

Combat

- **Critical hit (Nat 20)**

*As you critically hit you will deal additional damage. **Roll double the dice you normally would.** Example critical hit with a dagger with 1d4 damage deals 2d4 instead or paladin with a short sword using smite at level 1 will deal 2d6 + 4d8 damage on a critical hit.*

- **Dualwielding feat: Two-weapon Fighting - addition**

When using two one handed weapons you can strike once per round with your offhand weapon as a free action when you attack with your main hand weapon.

- **Dualwielding feat: Twin Fangs**

- While dualwielding light weapons in each hand you may call for a **Twin Fang** attack which has following properties:
 - Increases critical threshold by 1 (from 20 to 21).
 - Your attack deals damage from both of your wielded weapons.
 - For example attacking with two daggers, regular attack deals damage from both weapons ($1d4 + PB + 1d4 + PB$), free offhand attack also deals damage from both weapons ($1d4 + PB + 1d4 + PB$).
 - Until your next turn all attacks made against you have advantage.
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Resting Rules

- **Short rest**

- Duration 10 minutes
- At the beginning you may spend available hit dice to regain missing hp
- After 10 minutes all of your short rest abilities are reset
- Maximum of 2 per 24h

- **Long rest**

- Duration 8 hours
 - Split into 2 "shifts" at 4 hour intervals, 4 hours of lookout and 4 hours of rest per character.
 - Character can choose to not join the 4 hour lookout shift to rest for full 8 hours.

- Maximum of 1 per 24h
- At the beginning you may spend available hit dice to regain missing hp
- At the beginning short rest abilities are reset.
- After 4 hours of rest you will regain half of your maximum hit dice
- After 4 hours of rest you may spend available hit dice to regain missing hp
- After 8 hours all of your spells slots and abilities are reset
- After 8 hours of rest you may spend available hit dice to regain missing hp
- Exhaustion is removed at a rate of 1 level per 4 hours of rest.

- **Full rest**

- Maximum of 1 per 24h
- Fully reset all abilities, exhaustion, hit dice, hit points.
- Requires a safe space
- After full rest in a familiar place you gain 1 hit die worth of temporary hitpoints