

# Games Master's Quick Reference Sheet

## Melee Combat (p66)

$d20 + Defence \leq Attack = \text{HIT!}$

## Missile Combat (p68)

$d20 + Modifiers \leq Attack = \text{HIT!}$

Short range	No adjustment
Medium range	+3
Long range	+7
Small or crouching	+2
Moving slowly	+2
Moving quickly	+4
In poor light	+3 (or more)

## Armour Factors (p66)

None	AF 0
Gambeson	AF 1
Padded Armour	AF 2
Mail Hauberk	AF 3
Mail Armour	AF 4
Plate Armour	AF 5

## Indirect Magical Attacks (p75)

$2d10 + Magical Defence \leq Magical Attack = \text{ATTACK SUCCESSFUL!}$

## Psychic Fatigue (p73)

$d20 + Spell Level > 13 + Rank = \text{FATIGUED!}$

Psychic Fatigue recovers automatically at dawn.

## Morale Checks (p122)

$d20 + Attack \geq Rank + Strength + Intelligence = \text{FLEE!}$

## Fright Attacks (p122)

$2d10 + Rank \leq 1d12 = \text{DEATH!}$

## Warlock Weapon Groups (p38)

<b>Group I</b> Flail Mace Morning Star Scourge Warhammer	<b>Group III</b> Halberd Staff Spear Footman's Flail War Lance	<b>Group V</b> Battleaxe War Axe	<b>Group VII</b> Crossbow Javelin Sling Thrown Dagger Rock
<b>Group II</b> Dagger Shortsword Sword	<b>Group VI</b> 2H Sword Longsword	<b>Group VI</b> Bow	<b>Group VIII</b> Cudgel Unarmed Combat

## Shock Attack (p42)

1	Stunned	ATTACK, DEFENCE, and EVASION all 0
2	Aghast	ATTACK and EVASION are 0; DEFENCE is halved
3-4	Astonished	ATTACK is 0; DEFENCE and EVASION are halved
5-6	Surprised	ATTACK is 0; DEFENCE and EVASION are unimpaired

## Attack Speeds (p72)

Easily evaded	Speed 5-6
Very slow	Speed 7-8
Slow	Speed 9-10
Average	Speed 11-12
Fast	Speed 13-14
Very fast	Speed 15-16
Extremely fast	Speed 17-18
Dazzling	Speed 19-20

## Poison (p122)

Poison	Strength Test or Die	HP Damage per round if Str test successful
Weak	2d6	1: 1d3
Normal	3d6	1: 1d4/2: 1d3
Strong	4d6	1: 1d6/2: 1d4/3: 1d3

## Stealth Modifiers (p63)

Wearing mail hauberk	Stealth -3
Wearing mail armour	Stealth -4
Wearing plate armour	Stealth -6
Not moving	Stealth +3
Moving slowly	No modifier
Moving quickly	Stealth -2
Within 3m of enemy	Stealth -5
No cover available	Stealth -5

## Perception Modifiers (p63)

Pitch darkness	Perception -7
Torchlight or dusk	No modifier
Broad daylight	Perception +5
Asleep	Perception -9
Looking the other way	Perception -5
Listening intently	Perception +2
Extraneous noise or bustle	Perception -3(+)

## Vision Perception Modifiers (p123)

	No Light	Half-light	Bright light
<b>Normal</b>	-7	None	+5
<b>Panoptical</b>	None	None	None
<b>Darksight</b>	+5	None	-7
<b>Elfsight</b>	-4	None	None
<b>Gloomsight</b>	-3	None	-5

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## Climbing Difficulty (p64)

Ladder	Difficulty 3
Dangling rope	Difficulty 6
Tree	Difficulty 9
Ivy-covered wall	Difficulty 12
Cliff	Difficulty 13
Rough stone wall	Difficulty 16
Smooth stone wall	Difficulty 18

## Falling Damage (p64)

1-2m	1d2	8m-10m	1d10
2m-4m	1d4	10m-12m	1d12
4m-6m	1d6	12m-14m	1d20
6m-8m	1d8	14m-16m	2d20
		More than 16m	5d20

## Looks Modifiers (PG12)

Knaves may add their Rank to the Looks for the purposes of social interactions.

Situation	Difficulty
Previous failed Looks check on subject by another character	+1
Subject is hostile	+4
Subject is wary	+2
Subject is amiable	-1
Subject is friendly	-2
Subject is intoxicated or over-tired	-2
Subject is of a higher rank	+1
Subject is of a lower rank	-1
Subject has higher Intelligence	+1
Subject has lower Intelligence	-1
Subject has above average Perception	+1
Subject has below average Perception	-1

## Magic Point Recovery (pp73+)

Sorcerer/Demonologist	Midnight
Elemental Fire*	Sunrise
Elemental Air*	Noon
Elemental Water*	Moonrise**
Elemental Earth*	Moonset**
Elemental Darkness*	Sunset
Warlock	Sunset

\* Requires a ritual

\*\* Cannot be performed during new moons.

## Spell Failure in Armour (p77)

Applies to Elementalists, Sorcerers, and Demonologists only.

