QuestForge — Flashcards

A Spark & Anvil printable flashcard deck. Quiz yourself on the QuestForge cast's curriculum — one card at a time.

How to use these cards

Fold each sheet down the middle line so the answers are hidden. Read the **question** on the left, say your answer out loud, then **unfold** to check the right side. Testing yourself — then checking — is one of the most powerful ways to remember. Get one wrong? That's the best kind of practice: try it again tomorrow.

Want real flashcards? Cut along the fold line and the rows into cards — question on one side, answer on the other.

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1. Point-Buy

✂ Question (fold →)	Answer
You spent 9 points on Strength and 7 points on Dexterity. How many points have you spent so far?	**16 points** — 9 + 7 = 16 points total spent across both stats.
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?	**3 points** — The table directly lists 11 = 3 points. The cost is cumulative from 8 (which costs 0).
If b = budget and s = total spent, when do you have unspent points?	**When s < b** — s < b means spent is less than budget, so unspent points = b − s > 0.
Riley spends 27 points exactly. Sam spends 23 points. Who has more remaining?	**Sam, with 4 points remaining** — Riley: 27 − 27 = 0. Sam: 27 − 23 = 4. Sam has 4 points left unspent.
If raising a stat from 13 to 14 costs 2 points (5 → 7), what type of pattern shows costs going up faster as stats get higher?	**Costs increase as stat values increase** — Point-buy systems make higher stats cost more per point. This rewards balanced builds and limits min-maxing.
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?	**1 point** — Refund = 5 − 4 = 1 point. Lowering a stat by one rank refunds the cost difference.
What is the rule for spending points in point-buy character creation?	**Total cost must not exceed the budget** — Like a shopping budget, you can spend up to (but not more than) your point total. Unspent points are usually allowed but wasted.
You have 27 points. You want all six stats at 12. The cost table shows 12 = 4 pts. Can you afford it?	**No, because 6 × 4 = 24 points fits, but you need to check all stats start at 8 first** — 6 stats × 4 points each = 24 points, which is within the 27-point budget. So yes, you can afford it.
A balanced build spends 4 points on each of six stats. What is the total cost?	**24 points** — 6 × 4 = 24 points. This balanced build leaves 3 points unspent from the 27 budget.
How many points cheaper is it to buy one stat at 14 (7 pts) than to buy one stat at 15 (9 pts)?	**2 points cheaper** — Difference: 9 − 7 = 2 points. Buying 14 instead of 15 saves 2 points.
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?	**Raise one stat by one level if that costs 2 points** — Spending the last 2 points to raise a stat by one level (when that step costs 2) uses the full budget efficiently.
Caleb wants three stats at 13 (5 pts each) and three stats at 10 (2 pts each). What is the total cost?	**21 points** — (3 × 5) + (3 × 2) = 15 + 6 = 21 points total.
Your sheet shows costs of 9, 9, 5, 4, 2, 0. What is the most expensive stat's cost?	**9 points** — The largest value is 9. Two stats cost 9 each, indicating they were bought to a high value (like 15).
Why is point-buy fair compared to rolling dice for stats?	**Every player has the same point budget** — Point-buy gives every player the same budget, so character power depends on choices rather than luck of the dice.
Avery's build costs 28 points but the budget is 27. Which stat reduction saves the most points: 13→12	**14→13 or 15→14** — 13→12 saves 1 (5−4), 14→13 saves 2 (7−5), 15→14 saves 2 (9−7). Reducing the higher stats saves

(5→4), 14→13 (7→5), or 15→14 (9→7)?	more. Both save 2 points.
If x = points spent on stats and 27 is the budget, which inequality is correct?	**x ≤ 27** — x ≤ 27 means total points spent must be less than or equal to the 27-point budget.
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?	**2 points** — The cost to raise the stat to 10 is given as 2 points. The starting value of 8 is free; you only pay for the increase.
Why might a player choose a stat of 8 (cost 0) instead of 10 (cost 2)?	**To save points for raising other stats higher** — Choosing 8 (free) lets the player spend those 2 points elsewhere — for example, raising a key stat from 13 to 14 (a 2-point increase).
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?	**x + y** — Total cost = x + y. Addition combines the cost of each stat into a sum.
Pia has 27 points and spends 9 + 9 + 5 + 2 + 0 + 0. How many points are left?	**2 points** — Total spent: 9 + 9 + 5 + 2 = 25. Remaining: 27 − 25 = 2 points.
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?	**21 points** — 5 + 5 + 5 + 4 + 2 + 0 = 21 points total. Sasha has 6 points unspent of the 27 budget.
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?	**4 points** — Two steps of 2 points each gives 2 + 2 = 4 points total to go from 8 to 12.
You have 27 points and you've spent 16. How many points do you have left?	**11 points** — 27 - 16 = 11 points remaining in your point-buy budget.
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?	**13 points** — 9 + 0 + 0 + 0 + 2 + 2 = 13 points. The wizard has 14 points left in the budget.
Which build is impossible with a 27-point budget? (Costs shown.)	**All six stats at 15 (9 pts each = 54 points)** — Six stats at 15 costs 6 × 9 = 54 points — far over the 27-point budget. This build is impossible.

2. Modifiers

✂ Question (fold →)	Answer
A character has Strength 13 (+1) and rolls 1d20 + 1 to attack. What is their maximum possible attack roll?	**21** — Maximum = 20 + 1 = 21. Modifiers extend the range beyond the die's natural maximum.
If your Strength is 16, what is your Strength modifier?	**+3** — (16 − 10) ÷ 2 = 3, so a Strength of 16 gives a +3 modifier to Strength rolls.
If two characters have Strength 14 (+2) and Strength 16 (+3), what is the difference in their modifiers?	**+1** — +3 − (+2) = +1. The 16-Strength character has +1 better than the 14-Strength character.
Stat 18 has what modifier?	**+4** — (18 − 10) ÷ 2 = 4, so a Strength of 18 gives a +4 modifier.
What is the modifier for a stat of 10?	**+0** — (10 − 10) ÷ 2 = 0. A score of 10 is the baseline with no bonus or penalty.
What does a +0 modifier mean for rolls?	**You add nothing to the die roll** — A +0 modifier means the die roll is added as-is, with no bonus or penalty applied.
Is it better to have Strength 14 (+2) or Strength 15 (+2)?	**They give the same modifier, so 14 is more point-efficient** — Both give +2, but 15 costs more points. Many players take 14 instead and spend the saved points elsewhere.
Two stats both have +2 modifiers. Which scores are these?	**14 or 15** — Both 14 and 15 give a +2 modifier because (14 − 10) ÷ 2 = 2 and (15 − 10) ÷ 2 rounds down to 2.
Your attack roll is d20 + Strength modifier. If Strength is 14 and you roll a 12 on the die, what is the total?	**14** — Strength 14 = +2 modifier. Total = 12 + 2 = 14.
What is the modifier for a stat of 8?	**−1** — (8 − 10) ÷ 2 = −1. Scores below 10 give negative modifiers.
Which character is the best at lifting heavy objects: Strength 8, Strength 12, Strength 16, or Strength 10?	**Strength 16 (+3 modifier)** — Strength 16 gives the largest modifier (+3), making that character the strongest at physical tasks like lifting.
If a character's Strength modifier is +3, what is the minimum value of their Strength stat?	**16** — Score 16 gives (16−10)÷2 = 3. Scores 16 and 17 both give +3, but 16 is the minimum.
Which is better for an attack roll: rolling a d20 with +0 modifier or rolling a d20 with +3 modifier?	**+3 modifier (higher results on average)** — Adding +3 to every roll shifts the entire range upward, making higher results more likely. +3 is strictly better than +0.
Two attacks add together: one with +2 modifier and one with +3 modifier. What is the total bonus across both rolls?	**+5** — +2 + (+3) = +5 total bonus across the two attacks. Modifiers add normally like positive numbers.
Why don't player characters usually have stats of 20 or higher at level 1?	**Point-buy budgets and starting rules limit maximum starting stats** — Most systems cap starting stats around 15-18 to keep characters balanced. Higher stats are earned through leveling up.
If Wisdom 12 gives +1 and Wisdom 14	**Wisdom 14** — +2 is greater than +1, so Wisdom 14 gives the larger

gives +2, which has the bigger modifier?	modifier.
What is the modifier for a stat of 6?	**−2** — (6 − 10) ÷ 2 = −2. A Strength of 6 gives a −2 penalty to Strength rolls.
Compute the modifier for stat 17.	**+3** — (17 − 10) ÷ 2 = 3.5 → rounded down = +3. Odd stats give the same modifier as the even stat below them.
If 14 and 15 both give +2 modifier, what makes 15 the 'wasted point'?	**It costs more points but gives the same modifier** — Both scores grant +2, but 15 costs more in point-buy. The extra point is wasted unless the score will increase further later.
If a character with Strength 14 makes 3 attack rolls, what is the total Strength bonus added across all three rolls?	**+6** — Strength 14 = +2 modifier. Over 3 rolls: 3 × (+2) = +6 total bonus.
Why do modifiers use +/− signs instead of just numbers?	**To show they can add or subtract from rolls** — The +/− signs make it immediately clear whether the modifier increases or decreases the die roll, preventing addition/subtraction errors at the table.
What is the modifier for a stat of 14?	**+2** — (14 − 10) ÷ 2 = 2, so the modifier is +2.
In the rule '+1 modifier for every 2 points above 10', what is the modifier for a stat of 12?	**+1** — (12 − 10) ÷ 2 = 1, so the modifier is +1. Every 2 points above 10 adds +1.
Which stat gives a +0 modifier?	**10 or 11** — Both 10 and 11 give a +0 modifier. Two scores share each modifier level.
A character with Strength 8 (−1) attempts a lift. They roll an 11 on the die. What is the total?	**10** — Total = 11 + (−1) = 10. Subtract 1 from the die roll because of the negative modifier.

