

# GM QUICK REFERENCE

## CORE STATS

Relict's core skills, what kinds of Checks they might be used for, and what they numerically affect for characters and creatures.

**Might.** A character's strength, athleticism, or physicality.

*Related Checks:* strength, grappling, intimidation, physique.

*Mechanics:* Melee weapon attacks, **Stamina Capacity** & **Regeneration**.

**Precision.** A character's attention to detail, finesse.

*Related Checks:* stealth, craftsmanship, dexterity, detection.

*Mechanics:* Ranged weapon attacks, **Armor**, stealth & searching.

**Cleverness.** Performance, guile, deceit, and charm. Clever characters also have a knack for mechanisms and riddles.

*Related Checks:* persuasion, flirting, locks, trickery, catching/telling lies.

*Mechanics:* Cleverness is the key Stat for dealing with locks & traps.

**Knowledge.** What you know, how well you learn, and your ability to apply that knowledge.

*Related Checks:* trivia, engineering, medicine, research, investigation.

*Mechanics:* Knowledge is the key Stat for performing **First Aid**.

**Willpower.** Mental strength, emotional robustness, determination, conviction, or zeal.

*Related Checks:* determination, resisting mental effects.

*Mechanics:* Willpower increases **Mana Regeneration**.

**Fortitude.** A character's capacity to endure hardship, and channel power from the Ether.

*Related Checks:* resilience, resisting physical effects, enduring pain.

*Mechanics:* Fortitude increases **Armor** and **Mana Capacity**.

## CORE STAT SCALE

What having a particular score in a Core Stat means, in practical terms.

**0: Baseline.** You're untrained or unskilled in that area.

**1-3: Typical.** You have some experience here, but no special training.

**4-6: Skilled.** This is your "thing," you're well practiced at it.

**7-9: Expert.** You're among the best in this field.

**10-19: Exceptional.** Few mortals in a generation achieve this level of skill.

**20+: Supernatural.** Almost unattainable by mortals without magic.

## CHECK DIFFICULTY

Use the scale below as a guide for assigning Check targets, or to determine how well your players rolled for an undefined target.

**2-5: Trivial**

**6-9: Easy**

**10-13: Possible**

**14-17: Difficult**

**18-20: Impossible**

**21+: Legendary**

## CRITS

When someone rolls a "12 on a d12"...

When a player Crits, they may:

1. Roll an additional d12 and add it to the roll (a.k.a. "exploding").
2. Activate one **Critical Effect** they have access to.
3. Collect a **Fate Point**.

When the GM Crits, they may:

1. Roll an additional d12 and add it to the roll.
2. If dealing damage, roll an additional damage die. *If you would roll multiple sizes of damage die, use the largest.*
3. Activate a **Critical Effect**.

## INITIATIVE

Determine turn order for an Encounter.

- Each player and GM creature rolls 1d12. Highest result goes first.
- To resolve ties, the creature with the **lower Armor** goes first.
- If Armor is tied, the creature with the **higher Speed** goes.
- If Speed is tied, roll off.

**Critical Initiative.** If a player/creature rolls a 12 on their Initiative, they may choose to roll again and add it to the result, or collect a **Fate Point** (players only).

**Delay.** A creature may choose to lower its initiative roll. If it does, this change lasts for the rest of the Encounter.

## AMBUSHES, ATTACKING FROM STEALTH

Ambushes, sneaky attack bonuses, and surprises.

**Attacking From Stealth.** When a creature makes an attack with a weapon or spell against a creature that cannot currently perceive it, they may add an additional **+1d6 to the Attack Roll**. If it hits, they may **roll the damage twice, and apply the higher result**. These effects only apply to the first attack made against the target that Turn, hit or miss.

**Ambushes.** When combat starts before one side has detected another, it triggers an **Ambush**.

The ambushing side gets to take a Round before the ambushed side joins the initiative. This is called an **Ambush Round**.

During the Ambush Round, the ambushing party gets to decide what order each member takes their turns in.

All creatures who participate in an Ambush Round are considered **Hidden** from their targets for the purpose of triggering effects related to stealth (such as **Attacking From Stealth**).

Ambushed creatures may still use Reactions as long as they meet the requirements for that Reaction (*like perceiving a target*).

At the end of an Ambush Round, both sides roll **Initiative**, and the Encounter proceeds as normal.

**Surprise** is similar to an Ambush, but describes abrupt non-combat situations, such as triggered traps or sudden events.

Treat Surprise the same as when the party is Ambushed. A round elapses before the surprised creatures roll Initiative.

## COVER

The GM determines what attackers creatures have cover from, and how much.

**Partial Cover.** Grants **+1 Armor**.

*Examples:* crouching behind a rock, flipping over a table.

**Significant Cover.** Grants **+2 Armor**.

*Examples:* firing through arrow slits, ducking into prepared trenches, or being difficult to spot through dense forest.

**Total Cover.** Complete protection, usually unseen or un-attackable. Some effects may still interact with creatures in total cover.

