

# Player-Driven Death Mechanics

Optional death rules that give some agency to the players, adapted from Daggerheart.

Replaces death rules (p. 89 core rulebook). No death timer or stabilization.

At 0 HP, choose one of the following 3 options. All rolls are flat (no ADV/DISADV, modifiers or luck). If your max HP or any of your stats is reduced to 0, you die.

**Unyielding End.** Take one final action, then die. This action is always a critical success.

**Fate's Coin.** Flip a coin. Negative: die. Positive: instantly regain HP (lvl 1-4: 1d4, lvl 5-8: 1d6, lvl 9+: 1d8).

**Endure.** Fall unconscious until healed. Roll on the *Close Call* table. The *Pit Fighter* class (CS2) gets +1 to this roll.

## CLOSE CALL

1d12	Effect
1	<b>Lop.</b> You lose a limb. 1d4: <b>1.</b> Leg, <b>2.</b> Arm, <b>3.</b> Foot, <b>4.</b> Hand
2	<b>Blinded.</b> You lose an eye (DISADV on sight-based checks)
3	<b>Torn Muscle.</b> You permanently lose 1 point of STR
4	<b>Nerve Damage.</b> You permanently lose 1 point of DEX
5	<b>Organ Damage.</b> You permanently lose 1 point of CON
6	<b>Brain Damage.</b> You permanently lose 1 point of INT
7	<b>Trauma.</b> You permanently lose 1 point of WIS
8	<b>Scars.</b> You permanently lose 1 point of CHA
9	<b>Festering Wound.</b> You permanently lose 1 HP
10	<b>Shattered.</b> One random piece of gear you wield is destroyed
11	<b>Stupor.</b> You stay unconscious
12	<b>Unbroken.</b> You instantly regain 1 HP