

DEATH AND DYING

Red + Black Chip

- **Dying:** When your hit points drop to 0 or fewer, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- **Death Saving Throw:** When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.
 - *Lower than 10:* You slip one step closer to death. If you get this result three times before you take a rest, you die.
 - *10–19:* No change.
 - *20 or higher:* Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges left expressed as a negative number, your condition doesn't change.
- **Death:** When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies. Or three failed death saving throws.