roll 2d6 (two six-sided dice), the most likely sum is 7! That's because there are six ways to roll a 7 (1+6, 2+5, 3+4, 4+3, 5+2, 6+1) but only one way to roll a 2 or a 12.
- Did you know? A standard fireball spell has a 20-foot radius, which means it covers a circular area of about 1,256 square feet -- that's bigger than most classrooms!
- Did you know? The polyhedral dice shapes (d4, d6, d8, d12, d20) are all "Platonic solids" -- shapes Plato wrote about 2,400 years ago because they're perfectly symmetrical!

- Did you know? Grid maps in TTRPGs use a 5-foot scale because that's about the space one person needs to swing a sword without hitting their friend! Combat geometry is real geometry.
-

Answer Key

1. B — 2 points
2. D — 4 points
3. B — 16 points
4. B — 11 points
5. A — 3 points
6. D — No, because $6 \times 4 = 24$ points fits, but you need to check all stats start at 8 first
7. 21 points
8. 13 points
9. $x + y$
10. 2 points
Matching (Point-Buy): $1 \rightarrow D, 2 \rightarrow B, 3 \rightarrow C, 4 \rightarrow A, 5 \rightarrow E$
11. C — +1
12. D — +2
13. B — +0
14. C — -1
15. A — +3
16. B — 14
17. +1
18. +4
19. 14 or 15
20. 10 or 11
Matching (Modifiers): $1 \rightarrow D, 2 \rightarrow C, 3 \rightarrow A, 4 \rightarrow E, 5 \rightarrow B$

21. C — $1/6$
22. C — $1/2$
23. D — $1/20$
24. C — $1/3$
25. B — 36
26. A — 7
27. $1/36$
28. $1/6$
29. 2d6 forms a bell-shaped distribution; 1d12 is uniform (all outcomes equal)
30. $1/2$
Matching (Probability): $1 \rightarrow C, 2 \rightarrow E, 3 \rightarrow B, 4 \rightarrow A, 5 \rightarrow D$
31. B — A choice point where the story can go in different directions
32. B — 6
33. C — Clear decision points the reader can identify
34. C — You arrive at a fork in the road. Do you go left toward the village or right toward the forest?
35. B — A point where multiple paths rejoin into a single thread
36. C — To keep the total story manageable while still letting choices matter
37. A path that ends the story early (often with failure)
38. 16
39. Hints early in the story that prepare the reader for a later choice or outcome
40. A choice where each option leads to noticeably different consequences
Matching (Branching): $1 \rightarrow A, 2 \rightarrow B, 3 \rightarrow C, 4 \rightarrow E, 5 \rightarrow D$
41. D — Non-Player Character
42. C — 'I-I'm sure it's nothing... probably. Could be nothing. Just shadows. Right?' she stammered, wringing her hands.
43. A — 'My father was the blacksmith here. He died in the dragon raid ten winters back.'
44. B — A phrase like 'she said' that attributes spoken words to a speaker

45. A — 'Said' is invisible to readers, keeping focus on the dialogue itself
46. D — He slammed the door, his jaw clenched. 'You should not have come here.'
47. Possibly an older style of speech, or a regional/cultural accent
48. The distinctive way a character speaks (word choice, rhythm, mannerisms)
49. Wizard: 'Ah, fascinating! Per Cervantes, fortune favors the bold.' Bartender: 'You drinkin' or jawin'?'
Matching (Dialogue): 1→E, 2→D, 3→C, 4→B, 5→A
51. C — 30 feet
52. B — The x-coordinate (column from the left)
53. C — 3 squares
54. D — 20 feet
55. D — 4 squares (using the rule 'count the longer axis')
56. D — 5 squares
57. 3 squares
58. (8, 7)
59. 9 squares
60. 35 squares
Matching (Grids): 1→C, 2→D, 3→B, 4→E, 5→A
61. B — 4 squares
62. C — $A = \pi r^2$
63. D — About 50 squares
64. A — 3 squares
65. D — $C = 2\pi r$ (or $C = \pi d$)
66. C — 112.5 square feet
67. 150 square feet
68. A circular AoE (covers all squares in the area)
69. About 314 square feet

70. About 100 squares ($50 + 50$)

Matching (AoE): $1 \rightarrow A$, $2 \rightarrow B$, $3 \rightarrow C$, $4 \rightarrow D$, $5 \rightarrow E$

71. C — 35 gold

72. B — 100 gold

73. C — 100 silver

74. D — 40 gold

75. B — 40 gold each

76. A — 19.5 gold (often rounded up to 20)

77. 350 gold

78. 13 potions ($1000 \div 75 = 13.33\dots$)

79. 25 months

80. 105 gold

Matching (Economics): $1 \rightarrow C$, $2 \rightarrow A$, $3 \rightarrow D$, $4 \rightarrow B$, $5 \rightarrow E$

81. C — 3 squares

82. C — 1 square (diagonals count as 1)

83. B — A condition that determines which branches are available (e.g., 'if you have the key, you can enter')

84. A — About 50 squares

85. B — 2 paths: $A \rightarrow B1 \rightarrow C$ and $A \rightarrow B2 \rightarrow C$

86. C — 8 nights (with 1 gold left over)

87. -2

88. 300 square feet

89. Wisdom 14

90. 105 gold

Matching (Combat Round Structure Turn Taking): $1 \rightarrow E$, $2 \rightarrow A$, $3 \rightarrow D$, $4 \rightarrow C$, $5 \rightarrow A$