# GM QUICK REFERENCE

## SENSES

*How creatures perceive the world.*

**Humanoid Senses.** Roughly the same as an average real-life human. Most player characters have Humanoid senses.

**Darkvision (XXft.)** A creature with **Darkvision** can see in the dark up to a specified range. **Darkvision** is monochromatic and does not penetrate magical darkness.

**Blindsight (XXft.)** A creature with **Blindsight** can accurately perceive its surroundings in the specified radius, even if it is blinded or the area is covered in magical darkness.

**Keen (Sense).** A creature with a keen sense (such as “**Keen Hearing**”) rolls an additional **+1d12** whenever it makes a check related to that sense, including **Search** Actions.

**Poor (Sense).** A creature with a poor sense (such as “**Poor Vision**”) makes checks related to that sense with **1d6 instead of 1d12**.

**Specified (Sense XXft.)** Some creatures specify a range for different senses, (such as “**Darkvision 120ft.**, **hearing 300ft.**, **other perception 120ft.**”) They have limited to no perception beyond the specified range.

## LIGHT, DARK, INVISIBILITY

*What having a particular score in a Core Stat means, in practical terms.*

**Blinding Light.** Vision is impossible for most creatures. Vision related checks are made with **1d6 instead of 1d12** in a **Blinding** area. Depending on the severity, the GM may call for other checks to avoid suffering the **Blinded Condition** or **Permanent Blindness Affliction** when creatures are exposed to **Blinding Light**.

**Bright Light.** An area where most creatures can see normally.

**Dim Light.** Areas that are only partially lit (moonlight, candlelight, etc.) Creatures without **Darkvision** can navigate in **Dim Light**, but vision related checks are made with **1d8**.

**Darkness.** An area with no light. Creatures without **Darkvision** cannot see in darkness at all, and automatically fail vision related checks.

**Blind Actions.** Many Actions that require a creature to perceive the target in order to use them. Other Actions require a roll (such as **firing an arrow via the Attack Action**), which is done with a die two sizes smaller than normal against unseen targets.

**Invisibility.** Attacks against Invisible creatures are made with die two sizes smaller than normal, they are considered **Hidden** until detected, and other creatures have a **-1d10** penalty on **Search Checks** to find them. Invisibility ends automatically when a creature takes or deals damage.

## ITEM RARITY

*How rarity relates to cost; what level players will usually find such items.*

**0-100GP | Mundane.** Commonly available items, suitable for all levels.  
**100-500GP | Unusual.** Character levels 3-5.  
**500-2,500GP | Rare.** Character levels 6-9.  
**2,500-50,000 | Very Rare.** Character levels 10+  
**50K-500K GP | Legendary.** Character levels 13+  
**500K-10M GP | Mythic.** Unique and (nearly) priceless.

## ARMOR ABSORPTION

*Armor with Absorb (X) allows PCs to prevent damage by spending Armor.*

Players can use a Reaction to invoke the **Absorb** effect of their armor. *This should be done when the wearer is about to take damage, but before it is rolled.*

- **Absorb** only affects **Common** and **Elemental Damage Types**.
- The **Armor** value of that set of armor is reduced by the **Absorb** amount. This reduction lasts until repaired.
- The GM rolls the damage and removes one die result for each point of Armor lost, starting with the highest result.
- If the armor would be reduced to 0, the armor is destroyed, and the damage is not reduced.

## THROWING, LONGSHOTS, POINT-BLANK, DUAL WIELDING

*What having a particular score in a Core Stat means, in practical terms.*

**Throwing.** Some melee weapons list a **Throw** range beside their melee range. Throwing a weapon works like a ranged attack. Damage remains unchanged, and the weapon falls to the ground where it lands. You cannot Throw a weapon at a target within your melee reach.

**Longshots.** Creatures may make ranged (including thrown) attacks at greater distances with a penalty. To do so, double the weapon's listed range, but drop the Attack die two sizes. You can do this repeatedly, reducing the attack die two sizes each time the range is doubled, stopping when the die is reduced to a flat 1. ( $1d12 > 1d8 > 1d4 > 1$ )

**Point-Blank Shots.** Ranged weapon attacks made when hostile creatures are within 5ft. of you are rolled with **1d8**, (instead of 1d12).

### Dual Wielding.

When a dual-wielding creature uses the Attack Action, they make two attack rolls, one for each weapon, and determine hits and damage accordingly. The creature's controller should decide what order to use the weapons in before rolling.

- **Small** weapons can be wielded in a character's off-hand without penalty.
- When a creature wields a **Medium** weapon in its off-hand, **both** weapons roll with **1d10** to hit.
- **Large** and **Giant** weapons **cannot** be wielded in a character's off-hand.
- **Two-handed** weapons (any size) **cannot** be dual wielded.

## TURN ORDER

*Each character's turn has the following steps.*

1. Start of turn.
2. Recovery Step.
3. Action 1.
4. Action 2.
5. End of turn.

- **Free Actions** can occur whenever their requirements are met, even on another creature's turn.
- Each creature has one **Reaction** per Round, which can occur whenever its requirements are met, even on another creature's turn.