3. Probability

✂ Question (fold →)	Answer
If P(hit) = 3/4, what is the probability of MISSING?	**1/4** — P(miss) = 1 − P(hit) = 1 − 3/4 = 1/4. Probabilities of complementary events sum to 1.
Which is more likely: rolling at least one 6 on 2d6, or rolling exactly one 6 on 2d6?	**At least one 6** — 'At least one 6' includes both (6,1) (6,2) ... and (6,6). Exactly one 6 excludes (6,6). At least one is more likely. Includes the case of two 6s.
What is the probability of rolling an even number on a 1d6?	**1/2** — Even results: 2, 4, 6. P(even) = 3/6 = 1/2.
What is the probability of rolling doubles (both dice show the same number) on 2d6?	**1/6** — 6 doubles out of 36 total = 6/36 = 1/6.
A bag holds 2 red and 3 blue dice. What is the probability of drawing red on the first draw?	**2/5** — P(red) = 2/5 = 0.4 = 40%.
What is the probability of rolling a 6 on a single fair six-sided die (1d6)?	**1/6** — There is 1 favorable outcome (rolling 6) out of 6 possible outcomes. P(6) = 1/6.
If a player rolls 3d6 (three six-sided dice), what is the highest possible total?	**18** — Max = 3 × 6 = 18. This is also the maximum starting stat in many TTRPG systems.
What is the most common (modal) sum when rolling 2d6?	**7** — Sums on 2d6 form a triangular distribution peaking at 7 (six combinations: 1+6, 2+5, 3+4, 4+3, 5+2, 6+1).
If a player rolls 3d6, what is the lowest possible total?	**3** — Min = 3 × 1 = 3. You can't roll 0 on a die — the lowest face shows 1.
With a +3 attack bonus, a player needs 12+ on 1d20 (modified total). What die result do they need?	**9 or higher** — Die + 3 ≥ 12 → Die ≥ 9. They need to roll 9 or higher on the d20.
What is the probability of rolling a sum of 2 on 2d6 (double snake-eyes)?	**1/36** — Only (1,1) sums to 2. P(sum=2) = 1/36 ≈ 2.8%.
What is the average damage of 2d6?	**7** — Each d6 averages 3.5, so 2d6 averages 2 × 3.5 = 7. (The 7 sum is also the peak of the distribution.)
A spell does 3d6 damage. What is the average damage?	**10.5** — Mean = 3 × 3.5 = 10.5. This is the expected average damage of a 3d6 spell.
Why is rolling 2d6 different from rolling 1d12, even though both have a maximum of 12?	**2d6 forms a bell-shaped distribution; 1d12 is uniform (all outcomes equal)** — 2d6 has more combinations for middle sums (peak at 7), while 1d12 gives each result 1-12 equal probability (1/12 each).
On a 1d20, what is the probability of rolling a natural 20?	**1/20** — P(natural 20) = 1/20 = 5%. This is the famous 'crit' on a d20.
What is the probability of rolling a	**1/6** — Six combos sum to 7: (1,6), (2,5), (3,4), (4,3), (5,2), (6,1). P(sum=7) = 6/36

sum of 7 on 2d6?	= 1/6.
What is the probability of rolling a 1 on a d20 (called a 'critical fail' or 'fumble')?	**1/20** — P(natural 1) = 1/20 = 5%. Many systems give automatic failure on a natural 1.
Which is more likely on 2d6: rolling a sum of 6 or rolling a sum of 12?	**Sum of 6 (5 combinations vs. 1 combination for 12)** — Sum 6: (1,5), (2,4), (3,3), (4,2), (5,1) = 5 combos. Sum 12: (6,6) = 1 combo. Six is 5× more likely.
What is the probability of rolling a 1 or 2 on a 1d6?	**1/3** — P(1 or 2) = 2/6 = 1/3 in lowest terms.
Why does rolling 4d6 and dropping the lowest tend to give higher stats than rolling 3d6?	**Dropping the lowest die removes the worst result, raising the average** — 4d6 drop lowest discards the worst of four rolls, biasing the kept sum upward. The expected value is about 12.24 vs. 10.5 for 3d6.
What is the probability of rolling at least 11 on 1d20 (with no modifier)?	**1/2** — 10 results (11-20) out of 20 = 10/20 = 1/2.
If a damage roll is 1d6, what is the average (mean) damage?	**3.5** — Mean = (1+2+3+4+5+6) ÷ 6 = 21 ÷ 6 = 3.5.
If a player needs to roll 15 or higher on 1d20 to hit, what is their probability of hitting?	**6/20 = 3/10** — Results 15, 16, 17, 18, 19, 20 = 6 favorable out of 20. P(hit) = 6/20 = 3/10 = 30%.
How many possible outcomes are there when rolling 2d6 (two six-sided dice)?	**36** — 6 × 6 = 36 possible ordered outcomes when rolling two d6.
Which has a higher average roll: 1d12 or 2d6?	**They are tied at 7** — 1d12: (1+2+...+12)÷12 = 78÷12 = 6.5. 2d6 averages 7. So 2d6 has a HIGHER average (and a tighter distribution).

4. Branching

✂ Question (fold →)	Answer
Which is the best example of a consequence in a branching story?	**Because you stole the merchant's gold in Chapter 1, the city guards arrest you in Chapter 3.** — The first option directly links a Chapter 1 choice (stealing) to a Chapter 3 outcome (arrest), demonstrating a meaningful consequence.
Which dialogue introduces a clear branch?	**'Will you accept the king's quest, or refuse and walk away?' the herald asked.** — The herald's line presents two named options ('accept' or 'refuse') and explicitly invites the reader to choose, creating a branch.
Which type of branch tracks reader choices over time?	**State-based branching (using flags or variables)** — State-based branching uses flags/variables (like 'hasKey = true') to remember prior choices and modify later scenes, enabling deeper consequence chains.
What is foreshadowing in a branching quest?	**Hints early in the story that prepare the reader for a later choice or outcome** — Foreshadowing plants clues early that pay off later. In branching stories, it can warn readers about consequences of certain choices.
In a branching story, what is the role of a 'gate'?	**A condition that determines which branches are available (e.g., 'if you have the key, you can enter')** — Gates in branching narratives are conditions (items, skills, prior choices) that unlock or block certain paths, making earlier choices matter later.
A quest has 3 choices at the first branch and 2 choices at each second branch. How many possible paths are there in total?	**6** — Total paths = 3 × 2 = 6. Branching grows multiplicatively, which is why deep branches explode in complexity.
What is a 'flag' in interactive narrative?	**A variable that records whether a specific event has occurred** — Flags are variables (often true/false) that record story events: hasKey, savedPrincess, betrayedAlly. Later scenes check these flags to vary content.
How can a writer keep branching manageable?	**Use convergence and gating to control how many unique scenes are needed** — Convergence merges paths back together; gating reuses scenes conditionally. Both keep the unique-scene count manageable without losing player agency.
If a branching quest has 3 branches, 2 sub-branches each, and 2 sub-sub-branches each, how many endings?	**12** — 3 × 2 × 2 = 12 unique endings. The story tree forms a tiered structure.
What is a 'dead-end' branch?	**A path that ends the story early** — A dead-end branch terminates the story early. Writers use them for failure states (e.g., 'you choose to fight the dragon alone and it eats you. THE END.'). Often with failure.
What does 'reader agency' mean?	**The reader's ability to make choices that affect the story** — Reader agency is the reader's sense of meaningful influence over the story. Branching narratives exist primarily to give readers agency.
	Choices that produce visibly different and lasting consequences for

What is 'meaningful agency' in branching narrative?	**the reader** — Meaningful agency goes beyond surface-level choices: the consequences must alter the story in noticeable, lasting ways the reader can recognize.
In a branching quest, what does a 'branch' refer to?	**A choice point where the story can go in different directions** — A branch in branching narrative is a decision point where the reader/player picks an option, and the story continues along that chosen path.
Why might a writer let two branches converge to the same scene?	**To keep the total story manageable while still letting choices matter** — Convergence keeps the total number of scenes manageable. Choices still matter (different scenes lead to convergence) but writers don't need to write infinite endings.
Why is pacing harder in branching stories than linear stories?	**Different paths may have different lengths, making pacing uneven for different readers** — In branching stories, each reader experiences a different sequence and length, so writers must work harder to ensure good pacing on every plausible path.
Why might a branching story have only 1 'true' ending the writer considers canonical?	**Tie-in media or sequels need a single ending to build on, so writers designate one canonical path** — Sequels and tie-in media require a single agreed-upon canonical ending. Writers may design the branching with a 'true' or 'best' path in mind.
If a story has 2 choices at each of 4 branch levels, how many endings are possible?	**16** — Total endings = 2^4 = 16. Branching doubles at each level, growing fast.
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?	**2 paths: A→B1→C and A→B2→C** — Two paths exist: A→B1→C and A→B2→C. The convergence at C makes the story manageable while preserving choice.
What's a 'callback' in branching narrative?	**A later scene that references an earlier choice, rewarding readers for paying attention** — Callbacks reference earlier choices to make readers feel their decisions matter. Example: a character you saved early returns later to help.
Write the first sentence of a branch where a hero must choose between saving a friend or grabbing treasure. Which sentence best opens this branch?	**The wall cracks behind you. Do you grab the golden chalice or run back for Pip?** — The first option creates urgency ('wall cracks') and clearly names both options ('grab the chalice' vs. 'run back for Pip'), making the branch decision-ready.
What is a 'convergent' branch in a branching narrative?	**A point where multiple paths rejoin into a single thread** — A convergent branch is where two or more separate paths merge back together. Writers use convergence to manage branching complexity.
Which sentence sets up a branching choice for the reader?	**You arrive at a fork in the road. Do you go left toward the village or right toward the forest?** — The fork-in-the-road sentence presents two clear options and explicitly asks the reader to choose, signaling a branch.
Why might a writer use a 'gauntlet' structure (one main path with small branching detours)?	**To control pacing while still offering reader agency** — Gauntlet structure offers small branches that rejoin the main path quickly. Writers get reader engagement (choices) without losing control of the main plot.

Which element is essential when writing a branching narrative?	**Clear decision points the reader can identify** — Branching narratives need clearly signaled decision points so the reader knows when and how to choose. Without them, the story feels linear.
Which is a meaningful choice in a branching narrative?	**A choice where each option leads to noticeably different consequences** — Meaningful choices have visible, different consequences. Choices that lead to the same outcome are called 'false choices' and feel hollow to readers.

