

# GHASTLY *Affair* Exploration & Travel Quick Reference

## Searching

- No Check needed if player specifies where and how they are searching.
- Wisdom Check to search an area for a desired object without specifying how and where.

## Lighting Effects

- **Total Darkness:** -4 Penalty on actions that need sight.
- **Dim lighting:** inflicts a -2 Penalty to all Ability Checks that rely on vision, *except for Checks involving Love, Romance or Seduction*. Nightvision or eyes adapted to low light (including Grave Robbers) ignores Penalty.
- **Adequate lighting:** no Penalty
- **Bright lighting:** +2 Bonus on Ability Checks involving fine detail work.

## Secret Doors

- If Players suspect the presence of secret doors or passages, they can describe the ways that their characters are searching. If they search the correct area (by knocking on the wall, closely looking at the wainscoting, etc.) they can detect the hidden space without rolling dice. They still might not know how to open the space, however.
- Alternately, characters can use a Wisdom Check to find any secret doors in an area. The Presenter can rule that the Check only covers a specific part of an area (such as single wall), or an entire room, depending at the desired pace of game play.
- If a character knows there is a secret door or passage, they can start describing what actions they are performing to trigger its opening. If they perform the action, the door or passage is opened.
- Alternately, the character can use an Intelligence Check to figure out how to open the passage.

## Traps

- Found with a Wisdom Check, if a character is actively searching for them.
- Removing a trap requires a Dex Check.
- True Innocents can't roll dice to find non-lethal traps.
- Grave Robbers receive a +1 Bonus on attempts to find and disarm intentional traps.

## Travel Rates

- Carriages & Carts: 5 mph. 60 miles/day on a good road
- Foot Travel: 1 mph off-road, 1.5 mph on bad roads, 3 mph on good roads. 5 miles/day over rough terrain, 10 on bad roads, and 20 miles on good roads.
- Horseback: 4 mph. 30 miles per day.
- Watercraft: 120 miles a day.

## Weather & Environmental Hazards

- **Cold:** 1 point Temporary Con. Damage *and* 1 point of Nonlethal Damage per hour, unless dressed properly. **Extreme Cold:** 1d6 points Nonlethal Damage per Round, *plus* 1 point Temporary Str, Dex, and Con Damage. Con. Save to avoid Ability Damage.
- **Collapsing Buildings:** 1d6 points Lethal Damage per Round to each person trapped inside. Dex save to negate all Damage for that Round.
- **Drowning:** 1d6 point Lethal Damage *and* 1d6 point of Nonlethal Damage per Round.
- **Falling:** 1d6 points Lethal Damage, *plus* 1 point of Temporary Damage to Dex and Speed, per 10 feet fallen. Dex Save to negate the Dex and Speed Damage, but not the Lethal Damage.
- **Fire:** 1d6 points of Lethal Damage per Round, *plus* 1 point of Permanent Chr, Dex, and Con Damage. Dex Save to avoid Ability Damage, but not Lethal Damage.
- **Fog and Mists:** -2 Penalty on artillery attacks, and any Check that involves perceiving details. **Heavy Fog** limits vision to 5' in any direction
- **Heavy Objects:** 1d6 points of Lethal Damage per 5 pounds of weight, per 10 feet fallen. Dex Save to dodge a falling object.
- **High Heat:** 1 point Nonlethal Damage per hour, unless character stops every hour in the shade and drinks.
- **Lava:** 1d6 points of Lethal Damage per Round, *plus* 10 points of Permanent Chr, Dex, and Con Damage.
- **Lightning:** 1d6 points of Lethal Damage per strike, *plus* 1 point of Temporary Strength, Dex, and Con Damage. Dex Save to avoid Ability Damage. Inflammable materials ignited.
- **Moonless Nights:** Total darkness.
- **Quicksand:** Save versus Dex to avoid. 1d6 Lethal *and* 1d6 Nonlethal drowning Damage if character moves while in quicksand.
- **Rain:** -2 Penalty to all physical actions. Continue to suffer the Penalty if clothes are wet. Guns become useless if their gunpowder gets wet.
- **Rotting Flesh:** All Nearby Save versus Con or suffer a -3 Penalty on all Ability Checks for mental concentration or physical exertion, until Character leaves the area. Grave Robbers are immune.
- **Smoke Inhalation:** 1d6 points Lethal *and* Nonlethal Damage, per Round, *plus* 1 point of Temporary Con Damage. Con save to avoid the Con Damage. Smoke inhalation can be avoided by holding one's breath.
- **Winds above 30 mph:** decrease Speed by 2 (except ship sailing with wind), -2 Penalty on artillery weapons. **Above 50 mph:** effective forward movement impossible, -4 Penalty on artillery weapons. **Above 100 mph:** as 50mph, *plus* 1d6 points of Nonlethal Damage per minute. **Above 150 mph:** as 100 mph, *plus* destroy wooden structures, uproot trees, and lift small ships!

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