

1 LIVE & DIE

- Dropping to 0 HP means losing the will to fight and to be INCAPACITATED
 - ROUND 1: INCAPACITATED, PC can speak, see and hear.
 - Roll DEATH SAVING THROW (1-10 Fail / 11-20 Success)
 - ANY OTHER SUBSEQUENT ROUND: INCAPACITATED, PC can see and hear.
 - Roll DEATH SAVING THROW (1-10 Fail / 11-20 Success)
 - 3 successes → Character is UNCONCIOUS and stable.
 - 3 failures → Character is dead.
 - Roll 1 on D20 → 2 failures
 - Roll 20 on D20 → back to life with 1 HP (with 2 levels of exhaustion, see below).
- Stabilize a character: DC 10 Wisdom (Medicine) check.
- Returning to life (from 0 or less HP) regardless of the modality (natural healing, medical treatment, or magical healing) leaves behind 2 levels of exhaustion, which are cumulative (-2 + -2 to all D20s...). One (only one) Exhaustion level can be restored with restoration spells (see spell section) or a long rest. All other rules apply.
- Permanent Injuries: Receive with a single hit a damage that is equal or exceed the total HP, (which also take the HP instantly to 0 or below) can potentially trigger a permanent Injury: save CON DC 10, on failure: roll D20 on the Permanent Injuries table.
- Instant death: Receive with a single hit a damage that is DOUBLE or MORE the total HP, cause instant death.
- Having negative HP is irrelevant if the negative value is inferior of the total character HP.

2 Combat

- Nat20 & Nat1.
 - A Natural 20 is always a hit and allows 1 die of full damage plus one extra damage die.
 - A Natural 1 is always a miss. It also triggers a D100 roll on the Fumble Chart.
- Opportunity Attack is a reaction and is triggered only when the PC leaves the threat (reach) zone. Usually, 5ft.
- Flanking: Many vs 1. A character can use the Help action to give another character an advantage in making the attack. An attacking character can receive multiple Helps, and in this case the advantage is cumulative. For example, 3 vs. 1: Two players assist the third. He can roll three dice to hit. More chances to hit, more chances to get a Nat 20, but only one attack.

3 Level of Light

- Bright light (daylight) → No penalties to characters with normal eyesight.
- Dim light (shadows, lightly obscured, dusk) → No penalties but the range of sight reduced.
- For Character without Darkvision (disadvantage plus... see below)
 - Obscure (outdoor during night)
 - Attack Rolls: - 2 penalty.
 - Armor Class (AC): - 2 penalty (effectively, a +2 bonus to hit).
 - Saving Throws (all): -2 penalty.
 - Ability Checks:-2 penalty (any check that requires sight).

- Initiative -1 penalty.
- Darkness (heavily obscured, like blinded, indoors dark, pitch black)
 - Attack Rolls: - 4 penalty.
 - Armor Class (AC): -4 penalty (effectively, a +4 bonus to Hit).
 - Saving Throws (all): - 4 penalty.
 - Ability Checks: Automatically fail any check that requires sight.
 - Initiative: -2 penalty.
- For Character with Darkvision
 - Obscure (outdoor during night) → is like Dim light
 - Darkness (heavily obscured, like blinded, indoors dark, pitch black) → disadvantage plus... is like Obscure for character without darkvision

4 Climbing

- When a class or species get "special" climbing speed is assumed with climbing tools or ladder
- Climbing speed with climbing tools (or a ladder) is 1/2 of the character speed.
- Climbing speed without climbing tools is 1/4 of the character speed.
- Surface type may introduce additional dexterity checks (Athletics, Acrobatics, ...).