5. Dialogue

✂ Question (fold →)	Answer
Which line best uses 'show don't tell' for an angry character?	**He slammed the door, his jaw clenched. 'You should not have come here.'** — Slamming the door and clenched jaw SHOW anger through physical action. The dialogue reinforces the mood without naming the emotion.
What is character motivation?	**The reason a character acts the way they do** — Motivation is the underlying reason for a character's actions — their desires, fears, goals. Strong motivations make characters feel real.
Why is silence sometimes more powerful than dialogue in a scene?	**What characters don't say can reveal more than what they say** — Strategic silence — a character refusing to respond, a meaningful pause — can show more emotion (grief, anger, shock) than explicit dialogue.
Which dialogue line best shows an NPC's nervous personality?	**'I-I'm sure it's nothing... probably. Could be nothing. Just shadows. Right?' she stammered, wringing her hands.** — Stuttering ('I-I'm'), trailing thoughts ('probably... could be nothing'), and the physical action (wringing hands) all show nervousness through dialogue and action.
Which two NPCs have distinct voices?	**Wizard: 'Ah, fascinating! Per Cervantes, fortune favors the bold.' Bartender: 'You drinkin' or jawin'?'** — The wizard uses formal academic speech (literary reference). The bartender uses informal contractions. Their word choice instantly signals different backgrounds.
Which detail develops a character most effectively?	**A specific habit revealing personality: 'She straightened her sleeves whenever she lied.'** — Specific, revealing habits (a tell during lies) develop character far more than basic demographic facts. Concrete behavior > abstract description.
What is a 'dialogue tag'?	**A phrase like 'she said' that attributes spoken words to a speaker** — Dialogue tags ('he said', 'she whispered') tell the reader who is speaking. Writers often use 'said' to stay invisible, varying only for emphasis.
Which line best reveals a character's motivation?	**'I will not leave this dungeon without the relic. My daughter's life depends on it.'** — The line reveals the character's goal (get the relic), the stake (daughter's life), and motivation (love for daughter) in one efficient line.
When a character speaks for several paragraphs in a row, where do quotation marks go?	**Open each paragraph but close only the final paragraph** — For multi-paragraph speeches, open each paragraph with quotation marks but close only the last. This signals continuous speech to the reader.
A merchant NPC always says 'Aye, that'll be three gold pieces.' What does the speech pattern 'aye' suggest about the character?	**Possibly an older style of speech, or a regional/cultural accent** — 'Aye' for 'yes' suggests an older time period, a rural region, or a specific cultural background. Writers use dialect markers to develop NPCs quickly.
How should a writer punctuate dialogue with a tag at the end?	**Use a comma before the closing quotation mark: "I'm leaving," she said.** — When a dialogue tag follows the spoken line, the line ends with a comma (or other terminal punctuation) inside the quotes: "I'm leaving," she said.
Which is an example of using dialogue to reveal character	**'My father was the blacksmith here. He died in the dragon raid ten winters back.'** — The first option reveals the character's father, his profession, his death, the timeframe, and the dragon raid — significant backstory in one

backstory?	line.
What is the difference between dialogue and monologue?	**Dialogue is between two or more speakers; monologue is one character speaking alone** — Dialogue requires at least two participants exchanging speech. Monologue is one character speaking — sometimes to others, sometimes to themselves.
What is subtext in dialogue?	**The unspoken meaning behind what a character actually says** — Subtext is the implied or hidden meaning beneath spoken lines. 'I'm fine' can carry the subtext 'I am not fine but won't say so.'
What is an internal monologue?	**A character's thoughts shown to the reader, typically in italics or narration** — Internal monologue lets readers hear a character's private thoughts — often italicized in fiction — to reveal motivation, doubts, or reactions.
What is a 'character voice'?	**The distinctive way a character speaks (word choice, rhythm, mannerisms)** — Character voice is the unique speaking style — vocabulary, sentence length, slang, expressions — that makes one character sound different from another.
What is a 'foil' character in narrative?	**A character whose traits contrast with another character to highlight differences** — A foil character contrasts with another (often the protagonist), highlighting traits of both through comparison. Example: a lawful paladin paired with a chaotic rogue.
Which is the best opening line of a character introduction?	**Brom rarely spoke, but when he did, his words landed like hammer blows.** — The hammer-blow simile evokes Brom's force of personality, while the rare-speech detail signals a quiet, deliberate character. Memorable in one line.
Which dialogue exchange best shows character development?	**Chapter 1: 'I'd never risk my life for strangers.' Chapter 10: 'Run! I'll hold the bridge for as long as I can.'** — The shift from 'never risk for strangers' to actively sacrificing for them shows clear character development — the character has grown.
What does 'NPC' stand for in TTRPG and interactive fiction?	**Non-Player Character** — NPC = Non-Player Character. NPCs are controlled by the game master or system, not the players.
Which is most likely to make a villain memorable through dialogue?	**Giving them a distinct point of view that's coherent and threatening from their perspective** — Strong villains have a coherent worldview readers can understand (even if they disagree). 'Mwahaha' alone makes a flat villain; a believable point of view makes them memorable.
Why should writers usually use 'said' instead of fancier dialogue tags like 'ejaculated' or 'expostulated'?	**'Said' is invisible to readers, keeping focus on the dialogue itself** — 'Said' is so common readers' eyes glide past it. Fancy tags ('expostulated') draw attention to themselves and distract from the spoken content.
Which line has the strongest subtext?	**'It's fine. Really. I'm fine. Just... go on without me.' (Character is clearly not fine)** — The repeated 'fine' with hesitation ('Just...') signals the character is NOT fine despite their words. The subtext contradicts the surface.
What is a 'character arc'?	**The way a character changes over the course of the story** — A character arc is the transformation a character undergoes — moving from one state (selfish, fearful, naive) to another (selfless, brave, wise).

Why is conflict between characters essential to dialogue?	**Conflict creates tension and reveals character through how they respond under pressure** — Conflict (between desires, values, or goals) drives dialogue forward and reveals character. Without conflict, dialogue can feel flat and purposeless.

6. Grids

✂ Question (fold →)	Answer
If a character occupies a 1×1 square and another character is adjacent, what's the maximum number of adjacent squares (including diagonals)?	**8 squares** — Each grid square has 8 neighbors: 4 cardinal (N, S, E, W) + 4 diagonal (NE, NW, SE, SW).
A character is at (5, 5). The nearest enemy is at (8, 9). What is the Pythagorean distance?	**5 squares** — Distance = $\sqrt{((8-5)^2 + (9-5)^2)} = \sqrt{(9 + 16)} = \sqrt{25} = 5$ squares. Another 3-4-5 triangle.
Using the Pythagorean approach, what is the true distance from (0, 0) to (3, 4) in squares?	**5 squares** — True distance = $\sqrt{(3^2 + 4^2)} = \sqrt{25} = 5$ squares. The 3-4-5 right triangle gives a clean integer answer.
A bridge is 2 squares wide and 10 squares long. What is its area?	**20 squares** — Bridge area = 10 × 2 = 20 squares. This sets how many tokens fit on the bridge at once.
On a grid, what's the difference between adjacent and 'within 5 feet'?	**Adjacent and 'within 5 feet' usually mean the same thing in TTRPGs** — Adjacent (touching, including diagonals) is the same as within 5 feet because each square is 5 feet across.
Plot the location (−3, 2) on a coordinate plane. Which quadrant is this?	**Quadrant II (upper-left, x is negative, y is positive)** — Quadrants: I (++), II (−+), III (−−), IV (+−). Point (−3, 2) has negative x and positive y → Quadrant II.
A goblin is at (4, 4) and a hero is at (4, 7). How many squares apart?	**3 squares** — Same x-coordinate (column 4), distance = $\|7 - 4\| = 3$ squares.
What's the best reason to use a hex grid instead of a square grid?	**Hex grids make diagonal movement consistent (all neighbors are equidistant)** — On square grids, diagonals are technically $\sqrt{2} \approx 1.4$ squares away (Pythagorean). Hex grids make all 6 neighbors equidistant, removing the diagonal ambiguity.
A character can move 6 squares per turn. They start at (0, 0). Can they reach (3, 4) in one turn using Pythagorean distance?	**Yes (distance is 5 squares, which is less than 6)** — True distance = 5 squares (3-4-5 triangle), within the 6-square move. The character makes it with 1 square to spare.
A wall blocks movement directly between two squares. Which property of pathfinding does this represent?	**An obstacle that requires a longer route around** — Walls in grid maps force characters to find a different path, increasing movement cost. Good map design uses walls for tactical decisions.
If a ranger has a 60-foot bow range and each square is 5 feet, how many squares can they shoot?	**12 squares** — 60 ÷ 5 = 12 squares maximum range for the bow. Anything within 12 squares is potentially in range.
A dungeon room is 7 squares wide and 5 squares deep. What is its area in squares?	**35 squares** — Rectangular area = 7 × 5 = 35 squares.
A large monster occupies 2×2 squares. How many total squares does it cover?	**4 squares** — A 2×2 monster covers 4 squares — common for ogres, large beasts, etc.

On a TTRPG battle grid, if each square represents 5 feet, how far is a creature that moves 6 squares?	**30 feet** — 6 squares × 5 feet/square = 30 feet. Grid scales let players translate between abstract squares and in-world distances.
If each grid square is 5 feet and a goblin is 4 squares away, how far is the goblin in feet?	**20 feet** — 4 × 5 = 20 feet. Use this to determine if attacks are in range.
Why might a map designer place a pit trap in a narrow corridor?	**Limited space forces players to risk the trap or backtrack significantly** — Placing a trap in a chokepoint creates a tactical dilemma. Players must risk the trap, find a way around (longer route), or solve it via search/disarm.
What grid coordinate is 3 squares east and 2 squares north of (5, 5)?	**(8, 7)** — East shifts +3 in x: 5+3=8. North shifts +2 in y: 5+2=7. Final: (8, 7).
On the grid, what is the area of a 5×5 dungeon room and how many 1×1 creatures fit?	**25 squares; up to 25 creatures** — Area = 25 squares. Since each 1×1 creature takes one square, 25 creatures fit (without movement consideration).
Two characters are diagonally adjacent. Using simple grid counting, how many squares apart are they?	**1 square (diagonals count as 1)** — In simple grid counting (most common TTRPG rule), all adjacent squares — diagonal or cardinal — are 1 square away.
Why do TTRPG maps use grids instead of free movement?	**Grids make positioning, distance, and area-of-effect predictable and fair** — Grids let everyone at the table see exactly where characters are, how far they can move, and what's in an area of effect — eliminating arguments and ensuring fair play.
A trap covers a 3×3 square area centered on (10, 10). How many squares does it cover?	**9 squares** — Area of a 3×3 region = 3 × 3 = 9 squares. The trap affects all 9.
Two characters are at (2, 3) and (5, 3). How many squares apart are they (horizontal distance)?	**3 squares** — Same y-coordinate (row 3), so distance = $\|5 - 2\| = 3$ squares.
A wizard's grid position is (3, 5). What does the first number represent?	**The x-coordinate (column from the left)** — By convention, (x, y) gives column first, row second. So (3, 5) means column 3, row 5.
What is the diagonal distance between (0, 0) and (3, 4) using simple grid counting?	**4 squares (using the rule 'count the longer axis')** — Using 'longer axis' counting (common D&D variant), the distance is $\max(\|3-0\|, \|4-0\|) = 4$ squares.
What is the perimeter of a 4×6 dungeon room (in squares of edge)?	**20** — Perimeter = $2(4 + 6) = 20$ squares around the edge.

