

TALISMAN ADVENTURES TEST OUTCOME REFERENCE SHEET (TATORS)				
Combat Test Outcomes (p.41 – 44)				
Test	Failure	Standard Success	Great Success	Extraordinary Success
<b>Exploration Surprise</b> (p.38) Notice (Wits) at Difficulty: Alert 11 Mostly Alert 14 No Lookout 17 V. Distracted 20	Surprised, no action, each unengaged enemy will attack, Defence Test made at -6. GM determines position of Enemies in relation to PC.	Partially Surprised, may act at -2 penalty to Test, or choose Defend action at no penalty. GM determines position of Enemies in relation to PC.	PC can act normally.	PC can act normally and alert one other character who can act normally (even if was Surprised).
<b>PCs Ambush Enemies</b> (p.39) Stealth (Agility/Insight) at Threat, -2 penalty if another PC has lower Stealth (Agility/Insight)	No surprise, combat proceeds normally.	Enemies Partially Surprised, each PC gets +2 on an Attack and Defence Tests against the Enemy, PCs determine position.	Enemies Completely Surprised. PCs can make attack against Enemy at +2, Standard Successes become Great, PCs determine position, unopposed Enemy cannot attack.	Enemies Completely Surprised and GM may give additional advantage.
<b>Attack, Melee</b> (p.41)	Miss. Enemy inflicts full damage.	Hit. Enemy inflicts half damage.	Hit. Enemy inflicts no damage/takes no action.	Hit. Enemy inflicts no damage. Additionally: +1d6 dam/knockdown/stun/inflict 1 wound
<b>Attack, Psychic</b> (p.42)	Fail. -2 penalty to further Psychic until short rest. Additionally: - Enemy inflicts full psychic/ranged/ melee damage on you - Or Enemy with ranged attacks an ally (they must make defence test)	Hit. -1 penalty to further Psychic until shot rest. Additionally: -Enemy inflicts half psychic/ranged/ melee damage on you - Or Enemy with ranged attacks an ally (they must make defence test)	Hit. Enemy inflicts no damage/takes no action.	Hit. Enemy inflicts no damage. Additionally.: +1d6 dam/knockdown/stun/inflict 1 wound/prevent from Psychic attack for 1d6 rounds
<b>Attack, Ranged</b> (p.42)	Miss. Additionally: - Enemy inflicts full ranged/ melee damage on you - Or Enemy with ranged attacks an ally (they must make defence test) - Or Enemy in range inflicts <i>maximum</i> ranged damage on you - Or lose additional 1d3 ammo	Hit. Additionally: -Enemy inflicts half ranged damage on you -Or Enemy inflicts <i>full</i> melee damage on you - Or Enemy with ranged attacks an ally (they must make defence test) - Or lose additional 1d3 ammo	Hit. Enemy inflicts no damage/takes no action.	Hit. Enemy inflicts no damage. Additionally.: +1d6 dam/knockdown/stun/inflict 1 wound/pin opponent or other special effect.
<b>Cast Spell</b> (p. 42)	Failure. Spend spell point or lose spell (Also, if [1] on Kismet, spell is forgotten)	Success. Additionally: -Spend extra spell point or -2 penalty to spellcasting -Or spell only has half effect -Or Enemy inflicts full ranged/ melee damage on you (Also, if [1] on Kismet, spell is forgotten)	Success.	Success. Additionally: -If “spell strained” recover -Spell costs one less Spell Point -Spell effect increased (eg damage, effect area)
<b>Protect character</b> (p.43)	Fail.	Halve the damage the character receives, or, you take full damage they take none.	Block all damage from one attack.	Block all damage from one attack. Additional effect, eg inflict half damage on enemy.
<b>Recover Action</b> (p.43)	Fail.	Recover 1d3 Life.	Recover 1d6 Life.	Recover 1d6+3 Life.
<b>Defence Test</b> (against Enemy attack) (p.44)	Failure. Enemy inflicts full damage.	Enemy inflicts half damage.	Success. Enemy inflicts no damage.	Success. Enemy inflicts no damage. Additionally, you may inflict eg half damage if psychic or melee.

