

Stonehell: Prepare to Die
Pyromancer Adventurer Playbook

| | | | | | |
|------|-------|----------|-------|------------|-------------|
| Name | Level | Treasure | Spent | Hit Points | Armor Class |
| | | | | | |

Abilities

| | | | | | |
|-----------|-----------|--------------|--------------|--------------|-------------|
| Strength | Dexterity | Constitution | Intelligence | Wisdom | Charisma |
| STR Bonus | DEX Bonus | CON Bonus | INT Bonus | WIS Bonus | CHA Bonus |
| STR Die | DEX Die | CON Die | Max Spells | Max Miracles | Max Minions |

Equipment

| | | | |
|------|-------|-----------|------------|
| Head | Torso | Left Hand | Right Hand |
| | | | |

Gear

| | | |
|----|----|----|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |
| 10 | 11 | 12 |
| 13 | 14 | 15 |
| 16 | 17 | 18 |

Moves

| | |
|--------------------------------|--|
| Ability Check. | Roll 1d20. Aim for \leq appropriate ability score. |
| Recover. | Set Hit Points = (CON Die \times Level) + CON Bonus. Refresh all spells. |
| Advance. | Spent treasure = Level \times 1000 to advance Level by 1 (max 10). Choose one Ability Score to increase (max 18). Set Spent treasure = 0. |
| Cast Spell. | Resolve spell then make INT check. INT fail \rightarrow lose the spell. |
| Resist Death. | Make CON check. Success \rightarrow swoon, failure \rightarrow YOU DIED. |
| Melee Attack. | Roll 1d20 + weapon bonus + STR Bonus; aim for enemy AC. <i>On success, roll damage: weapon die + STR Bonus.</i> |
| Missile Attack. | Roll 1d20 + weapon bonus + DEX Bonus; aim for enemy AC. <i>On success, roll damage: weapon die.</i> |
| Recover Stamina. | Make CON check. |
| Reaction: Shield Block. | Make STR and CON check. CON failure \rightarrow out of stamina. |
| Reaction: Dodge. | Make DEX and CON check. CON failure \rightarrow out of stamina. |

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Spells

| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

Minions

| | | | |
|---------|---------|---------|---------|
| 1 | 2 | 3 | 4 |
| Loyalty | Loyalty | Loyalty | Loyalty |
| 5 | 6 | 7 | 8 |
| Loyalty | Loyalty | Loyalty | Loyalty |

Ability Score Bonuses and Dice

| Score | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|-------|-----|-----|-----|-----|-----|------|------|------|------|------|
| Bonus | +0 | +0 | +0 | +0 | +1 | +1 | +1 | +2 | +2 | +3 |
| Die | 1d4 | 1d6 | 1d6 | 1d8 | 1d8 | 1d10 | 1d10 | 1d12 | 1d12 | 1d12 |

Pyromancer Adventurer Creation

1. *Record abilities:* STR 10, DEX 10, CON 10, INT 12, WIS 10, CHA 9.
2. *Record ability bonuses:* all bonuses are +0.
3. Set STR Die to 1d6, DEX Die to 1d6, and CON Die to 1d6.
4. Set Max Spells to 2, Max Miracles to 0, and Max Minions to 0.
5. Roll 1d6 for Hit Points.
6. You can carry 10 items. Cross-off gear slots > STR score (slots 11 through 18).
7. *Choose melee weapon:* club (1d6) OR hand axe (1d6).
8. Pyromancers do not begin with missile weapons or armor.
9. *Gear:* Roll 1d6 on the Starting Gear table below.
10. *Spells:* You begin with two pyromancy spells: Fireball and Flaming Weapon.

Starting Gear

1. goblin key (1/6), steel mirror, rope (50 feet), grappling hook, lantern, flask of oil (2/6), poison throwing knives (2/6), fire charm (2/6)
2. antidote moss (2/6), lightning charm (2/6), fire bomb (2/6), lantern, flask of oil (2/6), whistle bomb (2/6), flask of wine (1/6)
3. rope (50 feet), grappling hook, clotting moss (2/6), home key (2/6), wind-up toy, badger mushrooms (2/6), poison throwing knives (2/6)
4. poison charm (2/6), smoke bomb (2/6), flask of wine (1/6), rations (6/6), fire charm (2/6), flask of acid (2/6)
5. throwing knives (6/6), poison charm (2/6), fire bomb (2/6), wind-up toy, lightning charm (2/6), rations (6/6)
6. flask of wine (1/6), poison throwing knives (2/6), torch (6/6), clotting moss (2/6), whistle bomb (2/6), rations (6/6)

Fireball. Deal 1d6 + (1d6 × Level) damage (save for ½) to all in an area.

Flaming Weapon. Ignite a weapon. Weapon deals +1d6 damage and damage is magical.