

## 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<br>Move up to Far<br>Cast Spell / Ability | Flexible, abstract.<br>Time outside of combat. |

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

## COMBAT

| MELEE  | RANGED   |
|--|--|
| STR Attack/Defend<br><i>Must be Close</i>  | DEX Attack/Defend<br><i>Disadvantage Close</i> |
| <b>Two Handed: +2</b> to all rolls (Atk,Def,Dam)   | Roll usage die after every attack.             |
| Rolling 1 during Attack deals <b>2x</b> Dam<br>Rolling 20 during Defense suffers <b>2x</b> 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   | 2      | d4  |
| Leather    | 4      | d6  |
| Chain Mail | 6      | d8  |
| Full Plate | 8      | d10 |
| Sm Shield  | 2      | d4  |
| Lg Shield  | 4      | d4  |

*AP recovers with a short rest*

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

**BY DAVID SCHIRDUAN**

Find more helpful games and tools at  
[technicalgrimoire.com](http://technicalgrimoire.com)