


[illegible]

Class Progression	
level	Critical hit on
0	20
1	19-20
2	19-20
3	19-20
4	18-20
5	18-20
6	18-20
7	17-20
8	17-20
9	17-20
10	16-20

Attack Modifiers

Condition	Melee	Ranged
If The Attacker Is...		
Unseen by the target	Advantage	Advantage
On higher ground	Advantage	Advantage
Mounted vs a non-mounted	Advantage	-
Firing a projectile into melee	-	Disadvantage
If The Defender Is...		
Behind half cover	-	Disadvantage
Prone	Advantage	Disadvantage
Grabbed	Advantage	-
Unseen by the attacker	Disadvantage	Disadvantage
Unconscious	Auto kill	-

Short Rest				Injuries	
Exhaustion Level		Limp	Movement speed is halved.		
		Dazed	Move up 2 phases next turn.		
1		Bleeding	1d6 damage at the end phase. Ends if healed.		
2		Blinded	You can't see.		
3		Bruised	DisADV to STR, DEX, and attacks Ends if healed.		
4		Concussion	DisADV to PER and all reactions.		
5	Dying	Brain Freeze	DisADV to INT rolls and Magic actions		

<i>Magic Fatigue</i>				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20


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Phase					
1	2	3	4	5	6
					E
					F

<i>Relation</i>	<i>Player</i>	<i>Adv</i>	<i>Use</i>

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If The Attacker Is...		
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On higher ground	Advantage	Advantage
Mounted vs a non-mounted	Advantage	-
Firing a projectile into melee	-	Disadvantage
If The Defender Is...		
Behind half cover	-	Disadvantage
Prone	Advantage	Disadvantage
Grabbed	Advantage	-
Unseen by the attacker	Disadvantage	Disadvantage
Unconscious	Auto kill	-

Short Rest			Injuries	
Exhaustion Level			Limp	<i>Movement speed is halved.</i>
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