

AGAINST THE Darkmaster

PLAYER CHEAT SHEET

Dice Rolls

- **d10** roll a ten-sided die for a result within 1 and 10.
- **d100** roll two ten-sided dice, one for the tens and one for the units: "00" stands for 100.

Roll Types

- **Skill Rolls** - When a character is trying to accomplish a task of some kind.
- **Save Rolls** - To resist the effects of Spells, Poisons and other hazards.
- **Attack Rolls** - To assault another character or creature with a weapon or a Spell.
- **Spell Casting Rolls** - Are used to determine the effectiveness of Spells.
- **Unmodified Rolls** - No other modifiers are applied to the d100 roll; read only the result showing off on the dice.
- **Open Ended Rolls** - If the d100 ends up within 96-100, roll again and *add* the result to the former. If the d100 ends up within 01-05, roll again and *subtract* the result instead.

Drive

Drive is a measure of how strongly a character is motivated. Drive value ranges from 0 to 5. Characters start the game with 1 Drive.

Increasing Drive

When a character puts himself into danger, in a challenge, in a bad light, or pulls the story in a new direction following his Passions, he gets to increase his Drive score by one - up to 5.

Spending Drive Points

A character can **spend one or more Drive Points** to:

- **Re-roll a failed Skill or Save Roll** with a special +10 bonus to the re-roll.
- **Re-roll a suffered Critical Strike** lowering its severity level by one.

A character can **spend five Drive Points** at once to:

- **Consider the result** of any open-ended roll as a **natural 100** after rolling.
- **Treat a Critical Strike as Slaying** after the Attack Roll is made.
- **Ignore all penalties** to actions for a scene.
- **Double** the Area of Effect, Targets, Range, Duration or Base Damage of one own **Spell** before it being cast.

Skill Rolls

When an action does not automatically succeed, a character may be called by the GM for a **Skill Roll**. Roll a d100 open-ended, add the relevant Skill bonus, and consult the **Action Resolution Table**.

Difficulty

When a Skill Roll is called, the GM must determine how difficult the task that is being attempted is, choosing a **Difficulty** for it.

Taking the Time

When there's no hurry a character can **Take his Time** to get a special +20 bonus to his Skill roll. This implies using from twice as much to up to ten times the time normally needed to perform an action.

Helping

When characters team up one of them will be lead and the will act as helpers. Helpers make a Skill Roll based on the action they are performing.

- On a **Success**, any helper will grant a +10 bonus to the lead character's roll.
- On an **Outstanding Success** they'll grant a +20.
- On a **Partial Success** the helper will grant a +10 bonus, but will suffer a complication.
- On a **Failure**, the helper will grant no bonus.
- On a **Critical Failure** the helper gets in trouble without granting any bonus.

If the lead character's Skill Roll fails, helpers share the consequences of the failure, in addition to any cost or complication. Only Skill Rolls can benefit from the helping rules: Attack, Spell Casting, and Save Rolls can never be helped.

Tools

If a character does not have the necessary tools to accomplish a specific task, he gets a -10 to -30 penalty to his Skill roll - or he may not be able to roll for it at all.

Conflicting Actions

Conflicting Actions is when two or more characters race for mutual exclusive goals.

- Each character rolling a Critical Failure fails.
- Any other results are compared: the higher wins.
- Conflicting actions can have Difficulties.

Save Rolls

- **Toughness Save Rolls (TSR)** represents a character's resistance to physical threats. **TSR Bonus = Fortitude +5 * Character level**, + other modifiers.
- **Willpower Save Rolls (WSR)** represent a character's chance to resist effects influencing mind and soul. **WSR Bonus = Wisdom +5 * Character level**, + other modifiers.

Resolving Save Rolls

- Make an Open Ended roll and add relevant SR Bonus.
- If result is **higher** than Difficulty, the SR is successful.
- Difficulty of a SR is **50 plus 5* Attack Level** of the effect the character is trying to resist.

Combat

Tactical Round

A Round is a short time interval during which a series of tactical actions take place during Combat.

Tactical Round Sequence

The **Tactical Round Sequence** (TRS) is used to determine the order of actions during the Round.

1. Assessment Phase

Roll Perception to Assess if needed.

2. Action Declaration Phase

Declare Actions and Targets for the current Round.

3. Move & Maneuver Phase

Move up to full Move Rate, or double Move Rate if sprinting. Perform Move Skill Rolls.

