The information listed below comes from Talislanta 5th edition players guide.

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| Action Table  O or Less mishap  1 to 5 Failure  6 to 10 Partial success  11 to 20 Success  21 or more Critical success | Attacking/defending Results  Mishap negative effect  Failure misses target  Partial success glancing hit ½ damage  Success full damage  Critical success Full damage + intent affect |
| Grappling Results (attacker attempting to hold)  Mishap Opponent gets +5 to their next attack  Failure misses target no hold  Partial success partial grab +5 next hold attempt Success Achieve hold can now choke or  throw  Critical success Achieve hold and defender gets -5  to escape | Grappling Results (defender attempting to escape)  Mishap -5 to next escape attempt  Failure Still in hold  Partial success Partial escape +5 next escape  attempt  Success Escapes hold  Critical success Escapes hold and can take a  normal action |
| Movement Results for Chasing or being pursued  Mishap you fall and cannot move next round  Failure Stumble and fall but can move next  round  Partial success move half your movement  Success Move full movement  Critical success Maximum movement plus 50 ft | Magic results  Mishap magical mishaps (nasty stuff)  Failure spell fails  Partial success spell has half of effect  determined by gm  Success works as intended  Critical success works as intended and spell  does not contribute to casters daily spell  penalty (exhaustion) |
| Critical wound results for PC’s or major NPCs  Mishap/Failure Incapable of action regardless of  hitpoints  Partial success victim can continue with -5 to  actions  Success/ Critical success victim can continue |  |

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| Ranged attack Modifiers  Half range = no penalty  Beyond half range= -5  Beyond range = -10  Moving target= -1 per spd above (-5)  Cover = -1 per %10 cover  Small target = -1 to -10  Large target = +1 to +10  \*hand thrown range is 5o ft +10 per +1 str | Parry without a weapon skill  Brawling -5 if against weapons  Defender uses shield +3  Defender uses buckler, garde, amysram or bracers +2  Ranged attacks can be parried with a shield with  no modifier  Ranged attacks -10 to parry using weapons  Ranged attacks parry with buckler, gard, amysram, bracers get -5 |
| Dodge without the dodge skill  Acrobatics with -5 modifier  Dex attribute or CR attribute no modifier |  |

Other Basic info

Reaction rolls – Cha or fashion or culture

Affects reaction to PC based on 1st impressions

Movement- 50 feet + 50 feet per +1 spd or -10 feet per -1 speed

1 mile = 9 ft per round;

Sprint is double movement but Con determines sustainability

Initiative roll - Spd modifier

Encumbrance- Character can carry their body weight modified by

25% per +1 str or -10% per -1 str .

Max encumbrance -5 penalty on all action table rolls

Healing- heal 5 hps per day modified by + 1hp per +1 con and -1 per -1 con

Combat damage – Thrown or close combat damage dealt is DR of weapon +1 per +1 str or -1 per -1 str

Projectile weapons are not modified by attributes for damage.

Life and Death- Death save is modified by con and current hit points roll action table

Mishap- death

Failure- make another death save next minute at -1 additional penalty

Partial success- victim will recover but suffer a permanent affect.

Full or crit success- victim will recover completely.

Combat movement –

Retreating from combat you can defend and move ½ movement

Flee- you cannot defend and opponent gets one unopposed attack but move fully. A successful

dodge prior to fleeing negates the unopposed attack.

Advance – you can attack and move ½ movement

Aimed attacks – partial success from aimed shots are treated as failures in addition to penalties given

to hit. In general the protection rating of the armor worn by the target is applied as

a negative modifier.

Multiple actions – when using one action to perform multiple attacks against the same or different

target each roll gets an additional -5 modifier.

Counter spell - caster can counter any spell of the same mode if its differs by order gets a -5 modifier

Counter spells have same range and duration as same type of spell use the spell difference as a modifier to the counter spell.

Spell penalty- a caster can cast a # of spells per day = to his will +1 without a spell penalty any spell

cast beyond this number incurs a -1 penalty for each number of spells cast beyond the

amount. (when you critical cast a spell it does not count towards spell penalties)

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| Skill Benchmarks  Skill Rating Description  0 Novice  3 Apprentice  5 Competent  7 Adept  10 Professional  15 Expert  20 Master  30 Grandmaster | **Difficulty Modifier**  No chance of failure No need to roll  Any fool could do it +10  Very Easy +7  Easy +5  Simple +3  Routine +0  Tricky -3  Difficult -5  Very Difficult -7  Extreme -10  Beyond extreme -15 or worse |

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| Magical mishaps  Spell rebounds on caster  Spell strikes unintended target  Reverse spell effect  Static spell effect around caster or with an area  Wandering spell effect that moves randomly  Black hole effect: drawn into different  dimension.  Temporal rift: caster falls back or forward in time  Random spell effect  No noticeable spell effect (50% chance of effect occurring later) | **Time**  One day = 24 hours  One week = 7 days  One month = 7 weeks  One year = 7 months |

