Cheatography

The Cobalt Gate OpenTable Campaign Rules Cheat Sheet by JohnnFour via cheatography.com/31878/cs/14778/

Checks & Saves		
Success	< d20 (must roll below target#)	
STR	Harm that cannot be dodged	
DEX	Harm that can be dodged	
CON	Poison, Disease, or Death	
INT	Spells and Magic	
WIS	Deception and Illusions	
CHA	Charming effects	
2d20 Low	Advantage	
2d20 High	Disadvantage	
Usage Die	20-12-10-8-6-4	

Character Stuff		
1 GP	1 XP	
Encumbrance	Carry STR Items > DIS	
Encumbered	Only Move NEARBY	
Level Up	+HD max HP	
Level Up	d20 each stat > +1	

Wounds		
2d4	Out of Action	0 HP
1	Knocked Out	
2	Fat Head	DIS 1 Hour
3	Cracked Bones	STR, CON, DEX -2 1/day
4-6	Scarred	CHA -1
7	Crippled	STR or DEX -2
8	Dead	Graveyard
Rest	1 Hour	Regain AP
Rest	1 Day	Heal dHD



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Actions		
Rounds	Init: DEX	1 Move & 1 Action
Close	0 - 5ft.	Free
Nearby	5 - 60ft.	1 Move
Far-Away	60 - 120ft.	2 Moves / 1 Round
Distant	120ft.+	3 Moves
Melee Att.	STR	Close only
Range Att.	DEX	Close = DIS
Powerful Foe	+1 to Check	Each HD > PC Level
Critical Att	Roll 1	x2 Dam
Fumble Def	Roll 20	x2 Dam
2-Hand Att	+2 Att	+2 Dam
!Class Weapon	DIS	
Banish Undead	WIS+foe HD	Each group

Combat	
HD	Dam
1	d4
2	d6
3	2d4
4	d10
5	d12
6	d6+d8
7	2d8
8	3d6
9	2d10
10	d10 + d12

Armour Points		
Gambeson	2	
Leather	4	
Chain Mail	6	
Plate Mail	8	
Small Shield	2	
Large Shield	4	
Monsters	HD-1 max 10	
Non-Proficient	Add AP to Att/Def.	

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