

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	