

Drazhan "Haan"

CHARACTER NAME

20 Ancestral Guardian 17, Paladin (Oath of the Ancients) 3 Stian

LEVEL & CLASS

PLAYER NAME

Outlander

BACKGROUND Guide

Minotaur

RACE

355,000

EXPERIENCE

Next Level

STRENGTH

+4

18

DEXTERITY

+1

12

CONSTITUTION

+4

19

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

+2

14

☒ +11 STR ☐ 0 INT
☐ +2 DEX ☐ +1 WIS
☒ +11 CON ☐ +3 CHA

RESISTANCES

Bludgeon. (in rage)

Piercing (in rage)

Slashing (in rage)

Adv. on Str saves in rage; Adv. on Dex saves vs. seen effects; Immune to disease; Adv. on saves vs. magical effects and spells

SAVING THROWS

☒ +10 Athletics (Str)
☐ +1 Acrobatics (Dex)
☐ +1 Sleight of Hand (Dex)
☐ +1 Stealth (Dex)
☐ -1 Arcana (Int)
☐ -1 History (Int)
☐ -1 Investigation (Int)
☒ +5 Nature (Int)
☐ -1 Religion (Int)
☐ 0 Animal Handling (Wis)
☐ 0 Insight (Wis)
☐ 0 Medicine (Wis)
☒ +6 Perception (Wis)
☒ +6 Survival (Wis)
☐ +2 Deception (Cha)
☐ +2 Intimidation (Cha)
☐ +2 Performance (Cha)
☒ +8 Persuasion (Cha)
☒ Pan Flute

SKILLS

223
MAXIMUM
HIT POINTS

+6
PROFICIENCY
BONUS

19
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1

INITIATIVE

SUCCESSSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

17 d12+4

3 d10+4

HIT DICE

ENCUMBERED

30 ft

70 ft

SPEED

FEATURE	MAX	RECOVER	USED
Rage (+4 melee damage)	6	LR	
Consult the Spirits	1	SR	
Relentless Rage	DC	SR	
Divine Sense	3	LR	
Lay on Hands	15	LR	
Channel Divinity	1	SR	

LIMITED FEATURES

ACTIONS	BONUS ACTIONS	REACTIONS
Attack (2 attacks per action)	Rage (start/end)	Spirit Shield (in Rage)
Lay on Hands	Goring Rush (with Dash)	Interception Fighting Style
Chainbreaker	Hammering Horns (after hit)	
Call Upon the Ancestors		
Channel Divinity: Nature's Wrath		
Channel Divinity: Turn the Faithless		

ACTIONS

AC	DESCRIPTION
14	Armor Unarmored Defense (Con)
3	Shield The Scale
1	Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor
1	Magic Ring of Protection
	Misc
	Misc

ARMOR

INSPIRATION

18

ABILITY SAVE DC
STRENGTH CHARISMA

16

ARMOR	WEAPONS
<input checked="" type="radio"/> Light <input checked="" type="radio"/> Medium <input type="radio"/> Heavy <input checked="" type="radio"/> Shields	<input checked="" type="radio"/> Simple <input checked="" type="radio"/> Martial <input type="radio"/> Other Weapons:
LANGUAGES	
Common	Pan Flute
Goblin	
Minotaur	

PROFICIENCIES

16

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Horns	✓	Str	Melee	+10	1d6+4	Piercing
Attack as a bonus action after moving 20 ft with the Dash action; 3d6 extra on a crit in melee						
Javelin	✓	Str	Melee, 30/120 ft	+10	1d6+4	Piercing
Thrown; 3d6 extra on a crit in melee						
Handaxe	✓	Str	Melee, 20/60 ft	+10	1d6+4	Slashing
Light, thrown; 3d6 extra on a crit in melee						
Holy Avenger (Longsword)	✓	Str	Melee	+13	1d8+7	Slashing
Versatile (1d10); +2d10 radiant damage vs. fiends and undead; 3d8 extra on a crit in melee						

