

Dying Light Cheat Sheet

Basics

Damage: If you are touched with something (Nerf dart, spell packet, boffer) while a number and sig call are made you subtract that number from your HP. If you have a defense against that damage type then subtract your defense from the original number. I.e. with 5 armor if you are struck with a “to edge” damage call, you would subtract 5 HP.

Dodges: Dodges allow you avoid all basic attacks. If a feat is not stated with them, such as ‘Lethal’ then you may call dodge to avoid the attack hitting your character. All dodges refresh after 10 minutes of rest.

Healing: Healing simply adds HP back till you reach your current maximum. If you’re touched with “to Life” you add back to your HP. You must wait 60 seconds after being attacked (damaging or not) before healing magic will work. Only Empowered healing and Life-giver bypass this rule.

Sig calls

These are the calls you will hear in game to represent the various types of damage you can take.

Damage types	Description
Edge	Cutting weapons
Blunt	Blunt weapons / Fists
Claw	Natural weapons, claws, spikes etc.
Explosive	6' diameter Area of effect

Damage types	Description
Gun	Gun projectiles
Magic	None specific magic damage
War/pain/death	Specific magic damage
Poison	Makes you sick in various ways
Wrath	Counts as all damage types, including vulnerabilities

Feats

This is the short list of feats that you’ll hear players call. This only includes the feats that can used on your character by another character. If you have a feat that only effects your own character you will need to reference the rulebook.

Defensive Feats	Effect
Armor Other	Gives same armor value as source
Deflect	Cancels a none AOE or magic attack
Dissipation	Cancels an AOE effect
Intercept	Redirects attack to user of Intercept
Riposte	Reflect melee attack back to attacker

Restore	Instant full heal/restore from spirit
Personal Ward	Creates impenetrable 6' Barrier
Protect Other	Gives target casters magic protection
Protect Vs Feat	Grants protection from feat
Reflect	Reflects magic back to caster

Offensive Feats	Effect
Lethal Shot/Strike	Instantly kills target
Deep Wound	Slow walk, can't heal
Shatter Shot/Strike	Breaks item struck
Subdual Shot/Strike	Instantly fall asleep
True-Shot	Bypasses all defenses
Explosive Shot	AOE damage at target
Thunder Shot	Drop handheld objects, 3 second stun
Cripple Strike	Cripples hit limb
Fumble Strike	Knocks item out of hand
Provoke	Causes obsession with fighting user
Empowered Shot/Strike	Damage multiplied, requires a feat to negate

Offensive Magic	Effect
Death Hex	Target can't be healed for 10 minutes
Death Turning	Can't approach or attack user
Slay	Kills target, heals user
Bind	Binds arms and legs
Agony	Drop items, 3 second stun
Banish	Sent to pain realm for 10 min
Control Emotion	Causes overwhelming emotion
Fear	Afraid of caster, can't attack them
Obsession	Become obsessed with activity
Wither	Cripples limb
Wracking touch	Extreme pain, can't do anything
Nullify	Cancels all magic including defenses
Silence	Can't talk or cast magic
Enchant Weapon	+3 bonus to weapon, calls magic
Halo	100 damage, weapons reach of caster
Sleep	Instantly fall asleep
Shatter	Destroys named object

Defensive Magic	Effect
Bestow	Doubles HP for 30 min
Cure Madness	Cures thought altering effects
Cure Poison	Cures poison