

Druid's Oracle *a Survival RPG*



Druid's Oracle, a Survival RPG

DOaS RPG is a role playing game designed with rules that don't need books or special dice to be played.

It can be played solo, or in a group with a "game master", who guides the plot of the story.

It only requires a knife, some sticks, and tokens of some sort, such as stones.

The four sided dice are carved from sticks with lines carved in them that not only represent the value of the rolls, but also act as an oracle to aid in story creation.

This is my attempt to solve the problem survivalist may face when alone in the woods with few resources and no form of entertainment.

These instructions do not go into detail on what an RPG is or how to play one.

There are many great free versions you can download and videos you can watch to learn the basics.

I suggest searching for "Quick Start" on DriveThruRPG.com

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Druid's Oracle, a Survival RPG

Use three D4 dice carved from straight sticks with each side having 0 to 3 perpendicular groves. Alternatively, you can use a single die and roll it three times.

Examples of dice:



Rolling Tests

Tests are rolled and compared to a difficulty number (Difficulty Class, or DC). You must roll at least the DC to succeed.

A DC of 5 has a 50% chance of success. From there, you will add 1 or 2 for a more difficult task, or subtract 1 or 2 for an easier task. A DC 7 is about twice as unlikely to succeed as a DC 6, so it should only be reserved for the most difficult tasks. You can see all the percentages in the "Final Notes" section.

When rolling a test, determine the difficulty, roll the dice, and compare the roll to the difficulty. The effect depends on how far over the difficulty you roll.

If you roll the exact difficulty, then the bare minimum will occur. Rolling over DC will often result in a more favorable outcome, depending on the action.

If you roll a 9 at any time, that is a great success. You would roll again and add the new roll to the first roll. Continue for all rolls of 9. On the other hand, if you roll a zero, something very unlucky will happen.

Character Stats

Each PC has four traits, HP, STR, DEX and INT. Each level adds 1 to HP and another point to any other trait. You will probably want to start at level 10.

All NPCs, monsters, beasts, constructs, and any entities or objects that don't have human level intelligence only have the traits, HP and LVL. LVL takes the place of STR, DEX and INT, but doesn't use tokens.

Races

Dwarf

Strong, offensive, elemental magic. Durable elemental enhanced weapons.

Human

Electrical magic. Electronics. Constructs. Complex mechanical traps. Complex weapons such as firearms, crossbows, etc.

Elf

Nature / spiritual magic. Potions. Healing magic. Clay golems. Sentient weapons.

Beast-Kin

Self transformation / boosting magic. When changing into their animal or human form, energy tokens are redistributed to traits in a way that makes sense. Beast-kin can only use magic or regenerate energy in their natural form.

Transformation always succeeds and takes one full turn.

Learned Magic

Any race can learn the magic of another race through practice. Since this is not natural for the race, no more than 1 magic type (ie: animal control or fire magic) from another race can be learned. Magic infused in objects can be used by anyone.

The Game Layout

As mentioned before, your character has 4 traits. This should be recorded in whatever way is easiest, such as notches on a stick, or knots in a rope.

For each trait, add a token, such as a small rock, to a pile, so that you have 4 piles of tokens representing your character. You roll tests based on the size of the pile, not the maximum value of the trait.

Challenges

A challenge would be something like, "Break a door down" or "Climb a wall". The difficulty of the challenge is determined, then a test is rolled. If the test fails, the task is considered too difficult for that character.

Playing The Game

During an adventure, playable characters (PCs) will have encounters with non-playable characters. (NPCs) Unless it makes sense to do otherwise, the PCs will act first. On a character's turn, they may take two actions, such as moving, attacking, talking, etc. Movement is typically limited to about 25 feet per action. Movement can be split around other actions as long as the total remains within the limit.

Pushing The Dice

After you roll the dice, you can spend tokens from any trait to change almost any roll, even if it's not your turn, as long as you can explain how it happens.

For instance, you can spend a STR token to reduce an enemy attack by 1 point, spending extra energy blocking the attack.

You can also spend tokens to give yourself an extra action at any time.

For instance, if a monster is running past you to attack an ally, you can spend a DEX token to trip them. (With a successful test, after the token is spent)

You can spend one INT token in place of STR or DEX, which represent pushing your skills and reflexes at the expense of mental stress.

STR, DEX, and INT can each be reduced to zero without dying, but your tests will suffer.

