

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 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 Will, 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 castings are 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 be able to speak and use 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.
- Spells (and abilities) that specify *concentration* require an action each round to focus. See core book page 48.

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.
- Turn the result of any d6 roll into a 6.
- Grant 2 boons to another character's roll.

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?").

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 a dying person - use an item -

For more information see core book page 48.

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.

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