

Unconsciousness/Death

When brought to zero HP or goes negative, your character falls unconscious.

Unconscious: Character is unable to move, defend themselves against attacks (Physical or otherwise) and needs to be awoken. To awaken an unconscious character, another character (Player or NPC) must make a medicine check with a DC of Ten (10) plus the amount of health to bring the player back to zero. For example, if a character takes damage and goes to -4 HP the character falls unconscious. A medicine check with a DC of 14 is required to awaken the character.

Every round on the unconscious characters turn, the character must make a Body Save with the same DC as the medicine check to awaken them (10 + HP to bring the player back to zero) if failed, they suffer a damage.

If a player's HP ever falls to -15 they are killed.

Turns

A player's turn is broken up into Movement and Actions.

Movement: The character can move up to his maximum movement speed.

Actions: A character starts with having only one action. This action can be used to attack, cast a spell, perform a skill, etc. If a character has a second action available to them, they can do a second one of these or the same action twice.

Double Move: A character can use their **Entire** turn to travel twice their movement speed. This ends the turn and consumes all actions (Not just remaining actions).

If entering and/or leaving an enemy's weapon range, they will get a chance to attack you with their equipped weapon.

If an enemy attempts to leave your weapon's range, you may take a free attack (even though it isn't your turn) against that enemy. This can only happen once. This only counts for Melee Weapons, it does not include Ranged Weapons or any kind of spellcasting (unless other abilities or effects state otherwise).

Rounds and Initiative

Rounds go around through everyone's turns until every character (NPC, Player, Villain, or otherwise) has had a turn. The turn order is based on everyone's initial Speed roll (1d20 + Speed Bonus) and is sorted highest to lowest.

If two character's tie, the one with the higher speed bonus goes first. If this is also a tie, they have a roll off. The higher roll goes first and these new results do not affect their original initiative standings.

Experience

Experience will be primarily earned through combat, however the game master can distribute experience for anything they see fit.

When given experience, your character earns that number minus their current level. For example, a character that has reached level Three (3) receives Seven (7) Experience from a combat encounter he adds four (4) to his total experience.

Upon reaching Twenty (20) total Experience, the character levels up.