4. Spell Phase A

Cast prepared or Instant spells.

5. Ranged Phase A

Loaded missile and thrown weapons Attacks are resolved.

6. Melee Phase

Melee Attacks are resolved in reverse order of weapon length (longer weapons goes first):

- **Longest Weapons**
- **Long Weapons**
- **Short Weapons**
- **Hand Weapons**

7. Ranged Phase B

Other missile weapons Attacks that weren't fired in Ranged Phase A are resolved.

8. Spell Phase B

Cast unprepared or Improvised spells.

9. Other Actions Phase

All other Actions take place.

Types of Actions

- **Full Actions:** Making a melee or ranged attack, Casting a spell Moving, at Full Move speed.
- **Half Actions:** Reading an item or drawing a weapon, Knocking and arrow and taking aim, Moving to engage a foe in melee.
- **Free Actions:** Talking/Singing/Chanting, Making an Assess Roll, Declare Actions

Combining Actions in each round:

- **One Full Round Action** and one **Free Action**
- **One Full Round Action** and one **Half Action**, each at -20.
- **Two Half Actions** with no penalty and a **Free Action**

Special Duration Actions:

- **Readied Actions** can be released anytime.
- **Multi-Round Actions** last more than a single round.

Attacking

Attack Roll = 1d100 (Open-Ended) + CMB + Modifiers - Target's DEF; result is cross-referenced with the appropriate Attack Table.

Parrying

Parry = Subtract any amount of CMB and shift it to DEF. See special rules for weapon vs. weapon cases.

Critical Strikes

Critical Strikes (or Criticals) are blows that may result in extra damage.

- **Superficial (Sup)** Criticals have no modifier.
- **Light (Lig)** Critical Strikes are modified by +10.
- **Moderate (Mod)** Criticals are modified by +20.
- **Grievous (Gri)** Criticals are modified by +30.
- **Lethal (Let)** Criticals are modified by +50.

Weapon Fumbles

When rolling the **Clumsy Range** of his weapon, the character misses and with on the **Weapons Fumbles Table**.

Conditions

Different conditions can stack with each other, conditions with the same name does not stack.

Prone

A Prone character is knocked off his feet to the ground and either spends time to stand up or fights from the ground.

Surprised

A Surprised character can not Attack and can only take Half or Free Actions. He can not Parry or use Shield bonus. Attacks against a Surprised character also get a +20 bonus.

Stunned

A Stunned character cannot take Full Actions but can Parry with half CMB. Attacks against Stunned characters get a +20 bonus. Characters becomes unstunned at the end of each round if they didn't get Stunned during that same round.

Wounded

Wounded characters may suffer various penalties to their actions such as being Bruised or Bleeding.

Incapacitated

Incapacitated characters cannot take actions and defend. Attacks against them always inflict maximum damage and the attacker gets to choose the Critical Strike result without having to roll.

Held

A Held character can only move 1/10 of his move rate, can not sprint, suffers a -30 penalty to CMB and DEF, and all attacks against him gets a +30 bonus.

Flanking

A character attacking from the side gets a +15 bonus to his CMB against the target. Any shield can only be used against attacks coming from front or shield side.

On Rear

A character attacking from Rear gets a +30 bonus to his CMS against said target. The target can not use a Shield to defend.

Encumbered

Encumbered character can suffer various penalties to their actions according to the level of encumbrance they're burdening.

Weary

Weary characters move at half their normal Speed, cannot take Half Actions, and cannot recover HPs or heal from Bleeding and Injuries until this Condition is removed.

Bruised

A Bruised character has lost half or more of his Total HPs. He suffers a -20 penalty to all his action and attack rolls.

Bleeding

A Bleeding character loses a certain number of HPs each round, until the Bleeding is stopped. Bleeding characters cannot recover HPs until their wound is treated and blood loss is healed.

Dying

A Dying character will die in a given number of rounds if this Condition is not removed.

Damage & Healing

Injuries

- Injuries inflicting up to a -20 penalty are called **Minor Injuries**.
- Injuries imposing a penalty from -21 to -50 are considered **Serious Injuries**.
- All Injuries inflicting a penalty over -50 are called **Crippling Injuries**.
- Each Injury must be recorded and healed separately.

