

[illegible]

WEAPON STYLES

Weapon & Shield: Normal

2H Weapon

d20p 1st DEF

d20p-4 2nd+ DEF

Pole-Arms have special rules

1H Weapon with no shield

Speed is -1

d20p-4 DEF

1H Weapon in both hands

Speed is +2

d20p 1st DEF

d20p-4 2nd+ DEF

1H Weapon in each hand

OFFENSIVE

Speed +2 (both weapons)

Off-hand weapon 1st attack

1/2 Speed +1

d10p +Primary Weapon DEF

Secondary<PC Size NPD is full

DEFENSIVE

Both weapons DEF bonus used

d20p 1st DEF

d20p-4 2nd+ DEF

Secondary<PC Size NPD is full

Shield(s) Only

+1 DEF for 1 Shield

Both Shields DEF used

Attackers attack 2x fast

RANGE CARD:

	Opponent's Size								
	T	S	M	L	H	G	E	C	
Factor	2	1.5	1	.67	.5	.25	.17	.13	Attack
Range									Die
Close									d20p
Short									d20p-4
Medium									d20p-6
Long									d20p-8

AMMO: SPEED: DAMAGE:

RANGE CARD:

	Opponent's Size								
	T	S	M	L	H	G	E	C	
Factor	2	1.5	1	.67	.5	.25	.17	.13	Attack
Range									Die
Close									d20p
Short									d20p-4
Medium									d20p-6
Long									d20p-8

AMMO: SPEED: DAMAGE:

THE LIST

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$$\boxed{\text{PC WEIGHT}} + (\boxed{\text{ARMOR}} + \boxed{\text{COMBAT WEIGHT}}) = \boxed{\text{WEIGHT1}} + \boxed{\text{CARRY WEIGHT}} = \boxed{\text{WEIGHT2}}$$

ENCUMBRANCE

☐ Unencumbered

☐ Light Encumbrance

☐ Medium Encumbrance

☐ Heavy Encumbrance

☐ Lift ☐ Drag

	LIGHT	MEDIUM	HEAVY
DR	0	1	2
Defense	-1	-2	-4
Init	0	1	2
Speed	0	1	2
Fatigue	1	3	6
Sprint*	20	15.5	N/A
Run*	15.0	12.5	10
Jog*	10	10	7.5
Walk*	5	5	5
Crawl*	2.5	2.5	2.5

*Dwarves, Halflings, and Gnomes move at 1/2 given rate.

Trade Coins
Copper
Silver
Gold
Jewelry
Other