

## SHADOW OF THE DEMON LORD - PLAYER CHEAT SHEET

<p><b>ATTACK ROLLS</b>  <b>Melee:</b> d20 + Str modifier  <b>Ranged/Finesse:</b> d20 + Agi modifier  <b>Spell:</b> d20 + varies (often Int/Will modifier)</p> <p><b>CHALLENGE ROLLS</b>          Not directly opposed but boons/banes may apply.</p> <p><b>RANGE AND DISTANCE</b>  <b>You:</b> Yourself  <b>Reach:</b> Size, Minimum 1 yard. For touch, (Str or Agi) vs Agi if target is unwilling.  <b>Short:</b> 5 yards  <b>Medium:</b> 20 yards  <b>Long:</b> 100 yards  <b>Extreme:</b> 500 yards  <b>Sight:</b> Whatever can be seen</p> <p><b>WEAPON PROPERTIES</b>  <b>Cumbersome:</b> Attack with 1 bane.  <b>Defensive +#: </b>Add the number to your Defense.  <b>Finesse:</b> Choose Str OR Agi to make Attack roll.  <b>Misfire:</b> 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.  <b>Range (Short, Medium, Long):</b> Weapon's length of range.  <b>Reach +#: </b>Add the number to your reach.  <b>Reload:</b> Can attack with weapon only if it's loaded.  <b>Size 1:</b> You must be Size 1+ to wield it.  <b>Uses [ammunition]:</b> Weapon uses piece of ammunition of type indicated. 1 ammo per each attack unless using optional ammunition rules.  <b>Thrown:</b> Weapon can be thrown as a ranged attack.</p> <p><b>SOCIAL CONFLICT</b>  <b>Befriend:</b> Will Attack vs. target's Will. Gain +1 boon to further social rolls vs. same target in some cases.  <b>Deceive:</b> Int Attack vs. target's Int.  <b>Intimidate:</b> Will or Str Attack vs. target's Will.  <b>Persuade:</b> Will Attack vs. target's Will.  <b>Taunt:</b> Int Attack vs. target's Will.</p>	<p><b>BOONS/BANES</b>          d6 per Boon/use highest as adjustment          d6 per Bane/use highest as adjustment          Boones/Banes cancel out one-for-one</p> <p><b>SITUATIONAL BANES</b>  <b>Half Covered:</b> 1 bane  <b>Three-quarters covered:</b> 2 banes  <b>Totally covered:</b> Automatic failure  <b>Partially obscured (or in shadows):</b> 1 bane  <b>Heavily obscured:</b> 2 banes  <b>Totally obscured (or in darkness):</b> 3 banes and must guess the target's location</p> <p><b>FORTUNE</b>          Spend a point of Fortune to:  <b>Create Success:</b> Turn a failure into a success.  <b>Grant Boons:</b> Add 2 boons to anyone's d20 roll.  <b>Roll High:</b> Replace any player's d6 result with 6.</p> <p><b>DAMAGE</b>  <b>Amount ≥ Half Health:</b> Injured  <b>Amount = Health:</b> Incapacitated (Dead if suffers all damage from single source. Dead if takes more damage after being Incapacitated)</p> <p><b>HEALING</b>          Resting 8 hours regains Healing Rate, works once per 24 hours. Resting 24 full hours regains double healing rate. Rests interrupted for more than 1 minute are wasted.</p> <p><b>DISABLED</b>          Disabled characters are defenseless.          End of each round disabled, roll a d6. 1: You start dying. 6: heal 1 damage, become impaired for 1 min. 2-5: No effect. After 3 consecutive rounds disabled, stop making the fate roll and become unconscious for 1d3 hours, after which heal 1 damage and become impaired for 1 min.</p> <p><b>DYING</b>          Dying characters are unconscious.          End of each round dying, roll a d6. 1: You die. 6: You become disabled. 2-5: No effect.</p>	<p><b>MELEE ATTACK OPTIONS</b>          All require Attack Roll with 1 bane penalty.  <b>Driving Attack:</b> You and target move yards equal to Str mod. In same direction.  <b>Guarded Attack:</b> Next creature to attack vs. your Defense before end of round suffers 1 bane.  <b>Lunging Attack:</b> Increase reach 1 yard.  <b>Shifting Attack:</b> Your Move does not trigger free attacks from the target until the end of the round.  <b>Unbalancing Attack:</b> If target is your Size or smaller, it must make an Agi Challenge. Failure: Falls Prone</p> <p><b>RANGED ATTACK OPTIONS</b>  <b>Called Shot:</b> Choose specific body location. Attack with 2 banes. Has additional effect created by GM.  <b>Distance Shot:</b> Attack with 1 bane. Attack target beyond weapon's range up to twice weapon's range.  <b>Staggering Shot:</b> Attack with 2 banes. If target is your Size or smaller, it must make an Agi Challenge. Failure: Falls Prone.</p> <p><b>ACTIONS</b>  <b>Attack:</b> You attack a target with a weapon or attack spell.  <b>Cast a Utility Spell:</b> Cast a non-attack spell.  <b>Concentrate:</b> Concentrate to prolong certain spells or effects. If you take damage or gain Insanity, make Will challenge roll, lose concentration on failure.  <b>Defend:</b> All attacks against you suffer 1 bane and all Challenge rolls resist attacks made with 1 boon.  <b>End an Effect:</b> End an ongoing effect  <b>Find:</b> Per Challenge to find a hidden objects. Per Attack vs. Agi to spot hidden creatures. Can guess the location and try to strike a totally concealed opponent with a 3 bane penalty.  <b>Help:</b> Int Challenge to provide a 1 boon bonus to a target within 5 yards, on the next Attack/Challenge roll they make that round.  <b>Hide:</b> 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.  <b>Prepare:</b> Describe a Trigger Action. Make that Action with 1 boon when it is triggered.  <b>Reload:</b> Ready ammunition.  <b>Retreat:</b> Move up to half Speed. Does not trigger a Free Attack.  <b>Rush:</b> Move up to twice Speed.  <b>Stabilize:</b> Int Challenge with 1 bane if the target is Dying . Success heals 1 damage.  <b>Use an Item:</b> Use, activate or retrieve an item.</p>	<p><b>FREE ATTACK</b>          Use triggered action to make a free melee attack vs. any creature moving willingly out of reach (unless they are using the Retreat Action or Escape Action from a grab).</p> <p><b>USING AN INCANTATION</b>          Anyone can read one. If reader's Pow &gt; spell's Rank, is automatically successful. If reader's Pow ≤ spell's Rank make Int Challenge with 1 bane per difference level. Failure: Spell fails and lose incantation.</p> <p><b>ATTACK WITH TWO WEAPONS</b>          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.</p> <p><b>ATTACK AN ATTRIBUTE</b>  <b>Disarm:</b> Str or Agi Attack vs. higher of target's Str or Agi. Apply 2 banes to attempt if unarmed.  <b>Distract:</b> Short Range. Int Attack vs. target's Int. Target makes next Attack/Challenge roll that round with 2 banes.  <b>Escape:</b> Str or Agi Attack vs. target's Str if Grabbed. Gets free and moves up to half Speed without triggering Free Attack  <b>Feint:</b> 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.  <b>Grab:</b> Str or Agi Attack vs. target's Agi. If already Grabbed target, this is automatically successful.  <b>Knock Down:</b> Str Attack vs. target's Agi with 1 bane/boon per Size diff. Knocks target Prone  <b>Pull:</b> Str Attack vs. target's Str. Only on Grabbed target of your Size or smaller. Move up to half Speed taking them with you.  <b>Shove:</b> Str Attack vs. target's Str with 1 bane/boon per Size difference. Moves them away 1 yard +1 yard per Str modifier.  <b>Charge:</b> 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.</p>
<p><b>AFFLICTIONS</b>  <b>Asleep:</b> Prone and Unconscious. Others can use an action to wake you up. Damage removes affliction.  <b>Blinded:</b> Surroundings are totally obscured to you. Attack rolls against you get 1 boon. Auto-fail sight based Per challenge rolls. Your speed becomes 2 unless it's already lower.  <b>Charmed:</b> Cannot target whoever charmed you.  <b>Compelled:</b> Can't take slow turns. During fast turns, your compeller controls you.  <b>Dazed:</b> Cannot use actions.  <b>Deafened:</b> Hearing based Per challenge rolls auto-fail.  <b>Defenseless:</b> Can still perceive. Defense = 5, cannot use actions, challenge rolls except for Per auto-fail.  <b>Frightened:</b> Attack and challenge rolls get 1 bane or 3 banes when seeing source of frightening.</p> <p style="text-align: right;"><i>* Multiple afflictions of the same type have no additional effect, but must be removed individually.</i></p> <p><b>Grabbed:</b> If size ≤ grabber, cannot move away. If size &gt; grabber, during move grabber can move with you or end the grab.  <b>Immobilized:</b> Speed = 0, cancels any speed bonuses. Attack rolls against you get 1 boon.  <b>Prone:</b> Others can move through your space. Your Str/Agi rolls get 1 bane. Attackers get 1 boon if they can reach you, 1 bane if not. Can move by crawling, or use entire move to stand up.  <b>Slowed:</b> Can only take slow turns, speed is halved, cancels any speed bonuses.  <b>Stunned:</b> Cannot move or use actions. Auto-fail on challenge rolls. Attack rolls against you get 1 boon.  <b>Surprised:</b> Cannot move or use actions. Auto-fail on challenge rolls.  <b>Unconscious:</b> Cannot act, move or perceive surroundings. Defense = 5. Cannot use actions or move. Auto-fail on challenge rolls.  <b>Diseased/Fatigued/Impaired/Poisoned:</b> Attack and challenge rolls get 1 bane.</p>			