





CHARACTER INFORMATION

APPEARANCE

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

BACKGROUND

PERSONALITY

IDEALS

BONDS

FLAWS

OTHER CHARACTER INFO

LANGUAGES

PROFICIENCIES

BACKSTORY

ACTIONS IN COMBAT

ATTACK (PHB 192)

CAST A SPELL (PHB 192 & 202)

DASH (PHB 192)
YOU GAIN EXTRA MOVEMENT EQUAL TO YOUR SPEED AFTER MODIFIERS.

DISENGAGE (PHB 192)
YOUR MOVEMENT DOES NOT PROVOKE ATTACKS OF OPPORTUNITY FOR THE REST OF THE TURN.

DODGE (PHB 192)
UNTIL THE START OF YOUR NEXT TURN, ANY ATTACK ROLL MADE AGAINST YOU HAS DISADVANTAGE IF YOU CAN SEE THE ATTACKER. YOU MAKE DEXTERITY SAVING THROWS WITH ADVANTAGE. YOU LOSE THIS BENEFIT IF YOU ARE INCAPACITATED OR YOUR SPEED DROPS TO ZERO.

HIDE (PHB 192)
MAKE A STEALTH CHECK IN AN ATTEMPT TO HIDE.

HELP (PHB 192)

YOU ASSIST ANOTHER CREATURE IN A TASK, AND THE CREATURE GAINS ADVANTAGE ON ITS NEXT ABILITY CHECK TO PERFORM A TASK AS LONG AS THAT TASK IS BEFORE YOUR NEXT TURN.

READY (PHB 193)

DECIDE ON THE CIRCUMSTANCES THAT WILL TRIGGER YOUR REACTION AND THE ACTION YOU WILL TAKE IN RESPONSE TO THAT TRIGGER. YOU CAN ALSO CHOOSE TO MOVE YOUR SPEED. WHEN THE TRIGGER OCCURS YOU TAKE THE ACTION AS A REACTION AFTER THE TRIGGER FINISHES.

SEARCH (PHB 193)

YOU MAKE EITHER AN INVESTIGATION OR PERCEPTION CHECK TO LOCATE SOMETHING.

USE AN OBJECT (PHB 193)

YOU INTERACT WITH AN OBJECT THAT REQUIRES AN ACTION, IF YOU WISH YOU CAN INTERACT WITH A SECOND OBJECT ON THE SAME TURN.

ADVANTAGE

WHEN A CHARACTER HAS ADVANTAGE, THE PLAYER ROLLS TWO D20'S AND SELECTS THE HIGHER ROLL. (PHB 173)

DISADVANTAGE

WHEN A CHARACTER HAS DISADVANTAGE, THE PLAYER ROLLS TWO D20'S AND SELECTS THE LOWER ROLL. (PHB 173)

IF A CHARACTER HAS BOTH ADVANTAGE AND DISADVANTAGE, THEY HAVE NEITHER. (PHB 173)

DEATH & DYING

INSTANT DEATH (PHB 197)

A CHARACTER IS INSTANTLY KILLED WHEN THAT CHARACTER IS REDUCED TO 0 HIT POINTS AND THE REMAINING DAMAGE EQUALS OR EXCEEDS THAT CHARACTER'S HIT POINT MAX.

DEATH SAVING THROWS (PHB 197)

WHENEVER A CHARACTER STARTS ITS TURN WITH 0 HIT POINTS, THAT CHARACTER MUST MAKE A DEATH SAVING THROW. ROLL A D20 WITH NO BONUSES. IF THE ROLL IS 10 OR HIGHER, THE ROLL SUCCEEDS. AFTER THREE SUCCESES, THE CHARACTER STABILIZES. AFTER THREE FAILURES, THE CHARACTER DIES. THESE SUCCESES OR FAILURES DO NOT HAVE TO BE CONSECUTIVE.

NATURAL 20s AND 1s (PHB 197)

ON A ROLL OF 20, THE CHARACTER REGAINS 1 HIT POINT. A ROLL OF 1 COUNTS AS TWO FAILURES.

DAMAGE AT 0 HIT POINTS (PHB 197)

IF A CHARACTER TAKES DAMAGE WHILE AT 0 HIT POINTS, THAT CHARACTER SUFFERS 1 DEATH SAVING THROW FAILURE, 2 IF THE DAMAGE IS FROM A CRITICAL HIT. IF THE DAMAGE EXCEEDS THE CHARACTER'S HIT POINT MAXIMUM, THAT CHARACTER SUFFERS INSTANT DEATH.

STABILIZING A CREATURE (PHB 197-198)

YOU CAN USE AN ACTION TO ADMINISTER FIRST AID TO A CREATURE BY MAKING A DC 10 MEDICINE CHECK. A STABLE CREATURE DOES NOT MAKE DEATH SAVING THROWS, BUT HAS 0 HIT POINTS AND REMAINS UNCONSCIOUS. A CREATURE MUST START MAKING DEATH SAVING THROWS IF IT TAKES ANY DAMAGE.

A STABLE CREATURE THAT ISN'T HEALED REGAINS 1 HIT POINT AFTER 1D4 HOURS.

SPELLCASTING

SPELLCASTING CLASS SPELLCASTING ABILITY* SPELL SAVE DC** SPELL ATTACK BONUS***

CANTRIPS

1 SLOTS TOTAL SLOTS EXPENDED

PREPARED

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3 SLOTS TOTAL SLOTS EXPENDED

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2 SLOTS TOTAL SLOTS EXPENDED

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4 SLOTS TOTAL SLOTS EXPENDED

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SPELLCASTING CONT.

5 SLOTS TOTAL SLOTS EXPENDED

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8 SLOTS TOTAL SLOTS EXPENDED

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6 SLOTS TOTAL SLOTS EXPENDED

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9 SLOTS TOTAL SLOTS EXPENDED

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7 SLOTS TOTAL SLOTS EXPENDED

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* SPELLCASTING ABILITY BY CLASS

BARBARIAN — NONE	PALADIN — CHARISMA
BARD — CHARISMA	RANGER — WISDOM
CLERIC — WISDOM	ROGUE — INTELLIGENCE
DRUID — WISDOM	SORCERER — CHARISMA
FIGHTER — INTELLIGENCE	WARLOCK — CHARISMA
MONK — WISDOM	WIZARD — INTELLIGENCE

** SPELL SAVE DC

8 + SPELLCASTING ABILITY MODIFIER + PROFICIENCY BONUS + ANY SPECIAL MODIFIERS

*** SPELL ATTACK BONUS

SPELLCASTING ABILITY MODIFIER + PROFICIENCY BONUS