You can spend HP, pushing your body beyond its abilities, to push the dice as well, but this is considered damage and must be healed.

Magic

Doing magic will spend INT tokens. You can also spend STR, which would weaken you.

For all magic, select how many INT tokens to spend, roll the dice, and add them together. If you roll a 9, roll again and add it to the roll. You get one manna at 5 points, and one more at every point after that. (manna = INT tokens + roll - 4)

You cannot spend more INT after the roll. You can spend HP to increase the manna after you roll, but this is still considered damage and must be healed. HP

spent on long running spells can be healed while the spell is still running.

Performing magic takes two actions, one to charge your manna, (the roll) and another to perform the actual casting. Manna not used this turn is lost.

INT and STR tokens spent on a long running spell or object does not regenerate until the spell is destroyed, dismissed, or after a long (8 hr) rest.

Performing Magic

A spell that costs 1 manna does minor effects, such as knocking someone down. At 5, you start doing major damage. At 10, you're mowing down hoards of enemies. If you didn't roll high enough to create any manna, you could still do minor magic such as dislodging a loose pebble, or creating light.

After you roll, you know how much magic you're working with, then you decide the effect.

Creating Things Magically

An object must have at least 1 HP and the total manna cost is its HP plus its LVL. Objects that can move on their own are considered a long running spell.

Construct Example

I spend 4 INT to try to create a construct. I roll a 5, for a total of 9, or 5 manna. I create a LVL 2 construct with 3 HP.

Healing and Recovering

After an encounter, roll 1 die to see how many HP you're able to heal. You also regain all spent tokens, not counting HP, as you take a short rest.

You can recover a single token of your choice (but not HP) by skipping a turn.

At the end of each day, you can take a "long rest" at a safe location. This will give you time to bandage and heal all your health back. If you're keeping track of supplies, this is when you'll eat a day's rations.

Healers may test to heal a player 1 life per manna expended, or raise the dead at a manna cost of the target's HP, which would revive the target with 1 HP, an no tokens until the end of the encounter, if successful.

Saves

"Rolling a save" is a test to save you from damage (such as fire or poison) or death. You may only make one save per turn. Most saves are at a DC 5. Death saves start at DC 5 and go up in difficulty each turn. On success, you revive with 1 HP. Long running spells will continue to run until you fail your last death save. You can push a save roll.

Leveling

Heroes level up after each adventure, or after accomplishing a great challenge. Add one point to HP and one point to any other trait.

Fighting

Attacking

When attacking, compare your STR tokens to the enemy's LVL. If the LVL is higher, roll on a DC of 6, if the same, use a DC of 5, and if less, use a DC of 4. If the LVL is twice your STR, then use a DC of 7. If it's half, use a DC of 3. Some other factors that may affect the DC are coverage, distance, visibility, and the size of the target.

On a successful hit, you do 1 damage, or 2 points on a roll of 3+ over the DC. Fast weapons may decrease the DC by 1 or 2 points, causing more damage on average. Powerful weapons may add 1 or 2 points of damage to a successful hit.

Attacking with a bow uses DEX, rather than STR, but takes two actions to make the attack. One to nock the arrow and one to fire the bow.

When the enemy attacks you, you roll to defend, using LVL vs DEX. You only roll for characters you control.

When a monster with a LVL fights an ally with a LVL, such as a construct, only the LVLs are used to determine the DC of an attack.

Attacking multiple enemies

Attacks will be against an individual in a group. If you kill an enemy, you may attack another enemy again that turn. You may continue attacking for each kill.

If your attack does multiple points of damage, you can choose to rollover the extra damage after a kill, rather than attacking again.

When defending against large groups, rather than roll, take 1/3 the total damage for an enemy attacking at a disadvantage, 1/2 at an enemy of equal level to you, and 2/3 at an enemy that has an advantage. Round up any fractions. ie: if being attacked by 5 enemies of a lower LVL than your DEX, they would do 4 points of total damage. (2 attacks each, with 1/3 landing)

Example DCs

Attack DC	LVL: 7	LVL: 5	LVL: 3	LVL: 1
STR: 7	5	4	3	3
STR: 5	6	5	4	3
STR: 3	7	6	5	3
STR: 1	7	7	7	5

Final Notes

Remember, these are guidelines. This is your game.

Give your character a backstory with strengths and weaknesses. Use that to help determine the DC for any challenges.

