Quick reference

KEEP IT FACE UP

d4	d6	d8	d10	d12
BASIC	WEAPONS	GUNS	MAGIC	ULTIMATE

CHECKS

- Roll **d20 + the score**. Meet or beat the **Target** to succeed.
- **Easy** lowers the Target by 3, **Hard** raises it by 3. Call it before the roll. The Target never falls below 1.
- A single bonus never passes **+10**.
- A hero's **natural 1** adds 1 Horror on an attack, a spell or a pushed action, not on other checks. The total still decides success.
- A successful **natural 20** adds one Ultimate die (d12) to the Effort roll, if your table uses that option.

EFFORT

- After a success, when the amount matters: roll the die for that kind and add your Effort bonus in it.
- Damage comes off HP; Effort against an obstacle fills its progress.
- Heavy ordinary melee weapons add **+2** damage, once.
- Crossbows add **+2** to the attack check, roll Weapons d6, and cost a Move to reload.
- Healing rolls its own listed dice, with no Effort bonus.

PUSH

- Only after a **failed attack**, once, on your own turn.
- Costs **1 Horror** and gives one immediate second action. That action cannot be pushed.

MONSTERS ATTACK

- d20 + the monster's attack bonus against the hero's **Defence**.
- **Defence = 10 + CON + armour.** Armour adds at most +5; CON and armour together at most +10.
- A monster's natural 1 always misses; its natural 20 always hits.
- Optional scene danger: add the Target minus 11 (never below 0) to every monster attack.

HEARTS AND HP

- **1 Heart = 10 HP.** A new hero has 10 HP, plus Hearts from gear.

DYING

- At 0 HP a hero cannot act and rolls **d4**: that many rounds left.
- Each new round takes one off. At 0 the hero is dead.
- A hit on a dying hero takes a round off instead of damage.
- **Stable** stops the count. Hurt again, they are dying again with a fresh d4.
- Any healing of 1 HP or more stands a living hero up. Nothing raises the dead.

HEALING

- Most healing works **once per recipient and source per rest**. A hero at 0 HP can take that source again.
- **Bandages** (Close): on the injured, a WIS check heals d6. On the dying, an Easy WIS check makes them Stable; a natural 20 also heals d4.
- **Mend:** a WIS check heals d8.
- Healing never passes maximum HP.

PARTY REST

- The GM decides when the place and time allow it.
- Living heroes heal **10 HP**. Healing allowances refresh.
- Horror falls by **d10 for every two living heroes**, rounded up.
- Spent supplies stay spent.

HORROR

- Every non-healing spell: **+1**, even on a failed check. Healing spells: 0.
- Relics and other items: their listed cost, which may be dice.
- Push: +1. A natural 1 on an attack, a spell or a pushed action: +1 more, separately.
- At **7, 14 and 21** the GM decides what happens. Only the GM or a rest lowers it.
- **Past 21, pay in blood:** the marker stays at 21, and each point that cannot go on the track costs the hero who caused it d4 HP.

RANGE

- **Close:** within sword's reach.
- **Near:** up to 30 feet, throwing distance.
- **Far:** beyond 30 feet: bows, crossbows, guns.
- **Very Far:** longbow, rifle, or an ability that says so.

TURNS

- The GM moves the turn on. After the last place, a new round begins.
- At each new round: running countdowns lose 1, dying heroes lose a round.

Hero

Sacrament

NAME | CALLING | PLAYER

VOW

Scores · six points to share, none above 6

STR	DEX	CON	INT	WIS	CHA
force, climbing, melee	shooting, stealth, balance	endurance, Defence	knowledge, most spells	awareness, healing	persuasion, presence

Effort bonuses · four points to share

Basic	Weapons	Guns	Magic	Ultimate
d4 · bare hands, basic work	d6 · blades, bows, slings	d8 · guns, gunpowder	d10 · magical damage	d12 · when granted

HP · 10 to a Heart · fill from the left, erase when hurt

Heart 1 ☐☐☐☐☐☐☐☐☐☐

Heart 2 ☐☐☐☐☐☐☐☐☐☐

Heart 3 ☐☐☐☐☐☐☐☐☐☐

Heart 4 ☐☐☐☐☐☐☐☐☐☐

Heart 5 ☐☐☐☐☐☐☐☐☐☐

Maximum: 10, plus 10 for each Heart your worn gear grants. Cross out boxes beyond your maximum.