<b>Exploration Tests (p.213 -215)</b>				
<b>Test</b>	<b>Failure</b>	<b>Standard Success</b>	<b>Great Success</b>	<b>Extraordinary Success</b>
<b>Guide</b> Use Lore (Wits) or Survival (Insight), base Difficulty 14 (p.213)	Lost or delayed one day. GM may present shortcut if hazard overcome. If [1] on Kismet, hazard and no shortcut.	Travel at full speed with no delay. If [1] on Kismet, may face hazard.	Travel at full speed with no delay. If [6] on Kismet, may find Interesting Location.	Shortcut, reduce travel by half day. Or, Guide finds Interesting Location.
<b>Watcher</b> Use Notice (Wits), base Difficulty 14 (p.214)	Encounter Enemy. -3 penalty to Surprise Test.	PC locates nearby enemy, Survival (Wits) 14 to identify, may avoid. If avoided, Enemy pursues to ambush on 1 in 6	PC locates nearby enemy, Survival (Wits) 14 to identify, may avoid, if encounter may Surprise with +3 bonus.	(None specified)
<b>Hunter</b> (p. 214) Test Survival (Insight) or Archery (Agility) at Difficulty 14	No game. Use rations or go hungry.	PC needs no ration.	PC needs no ration, gains additional 1d3 rations	(None specified)
<b>Camping</b> (p.214)	GM rolls 3d6. Random Encounter on 8+	GM rolls 3d6. Random Encounter on 14+	GM rolls 3d6. Random Encounter on 17+	Completely concealed, no encounter.

<b>Trap Tests (p.218-220) NB, Trap Concealment Modifiers applied to Noticing Test: Obvious -2, Standard 0, Well-concealed +2, Nearly Invisible +4, Nearly Impossible +6</b>				
<b>Test</b>	<b>Failure</b>	<b>Standard Success</b>	<b>Great Success</b>	<b>Extraordinary Success</b>
<b>Noticing a Trap</b> (p.219) Notice (Wits) or Spellcasting if Magical, at following Difficulties: 1/4 move 11 1/2 move 14 Full move 17 Distracted 20	PC does not notice, trap is triggered.	PC notices, may need to make Athletics or Sleight of Hand (Agility) to avoid triggering.	PC notices and may attempt to avoid or disarm.	PC notices and GM may give bonus to disarm.
<b>Disarming a Trap</b> (p.220)	Trap is triggered.	Trap disarmed but only partially, or may be impossible to reset.	Trap completely disarmed and may be reset.	(None specified)

<b>Other Assorted Test Outcomes</b>				
<b>Test</b>	<b>Failure</b>	<b>Standard Success</b>	<b>Great Success</b>	<b>Extraordinary Success</b>
<b>Repair Armour</b> (min one hour, repair kit, and eg forge for heavy armour) (p.46)	Fail. Kit is used.	Restore 1d6 Armour, kit is used.	Restore 2d6 Armour, kit is used. Or, restore 1d6 Armour, kit is not used.	Restore 2d6 Armour, kit is not used.
<b>First Aid</b> (p.48) PC must have Healing (Insight), test at Difficulty 14	Fail.	Heal 1d6 Life.	Heal 2d6 Life, or 1d6 Life and 1 Wound.	Heal 2d6 Life and 1 Wound.
<b>Persuasion</b> (p.154) Persuasion (Insight) Difficulty is Stranger's Craft +10	Fail. Reduce Attitude one step	Increase Attitude one step for one day or one encounter	Permanently increase Attitude by one step.	(None specified)
<b>Identifying Magic Items</b> (p.229) Lore (Wits), base Difficulty 20	Knows nothing about item.	PC knows basic history, item Benefits and can use, may know general nature of, or at 2 <sup>nd</sup> test or later learn a single Special Quality.	PC knows history, one Benefit and one Special Quality and can use, knows general nature of others.	PC knows full history, Benefits and Special Qualities.