If you can, find different looking tokens. Sometimes you'll want to keep track of different things and using different tokens help to keep things organized.

Here's a comparison to the rolls in TinyD6, aka Tiny Dungeon, as well as the typical D20 DCs, and the equivalent 1D6 roll.

Tiny D6	Normal (5+)	Focused (4+)
Disadvantage 1D6	6 (33%)	5 (50%)
Normal 2D6	5 (56%)	4 (75%)
Advantage 3D6	4 (70%)	3 (88%)

Equivalent D20 and D6 DCs and Percentages

	1	2	3	4	5	6	7	8	9
Pct %	98	94	84	69	50	31	16	6	2
D20	1	2	4	7	10	15	18	20	20
D6			2	3	4	5	6		
Fract			5/6	2/3	1/2	1/3	1/6		

Example Spells

Some ideas for spells. The actual range, duration, and damage depend on the amount of energy spent.

under 5: non damaging, single turn

5+: minor damage, a few turns

10+: major damage, encounter

15+: large area damage, indefinite

Dwarf

Stone Skin (Earth)

Increase the DC of attacks against you until the end of combat.

Terra Form (Earth)

Use magic to quickly move dirt and stone into crude forms, such as walls, ditches, etc.

Muddy Grounds (Earth + Water)

Duration: End of encounter

The ground becomes slick with mud. All entities beside yourself have their movement speed reduced by half. You may choose to pull objects or entities adjacent to yourself with you as you move. On all other standing entity's next turn, they must roll a save at disadvantage or fall, losing one action to get back up.

Freeze (Water)

Duration: End of encounter

Freeze any water source.

Tornado (Wind)

Use energy to knock all non-anchored objects back a short distance around a target. Using more energy will knock objects back further.

Wind Arrow (Wind)

Your next arrow gets a bonus to DEX and 1 extra point of damage.

Fire Breath (Fire)

You breath fire out of your mouth in a straight line for 25 feet.

Ice Arrow

Create an arrow out of ice. Does 2 damage, or 3 on a high roll.

Human

Create Constructs

See notes on constructs & golems. Constructs require scrap metal and a charged crystal to build, but can be reconstructed from a destroyed construct.

Shock

Lightning jumps between enemies a short distance apart. This is a chain, so the next target just needs to be near the previous target, not the first one. Each target hit must roll a save at disadvantage or be stunned and lose their next turn.

Pulse

Create an EMP that will disable all nearby electronics, including constructs, for 2 turns.

Electric Sense

Increase your sense of electrical fields to the point of detecting very slight currents such as heart beats.

Weld

Use an electric arc to weld two metal objects together or repair a metal object.

Magnetic Grip

Create a magnetic field in your hands in order to grip or pull on metal objects. This can also be used to feel for hidden or buried metal objects.

Build

Requires: raw components to be transformed

Create an electronic device that may be powered by electrical magic or a charged crystal.

Charge

Store electrical magic in a crystal to be used as a battery for devices. The charge can be released slowly, or all at once. The energy recharges at the end of the encounter or the next short rest. Such devices can be used by anyone and may be automated.

Flash of Light

Minor magic. (costs less than 5)

A flash of light startles the enemy in front of you, causing them to lose one action on their turn. Can also take the form of a ball of light to light the surroundings.

Elf

Create Golem

See notes on constructs & golems

Heal

See rules above on healing

Entangling Vines

Vines grow out of the ground and grab the enemy. Targets must roll a test at disadvantage to escape or lose an action.

Grow And Shape

Duration: 1-3 turns

Cause any seeds to grow rapidly. You can also control the shape of the plant as it grows to form shelters, fences, weapons, armor, etc. The correct seeds must be collected and planted.

Speak With Animals

Speak with any one animal or group of the same animal as your next action.

Speak With Plants

Speak to the spirit of any one plant to gather information about the environment, etc.

Speak With The Dead

Speak with a dead or undead entity.

Luck

Create an aura of luck. When activated, you may choose to re-roll any one dice roll. Luck cannot be cast during battle.

Tame

Tame a wild animal. The larger the animal, the more energy it takes to tame. You can speak with a tamed animal without having to use "Speak With Animals"

Rapid Shot

Spend a full turn to prepare arrows which can be later shot using 1 action each. Each point of manna prepares one arrow.

Living Arrow

Grow an arrow out of the ground. On impact, it grows into the target, doing 1 - 2 damage per turn. The more energy put into it, the more turns it will grow for.