7. AoE

✂ Question (fold →)	Answer
What is the formula for the area of a circle?	**$A = \pi r^2$** — Area = π × r². For a fireball of radius 4 squares: A = π × 16 ≈ 50.27 squares.
If a spell area is doubled in radius, how many times more area does it cover?	**4 times more** — Doubling radius makes r² four times bigger, so area also quadruples. A radius-2 spell covers 4× the area of a radius-1 spell. Area scales with radius squared.
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?	**About 49 (the full room** — Fireball area ≈ 50 squares; the 7×7 room is 49 squares. The fireball covers the entire room. — the fireball is larger than the room.
A 15-foot radius spell on a 5-foot grid covers a radius of how many squares?	**3 squares** — Radius = 15 ÷ 5 = 3 squares.
A fireball spell has a 20-foot radius. If each grid square is 5 feet, what is the radius in squares?	**4 squares** — Radius = 20 ÷ 5 = 4 squares. The fireball's effect extends 4 squares from its center in all directions.
An ice cone is 30 feet long and 30 feet wide at the mouth. What is its area?	**450 square feet** — Cone area = (1/2) × 30 × 30 = 450 square feet.
Why is a cone shape often more 'fair' than a circle for breath weapons?	**Cones project outward from the caster, sparing creatures behind them** — Cones project away from the user, naturally sparing allies behind the dragon (or behind the caster). Circles affect everyone in range.
A 'pulse' spell expands outward from the caster, hitting all creatures within radius r. The number of squares affected scales with which formula?	**πr^2 (the area of a circle)** — A 2D circular pulse affects πr² squares. Doubling r quadruples the area.
A 'wall of fire' spell is 60 feet long and 1 square (5 feet) wide. What is its area in square feet?	**300 square feet** — Wall area = 60 × 5 = 300 square feet. Wall spells are long rectangles.
A line spell hits everyone in a 5-foot wide × 25-foot long lane. How many 5×5 squares does it cover?	**5 squares** — Length in squares: 25 ÷ 5 = 5. Width: 1 square. Area = 5 × 1 = 5 squares.
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?	**About 66 squares ($\pi(5^2 - 2^2) = \pi \times 21 \approx 66$)** — Ring area = π(R² − r²) = π(25 − 4) = 21π ≈ 66 squares. Annular regions subtract the inner circle.
What is the surface area of a sphere (cosmic version of a fireball) with radius r?	**$4\pi r^2$** — Surface area of a sphere = 4πr². For radius 3: SA = 4π(9) ≈ 113 square units.
A fireball has radius 4 squares. What is the approximate area in squares (use π ≈ 3.14)?	**About 50 squares** — A = 3.14 × 4² = 3.14 × 16 ≈ 50.24 squares. About 50 squares affected.
A cone-shaped breath weapon extends 15	

feet long with a 15-foot wide mouth. What is the area of this triangular cone (1/2 × base × height)?	**112.5 square feet** — Triangle area = (1/2) × 15 × 15 = 112.5 square feet. Cone areas in TTRPGs are approximated as right triangles.
What is the diameter of a circle with radius 7 squares?	**14 squares** — Diameter = 2r = 2 × 7 = 14 squares. The diameter spans the full width of the circle.
What is the formula for the circumference of a circle?	**C = 2πr (or C = πd)** — Circumference = 2πr. For radius 3: C = 2π(3) ≈ 18.85 — useful for ring-shaped spells like 'wall of fire'.
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?	**1/8 of a full circle (45° is 1/8 of 360°)** — 45 ÷ 360 = 1/8. A 45° cone covers 1/8 of the circle of equivalent radius.
What is the radius of a circle if its area is 78.5 square units (π ≈ 3.14)?	**5 units** — r = √(A/π) = √(78.5 / 3.14) = √25 = 5 units.
An attack hits all creatures in a 10-foot radius. Compare this to a 20-foot radius. How much bigger (in area) is the 20-foot radius?	**4 times bigger (area doubles when you square the radius)** — Area scales with r^2. Going from 10 to 20 (double the radius) means $2^2 = 4$ times the area.
Two fireballs with radius 4 squares each are cast from the same point. What is the total area covered (no overlap consideration)?	**About 100 squares (50 + 50)** — If they don't overlap: 2 × π × 16 ≈ 100 squares. If they overlap perfectly (same center), the total stays at 50 squares.
Which spell shape covers the most enemies clustered tightly in a 10-foot square?	**A circular AoE** — A circle (centered on the cluster) covers the full square. A line covers only one row, a cone only a wedge, single-target only one creature. Covers all squares in the area.
Volume of a spherical fireball with radius r?	**$(4/3)\pi r^3$** — Volume = $(4/3)\pi r^3$. For 3D AoE in a flying combat context: radius 3 gives V ≈ 113 cubic units.
Why might a player position their character to make sure the wizard's fireball doesn't include them?	**Friendly-fire concerns — fireballs damage allies in the area too** — Most AoE spells affect all creatures in the area, including allies. Smart positioning lets the wizard center the spell away from teammates.
A 30-foot line spell with a 5-foot width covers how many square feet?	**150 square feet** — Line spell area = 30 × 5 = 150 square feet. Lines are rectangles in TTRPG geometry.
A wizard's 10-foot radius shield blocks attacks. The shield's area is approximately how many square feet?	**About 314 square feet** — Area = π × 10^2 ≈ 3.14 × 100 = 314 square feet.

8. Economics

✂ Question (fold →)	Answer
Write an equation for total cost C when a tavern charges 3 gold per meal m plus a 5 gold cover charge.	**C = 3m + 5** — C = 3m + 5 expresses total cost as a function of meals. The 5 is the fixed cover charge; 3m is variable based on meals.
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)?	**13 potions (1000 ÷ 75 = 13.33…)** — 1000 ÷ 75 ≈ 13.33, so they can buy 13 whole potions for 975 gold, with 25 gold remaining.
A dungeon contains 1,200 gold and 5 gems worth 200 gold each. What is the total treasure value?	**2,200 gold** — Total = 1200 + (5 × 200) = 1200 + 1000 = 2,200 gold.
A trader exchanges 5 gold for 6 silver. What is the exchange rate (gold per silver)?	**5/6 gold per silver** — Exchange rate = 5 gold ÷ 6 silver = 5/6 gold/silver ≈ 0.83 gold per silver.
A party split 240 gold equally among 6 members. How much does each member get?	**40 gold each** — Each share = 240 ÷ 6 = 40 gold.
The merchant offers two pricing options: 100 gold flat or 50 gold + 5 gold per item. At how many items are these equal?	**10 items** — 100 = 50 + 5x → 50 = 5x → x = 10. At 10 items, both options cost 100 gold.
A trader sells healing potions at 50 gold and buys them at 30 gold. What is the profit margin per potion as a percentage?	**About 66.7% markup** — Profit per potion = 50 − 30 = 20 gold. As a margin (profit/sale price): 20/50 = 40%. As markup (profit/cost): 20/30 ≈ 66.7%.
If a tax is 15% on all purchases, what does a 200-gold item cost with tax?	**230 gold** — Tax = 0.15 × 200 = 30. Total = 200 + 30 = 230 gold.
A magic item is worth 4,000 gold. A merchant offers 3,200 gold. What percentage of full value is the offer?	**80%** — 3200 ÷ 4000 = 0.80 = 80%. The merchant is offering 80% of full value.
A potion costs 25 gold. A character buys 4 potions. What is the total cost?	**100 gold** — Total = 25 × 4 = 100 gold pieces.
If a horse costs 75 gold and food/care costs 3 gold per week, what does owning a horse cost over 10 weeks?	**105 gold (75 + 30)** — Total = 75 + (3 × 10) = 75 + 30 = 105 gold.
A character has 50 gold and buys a sword for 15 gold. How much gold remains?	**35 gold** — Remaining = 50 − 15 = 35 gold pieces.
A party member with 7/12 share of	

a loot pile receives 350 gold. What was the total loot?	**600 gold** — Total = 350 ÷ (7/12) = 350 × (12/7) = 600 gold.
If 1 platinum = 10 gold and 1 gold = 10 silver, how many silver pieces equal 1 platinum?	**100 silver** — 1 platinum × 10 gold/platinum × 10 silver/gold = 100 silver pieces.
A travel inn costs 2 gold per night. A character has 17 gold. How many nights can they stay?	**8 nights (with 1 gold left over)** — 17 ÷ 2 = 8.5, so 8 nights at 2 gold each = 16 gold spent, with 1 gold remaining.
A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?	**105 gold** — Year 1 value = 100 + (0.05 × 100) = 100 + 5 = 105 gold.
A magic item costs 5,000 gold. A character has saved 200 gold per month. How many months to afford it?	**25 months** — 5000 ÷ 200 = 25 months of saving.
Why might a wise adventurer keep an 'emergency fund' of gold instead of spending it all?	**Unexpected costs (healing, ransoms, equipment loss) can arise, and reserves prevent ruin** — Adventuring is risky: gear breaks, characters need healing, ransoms come up. An emergency fund prevents one bad event from destroying the party financially.
If a character earns 25 gold per day, how much do they earn in 14 days?	**350 gold** — Total = 25 × 14 = 350 gold.
A guild charges 20 gold initiation + 5 gold per month dues. What is the cost after 12 months?	**80 gold** — Total = 20 + (5 × 12) = 20 + 60 = 80 gold. This is a linear function: y = 20 + 5x.
A long sword costs 15 gold. The merchant raises prices by 30%. What is the new price?	**19.5 gold (often rounded up to 20)** — Increase = 0.30 × 15 = 4.5. New price = 15 + 4.5 = 19.5 gold (rounded to 20 in many games).
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?	**150 gold (100 base + 50 bonus)** — Equal share: 500 ÷ 5 = 100 gold each. Leader gets 100 + 10% of 500 (=50) = 150 gold. Note: some rules apply the bonus differently.
A character invests 500 gold at 8% simple interest per year. How much interest do they earn in 1 year?	**40 gold** — Interest = 0.08 × 500 = 40 gold per year.
A merchant offers 20% discount on a 50-gold cloak. What is the discounted price?	**40 gold** — Discount = 0.20 × 50 = 10. New price = 50 − 10 = 40 gold.
If a healer charges 10 gold per healing potion plus a 50 gold consultation fee, what is the cost of 6 potions?	**110 gold** — Total = 50 + (10 × 6) = 50 + 60 = 110 gold.