Defence

10 + CON + armour (max +5) = Defence

10 + ☐ + ☐ = ☐

When down

☐ Dying rounds left ☐☐☐☐

☐ Stable ☐ Dead

Equipped · 10 slots

	ITEM	SLOTS
1		
2		
3		
4		
5		
6		

One body armour, one helmet, one shield. Two-handed weapon: shield in the pack.

Pack · 10 slots

	ITEM	USES
1		
2		
3		
4		
5		
6		

Supplies work from the pack. Spare weapons and armour wait here.

Relics and grimoires · at most 3 that tempt the Horror, packed ones too

ITEM	ITEM	ITEM
SPELL OR POWER · ROLL · DIE · RANGE · HORROR	SPELL OR POWER · ROLL · DIE · RANGE · HORROR	SPELL OR POWER · ROLL · DIE · RANGE · HORROR

A grimoire takes 3 slots and holds 3 spells. You may choose one starting grimoire; the GM gives the rest.

Once per scene used: ☐☐☐ · Notes on the back

The Horror

ONE FOR THE WHOLE TABLE · USE A COIN AS THE MARKER

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

7
The Horror stirs.

14
The Horror draws near.

21
The Horror has arrived. The marker stays here. Past it, each point costs the hero who caused it d4 HP.

Up: +1 for every non-healing spell (even when it fails), an item's listed cost, +1 for each Push, +1 for a hero's natural 1 on an attack, a spell or a pushed action (not on other checks). Down: only the GM, or a Party rest (d10 per two living heroes, rounded up). Crossing a red number is the GM's cue to decide what happens.

Target

CUT OUT, FOLD ALONG THE MIDDLE, STAND IT UP

Easy: 3 lower · Hard: 3 higher

TARGET

TARGET

Easy: 3 lower · Hard: 3 higher

Write the number in pencil, or lay a d20 in the box showing it. One Target for the situation; it does not change by itself between scenes.

Foes and obstacles

CUT OUT · FOLD SO THE GM NOTES SIT BEHIND

FOE

Pit Ghoul

Attack +? HP 20

Grey, wet, hungry. It drags itself from the pit.

GM NOTES

Example card from the table's sample encounter. Set its attack bonus yourself before play.

OBSTACLE

The Sealed Gate

Roll Progress needed

Iron-banded oak, three paces wide, sealed from the other side. Something heavy is wedged behind it.

GM NOTES

COUNTDOWN

The Ceiling Groans

Rounds tick one off each new round

Dust sifts from the vault above. When the sound stops, the roof comes down.

GM NOTES

FOE

Attack HP

GM NOTES

FOE

Attack HP

GM NOTES

OBSTACLE

Roll Progress needed

GM NOTES

Keep a card face down until the heroes find it. To hide a foe's numbers, show the players only its name and description. Cross off one box per point of damage or progress.

Turns and rounds

FOR THE GM'S SIDE OF THE TABLE

ROUND · MOVE A COIN ALONG

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

Each time the coin moves: tick every running countdown, take a round off every dying hero.

TURN ORDER SLIPS · CUT OUT, LAY THEM IN A ROW, SLIDE A CLIP ALONG

HERO	HERO	HERO	HERO
HERO	HERO	FOE	FOE
FOE	FOE	FOE	FOE

COUNTDOWNS · SHADE ONE EACH NEW ROUND · LEAVE PAUSED ONES ALONE

NAME ○○○○○○ ○○○○○○ ☐ paused

NAME ○○○○○○ ○○○○○○ ☐ paused

NAME ○○○○○○ ○○○○○○ ☐ paused

NAME ○○○○○○ ○○○○○○ ☐ paused

Cross out the circles you don't need. When the last one is shaded, the GM decides what it means.

DYING MARKERS · PUT ONE BESIDE A FALLEN HERO'S PIECE

Dying ☐☐☐☐ ☐ Stable

Dying ☐☐☐☐ ☐ Stable

Dying ☐☐☐☐ ☐ Stable

Dying ☐☐☐☐ ☐ Stable

Dying ☐☐☐☐ ☐ Stable

Dying ☐☐☐☐ ☐ Stable

Roll a d4 and shade that many boxes. Erase one each new round and for each hit. Or just leave a d4 beside the piece showing the rounds left.

Healing since the last rest

WIPE IT CLEAN AT EACH PARTY REST

Most healing works once per hero and source between rests, whoever casts or carries it. A hero at 0 HP can take the same source again. Mark the source when it lands; a failed check on a supply still spends its charge.

