

# shadow of the demon lord

## PLAYER CHEAT CHEET

### 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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Player Cheat Sheet made by [David South](#) with [Groumy's hack](#) of the [Homebrewery](#).