ATTACKS: WEAPONS & CANTRIPS

- **Rage** (Barbarian 1, PHB 48) [+4 melee damage, 6× per long rest]
Start/end as bonus action; add damage to melee weapons that use Str; lasts 1 min
Adv. on Strength checks/saves (not attacks); resistance to bludgeoning/piercing/slashing
Stops if I end turn without attacking or taking damage since last turn, or unconscious
- **Unarmored Defense** (Barbarian 1, PHB 48)
Without armor, my AC is 10 + Dexterity modifier + Constitution modifier + shield
- **Danger Sense** (Barbarian 2, PHB 48)
Adv. on Dexterity saves against seen effects (not blinded/deafened/incapacitated)
- **Reckless Attack** (Barbarian 2, PHB 48)
Adv. on melee weapon attacks during my turn, but attacks vs. me adv. until next turn
- **Ancestral Protectors** (Path of the Ancestral Guardian 3, XGtE 10)
While raging, the first creature I hit with an attack on my turn becomes distracted
While distracted, it has disadvantage on attack rolls that don't target me
In addition, everybody but me counts as having resistance to all of the target's attacks
This lasts until the start of my next turn, or until my rage ends
- **Fast Movement** (Barbarian 5, PHB 49)
I gain +10 ft speed when I'm not wearing heavy armor
- **Spirit Shield** (Path of the Ancestral Guardian 6, XGtE 10) [4d6 damage reduced]
As a reaction while raging when an ally I see within 30 ft is damaged, I can reduce it
My guardian spirits reduce the damage by an amount equal to the roll of the dice
- **Feral Instinct** (Barbarian 7, PHB 49)
I get adv. on Initiative; I can enter rage to act normally on the first turn when surprised
- **Brutal Critical** (Barbarian 9, PHB 49) [3 additional dice]
I can roll additional dice for the extra damage on a critical hit with a melee attack
- **Consult the Spirits** (Path of the Ancestral Guardian 10, XGtE 10) [1× per short rest]
I can cast either Clairvoyance or Augury, without a spell slot or material components
Augury consults ancestral spirits; Clairvoyance summons an invisible ancestral spirit
Wisdom is my spellcasting ability for these spells
- **Relentless Rage** (Barbarian 11, PHB 49) [DC 10 + 5 per try, per short rest]
If I drop to 0 HP while raging, I can make a DC 10 Constitution save to stay at 1 HP
The DC increases by 5 for every attempt until I finish a short or long rest
- **Vengeful Ancestors** (Path of the Ancestral Guardian 14, XGtE 10)
When using Spirit Shield, the attacker takes the reduced amount as force damage
- **Persistent Rage** (Barbarian 15, PHB 49)
My rage only lasts less than 1 minute if I fall unconscious or I choose to end it

- **Divine Sense (Paladin 1, PHB 84) [1 + Charisma modifier per long rest]**
As an action, I sense celestials/fiends/undead/consecrated/desecrated within 60 ft
Until the end of my next turn, I sense the type/location if it is not behind total cover
- **Lay on Hands (Paladin 1, PHB 84) [15× per long rest]**
As an action, I can use points in my pool to heal a touched, living creature's hit points
I can neutralize poisons/diseases instead at a cost of 5 points per affliction

+

Backpack, with:		5
- Bedroll		7
- Mess kit		1
- Tinderbox		1
- Torches	10	1
- Rations, days of	10	2
- Waterskin		5
- Hempen rope, feet of	50	0.2
pan flute		2

61

[illegible]

SUBTOTAL

Traveler's clothes		4
Staff		4
Hunting trap		25
Trophy from animal		
Belt pouch (with coins)		1
The Scale		6
Javelin	4	2
Handaxe	2	2

The Scale		
Holy Avenger		
Ring of Protection		

52

Made by loost Wiinen (mpmb@flapkan.com): Design taken from character sheet TM & © 2014 Wizards of the Coast LLC

Divine Smite (Paladin 2, PHB 85)

When I hit a melee weapon attack, I can expend a spell slot to do +2d8 radiant damage
This increases by +1d8 for each spell slot level above 1st and +1d8 against undead/fiends

♦ Interception Fighting Style (Paladin 2, TCoE 41)

As a reaction when a creature I can see hits another within 5 ft of me, I can intercept
I reduce the damage the target takes by 1d10 + my Proficiency Bonus (min 0 damage)
I can't be the target and it requires me wielding a shield or a simple or martial weapon

♦ Spellcasting (Paladin 2, PHB 84)

I can cast prepared paladin spells, using Charisma as my spellcasting ability
I can use a holy symbol as a spellcasting focus for my paladin spells

♦ Divine Health (Paladin 3, PHB 85)

I am immune to disease, thanks to the power of my faith

♦ Channel Divinity (Paladin 3, PHB 85) [1× per short rest]

♦ Channel Divinity: Nature's Wrath (Oath of the Ancients 3, PHB 87)

