

Human Fighter

Combat Reference

- ◇ **Initiative:** Rolled by party leader:
1D10 + Wis + Dex Mods
- ◇ **Action Order:** Movement > Melee > Missile > Misc. > Magic

Special actions to consider:

- ◇ **Defensive Stance:** All incoming attacks you can see have disadvantage
- ◇ **Shield Bash:** Dwarf/Fighter can attempt to daze/disarm/knockdown opponent
- ◇ **Tactical Action:** Make the opponent save vs Mind/Body, cause temporary tactical boon

Level-Up Reference

You need 10x the next level in XP to level up! When that time comes, you must either Camp or Return to Town. Apply the following at the next levels:

Level 2: Roll 2D8 HP, +1 Attack, +1 to Body/Death/Rally/Area Saves, +1 to "Not Today!"

Level 3: Roll 3D8 HP, +1 Attack, +1 to Body/Death/Rally/Mind/Luck Saves, +1 to "Not Today!", +1 additional Attack Die

Level 4: Roll 4D8 HP, +1 Attack, +1 to Body/Death/Rally/Area Saves, +1 to "Not Today!"

Level 5: Roll 5D8 HP, +1 Attack, +1 to Body/Death/Rally Saves, +1 to "Not Today!"

Level 6: Oh, you think so, eh?

Camp Actions Reference

When you camp, first Spend 1 Ration. Immediately Recover half (round up) of previously-lost HPs.

Then, choose one of the following actions:

- ◇ **Rest:** Spend 1 additional ration, recover half (round up) of previously-lost HPs.
- ◇ **Re-Memorize:** Recover one previously-spent spell per XP level.
- ◇ **Craft Ammo:** Add 2D4 normal ammo for one weapon.
- ◇ **Level up!:** Requires enough XP!
- ◇ **Stand Watch:** Add a Blue Die, & reduce camp encounter chance.
- ◇ **Scout Ahead:** Roll Search to add one Yellow die to next 1D4 rooms.

Damage and Dying

At Zero HP, you're not dead yet! Each round, choose one:

- ◇ **Lay Down:** Drop/remain prone. Roll Death Save; if failed, lose -1 CON permanently.
- ◇ **Fight on!:** Take action as normal. When done, lose -1D4 CON permanently.

CON lost below Zero HP requires Cure Serious Wounds to restore.

