

Human Fighter

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
- ◇ **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 At-
tack 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 (requires bedroll).

Then, choose one of the following ac-
tions:

- ◇ **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.