Mail Hauberk	10%
Mail Armour	20%
Plate Armour	30%

## Demonology Skill (1ftC7/PG122)

**Demonology Skill** = Rank + Intelligence Modifier

Intelligence	Modifier
5 or less	-2
6-8	-1
9-12	±0
13-15	+1
16 or more	+2

## Outdoor Travel (p211)

Terrain	Distance Covered		
<b>Open Country</b>	On foot	25 miles	
	On horseback	40 miles	
<b>Forest</b>	On foot	15 miles	
	On horseback	20 miles	
<b>Hills</b>	On foot	20 miles	
	On horseback	25 miles	
<b>Swamp</b>	On foot	10 miles	
	On horseback	10 miles	
<b>Arctic</b>	On foot	5 miles	
	On horseback	10 miles	
	On sled	20 miles	
<b>Desert</b>	On foot	15 miles	
	On horse/camel	30 miles	
<b>River</b>	By boat		
		40 miles	
<b>Sea</b>	<b>Longship</b>	<b>Cog</b>	
	<b>Under Oar</b>	60 miles	5-10 miles
	<b>Calm</b>	0-3 miles	0-3miles
	<b>Breeze</b>	4d20 miles	3d20 miles
	<b>Gale</b>	9d20 miles	8d20 miles
<b>Storm*</b>	d100 miles	d100 miles	

\* Storm blows ship in random direction.

## Calendar (p188)

Months	Days	
Forst (30)	Jan	Haligdae Sun
Thawian (31)	Feb	Syfsdae Mon
Ploh (30)	Mar	Tyrstdae Tues
Oster (31)	Apr	Wotansdae Wed
Harel (30)	May	Torsdae Thurs
Eath (31)	June	Freyasdae Fri
Waed (30)	July	Boldursdae Sat
Heorfest (31)	Aug	
Arm (30)	Sept	* Yeol-monath has 31
Halig (31)	Oct	days every 4 years to
Bael (30)	Nov	keep the calendar in
Yeol (30*)	Dec	line with the seasons.

## Experience per Rank (p130)

2 <sup>nd</sup> Rank	30XP	6 <sup>th</sup> Rank	200XP
3 <sup>rd</sup> Rank	60XP	7 <sup>th</sup> Rank	300XP
4 <sup>th</sup> Rank	90XP	8 <sup>th</sup> Rank	450XP
5 <sup>th</sup> Rank	130XP	9 <sup>th</sup> Rank	650XP

250XP are needed to reach each rank beyond 9<sup>th</sup>.

## Games Master's Quick Reference Sheet

### Ability Score Modifiers (p21)

	3 4 5	6 7 8	9 10 11 12	13 14 15	16 17 18
<b>Strength</b>	-2 Attack -1 Defence	-1 Attack	No effect	+1 Attack	+2 Attack +1 Defence +1 Armour Bypass +1 Melee Damage
<b>Reflexes</b>	-1 Attack -2 Defence -2 Evasion -1 Stealth	-1 Defence -1 Evasion	No effect	+1 Defence +1 Evasion	+1 Attack +2 Defence +2 Evasion +1 Stealth
<b>Intelligence</b>	-1 Attack -1 Defence -1 Magical Attack	No effect	No effect	No effect	+1 Attack +1 Defence +1 Magical Attack
<b>Psychic Talent</b>	-1 Magical Defence -2 Magical Defence -1 Perception Characters with a Psychic Talent score of 8 or less cannot use magic	-1 Magical Defence	No effect	+1 Magical Defence +1 Magical Attack	+2 Magical Defence +1 Perception +2 Magical Defence

### Languages (p183)

Language	Difficulty	Script	Country
Algandarve	Undemanding	Classic	Algandy
Angate	Undemanding	Classic	New Selentine Empire, Ferromaine League
Bacchile	Complex	Classic	
Beaulangue	Undemanding	Classic	Chaubrette
Cabbandari	Complex (Low) Abstruse (High)	Majestic (High)	Krarth, Kingdom of Wyrd
Dakkandi	Complex	Majestic	Yggdras
Elleslandic	Undemanding	Classic	Cornumbria, Albion
Emphidian	Complex	Emphidian	Emphidor
Etya'Be'Yely	Abstruse		Eastern Steppes
Kaikuhuran	Abstruse	Qemor Hieroglyphs	Ancient Kaikuhuru
Klav	Complex	Jezant	Molasaria
Kurlish	Complex	Classic	Kurland, Asmulia
Latter Mercanian	Undemanding	Nikkar Runic	Mercanian Coast
Lughwyd	Complex	Kell	Prehistoric Cornumbria
Nascérine	Undemanding	Jezant	Zhenir, Marazid, Harogarn
Old Mercanian	Complex	Nikkar Runic	Mercania
Opalarian	Complex	Jezant	Opalar
Raukil	Complex	Jezant	Analika
Tsutsuneng	Abstruse	Khitai Pictograms	Khitai
Unno	Complex	Jezant	Hudristania
Vasic	Undemanding	Nikkar Runic	Thuland, Ereworn, Glissom

### Learning Languages (p185)

Language Complexity	Learning from a Tutor	Learning by Usage*	Intelligence	Modifier
Simple	3 months	70%	5 or less	-10%
Undemanding	6 months	30%	6-8	-5%
Complex	1 year	15%	9-12	±0%
Abstruse	1d6 years	6%	13-15	+5%
			16 or more	+10%

\* Roll every 2 months (reduced to 6 weeks with a tutor), modified by Intelligence (as per the opposite table).