As an action, a creature I can see within 10 ft must make a Str/Dex save (its choice)
If it fails this save, it is restrained until it succeeds on a save at the end of its turn

♦ Channel Divinity: Turn the Faithless (Oath of the Ancients 3, PHB 87)

As an action, all fey/ fiends within 30 ft that can hear me must make a Wisdom save
If one fails, it is turned for 1 minute or until it takes damage and must show true form
Turned: move away, never within 30 ft of me, no reactions or actions other than Dash
Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds

Call Upon the Ancestors:

You can use your Channel Divinity to invoke the ancestors to ensnare a foe. As an action, you can call Rindeball and his army to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained, the creature repeats the saving throw at the end of each of its turns. On a success, it free and the army goes back to rest.

Chainbreaker:

Advantage vs creature grappling unwilling creature. Deal extra 2D6 radiant damage to it.
Grappled creature automatically escape.

NOTES

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: Inspiring Leader

[PHB 167]

I can spend 10 minutes inspiring up to 6 friendly creatures within 30 feet who can see or hear and can understand me. Each gains lvl (20) + Cha mod (2) temporary hit points. One can't gain temporary hit points from this feat again until after a short rest.

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM: The Scale

x4/Short rest

● Attuned

Reaction to block 1D8 damage. Roll a D20. 20-16: Everyone gets a D4 Inspiration dice for 10 min. 15-11: Everyone can use a hit dice to heal instantly. 10-6: One get a D4 Inspiration dice for 10 min. 5-1: One can use a hit dice to heal instantly.

MAGIC ITEM: Holy Avenger (Longsword)

[DMG 174]

● Attuned

I have a +3 bonus to attack and damage rolls made with this magic longsword. It does +2d10 radiant damage against fiends and undead. While holding the drawn sword, I have a 10-ft radius aura that grants me and my allies advantage on saving throws against spells and magical effects.

MAGIC ITEM: Ring of Protection

[DMG 191]

● Attuned

While wearing this ring, I gain a +1 bonus to AC and saving throws.

MAGIC ITEM:

○ Attuned

MAGIC ITEM:

○ Attuned

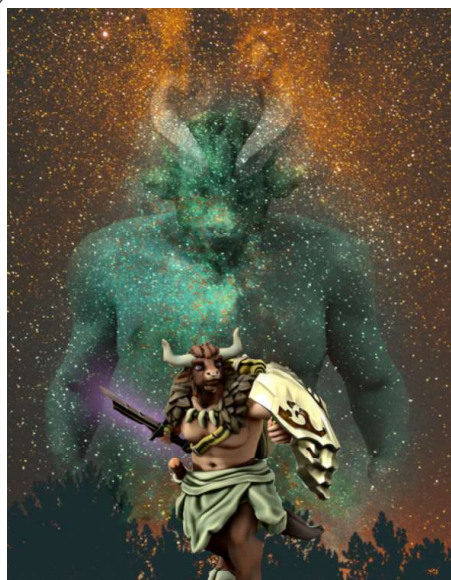
MAGIC ITEMS



Drazhan "Haan"

CHARACTER NAME

Male	30	Medium	6'10 210cm	255lb 115kg
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good		Ash Blonde	Blue	Light Brown
ALIGNMENT	FAITH	HAIR	EYES	SKIN



CHARACTER PORTRAIT

ORGANIZATION

Silver Circle

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Poor

LIFESTYLE

DAILY PRICE


2 sp

ENEMIES

CHARACTER HISTORY

This image shows a single page from a notebook or ledger. It features a series of evenly spaced horizontal lines across its entire width. A single vertical line runs down the left side, creating a narrow margin. The paper has rounded corners at the top. At the bottom center, there is a small rectangular box containing the word "NOTES".