Healing Injuries

Minor Injuries will heal by themselves in **3 days** of rest. Other Injuries require a Healer skill roll to start healing. A **Serious Injury** will turn into a Minor Injury in **10 days** of rest after treated. **Crippling Injuries** will become Serious after **20 days** if treated.

Resting

Characters recover one tenth of their Total HPs (rounded down) every hour of rest.

Poison and Disease

Poisons and Diseases have an Attack Level, against make a Toughness Save Roll, and a description stating their effects.

A Healer roll allows poisoned or diseased characters to make a new SR to recover. Antidotes, Spells and some Healing Herbs can also contrast or heal the effects.

Movement and Traveling

Encumbrance

Encumbrance is measured in 5 Encumbrance Levels:

- **Unencumbered (UE):** The character has no penalties
- **Lightly Encumbered (LE):** The character suffers -10 to Attacks and Moving Actions.
- **Encumbered (EN):** The character suffers -20 to Attacks and Moving Actions.
- **Heavily Encumbered (HE):** The character suffers -30 to Attacks and Moving Actions.
- **Over Encumbered (OE):** The character moves at ¼ normal Move Rate and can not run, can not attack, can not add his SWI stat to their Defense.

Wealth

Wealth Level

A character's WL represents his Wealth and social status; it ranges from 0 to 5.

Buying Goods

To see if a character can afford buying goods and services first determine the Fare of the good and then refer to the WL vs Fare Table.

Character Advancement

Levels and Progression

Characters will start at Level 1 with 10 XPs and will progress through ten Levels. From level 1 to 5, characters will level up every **10 XPs** gained. Starting with level 6, they will need **20 XPs** to reach a new level.

Gaining Experience Points

XP's are awarded at the end of each session. Each character gains 1XP for each point in the General & Vocation-specific Experience lists the group agrees that happened at least once during the session.

Leveling Up

When a character hits the amount of XP's needed he progresses to the next Level. He gains DP's to spend on his Skills according to his Vocation as detailed in the **Character Advancement Table**.

Magic & Spells

Spell Lore

- The ability to cast magic is represented by special skills called Spell Lore.
- Each Spell Lore is a single skill, which must be developed separately.
- Spell are organized in Weaves from 1 to 10 representing their intrinsic power level.
- Each rank developed by a character in a Spell Lore gives him the ability to cast spells up to the corresponding Weave.

Magic Points

To cast a Spell, the character must spend a number of MP's equal to the Weave of the Spell.

Recovering Magic Points

MP's are recovered by resting: a full night's (8 hours) sleep replenishes the character's MP's to the maximum value.

Casting Spells

A character may attempt to cast any Spell he knows, provided that he has enough MP's and the Weave of the Spell isn't higher than the character's Level.

Casting Time

Most Spells take a single action to cast but a character may Concentrate on a Spell as a Full Action. Each round spent grants a +10 bonus to the Spell Casting Roll, up to a maximum of +40.

Improvised Spells

It's possible but risky to cast spells without Concentration. Spells cast this way are called Improvised Spells, and impose a special penalty of -10 to the Spell Casting Roll.

Instantaneous Spells

Spells marked as Instantaneous gain no benefit from Concentration, but can be Improvised without incurring in the normal -10 penalty.

Spell Casting in Armor

Armor Movement Penalty (modified as usual by the wearer's Armor Skill Bonus) is also applied to all Spell Casting Rolls.

Spell Casting Roll

- To successfully cast a Spell, make an Open Ended roll on the Spell Casting Table, adding the caster's Bonus for the Spell Lore used, plus modifiers.
- A modified roll of 25 or less is a **Critical Spell Failure** and the player must roll again on the **Critical Spell Failure Table**.
- A roll of 26 or more means the Spell was successfully cast and its effects apply.
- If the Spell required a Save Roll, the Result column on the **Spell Casting Table** shows the modifier applied to the target's SR.

Bolt and Area Spells

Bolt and Area Spells use the Bolt Spells Attack Table and the Area Spells Attack Table, instead of the Spell Casting Table.

Spell Warping

Some Spells may be Warped casting them as a higher Weave Spell. The final Weave of the Spell is equal to the basic Weave plus the Warping Option chosen. The MP cost of the Spell changes accordingly.

Magical Resonance

Each time a character rolls a double on the dice (i.e.: 11, 22, 33) of his Spell Casting Roll, the GM may make a roll on the **Magical Resonance Table**.