Beast-Kin

Heal Self

See rules above on healing

Bug Attack

Cause nearby insects to attack your enemies. Targets must roll a test at disadvantage to avoid the bugs or lose an action swatting them away.

Enhance

Duration: end of encounter

Move energy to other traits as desired

Speed Boost

Duration: end of encounter

Double your movement speed.

Camouflage

Blend in with the background to become unnoticeable. If character moves faster than half speed, you must roll a save to keep from being spotted by any entities facing that direction. Energy spent does not start regenerating until spell ends.

Soft Foot

Become silent at any speed. Energy spent does not start regenerating until spell ends.

Transform

Transform into any animal, not just your animal type. Energy is not reassigned and must regenerate. Must call Transform again after energy regenerates in order to transform back into natural form. STR and DEX are modified to match the new animal. INT and HP remains the same. Using Transform, a beast-kin may use magic in animal form.

Speak With Animals

Speak with any one animal or group of the same animal as your next action.

Tame

Tame a wild animal. The larger the animal, the more energy it takes to tame. You can speak with a tamed animal without having to use "Speak With Animals"

The Oracle Dice

DOaS RPG also uses an oracle system which is easy to memorize (in my opinion) and a little more adaptable than the typical 6 sided die oracle. Each side of a die can have multiple meanings depending on context.

The oracle will give you the basic plot lines. It's up to you to weave that into a full fledged story.

For a weighted yes / no answer, you can roll 2D4 dice and use:

- 0: It's worse then you think (No and...)
- 1: Definitely no
- 2: Not likely, but possible
- 3: Maybe, if...**
- 4: Probably, but there might be complications
- 5: Definitely yes
- 6: It's better than you think (Yes and...)

Roll one die as an oracle. Roll multiple times to get modifiers.

Die	Trait	Element	Race	Relationship	Alternative	Gender	No / Yes
0	HP	Earth	Dwarf	Family / Past	Grounded / Solemn	Manly Man	No
1	STR	Water	Human	Friend	Relaxed / Social / Kind	Male	Unlikely
2	DEX	Air	Elf	Lovers	Excited / Active / Flirty	Female	Probably
3	INT	Fire	Beast-kin / Creature	Enemy / Danger	Scared / Protective / Aggressive	Girly Girl	Yes

The oracle is based around the 4 elements in order of state (solid, liquid, gas, plasma)

- Earth is the foundation. Your body / HP. The flat surface representing a flat field.
- Water is strength of movement. The ability to carve through earth. Your STR. The single line represents a river.
- Air is fast and flitting, like a bird. Your DEX. The two lines represent the movement of a breeze
- Fire has the power to modify the other elements. It is the danger of magic and the most active of the elements. Your INT. The three stripes represent the tips of a flame.

Creatures are ordered based on a matching element

- Dwarfs (Earth) live under the Earth. They work metal (Earth) using fire and wind to heat it, and water to quench it. So while they live in the Earth, they use the other elements to work it. (Hence, the use of elemental magic)

- Humans (Water) live on the Earth. They till the Earth to plant food and build their homes. They master energy and electricity.
- Elves (Air) are fast and light. They flit between tree branches, living high above the ground in the trees, using bows to attack. They are in tune with nature.
- Beast-kin (Fire) are temperamental and dangerous. They're constantly changing to destroy anything in their way. The three stripes representing the swipe of a claw.

Relationships are represented by the lines on the die

- The blank side is your family, foundation, or past. Your starting point.
- The single line is your friend. The person who will stand with you.
- The two lines are the lovers, standing together.
- The three lines are a danger, a group of people ganging together.

Example Adventures Using The Oracle Dice With Real Dice Rolls

Adventure #1

Adventure is caused by [1] a friend.

What is the issue? [3] a danger.

What kind of danger [1] involving a friend.

Is the second friend trying to attack the first friend?
[1] no, but they're not getting along.

So that tells me there's a danger my friends need to work together to defeat, but since they're not getting along, they can't defeat it.

What kind of danger are they trying to work together to defeat? [0] Family. **(see alternate branch below)**

I'd say the second friend's family is causing a danger, but they're unwilling to recognize it.

The first friend and I need to go to the second friend and convince them of the danger.

I suspect the family will have spies that will tell the family of our plans and they will try to stop us.

Adventure #1, alternate branch

...

