Warlock! Reference Sheet Cheat Sheet

by swooyj35 via cheatography.com/204321/cs/43691/

Char. Creation

1. Skills:	10 (+6), 10 (+5), rest is (+4)
2. Stamina:	2d6+12
3. Luck:	1d6+7
4. Starting Equipment	2d6 sp, backpack, d3 ration, waterskin, small knife, clothes and boots.

5. Pick race, roll class, add traits

DC 15 Mode: -5 from Skills and Luck

Recovery

Short rest	2d6
Full Rest	All

Items

Items cost d6 per level.	Commoner cp, middle class sp, Noble gold

Advancement

At the end of session 1-3 advances	Use to improve a career skill by 1
Stamina Increase	Increase whenever advance in career skill
Career Change	Spend 5 advances.
Advanced career	at least 2 careers, and at least 3 skills 10 or above.

Core Rules

Skill Test	Try to pass 20 (or 15)
Opposed test	Can give modifier -/+5
Luck Test	Use luck stat instead of a skill. Reduce luck 1 if skill fails.

Combat

Combat	Opposed tests, winner hits.
Melee ATK	Attacker +5 bonus.
Ranged ATK	Distance -5, Small & Large shield -3 & -5
Armor:	*Light* -d3, *Medium* -d6, *Heavy* -2d6 DMG (min. 1)
Injury	When 0 or below, roll from table. +1 on roll for each negative stamina.

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