

## AC and Armour

Your AC is **10 + DEX** unarmoured. Armour changes AC. There are class armour restrictions. **Armour takes up gear slots.** The more bulky the armour, the more slots it takes.

## Weapon Properties

- **(F)** Finesse - can use STR or DEX
- **(L)** Loading - you must skip a move to load this weapon.
- **(Th)** Thrown - can make ranged attack using STR
- **(2h)** 2 Handed - must use 2 hands
- **(V)** Versatile - 1 or 2 hands. Use higher damage dice if using 2 handed.
- **(M)** Melee - strike close at arms reach.
- **(R)** Ranged - strike at distance (C) close, (N) near, or (F) far.

## XP and Levelling

Incremental of 10XP per level. Based on adventure, treasure and play during session. **1 talent is gained each odd level.** 1 hit die of HP is gained per level. New spells are gained as you progress.

**Carouse** to turn gold into XP and benefits.

## Casting a Spell

Takes the action. Spell must be one you know.

Roll 1d20 +  
INT (wiz) or WIS (priest)

**Spell DC** is 10 + spell tier.

- **Fail:** no effect, need to complete a rest to cast it again.  
**Crit:** double one of the spells numerical effects.  
**Crit Fail:** no effect. Focus spells end.
  - WIZ: need to rest + role a mishap pp46
  - PRI: deity displeased. Need to rest and complete penance pp45.

## Scrolls

Spellcasters can cast scrolls even if they don't know the spell. DC is **10 + tier** of spell. Succeed or Fail the scroll is consumed by the process. Critical fail rolls a mishap.

## Wands

**Fail:** wand won't work until rest.

**Crit Fail:** wand breaks. Spellcaster takes mishap or penance.

Focus spells last as long as you can focus. You can't cast other spells while focusing. Maintain focus by making a spellcasting check (as if casting) at the start of each turn.

## Real Time and Light

Time passes in the game world in real time, or approximate real time for encounter. **NB for light tracking. Most light sources last 1 hour. 1 hour = 10 rounds @ 6 minutes**

**1 round / 6 minutes** = everyone has taken their turn

Players do not have low light vision. All dark adapted monster do. **Darkness is deadly** (see danger level) -> disadvantage to tasks requiring sight + GM checks for a random encounter every round.

## Initiative

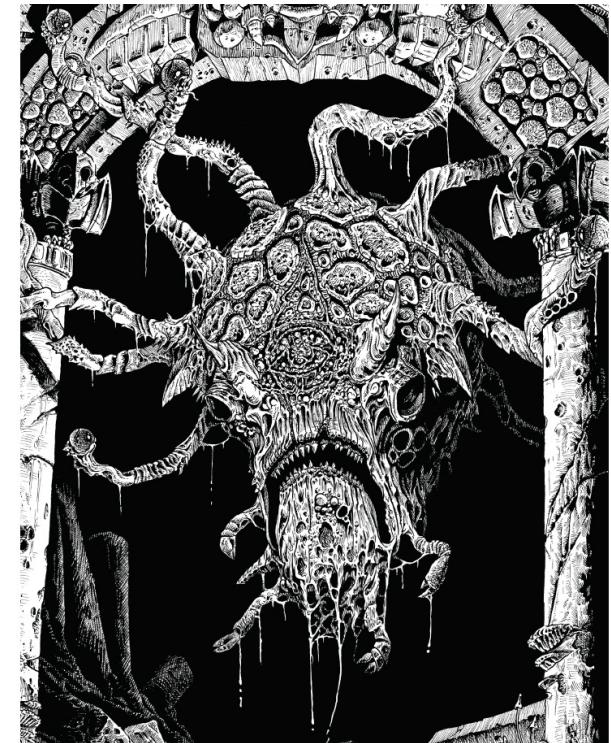
**Exploration Initiative:** Typically turns taken in order from the start. Beginning of the game everyone rolls **d20+DEX. Turns from high to low / or clockwise from highest player.**

**Combat Initiative:** rolled at start of combat. **DEX** check for players, GM uses highest **DEX** mod of monsters.

## Danger Level

Random encounters occur every: 3 hours/30 turns (**unsafe**), 2 hours/20 turns (**risky**), 1 hour/10 turns (**deadly**)

**Surprise**, take 1 turn before combat initiative roll. Creature has advantage on attack roll against surprised creatures.



