

# GHASTLY *Affair* Common Situations Quick Reference

*+1 Bonus or -1 Penalty if a **Class Characteristic** affects an Ability Check.*

*+2 Bonus or -2 Penalty from **Situation** or **Environmental** factor.*

*+3 Bonus or -3 Penalty from an **Asset** or **Affliction**.*

*-10 Penalty if untrained for an action that **Requires Training**, or in **High Society** if character is unfamiliar with it.*

*+3 Bonus on all actions taken on behalf of a **True Love**.*

- **Acting:** Charisma Check for exceptional performance. [Requires Training]
- **Bartering:** Charisma Check for desirable offer.
- **Bribing:** Charisma Check for acceptable bribe.
- **Confusing** opponents (when Debating): Intelligence Check. Failure means embarrassment.
- Displaying **Connoisseurship:** Wisdom Check. [High Society]
- **Currying Favor:** Charisma Check. -2 if higher Level will be adversely affected. [High Society]
- **Dancing:** Dexterity Check for exceptional performance. [Requires Training]
- **Deciphering** a secret: Intelligence Check.
- **Debating** (honestly): Charisma or Intelligence Check to make or counter a significant statement.
- Donning a **Disguise:** Dexterity Check. -4 for opposite gender. -8 for specific person.
- **Drawing:** Dexterity Check for exceptional work. [Requires Training]
- Demonstrating **Etiquette:** Charisma Check to avoid a Faux Pas. [High Society]
- Administering **First-Aid:** Dexterity Check. Success = 1 HP restored. Failure = 1 HP lost. [Requires Training]
- Understanding a **Forbidden Book:** Perversity Check (+ possible Perversity increase).
- **Forgery** (letter, money, etc.): Dexterity Check. -2 if original's creator is famous.
- Committing **Fraud:** Contest of Fraud's Charisma versus target's Wisdom.
- **Hiding:** Dexterity Check. Hide from an active watcher: Contest of hider's Dexterity versus viewer's Intelligence
- Locating an **Informant:** Charisma Check. -2 for 5<sup>th</sup> Level or higher informant. 1-6 hours for well-known data, 1-6 days for obscure, 1-6 weeks for secret.
- Making an **Innuendo:** Charisma Check to make a double entendre. [High Society]
- **Insulting** to inflict Shame: Charisma Check. -2 if target is higher Level. [High Society]
- Learning a **Language:** 24 months, minus 1 month per point of Intelligence.
- Comprehending a **Magical Ritual:** Perversity Check (+ possible Perversity increase).
- Creating a **Medicine:** Intelligence Check. [Requires Training]
- **Painting:** Dexterity Check for exceptional work. [Requires Training]
- Playing **Music:** Dexterity Check for exceptional performance. [Requires Training]
- **Picking Locks:** Dexterity Check. [Requires Training]
- **Picking Pockets:** Dexterity Check. [Requires Training]
- **Researching** in a book: Intelligence Check.
- Performing a **Scientific Experiment:** Intelligence Check. [Requires Training]
- **Sculpting:** Dexterity Check for exceptional work. [Requires Training]
- **Searching** (for desired object): Wisdom Check.
- Finding **Secret Doors:** Wisdom Check.
- **Seducing:** Contest of Seducer's Charisma vs. target's Wisdom. PCs cannot Seduce PCs.
- Understanding a **Shocking Letter:** Perversity Check (+ possible Perversity increase).
- **Singing:** Constitution Check for exceptional performance.
- **Slandering** to ruin a reputation: Charisma Check. -2 if target is higher Level. [High Society]
- **Tailing** a target (without being seen): Contest of follower's Dexterity versus target's Wisdom.
- Resisting **Torture:** Wisdom Check: -3 Penalty due to pain. If unsuccessful, confirm torturer's beliefs (true or false). If successful, choose what to do.
- **Tracking:** Wisdom Check. [Requires Training]
- Detecting a **Trap:** Wisdom Check.
- Removing a **Trap:** Dexterity Check.
- Making a **Witty Repartee:** Intelligence Check. [High Society]
- **Writing Poetry:** Wisdom Check for exceptional work. [Requires Training]
- **Writing Prose:** Intelligence Check for exceptional work. [Requires Training]

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