

Baldan's Gate



Tales
of the
Sword Coast

Quick Reference Card



Tales of the Sword Coast

Quick Reference Card

Press Space 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.

Feep Press Tab 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.

Rescine Press on any secondary screen to rest (or) talk to an inn

keeper and choose the Rent Room option



Character Selection

Select Single Character L click on character, or L click on

character portrait or, Select Character 1 - 6

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

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

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

Character portrait

MOVEMENT/ACTIONS

Select Group

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

Walk to Waypoint Shift + L click on ground creates a series of waypoints that

your character(s) will follow.

Quick Weapon

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.

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.

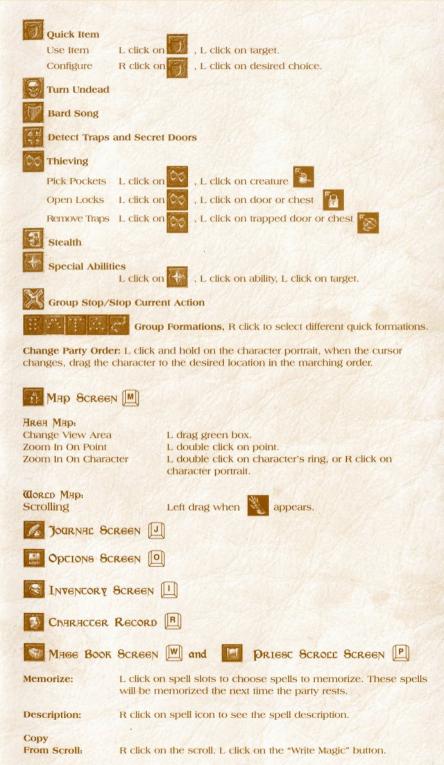
Cast Spell S

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.



CISC OF CHARACTER SCHOOL ICONS

Bloc of Civil viceous Covice 200110							
00	Bad Luck	Ш	Held	Prot. from Magic			
1	Bard Song	I	Heroism	Prot. from Missiles			
太	Barkskin	1	Intoxicated	Prot. from Petrification			
A	Bezerk		Invulnerability	Prot. from Poison			
#	Blessed	+.	Level Up	Prot. from Undead			
8	Blind	36	Luck	Regenerate			
æ	Chant	R	Magic Armor	Resist Fear			
0	Charm	헬	Nondetection (a)	Resist Fire-Cold			
0	Confusion	دوکی	Panic 6	Rigid Thinking			
0	Cursed	\$	Poisoned	Shield			
6	Dire Charm	(Prot. from Acid	Silenced			
*	Nausea	•	Prot. from Cold	Sleep			
Ind	Fatigued	•	Prot. from Electricity	Slowed			
≈	Free Action	⑤	Prot. from Evil	Strength			

LIST OF CURSORS

Guard

* Haste

×	Attack		Locked Chest/Door	S	Remove Traps
\bigcirc	Blocked Location	000	Move	0	Rotate Formation
5-)	Cast Spell	·9	Open Door	E.	Take Stairs
\$	Change Marching Order	F _Q	Open Locks	Feat	Talk
m.	Enter Door	F.	Pick Pockets	600	Thieving
202	Follow	6	Pick Up Item	(e)	Travel

Prot. from Fire

PRIEST Speccs ISC-LEVEL Speces Bless Entangle Remove Fear Command Word: Die Magic Stone Sanctuary Cure Light Wounds Protection from Evil Shillelagh Detect Evil 2ND-Lever Speces 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-Lever Speces Animate Dead Hold Animal Remove Curse Call Lightning Invisibility Purge Remove Paralysis Miscast Magic Rigid Thinking Dispel Magic







10' radius **Defensive Harmony** Protection from Lightning

Chaotic Commands

Raise Dead

Cure Critical Wounds



Mage Speces ISC-LEVEL Specks Magic Missile Color Spray Armor Prot. from Evil Blindness Friends **Burning Hands** Grease Shield Charm Person Identify Shocking Grasp Infravision Sleep Chill Touch Chromatic Orb Larloch's Minor Drain 2ND-LEVEL Specks Agannazar's Invisibility Prot. from Petrification Scorcher Resist Fear Knock Blur Detect Evil Know Alignment Stinking Cloud Strength **Detect Invisibility** Luck **Ghoul Touch** Melf's Acid Arrow Vocalize Web Horror Mirror Image 3RD-Lever Speces Clairvoyance **Ghost Armor** Nondetection Protection from Normal Dire Charm Haste Missiles Skull Trap Hold Person Dispel Magic Fireball Lightning Bolt Slow Vampire Touch Monster Summoning I Flame Arrow

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

4Ch-Lever Speces		
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
5ch-Lever Speces		
Animate Dead	Domination	Monster Summoning III
Cloud Kill	Feeblemind	Shadow Door
Chaos	Hold Monster	