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

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

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.

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