SHADOW OF THE DEMON LORD - PLAYER CHEAT SHEET

ATTACK ROLLS
Melee: d20 + Str modifier
Ranged/Finesse: d20 + Agi modifier
Spell: d20 + varies (often Int/WIll modifier)

CHALLENGE ROLLS
Not directly opposed but boons/banes may apply.

FORTUNE
Spend a point of Fortune to:
Create Success: Turn a failure into a success.
Grant Boons: Add 2 boons to anyone's d20 roll.
Roll High: Replace a d6 result, for you or another player, with a 6.

RANGE AND DISTANCE
You: Yourself
Reach: Size, Minimum 1 yard. For touch, (Str or Agi) vs Agi if target is unwilling.
Short: 5 yards
Medium: 20 yards
Long: 100 yards
Extreme: 500 yards
Sight: Whatever can be seen

WEAPON PROPERTIES
Cumbersome: Attack with 1 bane.
Defensive +#: Add the number to your Defense.
Finesse: Choose Str OR Agi to make Attack roll.
Misfire: If total of attack roll is 0 or less, weapon misfires. Roll d6: Even number, weapon misfired and can be fired again after 1 minute using tools to clear barrel and repair weapon. Odd number, weapon explodes causing you 2d6 damage.
Range (Short, Medium, Long): Weapon's length of range.
Reach +#: Add the number to your reach.
Reload: Can attack with weapon only if it's loaded.
Size 1: You must be Size 1+ to wield it.
Uses [ammunition]: Weapon uses piece of ammunition of type indicated. Must have a piece of ammunition for each attack you make with the weapon unless using optional ammunition rules.
Thrown: Weapon can be thrown as a ranged attack.

SOCIAL CONFLICT
Befriend: Will Attack vs. target's Will. Gain +1 boon to further social rolls vs. same target in some cases.
Deceive: Int Attack vs. target's Int.
Intimidate: Will or Str Attack vs. target's Will.
Persuade: Will Attack vs. target's Will.
Taunt: Int Attack vs. target's Will.

BOONS/BANES
d6 per Boon/use highest as adjustment
d6 per Bane/use highest as adjustment
Boones/Banes cancel out one-for-one

SITUATIONAL BANES
Half Covered: 1 bane
Three-quarters covered: 2 banes
Totally covered: Automatic failure
Partially obscured (or in shadows): 1 bane
Heavily obscured: 2 banes
Totally obscured (or in darkness): 3 banes and must guess the target's location

DAMAGE
Amount ≥ Half Health: Injured
Amount = Health: Incapacitated (Dead if suffers all damage from single source. Dead if takes more damage after being Incapacitated)

HEALING
Rest for at least 8 hours once per 24 hours. Rest heals Healing Rate damage. Resting 24 full hours regains double healing rate.
If Rest period is interrupted for more than 1 minute, it is wasted.

DISABLED
Disabled characters are defenseless.
At the end of each round you are disabled, roll a d6. On a 1, you start dying. On a 6, you heal 1 damage and become impaired for 1 minute. A roll of any other number has no effect. If after 3 consecutive rounds you are still disabled, you become unconscious for 1d3 hours and stop making the fate roll. At the end of this time, you heal 1 damage and become impaired for 1 minute.

DYING
Dying characters are unconscious.
At the end of each round you are dying, roll a d6. On a 1, you die. On a 6, you become disabled. A roll of any other number has no effect.

MELEE ATTACK OPTIONS
All require Attack Roll with 1 bane penalty.
Driving Attack: You and target move yards equal to Str mod. In same direction.
Guarded Attack: Next creature to attack vs. your Defense before end of round suffers 1 bane.
Lunging Attack: Increase reach 1 yard.
Shifting Attack: Your Move does not trigger free attacks from the target until the end of the round.
Unbalancing Attack: If target is your Size or smaller, it must make an Agi Challenge. Failure: Falls Prone

ACTIONS
Attack: You attack a target with a weapon or attack spell.
Cast a Utility Spell: Cast a non-attack spell.
Concentrate: Concentrate to prolong certain spells or effects. If you take damage or gain Insanity, make Will challenge roll, lose concentration on failure.
Defend: All attacks against you suffer 1 bane and all Challenge rolls resist attacks made with 1 boon.
End an Effect: End an ongoing effect
Find: Per Challenge to find a hidden object including traps. Per Attack vs. Agi of hidden creature to spot hidden creature. Can Guess the Location and try to strike a totally concealed opponent with a 3 bane penalty.
Help: Int Challenge to provide a 1 boon bonus to a target within 5 yards, on the next Attack/Challenge roll they make that round.
Hide: Agi Challenge. Requires Heavily Obscured or Three-Quarter Cover or better. Also adds 1 boon to Attacks vs. the Def or Agi of targets that cannot see you.
Prepare: Describe a Trigger Action. Make that Action with 1 boon when it is triggered.
Reload: Ready ammunition.
Retreat: Move away at up to half Speed. Does not trigger a Free Attack.
Rush: Move up to twice Speed.
Stabilize: Int Challenge with 1 bane if the target is Dying . Success heals 1 damage.
Use an Item: Drink/administer a potion, retrieve an object, light a torch, etc.

ATTACK WITH TWO WEAPONS
1) Attack one target with main hand weapon and 2 bane penalty. If it hits, both weapons hit, but off-hand weapon just adds its normal unmodified damage die to total. 2) Attack two targets, making the main hand attack against one target and the off-hand attack against the other, both with 3 banes. If you attack with a shield lose defensive benefit for rest of the round.

FREE ATTACK
Once per round, you can make a free melee attack vs. any creature moving out of reach (unless they are using the Retreat Action or Escape Action from a grab).

RANGED ATTACK OPTIONS
Called Shot: Choose specific body location. Attack with 2 banes. Has additional effect created by GM.
Distance Shot: Attack with 1 bane. Attack target beyond weapon's range up to twice weapon's range.
Staggering Shot: Attack with 2 banes. If target is your Size or smaller, it must make an Agi Challenge. Failure: Falls Prone.

ATTACK AN ATTRIBUTE
Disarm: Str or Agi Attack vs. higher of target's Str or Agi. Apply 2 banes to attempt if unarmed.
Distract: Short Range. Int Attack vs. target's Int. Target makes next Attack/Challenge roll that round with 2 banes.
Escape: Str or Agi Attack vs. target's Str if Grabbed. Gets free and moves up to half Speed without triggering Free Attack
Feint: Short Range. Agi Attack vs. target's Per. 2 boons on the next Attack you make vs. target's Def or Agi before round ends OR your movement does not trigger Free Attacks from target for 1 round.
Grab: Str or Agi Attack vs. target's Agi. If already Grabbed target, this is automatically successful.
Knock Down: Str Attack vs. target's Agi with 1 bane/boon per Size diff. Knocks target Prone
Pull: Str Attack vs. target's Str. Only on Grabbed target of your Size or smaller. Move up to half Speed taking them with you.
Shove: Str Attack vs. target's Str with 1 bane/boon per Size difference. Moves them away 1 yard +1 yard per Str modifier.
Charge: Move up to Speed and make one melee Attack, Knock Down, or Shove. All Attacks/Challenges you make have a 1 bane penalty until the end of the round.

USING AN INCANTATION
Anyone can read one. If reader's Power is greater than spell's Rank, is automatically successful. If reader's Power is equal or less than the spell's Rank, must make Int Challenge with 1 bane per level of difference. Failure means it fails and the incantation is ruined.

note: if you roll 0 or lower
you do the opposite effect