

GM CHEAT SHEET

EXPERIENCE

Players need $100 \times$ next level to level up. You can give combat experience (value of all enemies in fight, split among players), bonus experience (complete quests, discover places), and recap experience. Recap experience table:

Experiences Recalled	Experience for Party
0-4	100 per experience
5-10	50 per experience + 200
11+	30 per experience + 400

These values are divided among the players.

ENVIRONMENT

Climbing: STR vs dX to climb as action (d6+) or full move (d4) to move $\frac{1}{2}$ speed. Fail by 3 or more to slip, forcing AGI vs dX to avoid falling (slide down 10' on tie).

Difficulty	Examples
d4	A steep hillside, a house with a low-hanging roof, or a large tree with low branches
d6	A rocky cliff with jutting stones and long crevices; a tree with high, sparse, or flimsy branches; or a rope hanging against a wall or with knots at regular intervals
d8	A cliff with a knobby, pitted surface; a crumbling wall
d10	The stone wall of a tower; a rope, dangling alone from a hole in the center of a wide ceiling
d12	A brick wall, a cave ceiling, or the underside of a rocky overhang
Impossible	A vertical, featureless slab of stone or glass

Falling: Damage = $5 \times$ ft. distance. Water = $\frac{1}{2}$ damage. Subtract AGI roll \times 10 and defense.

Swimming: $\frac{1}{2}$ AGI/speed, may require attribute rolls to stay afloat, strong current *pushes* at the start of each round, underwater senses are poor.

Brightness:

- **Pitch-Black:** *blind* unless special sense like infra or electric vision applicable (night vision doesn't help), $-2d6$ wits (auto-fail if completely sight-dependent)

- **Night:** $-1d6$ visual wits rolls at close, $-2d6$ at far, $\frac{1}{2}$ range class on ranged attacks

- **Day:** normal for most races

- **Blinding:** *blind*

SENSING AND IDENTIFYING MAGIC

If spell cast or targeted within spell range, **sense automatically** if you know at least 1 spell.

Exceptions: Distracted (need wits roll ~ 10); already happened (need wits vs minutes ago); non-active enchantment (need wits ~ 10); or caster rolled stealth (roll MAG + 1 vs own AUR to avoid spell failure; on success, need wits vs stealth to detect)

Identify schools and elements if it's from the standard tome. **Identify exact spell** if you also meet the difficulty requirement. If it's **not from the standard tome**, you must meet the difficulty, and you only identify its schools and elements.

WEAKNESS, RESISTANCE, AND ELEMENTAL ALIGNMENT

Damage and effects can be multiple types at once.

Physical: Weapons of solid materials, damage from earth, ice, plant, water, and wind sources

Magical: Spells, enchantments, other magical sources

Elemental: Dark, fire, ice, light, lightning, water, wind, and large earth or plant sources

Weak: Roll AUR and other non-evade rolls twice and use worse, +1 *crit negation requirement*, +50% damage (after defense/AUR)

Strongly Weak: Roll $3\times$ and use worst, +2 *crit negation requirement*, $\times 2$ final damage

Resistant: Roll AUR and other non-evade rolls twice and use better, -1 *crit negation requirement*, $\frac{1}{2}$ damage (after defense/AUR)

Strongly Resistant: Roll $3\times$ and use best, -2 *crit negation requirement*, $\frac{1}{4}$ final damage

Alignment:

- **Damage** of that element **heals**
- **Immune to negative effects** of that element
- **Weaknesses and resistances** to other elements
- **+1 to MAG rolls** with that element's spells
- **Sensory ability** from table

Also, some rules refer to an *element's status effect*, which is given in the table but does not automatically get added to attacks by alignment alone.

Element	Special Sense	Status Effect
Dark	Night vision	Blind
Earth	Vibration sense	Sleep
Fire	Infra vision	Burn
Ice	Infra vision	Freeze
Light	Good vision	Blind
Lightning	Electric vision	Paralyze
Plant	Good sense of smell	Poison
Water	Underwater vision and hearing	Push
Wind	Good hearing	Push

Elemental weaknesses and resistances for *elementally aligned* defenders:

		DEFENDING ELEMENT									
		Dark	Earth	Fire	Ice	Light	Lightning	Plant	Water	Wind	
ATTACKING ELEMENT	Dark	+						▲			
	Earth	▼	+	▲		▲				▼	
	Fire	▲	▼	+		+		▲	▼	▲	
	Ice		▲	▲	+			▲	▼		
	Light	▲	▼	▼		+	▼	+			
	Lightning	▲	▼	+	▲	+	+	▲	▲		
	Plant	▼	▲	+	▼	▲	▼	+	▲		
	Water			▲				+	+		
	Wind		▼	▲							+

MONEY, BUYING, AND SELLING

Merchants usually **buy from players at ½ value and sell at full value**. Non-merchants with a use for the item might buy or trade at ¾ value.

Table: Suggested value of money and equipment per player.

Weapon and armor quality should be roughly bronze at levels 1–2, iron at 3, steel at 4, and +2 crafting threshold worth of modifications per level afterwards. This keeps pace with creature templates. Pace can be slower for characters who use weapons less or who maintain multiple weapon options.

Level	Value
1	500
2	750
3	1,000
4	2,000
5	3,000
6	4,000
7	5,500
8	7,000
9	9,000
10	11,000

LUCK

Optional rule, roll d20 with every player roll. (GMs don't roll.) On lucky and unlucky numbers (players pick), stuff goes extra well or poorly. You or the players can pick from options below or make up your own.

Lucky Shots:

- **Finesse** for auto-crit, +5 to skill roll to improve success, etc.
- **Overkill** for +2d swing, make door explode, etc.
- **Unstoppable** to remove status effect or take ½ damage next hit
- **On a Roll** to make next roll twice and use the better

Fumbles:

- **Attract Unwanted Attention**
- **Leave Yourself Open** to give enemy a free counter, etc.
- **Injury** to inflict status effect or damage on self
- **Fumble** to drop or break something important