91. C — -2

92. C — $1/6$

93. D — 3 squares

94. C — 'I will not leave this dungeon without the relic. My daughter's life depends on it.'
95. A — Quadrant II (upper-left, x is negative, y is positive)
96. A — About 66 squares ($\pi(5^2 - 2^2) = \pi \times 21 \approx 66$)
97. 5 squares
98. Use a comma before the closing quotation mark: "I'm leaving," she said.
99. 2 points
100. +6
Matching (Descriptive Writing For Setting): 1→E, 2→D, 3→B, 4→C, 5→A
101. A — 3 squares
102. C — 35 squares
103. A — 105 gold
104. B — $C = 3m + 5$
105. A — Cones project outward from the caster, sparing creatures behind them
106. A — 12
107. 9 or higher
108. +4
109. $6/20 = 3/10$
110. Use convergence and gating to control how many unique scenes are needed
Matching (Conflict Resolution Mechanics): 1→B, 2→D, 3→A, 4→E, 5→C
111. C — 'Said' is invisible to readers, keeping focus on the dialogue itself
112. A — 14→13 or 15→14 (both save 2 points)
113. C — Friendly-fire concerns — fireballs damage allies in the area too
114. A — Sam, with 4 points remaining
115. A — Different paths may have different lengths, making pacing uneven for different readers
116. D — 14 or 15
117. Because you stole the merchant's gold in Chapter 1, the city guards arrest you in Chapter 3.

118. 'I-I'm sure it's nothing... probably. Could be nothing. Just shadows. Right?' she stammered, wringing her hands.
119. Conflict creates tension and reveals character through how they respond under pressure
120. About 66.7% markup (or 40% margin)
Matching (World Building Cohesion): 1→A, 2→C, 3→D, 4→B, 5→E
121. D — 14 or 15
122. C — Strength 16 (+3 modifier)
123. D — Yes (distance is 5 squares, which is less than 6)
124. D — A specific habit revealing personality: 'She straightened her sleeves whenever she lied.'
125. D — 2d6 forms a bell-shaped distribution; 1d12 is uniform (all outcomes equal)
126. B — Cones project outward from the caster, sparing creatures behind them
127. 150 square feet
128. A circular AoE (covers all squares in the area)
129. 5/6 gold per silver (or about 0.83 gold per silver)
130. They are tied at 7
Matching (Cross Topic Connections): 1→B, 2→D, 3→E, 4→C, 5→A
131. D — 80 gold
132. C — 105 gold
133. D — 112.5 square feet
134. C — You arrive at a fork in the road. Do you go left toward the village or right toward the forest?
135. A — 150 gold (100 base + 50 bonus)
136. D — Costs increase as stat values increase
137. Open each paragraph but close only the final paragraph
138. 7
139. Friendly-fire concerns — fireballs damage allies in the area too
140. Giving them a distinct point of view that's coherent and threatening from their

perspective

Matching (Real World Game Design Careers): 1→A, 2→E, 3→B, 4→D, 5→C

141. A — He slammed the door, his jaw clenched. 'You should not have come here.'

142. B — Friendly-fire concerns — fireballs damage allies in the area too

143. C — 14→13 or 15→14 (both save 2 points)

144. A — It costs more points but gives the same modifier

145. C — Sam, with 4 points remaining

146. D — What characters don't say can reveal more than what they say

147. Hex grids make diagonal movement consistent (all neighbors are equidistant)

148. 10 or 11

149. 2/5

150. 10 items

Matching (Misconceptions And Reasoning): 1→A, 2→E, 3→B, 4→D, 5→C

151. B — 1/8 of a full circle (45° is 1/8 of 360°)

152. D — Raise one stat by one level if that costs 2 points

153. C — About 66.7% markup (or 40% margin)

154. B — State-based branching (using flags or variables)

155. B — Use convergence and gating to control how many unique scenes are needed

156. A — Possibly an older style of speech, or a regional/cultural accent

157. 16

158. 7

159. All six stats at 15 (9 pts each = 54 points)

160. Brom rarely spoke, but when he did, his words landed like hammer blows.

Matching (Advanced Synthesis): 1→A, 2→C, 3→E, 4→D, 5→B

161. A d20! The most iconic dice in TTRPGs.

162. A natural 20, or "nat 20" -- a critical hit!

163. Strength (STR)! Often the fighter's best friend.

164. Yes! 18 is less than 20, so the fighter is inside the area of effect.

165. 11 points! Because $27 - 9 - 7 = 11$.
166. Your Armor Class, or AC! The attack roll must equal or exceed your AC to hit.
167. 9 HP! $24 - 8 + 5 - 12 = 9$.
168. The 18! Advantage means you roll twice and take the higher result.
169. It had too many critical issues!
170. Because they always tell you the rolling truth!
171. It was too pointy of a relationship!
172. Strong opinions, weak arguments!
173. They only worked with sharper tools!
174. Because the area-of-effect was a no-effect zone!

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