HERO	BANDAGES	MEND	OTHER SOURCE	OTHER SOURCE	OTHER SOURCE

Once per scene

WIPE IT CLEAN AT A NEW ENCOUNTER

A once-per-scene ability is spent when it is tried, even on a miss. Rest does not bring it back; only the start of a new encounter does.

HERO	ABILITY	ABILITY	ABILITY

Session notes

FOR NEXT TIME

Item cards

COPY EACH FIND FROM THE LOOT TABLES ONTO A CARD

GRIMOIRE · 3 SLOTS

NAME

SPELL 1 · ROLL · DIE · RANGE · HORROR

SPELL 2 · ROLL · DIE · RANGE · HORROR

SPELL 3 · ROLL · DIE · RANGE · HORROR

GRIMOIRE · 3 SLOTS

NAME

SPELL 1 · ROLL · DIE · RANGE · HORROR

SPELL 2 · ROLL · DIE · RANGE · HORROR

SPELL 3 · ROLL · DIE · RANGE · HORROR

GRIMOIRE · 3 SLOTS

NAME

SPELL 1 · ROLL · DIE · RANGE · HORROR

SPELL 2 · ROLL · DIE · RANGE · HORROR

SPELL 3 · ROLL · DIE · RANGE · HORROR

ITEM

NAME

KIND | SLOTS

ROLL · DIE | RANGE

DEFENCE OR HEARTS | HORROR

DOES

Uses ☐☐☐☐☐

ITEM

NAME

KIND | SLOTS

ROLL · DIE | RANGE

DEFENCE OR HEARTS | HORROR

DOES

Uses ☐☐☐☐☐

ITEM

NAME

KIND | SLOTS

ROLL · DIE | RANGE

DEFENCE OR HEARTS | HORROR

DOES

Uses ☐☐☐☐☐

RELIC

NAME

SLOTS | HORROR

ROLL · DIE | RANGE

DOES

Counts toward the limit of 3 Horror-tempting items.

RELIC

NAME

SLOTS | HORROR

ROLL · DIE | RANGE

DOES

Counts toward the limit of 3 Horror-tempting items.

SUPPLY

NAME

SLOTS | ROLL · DIE

DOES

Works from the pack. Uses ☐☐☐☐☐

Hero notes

Who they are

People and debts

Spare spell and power notes

Notes

What to bring

CHECKLIST FOR THE GM

- ☐ **Dice for each player:** a d20, plus a d4, d6, d8, d10 and d12. The d4 doubles as a dying countdown.
- ☐ **A character sheet** per hero (sheet 2, with sheet 8 on the back), and pencils with erasers.
- ☐ **Foe and obstacle cards** (sheet 4), cut and folded. Prepare them before the session.
- ☐ **The healing log** (sheet 6). A plastic sleeve and a wipe-clean pen make it reusable.
- ☐ **A map:** a printed scene picture, or a wipe-clean mat. No grid is needed: distances are Close, Near, Far and Very Far.
- ☐ **A GM screen** or folder to hide private rolls and notes, with the quick reference (sheet 1) taped inside.
- ☐ **Dice for the GM:** two d10s for d100 loot rolls, and enough d10s for a Party rest (one per two heroes).
- ☐ **The Horror track** and Target sign (sheet 3), and a coin as the marker.
- ☐ **Turn slips, countdowns and dying markers** (sheet 5), and a paper clip for whose turn it is.
- ☐ **Item cards** (sheet 7) and a printout of the Current Loot Tables page.
- ☐ **Pieces** for heroes and foes: miniatures, tokens or coins.
- ☐ **Scrap paper** for working out sums.

WHAT THE WEBSITE DID FOR YOU, AND WHO DOES IT NOW

JOB	AT THE TABLE
Adding up checks against the Target	The player says the total; the GM confirms
Taking damage off HP or adding progress	The GM crosses boxes on the foe's card; players erase their own HP
Adding Horror for spells, items, natural 1s and Pushes, and paying in blood past 21	Whoever caused it moves the marker, or rolls d4 per point and loses that HP
Remembering who has had which healing since the rest	The healing log
Ticking countdowns and dying heroes each round	The GM, each time the round coin moves
Rolling loot on d100 and its sub-tables	The GM, with the printed loot tables
Keeping hidden cards and GM notes secret	Face-down cards and the GM screen
Undo	An eraser, and an honest table

The rules here match the Sacrament RPG Table as of November 2026. They are provisional and still being playtested. If something here disagrees with the table, the table's Rules page is the current word.