What kind of danger are they trying to work together to defeat? [0] Something in their shared past.

Did it involve all three of us? [2] partly, yes.

A curse? [0] no

An item? [0] no (I'm going to ignore this later because of the next answer, a better question would have been, "is this an item or treasure?")

Treasure? [1] not exactly

So an item we got that didn't appear valuable at the time, but isn't cursed.

This item involves my two friends more than me. I'll say someone is looking for that item, but doesn't know I was involved in finding it. That makes me uniquely qualified to fix the problem. My friends are in danger and can't get directly involved.

Do I have the item? [0] No.

Does a friend have the item? [3] Yes, in their possession.

It must be the friend talking to me. (A [2] would be the other friend who we'd have to find.)

Is the person looking for the item, evil? [1] Not obviously so, but may turn out evil later.

I have my friend go into hiding and talk to the person looking for the item. They tell me the item is dangerous and needs to be destroyed. They'll stop at nothing to get the item. I offer to destroy it myself and they respond with [0] absolutely not. Only they can destroy the item. I return to my friend but he's missing. Now I need to find him to retrieve the item so it can be destroyed. I recruit the help of the second friend. After I get the item, I return it to the person who wants to destroy it. Does he reveal himself as being evil? [3] Yes! Boss battle. (A [1] could have meant he tries to use the item for good but it backfires. A [2] could mean he got corrupted by the item.)

Adventure #2

My character is an orphan with few friends

Adventure is caused by [0] something in my past

What is the issue? [0] my past again. Since I was an orphan, I'll say it has something to do with how I had to survive on the streets.

What in my past? [3] an old danger.

An old rival? [0] definitely not. Someone or something that didn't know me.

A danger to other orphans today? [3] Yes, very much.

So this is a danger I'm familiar with because I was an orphan and it's a danger right now to the current day orphans.

Is it an ongoing issue? [0] So something that rarely happens.

What is the danger to the orphans? [1] friend.

Someone pretending to be a friend? [1] not really, but not acting as an enemy either.

Does this involve slavery? [3] Yes!

So a slave trader is convincing orphans to follow them to a better life. My old contacts let me know what they suspect is happening, since this is something that also happened in my childhood. Perhaps I escaped them before? I need to find the slavers and rescue the orphans.

Adventure #3

Adventure is caused by [3] a beast-kin / creature

Is it attacking? [1] No, but it might be causing problems.

Is it looking for something? [3] Yes!

Item or entity? [1] An item, maybe one that looks like an entity. A doll?

How big is the creature? [0] Small.

This is a find quest. A pixie has fallen in love with a doll but the doll has disappeared. After seeing the pixie flying around frantically, causing disturbances and damage to the villagers' possessions. I talk to it, find out what's wrong, and decide to help it find the missing doll.

Mid-Game Example

Here's an example of interpreting the die differently while already part way through the story.

I've been traveling all day, has anything happened today? [3] Yes, something major!

What does it involve? [1] I find someone or something that's friendly or helpful

Is this an object, animal, humanoid, or event? [2] a humanoid.

How big is it? [0] small

On a scale of fairy to dwarf, how big? [1] slightly larger than a fairy.

Is this a gnome or brownie? [2] brownie.

Male or female? [2] female.

What is her general attitude? [3] scared of me.

I find a spot to make camp. As I empty my pack and begin to gather wood for a fire, a small movement catches my eye. A brownie, a young girl by the looks of it, scurries off a short distance, then hides under a bush and watches me gather wood. Once I have the fire burning, the brownie comes closer, seemingly enjoying the heat, but too scared of me to get too close.

I place some food on the ground, does that help? [2] yes, she's less scared.

I sit and eat for a while. Every once in a while I give food to the brownie and she continues to warm up to me.

How does she feel now? [3] She feels protective of me.

Soon, the little brownie warms up to me completely, sitting next to my foot and watching everything I do with great interest. When I pull out my pack, unlatching my bedroll, I notice her watching the shadows and alert to any threats, her little spear ready to attack.

The next morning, I find a dead mouse, skinned, near my bed. The brownie motions at it, showing me it's an offering.

After a small breakfast of mouse meat and other rations, I begin to leave. Does the brownie follow? [3] Yes.

As I walk down the path, I notice the brownie following behind me. After a little pantomiming, I get her to ride on my shoulder, and she becomes my personal alarm, warning me of danger I might miss.

