

Human Magic-User

Combat Reference

- ◇ **Initiative:** Rolled by party leader:
1D12 + Wis + Dex Mods
- ◇ **Action Order:** Determined by the
Party Leader

Special actions to consider:

- ◇ **Defensive Stance:** All incoming
attacks you can see have
disadvantage
- ◇ **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 2D4 HP +1 to Mind/Luck Saves, Add 2 New Spells to Spellbook

Level 3: Roll 3D4 HP, +1 to Mind/Body/Area/Death/Rally Saves, Add 2 New Spells to Spellbook, Safe Spell Level 2

Level 4: Roll 4D4 HP, +1 to Mind/Luck Saves, Add 2 New Spells to Spellbook

Level 5: Roll 5D4 HP, +1 to Mind Saves, Add 2 New Spells to Spellbook, Safe Spell Level 3

Level 6: Oh, you think so, eh?

Camp Actions Reference

When you camp, first Spend 1 Ration. Immediately Re-memorize a single previously-forgotten spell.

Then, choose one of the following actions:

- ◇ **Rest:** Spend 1 additional ration, use bedroll, 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.

