

shadow of the demon lord

PLAYER CHEAT SHEET

HOW THE SYSTEM WORKS

- Challenge Roll: Roll 1d20 + attribute modifier + boons or - banes. 10+ succeeds.
- Attack Roll: Same as challenge roll, but must be \geq opponent's defense or relevant attribute.
- Boons: Roll a d6 for each boon; the highest roll from the boons is added to the d20. Relevant professions can grant you boons!
- Banes: Like boons but subtracted from the roll.

DAMAGE

When you take damage, your damage score goes up, your Health does not go down. Damage can be healed by resting, character talents, and magic.

- When damage \geq 1/2 your Health, you are injured; inform the GM.
- When damage = Health, you are incapacitated and may die.

INSANITY AND CORRUPTION

You gain Insanity when you experience terrible things; you gain Corruption when you do terrible things.

- When you gain Insanity, you become frightened for rounds = your Insanity total. When frightened, all rolls get a bane and you cannot take fast turns. When your Insanity = your Intellect, you may go mad; inform the GM. You can reduce Insanity by resting, taking quirks, going mad, and through magic.
- When you gain Corruption, roll 1d20. If result is $<$ your Corruption, you gain a Mark of Darkness. If your Corruption is 4+, you experience negative effects; see core book page 36.

CASTING SPELLS

Table on core book page 112 gives spell castings. Note that this is castings for *each spell per day*, not spell slots per day. For example, if you know two rank 0 spells and have Power 2, you can cast each of those spells three times.

- You must have some sort of magic implement to cast a spell.
- You regain castings by resting. Some traditions have additional requirements to regain castings, such as the *Forbidden* tradition.

FRIGHTENING AND HORRIFYING CREATURES

- When you encounter a frightening creature, make a Will challenge roll to avoid being frightened for a number of rounds = 1d3 + your Insanity.
- When you encounter a horrifying creature, make a Will challenge roll to avoid gaining Insanity. Regardless of the roll's outcome, all attacks against horrifying creatures gain 1 bane.

FORTUNE:

You may gain Fortune points through play.

These can be spent at any time for one of the following benefits:

- Turn your d20 roll into a success
- Grant 2 boons to another character's roll
- Turn a d6 roll result into a 6

Some GMs may also allow Fortune spends to make small narrative changes to the scene ("Can I spend a Fortune to say that the guard and I are old friends?").

TRIGGERED ACTIONS:

You get 1 triggered action each round. It can be used for specific actions with a trigger that activates it. Creatures can use following as a triggered action:

- Free Attack: When a creature moves out of your reach (trigger) you may make an attack against it using a melee weapon.

COMBAT

	Turn Order	Description
1.	PC fast turns	move or attack
2.	Enemy fast turns	move or attack
3.	PC slow turns	move and attack
4.	Enemy slow turns	move and attack
5.	End of Round	

COMMON ACTIONS IN COMBAT

- attack - cast a spell - concentrate - defend -
- end a talent or spell effect - help an ally - hide -
- prepare an action - reload - retreat - rush -
- stabilize - use an item -

For more information see core book page 48.

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