

FORGOTTEN REALMS

Baldur's Gate™



Tales of the Sword Coast™

Quick Reference Card

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Quick Reference Card

PAUSE/UNPAUSE Press or to pause on or off (to play the game like a turn-based game). When paused you can assign actions to any of your characters – they will perform these actions when you un-pause.

Help Press or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear on the Options Screen.

RESTING Press on any secondary screen to rest (or) talk to an inn keeper and choose the Rent Room option

GAME SCREEN

CHARACTER SELECTION

Select Single Character L click on character, or L click on character portrait or, Select Character 1 - 6 –

Select Group Drag a box around characters with L click of the mouse, or:

Add/Remove + L click on character or character portrait, or and drag a box around characters with L click

Center on Character Double L click on character, or Double L click on character portrait

MOVEMENT/ACTIONS

Walk to Point L click on ground to make the selected character(s) walk there.

Walk to Waypoint + L click on ground creates a series of waypoints that your character(s) will follow.

Rotate Formation R click and drag in circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.

Talk L click on , L click on creature.

Quick Weapon
Attack L click on , L click on creature you wish to attack.

Select Ammo R click on , L click on desired ammo.

Group Attack
 L click on , L click on creature you wish to attack.

Cast Spell
 L click on , L click on desired spell, L click on target.

Quick Spell
Cast Spell L click on , L click on target.
Configure R click on , L click on desired spell.

Use Item
 L click on , L click on desired item, L click on target.



Quick Item

Use Item L click on  , L click on target.

Configure R click on  , L click on desired choice.



Turn Undead



Bard Song





Detect Traps and Secret Doors



Thieving

Pick Pockets L click on  , L click on creature 

Open Locks L click on  , L click on door or chest 


Remove Traps L click on  , L click on trapped door or chest 



Stealth



Special Abilities

L click on  , L click on ability, L click on target.



Group Stop/Stop Current Action



Group Formations, R click to select different quick formations.

Change Party Order: L click and hold on the character portrait, when the cursor changes, drag the character to the desired location in the marching order.



MAP SCREEN


AREA MAP:

Change View Area L drag green box.

Zoom In On Point L double click on point.

Zoom In On Character L double click on character's ring, or R click on character portrait.

WORLD MAP:

Scrolling Left drag when  appears.



JOURNAL SCREEN



OPTIONS SCREEN



INVENTORY SCREEN



CHARACTER RECORD



MAGE BOOK SCREEN and PRIEST SCROLL SCREEN

Memorize: L click on spell slots to choose spells to memorize. These spells will be memorized the next time the party rests.

Description: R click on spell icon to see the spell description.

Copy

From Scroll: R click on the scroll. L click on the "Write Magic" button.

LIST OF CHARACTER STATE ICONS

 Bad Luck	 Held	 Prot. from Magic
 Bard Song	 Heroism	 Prot. from Missiles
 Barkskin	 Intoxicated	 Prot. from Petrification
 Bezerk	 Invulnerability	 Prot. from Poison
 Blessed	 Level Up	 Prot. from Undead
 Blind	 Luck	 Regenerate
 Chant	 Magic Armor	 Resist Fear
 Charm	 Nondetection	 Resist Fire-Cold
 Confusion	 Panic	 Rigid Thinking
 Cursed	 Poisoned	 Shield
 Dire Charm	 Prot. from Acid	 Silenced
 Nausea	 Prot. from Cold	 Sleep
 Fatigued	 Prot. from Electricity	 Slowed
 Free Action	 Prot. from Evil	 Strength
 Haste	 Prot. from Fire	

LIST OF CURSORS

 Attack	 Locked Chest/Door	 Remove Traps
 Blocked Location	 Move	 Rotate Formation
 Cast Spell	 Open Door	 Take Stairs
 Change Marching Order	 Open Locks	 Talk
 Enter Door	 Pick Pockets	 Thieving
 Follow	 Pick Up Item	 Travel
 Guard		

PRIEST SPELLS

1ST-LEVEL SPELLS



Bless



Entangle



Remove Fear



Command Word: Die



Magic Stone



Sanctuary



Cure Light Wounds



Protection from Evil



Shillelagh



Detect Evil

2ND-LEVEL SPELLS



Aid



Find Traps



Resist Fire and Cold



Barkskin



Flame Blade



Silence 15' Radius



Chant



Goodberry



Slow Poison



Charm Person or Mammal



Hold Person



Spiritual Hammer



Draw Upon Holy Might



Know Alignment

3RD-LEVEL SPELLS



Animate Dead



Hold Animal



Remove Curse



Call Lightning



Invisibility Purge



Remove Paralysis



Dispel Magic



Miscast Magic



Rigid Thinking



Glyph of Warding



Protection from Fire



Strength of One

4TH-LEVEL SPELLS



Animal Summoning I



Free Action



Neutralize Poison



Cure Serious Wounds



Mental Domination



Protection from Evil,
10' radius



Defensive Harmony



Protection from Lightning

5TH-LEVEL SPELLS



Animal Summoning II



Champion's Strength



Flame Strike



Cure Critical Wounds



Chaotic Commands



Raise Dead

MAGE SPELLS

1st-Level Spells



Armor



Color Spray



Magic Missile



Blindness



Friends



Prot. from Evil



Burning Hands



Grease



Shield



Charm Person



Identify



Shocking Grasp



Chill Touch



Infravision



Sleep



Chromatic Orb



Larloch's Minor Drain

2nd-Level Spells



Agannazar's
Scorchers



Invisibility



Prot. from Petrification



Blur



Knock



Resist Fear



Detect Evil



Know Alignment



Stinking Cloud



Detect Invisibility



Luck



Strength



Ghoul Touch



Melf's Acid Arrow



Vocalize



Horror



Mirror Image



Web

3rd-Level Spells



Clairvoyance



Ghost Armor



Nondetection



Dire Charm



Haste



Protection from Normal
Missiles



Dispel Magic



Hold Person



Skull Trap



Fireball



Lightning Bolt



Slow



Flame Arrow



Monster Summoning I



Vampire Touch

4th-Level Spells



Confusion



Improved Invisibility



Polymorph Other



Dimension Door



Minor Globe of
Invulnerability



Polymorph Self



Emotion
Hopelessness



Monster Summoning II



Remove Curse



Greater Malison



Otiluke's Resilient
Sphere



Spirit Armor

5th-Level Spells



Animate Dead



Domination



Monster Summoning III



Cloud Kill



Feeblemind



Shadow Door



Chaos



Hold Monster