Using Defense Points

The total number of defense points earned earlier in the adventure will reduce the number of bandits in the attack (as some are killed or driven off by the defenses). In addition, each PC gains a pool of Defense Points based on how well the preparations went.

Use Defense Points as an Immediate Action to add +1 to:
- Attack rolls
- Damage rolls
- Ability checks
- Skill checks
- Saving throws
- Armor class (until the start of the PCs turn)

Multiple Defense Points can be used together, and they stack!

PCs must decide to use Defense Points *before* rolling!