As we near the dungeon entrance, how does the brownie act? [2] Excited for battle!

As I enter the dungeon, the first monsters we find are spiders of various sizes. Does she see them? (DC 4) [1+2+2] yes, she sees them and alerts me to the danger before they see us. She motions to be put on the ground, and she quickly dispatches the smaller spiders. For battle purposes, she has a spear tipped with poison, which causes 1 point of poison damage per turn for 3 turns. (I would roll each of her attacks)

Q&A

Q: Why use dice that range from 0 to 3?

A: It makes sense for the oracle. It also means that a roll of zero is a failure, no matter how many dice you roll.

Q: Can this really entertain someone who's stranded for months on end?

A: This can be a focus for other small projects. Carving figurines, creating terrains, carving additional dice or life counters, etc.

Q: Can I make supplemental content for DOaS RPG?

A: Yes, please do! This is free for everyone and I give full rights to use this in any other projects.

Example Battle

Played with actual rolls

Me: Elf, **10, 5, 3, 2** (HP, STR, DEX, INT)

As I'm walking on a path, I'm ambushed by 3 wolves, each are **2, 3** (HP, LVL)

Since this is an ambush, the wolves attack first.

They spend 1 action moving into ambush range.

Wolf 1 2nd action: attacks, I defend with a DC 5. [4] Failed, I take 1 damage.
I'm now: **9, 5, 3, 2**

Wolf 2 2nd action: attacks, I defend with a DC 5. [6] Avoided damage.

Wolf 3 2nd action: attacks, I defend with a DC 5. [2] Rolled 3 under DC, so I would take 2 damage. Instead I spend 1 STR to raise it to a [3] and only take 1 damage.
I'm now: **8, 4, 3, 2**

My 1st action: I attack Wolf 1 with a DC 4. [4] Success. Hit for 1 damage.

My 2nd action: I attack Wolf 1 again with a DC 4. [5] Success. Hit for 1 more damage and killed it.

I attack wolf 2, since I killed an enemy, at DC 4. [4] Success. I Hit for 1 damage.
Wolf 2 is now: **1, 3**

Wolf 2 1st action: attacks, I defend with a DC 5. [8] Avoided damage.

Wolf 2 2nd action: attacks again, I defend with a DC 5. [5] Avoided damage.

Wolf 3 1st action: attacks, I defend with a DC 5. [3] Failed, I take 1 damage.
I'm now: **7, 4, 3, 2**

Wolf 3 2nd action: attacks again, I defend with a DC 5. [3] Failed, I take 1 damage.
I'm now: **6, 4, 3, 2**

My 1st action: I charge magic with 2 INT. [3] + 2 = 5, or 1 mana
I'm now: **6, 4, 3, 0**

My 2nd action: Since I only have 1 mana, and we're in the woods, I cause the local insects to swarm the wolves, making them each lose one action.

Wolf 2 2nd action: attacks again, I defend with a DC 5. [4] Failed, I take 1 damage.
I'm now: **5, 4, 3, 0**

Wolf 3 2nd action: attacks again, I defend with a DC 5. [2] Rolled 3 under DC, so I would take 2 damage. Instead I spend 1 STR to raise it to a [3] and only take 1 damage.
I'm now: **4, 3, 3, 0** (attack DC is now 5, since my STR is equal to wolves' LVL)

My 1st action: I attack Wolf 2 with a DC 5. [5] Success, killed.
I attack wolf 3, since I killed an enemy, at DC 5. [4] Missed.

My 2nd action: I attack Wolf 3 again with a DC 5. [1] Miss.

Wolf 3 1st action: attacks, I defend with a DC 5. [8] Avoided damage.

Wolf 3 2nd action: attacks again, I defend with a DC 5. [4] Failed, I spend 1 DEX to dodge the attack.
I'm now: **4, 3, 2, 0** (defense is now DC 6)

My 1st action: I attack Wolf 3 with a DC 5. [2] Miss.

My 2nd action: I attack Wolf 3 with a DC 5. [5] Hit this would be 1 damage, but since this is the last monster, I put all my remaining STR into it for a +3 to the roll, causing 2 damage and killing it.

I end with: **4, 0, 2, 0**

I take a short break and regain all my non-HP tokens:
4, 5, 3, 2

I roll one dice for healing. [2] I finish with: **6, 5, 3, 2**

That night I take a long rest, and regain all Tokens:
10, 5, 3, 2