Player cheat sheet

Sacrament

Say what your hero does. The GM tells you whether to roll. Roll high, meet the Target, and mind the Horror.

YOUR SIX SCORES · ADDED TO THE D20

STR	DEX	CON	INT	WIS	CHA
force, lifting, climbing, most melee	shooting, stealth, balance, fine work	endurance; part of your Defence	knowledge, searching, most spells	awareness, judgement, healing	persuasion, leadership, presence

A new hero shares **6 points** among the scores (none above 6) and **4 points** among the Effort bonuses below.

CHECKS · DO YOU SUCCEED?

$$d20 + score \geq Target$$

- The GM sets the **Target**. Meet or beat it and you succeed.
- **Easy**: Target 3 lower. **Hard**: Target 3 higher. Agree it before you roll.
- A single bonus is never more than **+10**. The Target never drops below 1.

> The Target is 12. You roll 10 and add STR +3: 13. Success.

NATURAL ROLLS · WHAT THE DIE SHOWS

- **Natural 1**: adds **1 Horror** on an attack, a spell or a pushed action, not on other checks. The total still decides whether you succeed.
- **Natural 20**: if the check succeeds, add one extra **Ultimate die (d12)** to the Effort roll, when your table uses that option.
- Neither one is an automatic success or failure for a hero. Only the total counts.

YOUR DEFENCE

- **Defence = 10 + CON + armour.** A foe must roll d20 + its attack bonus to reach it.
- Armour adds at most +5. CON and armour together, at most +10.

EFFORT · HOW MUCH, AFTER A SUCCESS

d4	d6	d8	d10	d12
BASIC bare hands, basic work	WEAPONS blades, bows, crossbows, slings	GUNS guns and gunpowder	MAGIC magical damage	ULTIMATE when an effect or a natural 20 grants it

Roll the die for that kind and add your Effort bonus in the same kind. Damage comes off HP; Effort against an obstacle fills its progress. **10 points = 1 Heart.** Your GM may change these dice; read your table's labels.

YOUR TURN, STEP BY STEP

1. Say what your hero does. Agree with the GM whether a check is needed, which score, and Easy or Hard.
2. Choose your target first, and the weapon, spell or item you use.
3. Roll **d20 + score** against the Target.
4. On a success, roll **Effort** for damage or progress.
5. On a failed attack you may **Push** (see overleaf).
6. Tell the GM you are done. The GM moves the turn on.

WEAPON NOTES

- **Heavy** ordinary melee weapons: **+2 damage**, once (a critical too).
- **Crossbows**: **+2 to the attack check**, still Weapons d6, and a Move to reload.
- **Bows**: no accuracy bonus, but you keep your Move.
- **Reach** weapons: normal damage, plus the reach or control they describe. The GM resolves those.
- No item? An unarmed attack uses **Basic d4**.

HIT POINTS

- A new hero has **10 HP** (one Heart), plus any Hearts their gear grants.

When it goes wrong

PUSH · ONE MORE TRY, AT A PRICE

- Only after a **failed attack**. A failed ordinary check cannot be pushed.
- Once, on your own turn. It adds **1 Horror** and gives you an immediate second action: try again, or do something else.
- The second action cannot be pushed. It gives no extra Move and does not reload a crossbow.
- Outside your turn, only the GM can allow a Push.

THE HORROR · ONE METER FOR THE WHOLE TABLE

Casting any non-healing spell, even if the check fails	**+1**
Casting a healing spell	**0**
A relic or other item	**its listed cost**
A hero's natural 1 on an attack, a spell or a pushed action	**+1**
Taking a Push	**+1**

Costs stack: a non-healing spell that rolls a natural 1 adds 2.

0	1	2	3	4	5	6	**7**	8	9	10	11	12	13	**14**	15	16	17	18	19	20	**21**

At **7** the Horror stirs, at **14** it draws near, at **21** it has arrived and the meter stays there. Past 21 you **pay in blood**: each point you would add costs you **d4 HP**. The GM decides what each threshold means. It only falls when the GM lowers it or the party rests. Tell your group before you take a dangerous cost.

EQUIPMENT

- **10 equipped slots** and **10 pack slots**. Each item lists its size.
- Only **equipped** weapons, armour, relics and grimoires work. Supplies work from the pack.
- One body armour, one helmet and one shield at a time. A two-handed weapon needs the shield packed.
- At most **3 items that tempt the Horror** (relics, grimoires, curios), packed ones included.
- Ask the GM before swapping gear mid-fight.

GRIMOIRES AND SPELLS

- Every grimoire takes **3 slots** and holds **3 spells**. You may choose one to start with; the GM gives the rest.
- Most spells check **INT**; healing checks **WIS**. Read each spell for its range, effect and Horror.
- **Damage** and **Healing** spells change HP. **Esoteric** spells (light, movement, influence) are described, and the GM rules on them.
- A **once-per-scene** power is spent when you try it, even on a miss. Resting does not bring it back.

HEALING

- **Bandages** (Close): a WIS check heals **d6**.
- **Mend**: a WIS check heals **d8**. No Horror for casting it.
- **Healing relics**: their own dice and Horror cost.
- Most sources heal a hero **once per rest**, whoever uses them. A hero at 0 HP can take the same source again.
- Healing never goes past maximum HP and never raises the dead.

DOWN TO 0 HP · DYING

- You cannot act. Roll **d4**: that many rounds left. Each new round takes one off; at 0 you die.
- A hit while you are down takes a round off instead of damage.
- An ally can **Tend** you with bandages: an **Easy WIS** check. Success makes you **Stable** and stops the count; a natural 20 also heals d4.
- Hit again while Stable: dying again, with a fresh d4.
- Any healing of 1 HP or more puts you back on your feet.

PARTY REST · WHEN THE GM ALLOWS IT

- Every living hero heals **10 HP**, and healing allowances refresh.
- Horror falls by **d10 for every two living heroes**, rounded up.
- Spent supplies stay spent. The dead stay dead.

DISTANCE · NO GRID NEEDED

Close	Near	Far	Very Far
sword's reach	up to 30 feet, a throw	beyond 30 feet: bows, guns	longbow, rifle, or says so

The GM rules on movement, range and sight, cover, ammunition and reloading, conditions such as Dazed, and anything an item describes in words. These rules are still being playtested; if they disagree with the table, the table's Rules page is the current word.