MAGISTRATE'S QUICK REFERENCE

The Five Colonies · The GM's grid — free from autumnsanthology.com

The chair's whole job, on one sheet. Everything below is the book's own tables, condensed — the chapters keep the words around them.

Master Attack Matrix — roll needed to hit (Chapter 6)

Attack Rank	AC 10	AC 8	AC 6	AC 4	AC 2	AC 0	AC –2	AC –4	AC –6	AC –8	AC –10
1	10	12	14	16	18	20	20*	20*	20*	20*	20*
2	9	11	13	15	17	19	20*	20*	20*	20*	20*
3	8	10	12	14	16	18	20	20*	20*	20*	20*
4	7	9	11	13	15	17	19	20*	20*	20*	20*
5	6	8	10	12	14	16	18	20	20*	20*	20*
6	5	7	9	11	13	15	17	19	20*	20*	20*
7	4	6	8	10	12	14	16	18	20	20*	20*
8	3	5	7	9	11	13	15	17	19	20*	20*
9	2	4	6	8	10	12	14	16	18	20	20*
10	2	3	5	7	9	11	13	15	17	19	20*
11	2	2	4	6	8	10	12	14	16	18	20
12	2	2	3	5	7	9	11	13	15	17	19
13	2	2	2	4	6	8	10	12	14	16	18
14	2	2	2	3	5	7	9	11	13	15	17
15	2	2	2	2	4	6	8	10	12	14	16
16	2	2	2	2	3	5	7	9	11	13	15
17	2	2	2	2	2	4	6	8	10	12	14
18	2	2	2	2	2	3	5	7	9	11	13
19	2	2	2	2	2	2	4	6	8	10	12
20	2	2	2	2	2	2	3	5	7	9	11

Saving throws — by class and level (Chapter 3)

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Ark Guard	1–3	14	15	16	17	17
Ark Guard	4–6	12	13	14	15	16
Ark Guard	7–9	10	11	12	13	14
Ark Guard	10–12	8	9	10	11	12
Ark Guard	13–14	6	7	8	9	10
Ark Guard	15–17	4	5	6	7	8
Ark Guard	18–20	2	3	4	5	6

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Ark Throttle Jockey	1–3	13	14	15	16	16
Ark Throttle Jockey	4–6	11	12	13	14	14
Ark Throttle Jockey	7–9	10	11	12	12	13
Ark Throttle Jockey	10–12	8	9	10	10	11
Ark Throttle Jockey	13–14	6	7	8	8	9
Ark Throttle Jockey	15–17	4	5	6	6	7
Ark Throttle Jockey	18–20	2	3	4	4	5

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Scoundrel	1–3	13	12	14	16	15
Scoundrel	4–6	11	10	12	13	12
Scoundrel	7–9	9	9	10	11	10
Scoundrel	10–12	8	7	8	9	9
Scoundrel	13–14	6	5	7	7	7
Scoundrel	15–17	4	3	5	5	5
Scoundrel	18–20	2	2	3	3	3

Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Blessed	1–3	10	13	14	15	12
Blessed	4–6	9	11	12	13	10
Blessed	7–9	7	9	10	11	8
Blessed	10–12	6	8	9	9	7
Blessed	13–14	4	6	7	8	5
Blessed	15–17	2	4	5	7	3
Blessed	18–20	2	2	3	6	2

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Class	Levels	Paralyzation/Poison/Death	Petrification/Polymorph	Rod/Staff/Wand	Breath Weapon	Spell
Tinker	1–3	13	12	13	15	14
Tinker	4–6	11	11	11	13	12
Tinker	7–9	10	9	9	11	10
Tinker	10–12	8	8	8	9	8
Tinker	13–14	6	6	6	7	6
Tinker	15–17	4	4	4	5	4
Tinker	18–20	2	2	2	3	2

Reaction (2d6 + Charisma adjustment) · Load and movement (Chapter 5)

2d6	Reaction	Load Carried (lb)	Move	Combat Move (per round)
2 or less	Immediate attack	Up to 40	12"	40 ft
3–5	Hostile — threats, weapo	41–60	9"	30 ft
6–8	Uncertain — watching, wary, ready talk or may bolt	61–80	6"	20 ft
9–11	Friendly-leaning — willin	81–120	3"	10 ft
12 or more	Warmly disposed — offers aid, news, or hospitality	Over 120	— (cannot move)	—

Sky combat — system table (Chapter 9)

d6	System hit	Effect
1	Steering	Helm rolls one step worse until repaired
2	A core mount	The ship loses a grade of power; one band slower; a second hit here ends the engine (the graceful settle begins)
3	The Ether lines	Roll the volatile reaction (Chapter 8): the engineer saves vs. Breath to vent it harmlessly; failure means the reaction fires in the engine room
4	Lift cells	Altitude bleeds 500 ft per round until patched; the ship fights downhill
5	Speaking tubes	Orders arrive a round late; stations repeat their last action unless a runner carries the word
6	The envelope	Breached: lift suffers (above), and if structure reaches 0 while breached, the settle comes early and hard — 3d6 to the unsecured

The procedures, in one breath each

Encounter die: 1 in 6 each turn in wild or hostile places; streets every three turns; a day is the turn at sea and in the sky. **Surprise:** each side rolls 1d6; 1–2 is surprised and loses the first round. **Morale:** 2d6 against the score when first blood is drawn, the leader falls, or something dreadful happens — equal or under, they stand. **The volatile reaction (Chapter 8):** loose Ether meeting flame, spark, or discharge — 2d6 in 10 ft per C-grade charge loose (B 3d6/15 ft, A 4d6/20 ft), save vs. Breath for half, and everything flammable catches. **The Fall:** every 57 days the chimes ring and the world goes indoors; a day at altitude counts double care — there is no indoors at 8,000 metres, only hull.

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