9. Combat Round Structure Turn Taking

✂ Question (fold →)	Answer
Two characters are diagonally adjacent. Using simple grid counting, how many squares apart are they?	**1 square (diagonals count as 1)** — In simple grid counting (most common TTRPG rule), all adjacent squares — diagonal or cardinal — are 1 square away.
If P(hit) = 3/4, what is the probability of MISSING?	**1/4** — P(miss) = 1 − P(hit) = 1 − 3/4 = 1/4. Probabilities of complementary events sum to 1.
Which stat gives a +0 modifier?	**10 or 11** — Both 10 and 11 give a +0 modifier. Two scores share each modifier level.
A character is at (5, 5). The nearest enemy is at (8, 9). What is the Pythagorean distance?	**5 squares** — Distance = $\sqrt{((8-5)^2 + (9-5)^2)} = \sqrt{(9 + 16)} = \sqrt{25} = 5$ squares. Another 3-4-5 triangle.
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?	**2 paths: A→B1→C and A→B2→C** — Two paths exist: A→B1→C and A→B2→C. The convergence at C makes the story manageable while preserving choice.
A dungeon contains 1,200 gold and 5 gems worth 200 gold each. What is the total treasure value?	**2,200 gold** — Total = 1200 + (5 × 200) = 1200 + 1000 = 2,200 gold.
A goblin is at (4, 4) and a hero is at (4, 7). How many squares apart?	**3 squares** — Same x-coordinate (column 4), distance = $\|7 - 4\| = 3$ squares.
A 'wall of fire' spell is 60 feet long and 1 square (5 feet) wide. What is its area in square feet?	**300 square feet** — Wall area = 60 × 5 = 300 square feet. Wall spells are long rectangles.
A bag holds 2 red and 3 blue dice. What is the probability of drawing red on the first draw?	**2/5** — P(red) = 2/5 = 0.4 = 40%.
If each grid square is 5 feet and a goblin is 4 squares away, how far is the goblin in feet?	**20 feet** — 4 × 5 = 20 feet. Use this to determine if attacks are in range.
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?	**13 points** — 9 + 0 + 0 + 0 + 2 + 2 = 13 points. The wizard has 14 points left in the budget.
In the rule '+1 modifier for every 2 points above 10', what is the modifier for a stat of 12?	**+1** — (12 − 10) ÷ 2 = 1, so the modifier is +1. Every 2 points above 10 adds +1.
Which line best reveals a character's motivation?	**'I will not leave this dungeon without the relic. My daughter's life depends on it.'** — The line reveals the character's goal (get the relic), the stake (daughter's life), and motivation (love for daughter) in one efficient line.

A travel inn costs 2 gold per night. A character has 17 gold. How many nights can they stay?	**8 nights (with 1 gold left over)** — 17 ÷ 2 = 8.5, so 8 nights at 2 gold each = 16 gold spent, with 1 gold remaining.
Write the first sentence of a branch where a hero must choose between saving a friend or grabbing treasure. Which sentence best opens this branch?	**The wall cracks behind you. Do you grab the golden chalice or run back for Pip?** — The first option creates urgency ('wall cracks') and clearly names both options ('grab the chalice' vs. 'run back for Pip'), making the branch decision-ready.
A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?	**105 gold** — Year 1 value = 100 + (0.05 × 100) = 100 + 5 = 105 gold.
What is the probability of rolling a 1 or 2 on a 1d6?	**1/3** — P(1 or 2) = 2/6 = 1/3 in lowest terms.
If your Strength is 16, what is your Strength modifier?	**+3** — (16 − 10) ÷ 2 = 3, so a Strength of 16 gives a +3 modifier to Strength rolls.
In a branching story, what is the role of a 'gate'?	**A condition that determines which branches are available (e.g., 'if you have the key, you can enter')** — Gates in branching narratives are conditions (items, skills, prior choices) that unlock or block certain paths, making earlier choices matter later.
What is the modifier for a stat of 6?	**−2** — (6 − 10) ÷ 2 = −2. A Strength of 6 gives a −2 penalty to Strength rolls.
If Wisdom 12 gives +1 and Wisdom 14 gives +2, which has the bigger modifier?	**Wisdom 14** — +2 is greater than +1, so Wisdom 14 gives the larger modifier.
A wizard's 10-foot radius shield blocks attacks. The shield's area is approximately how many square feet?	**About 314 square feet** — Area = π × 10^2 ≈ 3.14 × 100 = 314 square feet.
Stat 18 has what modifier?	**+4** — (18 − 10) ÷ 2 = 4, so a Strength of 18 gives a +4 modifier.
A fireball has radius 4 squares. What is the approximate area in squares (use π ≈ 3.14)?	**About 50 squares** — A = 3.14 × 4^2 = 3.14 × 16 ≈ 50.24 squares. About 50 squares affected.
Compute the modifier for stat 17.	**+3** — (17 − 10) ÷ 2 = 3.5 → rounded down = +3. Odd stats give the same modifier as the even stat below them.

10. Descriptive Writing For Setting

✂ Question (fold →)	Answer
A wizard's 10-foot radius shield blocks attacks. The shield's area is approximately how many square feet?	**About 314 square feet** — Area = π × 10^2 ≈ 3.14 × 100 = 314 square feet.
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?	**1/8 of a full circle (45° is 1/8 of 360°)** — 45 ÷ 360 = 1/8. A 45° cone covers 1/8 of the circle of equivalent radius.
Plot the location (−3, 2) on a coordinate plane. Which quadrant is this?	**Quadrant II (upper-left, x is negative, y is positive)** — Quadrants: I (++), II (−+), III (−−), IV (+−). Point (−3, 2) has negative x and positive y → Quadrant II.
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?	**About 49 (the full room** — Fireball area ≈ 50 squares; the 7×7 room is 49 squares. The fireball covers the entire room. — the fireball is larger than the room.
If a branching quest has 3 branches, 2 sub-branches each, and 2 sub-sub-branches each, how many endings?	**12** — 3 × 2 × 2 = 12 unique endings. The story tree forms a tiered structure.
What is the modifier for a stat of 6?	**−2** — (6 − 10) ÷ 2 = −2. A Strength of 6 gives a −2 penalty to Strength rolls.
If a spell area is doubled in radius, how many times more area does it cover?	**4 times more** — Doubling radius makes r^2 four times bigger, so area also quadruples. A radius-2 spell covers 4× the area of a radius-1 spell. Area scales with radius squared.
A trap covers a 3×3 square area centered on (10, 10). How many squares does it cover?	**9 squares** — Area of a 3×3 region = 3 × 3 = 9 squares. The trap affects all 9.
Two fireballs with radius 4 squares each are cast from the same point. What is the total area covered (no overlap consideration)?	**About 100 squares (50 + 50)** — If they don't overlap: 2 × π × 16 ≈ 100 squares. If they overlap perfectly (same center), the total stays at 50 squares.
Using the Pythagorean approach, what is the true distance from (0, 0) to (3, 4) in squares?	**5 squares** — True distance = $\sqrt{(3^2 + 4^2)} = \sqrt{25} = 5$ squares. The 3-4-5 right triangle gives a clean integer answer.
Which is a meaningful choice in a branching narrative?	**A choice where each option leads to noticeably different consequences** — Meaningful choices have visible, different consequences. Choices that lead to the same outcome are called 'false choices' and feel hollow to readers.
A goblin is at (4, 4) and a hero is at (4, 7). How many squares apart?	**3 squares** — Same x-coordinate (column 4), distance = |7 − 4| = 3 squares.
If x = points spent on stats and 27 is the budget, which inequality is correct?	**x ≤ 27** — x ≤ 27 means total points spent must be less than or equal to the 27-point budget.

If 1 platinum = 10 gold and 1 gold = 10 silver, how many silver pieces equal 1 platinum?	**100 silver** — 1 platinum × 10 gold/platinum × 10 silver/gold = 100 silver pieces.
Pia has 27 points and spends 9 + 9 + 5 + 2 + 0 + 0. How many points are left?	**2 points** — Total spent: 9 + 9 + 5 + 2 = 25. Remaining: 27 − 25 = 2 points.
What is the probability of rolling doubles (both dice show the same number) on 2d6?	**1/6** — 6 doubles out of 36 total = 6/36 = 1/6.
If a character with Strength 14 makes 3 attack rolls, what is the total Strength bonus added across all three rolls?	**+6** — Strength 14 = +2 modifier. Over 3 rolls: 3 × (+2) = +6 total bonus.
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)?	**14→13 or 15→14** — 13→12 saves 1 (5−4), 14→13 saves 2 (7−5), 15→14 saves 2 (9−7). Reducing the higher stats saves more. Both save 2 points.
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?	**About 66 squares ($\pi(5^2 - 2^2) = \pi \times 21 \approx 66$)** — Ring area = $\pi(R^2 - r^2)$ = $\pi(25 - 4) = 21\pi \approx 66$ squares. Annular regions subtract the inner circle.
How should a writer punctuate dialogue with a tag at the end?	**Use a comma before the closing quotation mark: "I'm leaving," she said.** — When a dialogue tag follows the spoken line, the line ends with a comma (or other terminal punctuation) inside the quotes: "I'm leaving," she said.
Which character is the best at lifting heavy objects: Strength 8, Strength 12, Strength 16, or Strength 10?	**Strength 16 (+3 modifier)** — Strength 16 gives the largest modifier (+3), making that character the strongest at physical tasks like lifting.
If a damage roll is 1d6, what is the average (mean) damage?	**3.5** — Mean = (1+2+3+4+5+6) ÷ 6 = 21 ÷ 6 = 3.5.
Which line best reveals a character's motivation?	**'I will not leave this dungeon without the relic. My daughter's life depends on it.'** — The line reveals the character's goal (get the relic), the stake (daughter's life), and motivation (love for daughter) in one efficient line.
Why is pacing harder in branching stories than linear stories?	**Different paths may have different lengths, making pacing uneven for different readers** — In branching stories, each reader experiences a different sequence and length, so writers must work harder to ensure good pacing on every plausible path.
If 14 and 15 both give +2 modifier, what makes 15 the 'wasted point'?	**It costs more points but gives the same modifier** — Both scores grant +2, but 15 costs more in point-buy. The extra point is wasted unless the score will increase further later.

11. Conflict Resolution Mechanics

✂ Question (fold →)	Answer
If a player needs to roll 15 or higher on 1d20 to hit, what is their probability of hitting?	**6/20 = 3/10** — Results 15, 16, 17, 18, 19, 20 = 6 favorable out of 20. P(hit) = 6/20 = 3/10 = 30%.
Why might a player position their character to make sure the wizard's fireball doesn't include them?	**Friendly-fire concerns — fireballs damage allies in the area too** — Most AoE spells affect all creatures in the area, including allies. Smart positioning lets the wizard center the spell away from teammates.
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?	**3 points** — The table directly lists 11 = 3 points. The cost is cumulative from 8 (which costs 0).
Two stats both have +2 modifiers. Which scores are these?	**14 or 15** — Both 14 and 15 give a +2 modifier because (14 − 10) ÷ 2 = 2 and (15 − 10) ÷ 2 rounds down to 2.
A 15-foot radius spell on a 5-foot grid covers a radius of how many squares?	**3 squares** — Radius = 15 ÷ 5 = 3 squares.
What is the perimeter of a 4×6 dungeon room (in squares of edge)?	**20** — Perimeter = 2(4 + 6) = 20 squares around the edge.
A character can move 6 squares per turn. They start at (0, 0). Can they reach (3, 4) in one turn using Pythagorean distance?	**Yes (distance is 5 squares, which is less than 6)** — True distance = 5 squares (3-4-5 triangle), within the 6-square move. The character makes it with 1 square to spare.
What is the probability of rolling a 1 or 2 on a 1d6?	**1/3** — P(1 or 2) = 2/6 = 1/3 in lowest terms.
A dungeon room is 7 squares wide and 5 squares deep. What is its area in squares?	**35 squares** — Rectangular area = 7 × 5 = 35 squares.
With a +3 attack bonus, a player needs 12+ on 1d20 (modified total). What die result do they need?	**9 or higher** — Die + 3 ≥ 12 → Die ≥ 9. They need to roll 9 or higher on the d20.
What is 'meaningful agency' in branching narrative?	**Choices that produce visibly different and lasting consequences for the reader** — Meaningful agency goes beyond surface-level choices: the consequences must alter the story in noticeable, lasting ways the reader can recognize.
On a TTRPG battle grid, if each square represents 5 feet, how far is a creature that moves 6 squares?	**30 feet** — 6 squares × 5 feet/square = 30 feet. Grid scales let players translate between abstract squares and in-world distances.
Why is a cone shape often more 'fair' than a circle for breath weapons?	**Cones project outward from the caster, sparing creatures behind them** — Cones project away from the user, naturally sparing allies behind the dragon (or behind the caster). Circles affect everyone in range.

