

SAVES

STR	DEX	CON
Physical Harm that <i>cannot</i> be dodged	Physical Harm that <i>can</i> be dodged	Poison, Disease, Death
INT	WIS	CHA
Resisting Spells/Magic	Deception & Illusions	Charming Effects

ADVANTAGE: Roll 2d20, keep **lower**

DISADVANTAGE: Roll 2d20, keep **higher**

TIME & DISTANCE

MOMENTS (ROUNDS)	MINUTES (TURNS)
Move Nearby, Attack Move up to Far Cast Spell / Ability	Flexible, abstract. Time outside of combat.

CLOSE	NEARBY	FAR
Within 5ft	Up to 60ft	60+ ft

COMBAT

MELEE	RANGED
STR Attack/Defend <i>Must be Close</i>	DEX Attack/Defend <i>Disadvantage Close</i>
Two Handed: +2 to all rolls (Atk,Def,Dam)	Roll usage die after every attack.

Rolling **1** during Attack deals **2x** Dam
Rolling **20** during Defense suffers **2x** Dam

MONSTERS DON'T ROLL

HD	DMG	HD	DMG
1 (<i>no AP</i>)	d4	6 (<i>5 AP</i>)	d6+d8
2 (<i>1 AP</i>)	d6	7 (<i>6 AP</i>)	2d8
3 (<i>2 AP</i>)	2d4	8 (<i>7 AP</i>)	3d6
4 (<i>3 AP</i>)	d10	9 (<i>8 AP</i>)	2d10
5 (<i>4 AP</i>)	d12	10 (<i>9 AP</i>)	d10+d12

POWERFUL FOES: For every HD above character level, add **+1** to all rolls against

INVENTORY

ENCUMBERED: When carrying more items than STR; All tests have Disadvantage.

USAGE DIE: **d20 > 12 > 10 > 8 > 6 > 4 > gone**
Roll after use. **1** or **2**, move to next lowest die.

ARMOR	POINTS	UD
Gambeson	1	d4
Leather	2	d6
Chain Mail	3	d8
Full Plate	4	d10
Sm Shield	1	d4
Lg Shield	2	d4

*Roll UD after each fight used.
Repair cost is UDx10 to increase die*

If wearing non-class armor,
add total AP to all Atk/Def rolls

MAGIC

VS NORMAL FOE	POWERFUL FOE
Spells don't miss	WIS / INT test
After casting a spell, test WIS / INT adding spell level to roll. If failure, lose slot.	

HEALTH & DEATH

ONCE PER DAY	SLEEP 8 HOURS
roll hit dice, regain that HP	Restore all spell slots

WHEN HP RUNS OUT

- KO'd** - Just knocked out.
- Fat Head** - Disadvantage on all tests for the next hour.
- Cracked Bones** - STR, DEX and CON are temp. **-2** for the next day.
- Crippled** - STR or DEX is permanently reduced by **2**
- Disfigured** - CHA reduced to **4**.
- Dead** - Not alive anymore.

If they survive they gain **1d4** HP

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