

GHASTLY *Affair* Danger Quick Reference

Time is measured in 10 second Rounds during times of Danger.

Fight Sequence

Presenter flips coin to determine **Initiative**. Players choose heads or tails.

Individuals on side that wins **act** in order of Dexterity.

Combatants **choose 1 action** for the Round:

1. **Draw** and ready a weapon (if none is in hand), or change weapons.
2. Make a **Hand-To-Hand Attack** against any creature within 20 feet with any weapon, unless an obstruction prevents it.
 - *Dexterity or Strength Check (if weapon is blunt). Penalty on Check = opponent's AC*
3. Make an **Artillery Attack** against any creature within their weapon's range.
 - *Dexterity Check. Penalty on Check = opponent's AC*
4. **Change Position**.
 - *Move 2x Speed in feet without granting attackers a Bonus.*
5. Prepare to **Dodge** the next oncoming attack.
 - *Gain one half of either Dexterity or Speed as AC against next attacker. Can't dodge bullets.*
6. Prepare to **Block** the next attack.
 - *Dexterity Check for held object to grant Cover.*
7. Run to and attempt to **Hold** any creature within 20 feet.
 - *Ability Contest of the grabber's Dexterity against the target's Strength.*
8. Attempt to **Flee**.
 - *Run distance in feet equal to Speed x 20. Attackers granted +3 Bonus. Can trigger a Chase.*
9. Try to create a **Preternatural Effect**.
 - *Successful attack on User spoils effect. Attacks on Magicians engaged in casting spells enjoy a +3 Bonus.*

Side that lost Initiative acts, in Dexterity order.

Fight sequence ends when:

- All the combatants on one side are dead, incapacitated, have fled, or have surrendered.
- Neither side is able to continue.
- Both sides agree to stop fighting.

Damage

- Lethal Damage is subtracted from Hit Points.
- If total Nonlethal Damage exceeds current HP, character is incapacitated.
- Most attacks do 1d6 Lethal Damage, plus the attacker's Damage Bonus.
- A Creature's Damage Bonus is equal to their Hit Dice.
- Fists inflict 1d2 Nonlethal Damage – Gypsies can choose to inflict Lethal damage with fists.
- Smooth bore guns: -2 Penalty on Attack Check, 2 Rounds to reload.

Cover and Armor

- +2 AC per 10% of body covered by completely impervious material.
- +1 AC per 10% of body covered by resistant or resilient material.
- **Steel Helmet:** +1 AC. **Steel Cuirass:** +3 AC. **Antique Plate Armor:** +9 AC (Affliction "Encumbered"). **Whale-boned Stays:** +1 against slashing attacks only.

Chases

- Determine **Lead** (distance between quarry and pursuer).
- **Speed Contest** each Round – Lead increased or cut by winner's Speed in feet.
- Quarry can **Elude** by:
 1. Forcing a choice of paths
 2. Getting lost in a crowd
 3. Throwing off scent (against dogs, etc.)
 4. Throwing down obstacles

Escapes

- **Strength Contest** to break a Hold.
- **Dexterity Check** to slip out of knotted rope or fabric.
- **Locked manacles** require lock-pick and training.

Morale

- Adversaries **reduced to half HP**, or **mundane creatures confronted by the Preternatural** must **Save versus Charisma**, or flee/surrender.
- Creatures **struck by materials they are Vulnerable to** must also **save versus Charisma** or flee.

Using Faith

- Character with **Perversity of 6 or lower** presents religious symbol against supernatural Evil.
- **Charisma Contest** occurs. Evil being must keep at least 25 feet away, if they lose.

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