How can a writer keep branching manageable?	**Use convergence and gating to control how many unique scenes are needed** — Convergence merges paths back together; gating reuses scenes conditionally. Both keep the unique-scene count manageable without losing player agency.
The merchant offers two pricing options: 100 gold flat or 50 gold + 5 gold per item. At how many items are these equal?	**10 items** — 100 = 50 + 5x → 50 = 5x → x = 10. At 10 items, both options cost 100 gold.
A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?	**105 gold** — Year 1 value = 100 + (0.05 × 100) = 100 + 5 = 105 gold.
If a branching quest has 3 branches, 2 sub-branches each, and 2 sub-sub-branches each, how many endings?	**12** — 3 × 2 × 2 = 12 unique endings. The story tree forms a tiered structure.
A 'wall of fire' spell is 60 feet long and 1 square (5 feet) wide. What is its area in square feet?	**300 square feet** — Wall area = 60 × 5 = 300 square feet. Wall spells are long rectangles.
What is the probability of rolling at least 11 on 1d20 (with no modifier)?	**1/2** — 10 results (11-20) out of 20 = 10/20 = 1/2.
A fireball spell has a 20-foot radius. If each grid square is 5 feet, what is the radius in squares?	**4 squares** — Radius = 20 ÷ 5 = 4 squares. The fireball's effect extends 4 squares from its center in all directions.
A character has Strength 13 (+1) and rolls 1d20 + 1 to attack. What is their maximum possible attack roll?	**21** — Maximum = 20 + 1 = 21. Modifiers extend the range beyond the die's natural maximum.
Write an equation for total cost C when a tavern charges 3 gold per meal m plus a 5 gold cover charge.	**C = 3m + 5** — C = 3m + 5 expresses total cost as a function of meals. The 5 is the fixed cover charge; 3m is variable based on meals.
Which character is the best at lifting heavy objects: Strength 8, Strength 12, Strength 16, or Strength 10?	**Strength 16 (+3 modifier)** — Strength 16 gives the largest modifier (+3), making that character the strongest at physical tasks like lifting.
Stat 18 has what modifier?	**+4** — (18 − 10) ÷ 2 = 4, so a Strength of 18 gives a +4 modifier.
A trader sells healing potions at 50 gold and buys them at 30 gold. What is the profit margin per potion as a percentage?	**About 66.7% markup** — Profit per potion = 50 − 30 = 20 gold. As a margin (profit/sale price): 20/50 = 40%. As markup (profit/cost): 20/30 ≈ 66.7%.

12. World Building Cohesion

✂ Question (fold →)	Answer
Why is conflict between characters essential to dialogue?	**Conflict creates tension and reveals character through how they respond under pressure** — Conflict (between desires, values, or goals) drives dialogue forward and reveals character. Without conflict, dialogue can feel flat and purposeless.
Why is pacing harder in branching stories than linear stories?	**Different paths may have different lengths, making pacing uneven for different readers** — In branching stories, each reader experiences a different sequence and length, so writers must work harder to ensure good pacing on every plausible path.
A party member with 7/12 share of a loot pile receives 350 gold. What was the total loot?	**600 gold** — Total = 350 ÷ (7/12) = 350 × (12/7) = 600 gold.
Which is more likely: rolling at least one 6 on 2d6, or rolling exactly one 6 on 2d6?	**At least one 6** — 'At least one 6' includes both (6,1) (6,2) ... and (6,6). Exactly one 6 excludes (6,6). At least one is more likely. Includes the case of two 6s.
Riley spends 27 points exactly. Sam spends 23 points. Who has more remaining?	**Sam, with 4 points remaining** — Riley: 27 − 27 = 0. Sam: 27 − 23 = 4. Sam has 4 points left unspent.
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)?	**14→13 or 15→14** — 13→12 saves 1 (5−4), 14→13 saves 2 (7−5), 15→14 saves 2 (9−7). Reducing the higher stats saves more. Both save 2 points.
Which is an example of using dialogue to reveal character backstory?	**'My father was the blacksmith here. He died in the dragon raid ten winters back.'** — The first option reveals the character's father, his profession, his death, the timeframe, and the dragon raid — significant backstory in one line.
A trader sells healing potions at 50 gold and buys them at 30 gold. What is the profit margin per potion as a percentage?	**About 66.7% markup** — Profit per potion = 50 − 30 = 20 gold. As a margin (profit/sale price): 20/50 = 40%. As markup (profit/cost): 20/30 ≈ 66.7%.
If a character's Strength modifier is +3, what is the minimum value of their Strength stat?	**16** — Score 16 gives (16−10)÷2 = 3. Scores 16 and 17 both give +3, but 16 is the minimum.
A merchant NPC always says 'Aye, that'll be three gold pieces.' What does the speech pattern 'aye' suggest about the character?	**Possibly an older style of speech, or a regional/cultural accent** — 'Aye' for 'yes' suggests an older time period, a rural region, or a specific cultural background. Writers use dialect markers to develop NPCs quickly.
Which dialogue line best shows an NPC's nervous personality?	**'I-I'm sure it's nothing... probably. Could be nothing. Just shadows. Right?' she stammered, wringing her hands.** — Stuttering ('I-I'm'), trailing thoughts ('probably... could be nothing'), and the physical action (wringing hands) all show nervousness through dialogue and action.

Why might a wise adventurer keep an 'emergency fund' of gold instead of spending it all?	**Unexpected costs (healing, ransoms, equipment loss) can arise, and reserves prevent ruin** — Adventuring is risky: gear breaks, characters need healing, ransoms come up. An emergency fund prevents one bad event from destroying the party financially.
Two stats both have +2 modifiers. Which scores are these?	**14 or 15** — Both 14 and 15 give a +2 modifier because (14 − 10) ÷ 2 = 2 and (15 − 10) ÷ 2 rounds down to 2.
Which is the best example of a consequence in a branching story?	**Because you stole the merchant's gold in Chapter 1, the city guards arrest you in Chapter 3.** — The first option directly links a Chapter 1 choice (stealing) to a Chapter 3 outcome (arrest), demonstrating a meaningful consequence.
Why might a player position their character to make sure the wizard's fireball doesn't include them?	**Friendly-fire concerns — fireballs damage allies in the area too** — Most AoE spells affect all creatures in the area, including allies. Smart positioning lets the wizard center the spell away from teammates.
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?	**Raise one stat by one level if that costs 2 points** — Spending the last 2 points to raise a stat by one level (when that step costs 2) uses the full budget efficiently.
Why should writers usually use 'said' instead of fancier dialogue tags like 'ejaculated' or 'expostulated'?	**'Said' is invisible to readers, keeping focus on the dialogue itself** — 'Said' is so common readers' eyes glide past it. Fancy tags ('expostulated') draw attention to themselves and distract from the spoken content.
Which spell shape covers the most enemies clustered tightly in a 10-foot square?	**A circular AoE** — A circle (centered on the cluster) covers the full square. A line covers only one row, a cone only a wedge, single-target only one creature. Covers all squares in the area.
If 14 and 15 both give +2 modifier, what makes 15 the 'wasted point'?	**It costs more points but gives the same modifier** — Both scores grant +2, but 15 costs more in point-buy. The extra point is wasted unless the score will increase further later.
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?	**150 gold (100 base + 50 bonus)** — Equal share: 500 ÷ 5 = 100 gold each. Leader gets 100 + 10% of 500 (=50) = 150 gold. Note: some rules apply the bonus differently.
Which line best uses 'show don't tell' for an angry character?	**He slammed the door, his jaw clenched. 'You should not have come here.'** — Slamming the door and clenched jaw SHOW anger through physical action. The dialogue reinforces the mood without naming the emotion.
Why is silence sometimes more powerful than dialogue in a scene?	**What characters don't say can reveal more than what they say** — Strategic silence — a character refusing to respond, a meaningful pause — can show more emotion (grief, anger, shock) than explicit dialogue.
Why is rolling 2d6 different from rolling 1d12, even though both have a maximum of 12?	**2d6 forms a bell-shaped distribution; 1d12 is uniform (all outcomes equal)** — 2d6 has more combinations for middle sums (peak at 7), while 1d12 gives each result 1-12 equal probability (1/12 each).
Why might a player choose a stat of 8 (cost 0) instead of 10 (cost 2)?	**To save points for raising other stats higher** — Choosing 8 (free) lets the player spend those 2 points elsewhere — for example, raising a key stat from 13 to 14 (a 2-point increase).
A character can move 6 squares per turn. They start at (0, 0). Can they	**Yes (distance is 5 squares, which is less than 6)** — True distance = 5 squares (3-4-5 triangle), within the 6-square move. The character makes it

reach (3, 4) in one turn using Pythagorean distance?	with 1 square to spare.