[illegible]



Drazhan "Haan"

CHARACTER NAME

1ST LEVEL | 2ND LEVEL | 3RD LEVEL | 4TH LEVEL | 5TH LEVEL | 6TH LEVEL | 7TH LEVEL | 8TH LEVEL | 9TH LEVEL

SPELL SLOTS

PALADIN SPELLS

Charisma

3

+8

DC 16

SPELLCASTING ABILITY

TO PREPARE

ATTACK MODIFIER

SAVING THROW DC

1ST LEVEL										
ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
<input type="radio"/> Bless	3+1/SL creatures can add 1d4 on every attack roll or saving throw during the duration	—	Ench	1 a	30 ft	V,S,M	Conc, 1 min	P	219	
<input type="radio"/> Ceremony (R)	Perform religious ceremony on target(s) within 10 ft throughout the casting; see book (25gp cons.)	—	Abjur	1 h	Touch	V,S,M+	Instantaneous	X	151	
<input type="radio"/> Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223	
<input type="radio"/> Compelled Duel	1 crea save or dis. on attacks vs. not-me and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min	P	224	
<input type="radio"/> Cure Wounds	1 living creature heals 1d8+1d8/SL+3 (Cha) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230	
<input type="radio"/> Detect Evil and Good	Know if aberration, celestial, elemental, fey, fiend, undead, and des-/consecrated area within 30 ft	—	Div	1 a	Self	V,S	Conc, 10 min	P	231	
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231	
<input type="radio"/> Detect Poison/Disease (R)	Know presence, location, and type of poisons, poisonous creatures, and diseases within 30 ft	—	Div	1 a	Self	V,S,M	Conc, 10 min	P	231	
<input type="radio"/> Divine Favor	My weapon attacks deal an +1d4 Radiant damage for the duration	—	Evoc	1 bns	Self	V,S	Conc, 1 min	P	234	
<input checked="" type="radio"/> Ensnaing Strike	Next crea hit save (Large adv.) or restrained, 1d6+1d6/SL Piercing dmg/rnd; Str check to escape	Str	Conj	1 bns	Self	V	Conc, 1 min	P	237	
<input type="radio"/> Heroism	1+1/SL crea immune to fear, gain+3 (Cha) temp. HP start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	P	250	
<input type="radio"/> Prot. from Evil/Good	1 crea immune fear/charm/possess by abber./celest./elem./fey/fiends/undead, they also dis. on atks	—	Abjur	1 a	Touch	V,S,M+	Conc, 10 min	P	270	
<input type="radio"/> Purify Food and Drink (R)	5-ft rad of food and drink is rendered free of all poison and disease	—	Trans	1 a	10 ft	V,S	Instantaneous	P	270	
<input type="radio"/> Searing Smite	Next melee weapon hit +1d6+1d6/SL Fire dmg and target ignites: start of turn save to end or 1d6 dmg	Con	Evoc	1 bns	Self	V	Conc, 1 min	P	274	
<input type="radio"/> Shield of Faith	1 creature gains +2 AC for the duration	—	Abjur	1 bns	60 ft	V,S,M	Conc, 10 min	P	275	
<input checked="" type="radio"/> Speak with Animals (R)	Speak verbally with and understand beasts for duration; interaction limited by intelligence of beasts	—	Div	1 a	Self	V,S	10 min	P	277	
<input type="radio"/> Thunderous Smite	Next melee weapon hit +2d6 Thunder dmg and save or 10 ft push and prone; audible in 300 ft	Str	Evoc	1 bns	Self	V	Conc, 1 min	P	282	
<input type="radio"/> Wrathful Smite	Next melee weapon hit +1d6 Psychic dmg and save or frightened; it can take 1 a for extra save	Wis	Evoc	1 bns	Self	V	Conc, 1 min	P	289	

ANCESTRAL GUARDIAN SPELLS

SPELLCASTING ABILITY

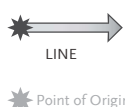
ATTACK MODIFIER

SAVING THROW DC

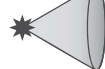
2ND LEVEL										
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
<input checked="" type="radio"/> Augury (R)	Omen about specific course of action I plan to take in the next 30 min	—	Div	1 min	Self	V,S	Instantaneous	P	215	

3RD LEVEL										
SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.	
<input checked="" type="radio"/> Clairvoyance	See or hear a familiar place; 1 a to switch between seeing and hearing (100gp)	—	Div	10 min	1 mile	V,S	Conc, 10 min	P	222	

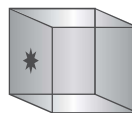
PLAYER REFERENCE



LINE



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

COMBAT ACTIONS

(PHB 192)

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration and expends the spell slot.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED (dim light)

Disadvantage on sight Perception checks

HEAVILY OBSCURED (darkness)

Effectively blinded (see conditions)

BLINDSIGHT

Out to range, perceive without sight.

DARKVISION

Out to range, treat dim light as bright light. Can't see colors.

TRUESIGHT

Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER	(PHB 196)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE

(PHB 182)

ENVIRONMENT

(PHB 183)