

WORLD TREE REFERENCE SHEET

Skill Rolls

Attribute + Skill + d20 or Attribute + Skill + s20 ≥ GM-chosen threshold

Easy	Routine	Tricky	Hard	Very Hard
10	15	20	25	30

Stress 20 (s20)

1	1, and possible botch
2-19	score as rolled
20	reroll & add 20

Combat Totals (can be calculated in advance)

Attack Base	Dexterity + Weapon Skill + Weapon Attack Modifier
Base Damage	see weapon, page 154
Damage Incr.	see weapon, page 154
Defense Base	Agility + Dodge + Armor Defense Modifiers
Soak	Total of all Armor Soak scores, page 156

Stress 6 (s6)

1	1, and possible botch
2-5	score as rolled
6	reroll & add 6

Botch Dice

GM decides number of d6's to roll. 1's indicate a botch - the more 1's, the worse the botch. If no 1's, there is no botch; the stress die simply scores 1.

Life and Death

Life	Points	Effect
Full	3×(Stamina + Life Base)	
Hurt	½ of full remaining	Trouble 3
Badly Hurt	¼ of full remaining	Trouble 6
Incapacitated	0	Unconscious; Trouble 2 if healed
Dying	-(Will + Life Base)	Will die in 3 seconds; Trouble 6 if healed

Trouble

Penalty on most d20 and s20's. Extra botch dice: ½ Trouble

Combat Summary

1. Choose combat options (optional)
2. Attacker rolls **Attack** = Attack Base + s20
3. Defender rolls **Defense** = Defense Base + s20
4. If Attack ≤ Defense, it misses
5. If Attack > Defense, it hits...
6. **Triumph** = (Attack - Defense)÷10, rounded **down**
7. **Damage** = Base Damage + (Triumph × Damage Increment) - Soak, but at least 1
8. If Triumph ≥ 3, attacker may choose Critical Hit, page 161.

Daily Cley

Faith + Cley Base + d6

Meditation

15 minutes per try. Roll Faith + Meditation + s20 ≥ 20 for first cley regained, ≥ 22 for second, ≥ 24 for third, etc.

Pattern Magic

Max. Cplx	Memory + Worst Noun + Worst Verb
Power	Memory + Worst Noun + Worst Verb + d20 (or s20)
Cley	1
Botch Dice	only in stress situations

Magic Resistance

Magic Resistance + s20 ≥ spell's Power to resist.
Extra cley gives +s20 {no botch dice} each.

Spontaneous Magic

Cley	d3
Cplx. Rolls	for each Noun and Verb, roll Wits + Art + s20 ≥ (2×Complexity)
Botch Dice	One for each Noun or Verb, on Complexity roll only.
Power Roll	Wits + Worst Noun + Worst Verb + Spontaneous Force + (Number Of Cley)s20 {no botch dice}

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