13. Cross Topic Connections

✂ Question (fold →)	Answer
A bridge is 2 squares wide and 10 squares long. What is its area?	**20 squares** — Bridge area = 10 × 2 = 20 squares. This sets how many tokens fit on the bridge at once.
What is the diagonal distance between (0, 0) and (3, 4) using simple grid counting?	**4 squares (using the rule 'count the longer axis')** — Using 'longer axis' counting (common D&D variant), the distance is max(|3−0|, |4−0|) = 4 squares.
Why is a cone shape often more 'fair' than a circle for breath weapons?	**Cones project outward from the caster, sparing creatures behind them** — Cones project away from the user, naturally sparing allies behind the dragon (or behind the caster). Circles affect everyone in range.
A wizard's 10-foot radius shield blocks attacks. The shield's area is approximately how many square feet?	**About 314 square feet** — Area = π × 10^2 ≈ 3.14 × 100 = 314 square feet.
A 30-foot line spell with a 5-foot width covers how many square feet?	**150 square feet** — Line spell area = 30 × 5 = 150 square feet. Lines are rectangles in TTRPG geometry.
A trader exchanges 5 gold for 6 silver. What is the exchange rate (gold per silver)?	**5/6 gold per silver** — Exchange rate = 5 gold ÷ 6 silver = 5/6 gold/silver ≈ 0.83 gold per silver.
With a +3 attack bonus, a player needs 12+ on 1d20 (modified total). What die result do they need?	**9 or higher** — Die + 3 ≥ 12 → Die ≥ 9. They need to roll 9 or higher on the d20.
Two stats both have +2 modifiers. Which scores are these?	**14 or 15** — Both 14 and 15 give a +2 modifier because (14 − 10) ÷ 2 = 2 and (15 − 10) ÷ 2 rounds down to 2.
Which has a higher average roll: 1d12 or 2d6?	**They are tied at 7** — 1d12: (1+2+...+12)÷12 = 78÷12 = 6.5. 2d6 averages 7. So 2d6 has a HIGHER average (and a tighter distribution).
A trader sells healing potions at 50 gold and buys them at 30 gold. What is the profit margin per potion as a percentage?	**About 66.7% markup** — Profit per potion = 50 − 30 = 20 gold. As a margin (profit/sale price): 20/50 = 40%. As markup (profit/cost): 20/30 ≈ 66.7%.
A cone-shaped breath weapon extends 15 feet long with a 15-foot wide mouth. What is the area of this triangular cone (1/2 × base × height)?	**112.5 square feet** — Triangle area = (1/2) × 15 × 15 = 112.5 square feet. Cone areas in TTRPGs are approximated as right triangles.
Which is more likely: rolling at least one 6 on 2d6, or rolling exactly one 6 on 2d6?	**At least one 6** — 'At least one 6' includes both (6,1) (6,2) ... and (6,6). Exactly one 6 excludes (6,6). At least one is more likely. Includes the case of two 6s.
Which detail develops a character most effectively?	**A specific habit revealing personality: 'She straightened her sleeves whenever she lied.'** — Specific, revealing habits (a tell during lies) develop character far more than basic demographic facts. Concrete behavior > abstract description.

What is the modifier for a stat of 6?	**−2** — (6 − 10) ÷ 2 = −2. A Strength of 6 gives a −2 penalty to Strength rolls.
Why is rolling 2d6 different from rolling 1d12, even though both have a maximum of 12?	**2d6 forms a bell-shaped distribution; 1d12 is uniform (all outcomes equal)** — 2d6 has more combinations for middle sums (peak at 7), while 1d12 gives each result 1-12 equal probability (1/12 each).
What is the probability of rolling at least 11 on 1d20 (with no modifier)?	**1/2** — 10 results (11-20) out of 20 = 10/20 = 1/2.
A long sword costs 15 gold. The merchant raises prices by 30%. What is the new price?	**19.5 gold (often rounded up to 20)** — Increase = 0.30 × 15 = 4.5. New price = 15 + 4.5 = 19.5 gold (rounded to 20 in many games).
A dungeon room is 7 squares wide and 5 squares deep. What is its area in squares?	**35 squares** — Rectangular area = 7 × 5 = 35 squares.
A character can move 6 squares per turn. They start at (0, 0). Can they reach (3, 4) in one turn using Pythagorean distance?	**Yes (distance is 5 squares, which is less than 6)** — True distance = 5 squares (3-4-5 triangle), within the 6-square move. The character makes it with 1 square to spare.
Which character is the best at lifting heavy objects: Strength 8, Strength 12, Strength 16, or Strength 10?	**Strength 16 (+3 modifier)** — Strength 16 gives the largest modifier (+3), making that character the strongest at physical tasks like lifting.
When a character speaks for several paragraphs in a row, where do quotation marks go?	**Open each paragraph but close only the final paragraph** — For multi-paragraph speeches, open each paragraph with quotation marks but close only the last. This signals continuous speech to the reader.
Which line best uses 'show don't tell' for an angry character?	**He slammed the door, his jaw clenched. 'You should not have come here.'** — Slamming the door and clenched jaw SHOW anger through physical action. The dialogue reinforces the mood without naming the emotion.
What is the probability of rolling a sum of 2 on 2d6 (double snake-eyes)?	**1/36** — Only (1,1) sums to 2. P(sum=2) = 1/36 ≈ 2.8%.
Which spell shape covers the most enemies clustered tightly in a 10-foot square?	**A circular AoE** — A circle (centered on the cluster) covers the full square. A line covers only one row, a cone only a wedge, single-target only one creature. Covers all squares in the area.
Which dialogue exchange best shows character development?	**Chapter 1: 'I'd never risk my life for strangers.' Chapter 10: 'Run! I'll hold the bridge for as long as I can.'** — The shift from 'never risk for strangers' to actively sacrificing for them shows clear character development — the character has grown.

14. Real World Game Design Careers

✂ Question (fold →)	Answer
What is the modifier for a stat of 6?	**−2** — (6 − 10) ÷ 2 = −2. A Strength of 6 gives a −2 penalty to Strength rolls.
Which is better for an attack roll: rolling a d20 with +0 modifier or rolling a d20 with +3 modifier?	**+3 modifier (higher results on average)** — Adding +3 to every roll shifts the entire range upward, making higher results more likely. +3 is strictly better than +0.
Why might a writer use a 'gauntlet' structure (one main path with small branching detours)?	**To control pacing while still offering reader agency** — Gauntlet structure offers small branches that rejoin the main path quickly. Writers get reader engagement (choices) without losing control of the main plot.
If x = points spent on stats and 27 is the budget, which inequality is correct?	**x ≤ 27** — x ≤ 27 means total points spent must be less than or equal to the 27-point budget.
A quest has 3 choices at the first branch and 2 choices at each second branch. How many possible paths are there in total?	**6** — Total paths = 3 × 2 = 6. Branching grows multiplicatively, which is why deep branches explode in complexity.
A character with Strength 8 (−1) attempts a lift. They roll an 11 on the die. What is the total?	**10** — Total = 11 + (−1) = 10. Subtract 1 from the die roll because of the negative modifier.
If a tax is 15% on all purchases, what does a 200-gold item cost with tax?	**230 gold** — Tax = 0.15 × 200 = 30. Total = 200 + 30 = 230 gold.
On a TTRPG battle grid, if each square represents 5 feet, how far is a creature that moves 6 squares?	**30 feet** — 6 squares × 5 feet/square = 30 feet. Grid scales let players translate between abstract squares and in-world distances.
A guild charges 20 gold initiation + 5 gold per month dues. What is the cost after 12 months?	**80 gold** — Total = 20 + (5 × 12) = 20 + 60 = 80 gold. This is a linear function: y = 20 + 5x.
Why is pacing harder in branching stories than linear stories?	**Different paths may have different lengths, making pacing uneven for different readers** — In branching stories, each reader experiences a different sequence and length, so writers must work harder to ensure good pacing on every plausible path.
Which dialogue introduces a clear branch?	**'Will you accept the king's quest, or refuse and walk away?' the herald asked.** — The herald's line presents two named options ('accept' or 'refuse') and explicitly invites the reader to choose, creating a branch.
What is the most common (modal) sum when rolling 2d6?	**7** — Sums on 2d6 form a triangular distribution peaking at 7 (six combinations: 1+6, 2+5, 3+4, 4+3, 5+2, 6+1).
Which character is the best at lifting heavy objects: Strength 8, Strength 12, Strength 16, or Strength 10?	**Strength 16 (+3 modifier)** — Strength 16 gives the largest modifier (+3), making that character the strongest at physical tasks like lifting.
If raising a stat from 13 to 14 costs 2 points (5 → 7), what type of pattern	**Costs increase as stat values increase** — Point-buy systems make higher stats cost more per point. This rewards balanced builds and limits min-

shows costs going up faster as stats get higher?	maxing.
When a character speaks for several paragraphs in a row, where do quotation marks go?	**Open each paragraph but close only the final paragraph** — For multi-paragraph speeches, open each paragraph with quotation marks but close only the last. This signals continuous speech to the reader.
Which line best reveals a character's motivation?	**'I will not leave this dungeon without the relic. My daughter's life depends on it.'** — The line reveals the character's goal (get the relic), the stake (daughter's life), and motivation (love for daughter) in one efficient line.
Why might a player position their character to make sure the wizard's fireball doesn't include them?	**Friendly-fire concerns — fireballs damage allies in the area too** — Most AoE spells affect all creatures in the area, including allies. Smart positioning lets the wizard center the spell away from teammates.
Which is most likely to make a villain memorable through dialogue?	**Giving them a distinct point of view that's coherent and threatening from their perspective** — Strong villains have a coherent worldview readers can understand (even if they disagree). 'Mwahaha' alone makes a flat villain; a believable point of view makes them memorable.
A spell scroll appreciates 5% per year in value. If it starts at 100 gold, what is its value after 1 year?	**105 gold** — Year 1 value = 100 + (0.05 × 100) = 100 + 5 = 105 gold.
A party member with 7/12 share of a loot pile receives 350 gold. What was the total loot?	**600 gold** — Total = 350 ÷ (7/12) = 350 × (12/7) = 600 gold.
A cone-shaped breath weapon extends 15 feet long with a 15-foot wide mouth. What is the area of this triangular cone (1/2 × base × height)?	**112.5 square feet** — Triangle area = (1/2) × 15 × 15 = 112.5 square feet. Cone areas in TTRPGs are approximated as right triangles.
Why is conflict between characters essential to dialogue?	**Conflict creates tension and reveals character through how they respond under pressure** — Conflict (between desires, values, or goals) drives dialogue forward and reveals character. Without conflict, dialogue can feel flat and purposeless.
A potion costs 25 gold. A character buys 4 potions. What is the total cost?	**100 gold** — Total = 25 × 4 = 100 gold pieces.
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?	**150 gold (100 base + 50 bonus)** — Equal share: 500 ÷ 5 = 100 gold each. Leader gets 100 + 10% of 500 (=50) = 150 gold. Note: some rules apply the bonus differently.
Which sentence sets up a branching choice for the reader?	**You arrive at a fork in the road. Do you go left toward the village or right toward the forest?** — The fork-in-the-road sentence presents two clear options and explicitly asks the reader to choose, signaling a branch.

