

# Human Thief

## 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 2D6 HP, +1 to Area/Luck/Death/Rally Saves, +1 add. Expertise Roll

**Level 3:** Roll 3D6 HP, +1 Attack, +1 to Area/Luck/Mind/Body Saves, x3 Stability! damage, +1 add. Expertise Roll

**Level 4:** Roll 4D6 HP, +1 to Area/Luck/Death/Rally Saves, +1 add. Expertise Roll

**Level 5:** Roll 5D6 HP, +1 to Area/Luck, +1 add. Expertise Roll

**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 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.