# Shadowdark Cheatsheet

## Checks

Roll 1d20 + Ability modifier. If result equals or beats DC you succeed.

## Difficulty Class

- **Easy**, DC 9. Leaping a narrow chasm, sneaking up on an inattentive guard.
- **Normal**, DC 12. Kicking open a stuck door, picking a poor lock.
- **Hard**, DC 15. Swimming against a strong current, giving first aid to stop a character from dying.
- **Extreme**, DC 18. Climbing a slippery cliff one-handed, restraining a frenzied lion.

## Morale

- Enemies reduce to half number or half hit points (solo) will flee if fail DC15 WIS Check

## Dying

- Death timer 1d4+CON rounds.
- On turn 1d20; 20: rise with 1 HP

Stabilise someone:

- Close range DC15 INT to stop dying, target still unconscious

## Rest

You recover your HP after a night of rest - **consume a ration and rest** for 8 hrs. If rest is interrupted then DC12 CON and on fail no HP recovered. PCs can go **3 days without food**, 1 CON/day thereafter. **Forage** for 1 ration per day on an INT check (advantage/disadvantage depending on environment).

Resting mid-adventure requires a **campfire** (3 torches) - cannot be moved - lasts 8 hours.

Resting in a dangerous environment increases risk of encounter (unsafe -> 3hrs, risky -> 2hrs, deadly -> 1 hr)

## Distance / Movement

Close = 5ft, Near <= 30ft, Far within sight. On your turn

move up to near for move action, can move again as your non-move action.

**Climb**: DEX or STR. 1/2 speed. Fall if fail by 5+ points

**Fall** Damage. 1d6 for every 10ft

Move through allies freely. STR/DEX to move through enemies

**Swim**: 1/2 speed. STR if rough water. CON if holding breath (fail 1d6 DMG/round until can take a breath)

## Focus

### Spells

You can't cast other focus spells while focusing. Do a spell-casting check at start of your turn to maintain spell focus.

- **Succeed**: spell stays in effect till next turn
- **Fail**: spell ends. If you were focusing you don't lose ability to cast that spell.
- **Distraction**: immediately do spell-casting check to see if you maintain focus.

## Rolls

- **Advantage** - roll twice, take better result
- **Disadvantage** - roll twice, take worse result
- **Nat 20** = Succeed at max capability (not assured for impossible). Attacks always hit as a crit.
- **Nat 1** = Failure to the max capability. Misses. Might incur mishap. Injure other player etc.
- **50/50** - roll d6; 1-3 worse outcome, 4-6 best outcome.

## Luck

Awarded during play for exceptional role-playing, heroism, panache. **Max 1** luck token at a time. Can be given to another player. **Allows you to re-roll any roll but new result must be used.**

## Quick Character Creation

1. Name/Ancestry/Class
2. Level 1, 0 XP
3. Roll six times 3d6 and assign scores and modifiers. 1-3 (-4), 4-5 (-3), 6-7 (-2), 8-9 (-1), 10-11 (0), 12-13 (+1), 14-15 (+2), 16-7 (+3), 18+ (+4)3
4. Check what modifiers your ancestry gives you.
5. Note what weapons and armour your class lets you use.
6. Roll your starting HP
7. Roll 2d6 x5 GP as starting gold
8. Roll for your first class talent
9. Fill in your character details and starting gear, or select a class starting gear pack.

## Stats

- **STR**ength - fight, bash, swim, climb
- **DEX**terity - shoot, balance, sneak, hide
- **CON**stitution - hold breath, resist poison, endure injury
- **INT**elligence - cast wizard spell, decipher runes, learn skills
- **WIS**som - cast priest spells, detect hidden, recognise omens
- **CHAR**isma - convince, intimidate, resist mind control

Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18	+4