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| Attack  **Damage:** 1 hp per spell level  **Range:** (50 Feet +1 difficulty per additional 10 feet)  **Duration:** Instant or 1 minute (+1 difficulty per additional minute)  **Area:**+1 per foot of radius | Ward/Hex  **Protection**:(barriers) +1 per 3 spell levels; (wards)+2 per spell level; (aura) 2hp per level;  **Range:** Touch  **Area:** Single target(aura) or 5 foot radius. (+1 difficulty per extra foot)  **Duration:** 1 minute (+1 difficulty per extra minute)  **Notes:** Wards and Hexes modify skill they target by either + or – modifier where spell level is magnitude of modifier. |
| Divination/conceal  **Sense:** +1 perception per spell level  **Range: (**Normal) 50 feet +1 difficulty per extra 10 feet; (Scrying) 1 mile +1 difficulty per extra mile;  **Duration:** 1 minute +1 difficulty per extra minute.  **Notes:** Spell level is sometimes used as modifier for detecting or concealing target of the spell | Enchantment  **Specific Alteration:** +1/-1 per 3 spell levels (skills)  **Broad Alteration:** +1/-1 per 5 spell levels (attribute modifier)  **Range:** touch  **Targets:** 1 target +1 difficulty per extra target of the spell.  **Duration:** 1 minute (+1 difficulty per 1 extra minute)  **Notes:** Enchantment can be used to magic magic permanent |
| Influence  **Range:** 5 feet +1 difficulty per extra 5 feet  **Duration:** 1 minute +1 difficulty per extra minute  **Area:** Single target +1 difficulty per 1foot radius from the target.  **Spell Resistance:** Will roll modified by MR -1/2 level of the spell.  **Notes:** on critical casting roll subject will not know they were under a spell after effects wear off. | Move  **Str:** -9 (20lbs) +1 str per spell level  **Spd:** -4 (10 feet per round) +1 difficulty per +1 speed.  **Range:** 50 feet +1 difficulty per 10 extra 10 feet  **Area:** Single target ( +1 difficulty per additional 1 foot radius)  **Duration:** 1 minute (+1 difficulty per 1 extra minute) |
| Illusion  **Basic Illusion:** 1 level ( includes 1 sense), stationary or tied to target  **Additional features:** +3 levels per additional feature  **Range:** 50 feet +1 difficulty per 10 extra of range  **Duration:** 1 minute (+1 difficulty per 1 extra minute)  Features   * Each sense ( sight, sound, scent, taste, touch) * Motion or animation that goes beyond the basic illusion * Precise details or complex elements Gm discretion * Magnitude in brightness or volume of sound 1-5 features. | |
| Transmutation  **Healing/Harming:** 1 hit point per spell level or spell level must equal level of disease cured or inflicted.  **Range:** Touch  **Duration:** (transformations) 1 minute +1 difficulty per 1 extra minute; Healing/harming instantaneous  Types of Transformational changes   * Trivial level 3 (same species and sex, or same material and form of object but changed in size or enhanced appearance) * Minor change level 5 (same species but altered features or same material but different form.) * Major change level 10 ( Changing hair for feathers or changing material and form but still similar like metal sinker to metal knife ) * Radical change level 15 (changing wood to stone or shape changing a human into a cat) * Total change level 20 (changing human to stone ) * Increasing the ability level of creature is +1 level per rating of new form | |
| Conjuration/summoning (Conjuration and summoning are both considered the mode of conjuration)  Conjuration  **Max Mass:** 10 lbs +1 difficulty per extra 10 lbs  **Max Area:** 1 cubic foot +1 difficulty per extra cubic foot  **Range:** 50 feet +1 per 10 Feet of range  **Casting time:** 1 round  **Duration:** 1 minute (+1 difficulty per 1 extra minute)  Summoning  **Ability level of creature:** 1 per spell level  **Casting time:** 1 minute per spell level  **Duration:** Varies for creature and determined by pact. Usually no more then 24 hrs.  **Notes:**  Time required to complete circle of protection is usually 1 minute but casters can gain a bonus for extra time the put into making the circle. +1 extra 5 minutes, +2 extra hour, +3-4 for 24 hours.  See rules on sealing pact  **Banishment:** Banishing creature types from different orders gains additional -5 modifier. Spell level must be equal to the creatures spell level (may need arcane roll to determine creatures power) and requires 1 round per spell level in order to cast. | |

Modifiers

* Casting spells by using spell books as an aide gains +3 roll but requires 10 rounds to cast.
* Using a scroll gains +5 bonus and requires an additional 2 rounds to cast.
* If the caster does not know the spell then they do not gain the bonus but can cast the spell.

Spell books usually have 400 pages and spells take 1 page per level.

Scrolls are 1 page long.

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