15. Misconceptions And Reasoning

✂ Question (fold →)	Answer
What is 'meaningful agency' in branching narrative?	**Choices that produce visibly different and lasting consequences for the reader** — Meaningful agency goes beyond surface-level choices: the consequences must alter the story in noticeable, lasting ways the reader can recognize.
Which type of branch tracks reader choices over time?	**State-based branching (using flags or variables)** — State-based branching uses flags/variables (like 'hasKey = true') to remember prior choices and modify later scenes, enabling deeper consequence chains.
Why might a player position their character to make sure the wizard's fireball doesn't include them?	**Friendly-fire concerns — fireballs damage allies in the area too** — Most AoE spells affect all creatures in the area, including allies. Smart positioning lets the wizard center the spell away from teammates.
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)?	**14→13 or 15→14** — 13→12 saves 1 (5−4), 14→13 saves 2 (7−5), 15→14 saves 2 (9−7). Reducing the higher stats saves more. Both save 2 points.
On a 1d20, what is the probability of rolling a natural 20?	**1/20** — P(natural 20) = 1/20 = 5%. This is the famous 'crit' on a d20.
Which line best uses 'show don't tell' for an angry character?	**He slammed the door, his jaw clenched. 'You should not have come here.'** — Slamming the door and clenched jaw SHOW anger through physical action. The dialogue reinforces the mood without naming the emotion.
If each grid square is 5 feet and a goblin is 4 squares away, how far is the goblin in feet?	**20 feet** — 4 × 5 = 20 feet. Use this to determine if attacks are in range.
Which line has the strongest subtext?	**'It's fine. Really. I'm fine. Just... go on without me.' (Character is clearly not fine)** — The repeated 'fine' with hesitation ('Just...') signals the character is NOT fine despite their words. The subtext contradicts the surface.
Which is more likely: rolling at least one 6 on 2d6, or rolling exactly one 6 on 2d6?	**At least one 6** — 'At least one 6' includes both (6,1) (6,2) ... and (6,6). Exactly one 6 excludes (6,6). At least one is more likely. Includes the case of two 6s.
If raising a stat from 13 to 14 costs 2 points (5 → 7), what type of pattern shows costs going up faster as stats get higher?	**Costs increase as stat values increase** — Point-buy systems make higher stats cost more per point. This rewards balanced builds and limits min-maxing.
Two characters are diagonally adjacent. Using simple grid counting, how many squares apart are they?	**1 square (diagonals count as 1)** — In simple grid counting (most common TTRPG rule), all adjacent squares — diagonal or cardinal — are 1 square away.
On a grid, what's the difference between adjacent and 'within 5 feet'?	**Adjacent and 'within 5 feet' usually mean the same thing in TTRPGs** — Adjacent (touching, including diagonals) is the same as within 5 feet because each square is 5 feet across.

Why might a map designer place a pit trap in a narrow corridor?	**Limited space forces players to risk the trap or backtrack significantly** — Placing a trap in a chokepoint creates a tactical dilemma. Players must risk the trap, find a way around (longer route), or solve it via search/disarm.
Which is the best example of a consequence in a branching story?	**Because you stole the merchant's gold in Chapter 1, the city guards arrest you in Chapter 3.** — The first option directly links a Chapter 1 choice (stealing) to a Chapter 3 outcome (arrest), demonstrating a meaningful consequence.
Riley spends 27 points exactly. Sam spends 23 points. Who has more remaining?	**Sam, with 4 points remaining** — Riley: 27 − 27 = 0. Sam: 27 − 23 = 4. Sam has 4 points left unspent.
In the rule '+1 modifier for every 2 points above 10', what is the modifier for a stat of 12?	**+1** — (12 − 10) ÷ 2 = 1, so the modifier is +1. Every 2 points above 10 adds +1.
Which is an example of using dialogue to reveal character backstory?	**'My father was the blacksmith here. He died in the dragon raid ten winters back.'** — The first option reveals the character's father, his profession, his death, the timeframe, and the dragon raid — significant backstory in one line.
Why is silence sometimes more powerful than dialogue in a scene?	**What characters don't say can reveal more than what they say** — Strategic silence — a character refusing to respond, a meaningful pause — can show more emotion (grief, anger, shock) than explicit dialogue.
Why don't player characters usually have stats of 20 or higher at level 1?	**Point-buy budgets and starting rules limit maximum starting stats** — Most systems cap starting stats around 15-18 to keep characters balanced. Higher stats are earned through leveling up.
A bag holds 2 red and 3 blue dice. What is the probability of drawing red on the first draw?	**2/5** — P(red) = 2/5 = 0.4 = 40%.
If 14 and 15 both give +2 modifier, what makes 15 the 'wasted point'?	**It costs more points but gives the same modifier** — Both scores grant +2, but 15 costs more in point-buy. The extra point is wasted unless the score will increase further later.
The merchant offers two pricing options: 100 gold flat or 50 gold + 5 gold per item. At how many items are these equal?	**10 items** — 100 = 50 + 5x → 50 = 5x → x = 10. At 10 items, both options cost 100 gold.
How many possible outcomes are there when rolling 2d6 (two six-sided dice)?	**36** — 6 × 6 = 36 possible ordered outcomes when rolling two d6.
What's the best reason to use a hex grid instead of a square grid?	**Hex grids make diagonal movement consistent (all neighbors are equidistant)** — On square grids, diagonals are technically √2 ≈ 1.4 squares away (Pythagorean). Hex grids make all 6 neighbors equidistant, removing the diagonal ambiguity.
Which stat gives a +0 modifier?	**10 or 11** — Both 10 and 11 give a +0 modifier. Two scores share each modifier level.

16. Advanced Synthesis

✂ Question (fold →)	Answer
A trader exchanges 5 gold for 6 silver. What is the exchange rate (gold per silver)?	**5/6 gold per silver** — Exchange rate = 5 gold ÷ 6 silver = 5/6 gold/silver ≈ 0.83 gold per silver.
A merchant NPC always says 'Aye, that'll be three gold pieces.' What does the speech pattern 'aye' suggest about the character?	**Possibly an older style of speech, or a regional/cultural accent** — 'Aye' for 'yes' suggests an older time period, a rural region, or a specific cultural background. Writers use dialect markers to develop NPCs quickly.
Which is more likely on 2d6: rolling a sum of 6 or rolling a sum of 12?	**Sum of 6 (5 combinations vs. 1 combination for 12)** — Sum 6: (1,5), (2,4), (3,3), (4,2), (5,1) = 5 combos. Sum 12: (6,6) = 1 combo. Six is 5× more likely.
What is the most common (modal) sum when rolling 2d6?	**7** — Sums on 2d6 form a triangular distribution peaking at 7 (six combinations: 1+6, 2+5, 3+4, 4+3, 5+2, 6+1).
How can a writer keep branching manageable?	**Use convergence and gating to control how many unique scenes are needed** — Convergence merges paths back together; gating reuses scenes conditionally. Both keep the unique-scene count manageable without losing player agency.
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?	**About 66 squares ($\pi(5^2 - 2^2) = \pi \times 21 \approx 66$)** — Ring area = $\pi(R^2 - r^2) = \pi(25 - 4) = 21\pi \approx 66$ squares. Annular regions subtract the inner circle.
Which is the best opening line of a character introduction?	**Brom rarely spoke, but when he did, his words landed like hammer blows.** — The hammer-blow simile evokes Brom's force of personality, while the rare-speech detail signals a quiet, deliberate character. Memorable in one line.
Which type of branch tracks reader choices over time?	**State-based branching (using flags or variables)** — State-based branching uses flags/variables (like 'hasKey = true') to remember prior choices and modify later scenes, enabling deeper consequence chains.
Two stats both have +2 modifiers. Which scores are these?	**14 or 15** — Both 14 and 15 give a +2 modifier because (14 − 10) ÷ 2 = 2 and (15 − 10) ÷ 2 rounds down to 2.
Why might a wise adventurer keep an 'emergency fund' of gold instead of spending it all?	**Unexpected costs (healing, ransoms, equipment loss) can arise, and reserves prevent ruin** — Adventuring is risky: gear breaks, characters need healing, ransoms come up. An emergency fund prevents one bad event from destroying the party financially.
Why do TTRPG maps use grids instead of free movement?	**Grids make positioning, distance, and area-of-effect predictable and fair** — Grids let everyone at the table see exactly where characters are, how far they can move, and what's in an area of effect — eliminating arguments and ensuring fair play.
Maya wants to spend exactly 27 points. She has spent 25 so far. Which is the most efficient way to	**Raise one stat by one level if that costs 2 points** — Spending the last 2 points to raise a stat by one level (when that step costs 2) uses the full

spend the last 2 points?	budget efficiently.
Which build is impossible with a 27-point budget? (Costs shown.)	**All six stats at 15 (9 pts each = 54 points)** — Six stats at 15 costs 6 × 9 = 54 points — far over the 27-point budget. This build is impossible.
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?	**1/8 of a full circle (45° is 1/8 of 360°)** — 45 ÷ 360 = 1/8. A 45° cone covers 1/8 of the circle of equivalent radius.
If two characters have Strength 14 (+2) and Strength 16 (+3), what is the difference in their modifiers?	**+1** — +3 − (+2) = +1. The 16-Strength character has +1 better than the 14-Strength character.
What is the probability of rolling a sum of 7 on 2d6?	**1/6** — Six combos sum to 7: (1,6), (2,5), (3,4), (4,3), (5,2), (6,1). P(sum=7) = 6/36 = 1/6.
Why is pacing harder in branching stories than linear stories?	**Different paths may have different lengths, making pacing uneven for different readers** — In branching stories, each reader experiences a different sequence and length, so writers must work harder to ensure good pacing on every plausible path.
Which is an example of using dialogue to reveal character backstory?	**'My father was the blacksmith here. He died in the dragon raid ten winters back.'** — The first option reveals the character's father, his profession, his death, the timeframe, and the dragon raid — significant backstory in one line.
If a character's Strength modifier is +3, what is the minimum value of their Strength stat?	**16** — Score 16 gives (16−10)÷2 = 3. Scores 16 and 17 both give +3, but 16 is the minimum.
Why does rolling 4d6 and dropping the lowest tend to give higher stats than rolling 3d6?	**Dropping the lowest die removes the worst result, raising the average** — 4d6 drop lowest discards the worst of four rolls, biasing the kept sum upward. The expected value is about 12.24 vs. 10.5 for 3d6.
A character can move 6 squares per turn. They start at (0, 0). Can they reach (3, 4) in one turn using Pythagorean distance?	**Yes (distance is 5 squares, which is less than 6)** — True distance = 5 squares (3-4-5 triangle), within the 6-square move. The character makes it with 1 square to spare.
Which is most likely to make a villain memorable through dialogue?	**Giving them a distinct point of view that's coherent and threatening from their perspective** — Strong villains have a coherent worldview readers can understand (even if they disagree). 'Mwahaha' alone makes a flat villain; a believable point of view makes them memorable.
A trader sells healing potions at 50 gold and buys them at 30 gold. What is the profit margin per potion as a percentage?	**About 66.7% markup** — Profit per potion = 50 − 30 = 20 gold. As a margin (profit/sale price): 20/50 = 40%. As markup (profit/cost): 20/30 ≈ 66.7%.
Which line has the strongest subtext?	**'It's fine. Really. I'm fine. Just… go on without me.' (Character is clearly not fine)** — The repeated 'fine' with hesitation ('Just…') signals the character is NOT fine despite their words. The subtext contradicts the surface.
Is it better to have Strength 14 (+2) or Strength 15 (+2)?	**They give the same modifier, so 14 is more point-efficient** — Both give +2, but 15 costs more points. Many players take 14 instead and spend the

	saved points elsewhere.

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