

RPG CONSENT CHECKLIST

GM Name: _____

Player Name: (or leave blank) _____

Planned Game Theme: _____

If this game were a movie, its movie rating would be: G PG PG-13 R NC-17 Other: _____

Mark the color that best illustrates your comfort level with the following plot or story elements.

☐ **Green** = Enthusiastic consent; bring it on!

☐ **Yellow** = Okay if veiled or offstage; might be okay onstage but requires discussion ahead of time; uncertain.

☐ **Red** = Hard line; do not include.

HORROR.....

	G	Y	R
Bugs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Blood	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demons	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eyeballs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Harm to animals	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Harm to children	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rats	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spiders	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RELATIONSHIPS.....

	G	Y	R
Romance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fade to black	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Explicit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs and NPCs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sex.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fade to Black.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Explicit	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs and NPCs.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Between PCs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SOCIAL AND CULTURAL ISSUES.....

	G	Y	R
Homophobia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Racism	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Real-world religion.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sexism.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Specific cultural issues	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MENTAL AND PHYSICAL HEALTH.....

	G	Y	R
Cancer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Claustrophobia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Freezing to death	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gaslighting.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Genocide.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Heatstroke	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Natural disasters (earthquakes, forest fires)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Paralysis/physical restraint	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Police, police aggression.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pregnancy, miscarriage, or abortion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Self-harm.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Severe weather (hurricanes, tornados)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sexual assault	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Starvation.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Terrorism.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Torture.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Thirst	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ADDITIONAL TOPICS

	G	Y	R
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Do you want the GM to follow up with you to clarify any of these responses? If so, which ones?

EXPECTATION CHECKLIST:

ROLEPLAY:

	YES PLEASE	EITHER WAY	NO THANKS
We're more interested in the rules than the roleplay.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We mostly talk in the third person; "My character..."	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Out-of-character talk happens as needed.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We are happy knowing things our characters do not.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We're ready for great roleplay to outweigh a die roll any time.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

MECHANICS:

	YES PLEASE	EITHER WAY	NO THANKS
Rules light sounds right! We love a cozy game.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'll pick & choose the rules we want to use from the game.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We're just as happy using mechanics as we are roleplaying.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We play by the book just as the game rules were made.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The crunchier the better! We can handle a lot of math.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

FLAVOR:

	YES PLEASE	EITHER WAY	NO THANKS
We're just here to cause pandemonium!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Actions have very few consequences here; it's all for fun.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'd like to see our characters win more than they lose.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
It's a dangerous world and the risk of failure is high!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'll explore the character's backstory in depth as we go.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

GAMEPLAY:

	YES PLEASE	EITHER WAY	NO THANKS
We want to create a deeply immersive environment!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We don't mind having player conflict at the table.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We want to use our imaginations & theater-of-the-mind.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
A few interruptions while we're playing are not a big deal.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We don't expect for everyone to know all the rules!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

OUT OF GAME:

	YES PLEASE	EITHER WAY	NO THANKS
We want a game we can pick up now and then.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Getting together is also about catching up, not just playing!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We only play when everyone can make it.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We're looking for a longstanding game to commit to.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
We'll be plotting and planning a lot between sessions!	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CHARACTER WORKSHEETS

Use this worksheet to create the background for your character in this game. Consider the setting, flavor, and goals of the party when developing your character. Remember, the more you put into this background now, the more your DM can incorporate you into the main story line.

Character _____

RACE _____

ALIGNMENT _____

CLASS _____

What does your character look like? (Generic Description)

Hair, skin, eyes. Any specific racial features? What clothes are they wearing? This is great time to really brainstorm defining features for your character. Be prepared for your character introduction. Don't be afraid to shine! It can be nerve-racking trying to come up with traits on the fly when the DM asks you what your character looks like for the first time at the table in front of the group. Feel free to reference back to this section during your character's grand entrance.

What are 1-2 unique appearance/clothing/quirks your character has?

These are VERY unique defining characteristics. You want these to be stark and memorable. Try to foreshadow your backstory with these traits and invite other PC's to ask about them. Think of your favorite characters from film, books, TV, etc. You'll notice that each of those characters have unique qualities that make them memorable.

Ex: Jack Sparrow has a unique walking gait. Yennefer has captivating amethyst eyes. Perhaps your character has a very purposeful stark tattoo that encapsulates them from head to foot. Maybe they speak to their sword from time to time. These features should make players want to ask questions!

CHARACTER WORKSHEETS | CONT.

What does your character love/prefer?

Everyone has likes and dislikes. When utilized in roleplay, it makes your character feel more real! These also present great roleplay opportunities in your game and with your fellow players.

Ex: A character only having a taste for wine. Perhaps you have a character that prefers to sleep on the floor or can't help but dance every time a luteist begins a tune.

What does your character hate/dislike?

We all have something that just really grinds our gears. Your character should have that thorn in their side as well. Be careful, it could be conflicting if another PC is roleplaying something you hate.

Ex: Your character is terrified of water, afraid of spiders, or can't stand acapella singing. Perhaps they prefer to sleep in the woods vs the hustle and bustle of the city.

Does your character have any hobbies?

Hobbies pass the time when you journey across the land. They can also be helpful in aiding our allies, building relationships, and even passing a skill check!

Ex: Your character is a bit of a botanist. They collect plants and press them into their journal. Their knowledge of plants give them insight into rare plant made poisons as well as healing herbs.

CHARACTER WORKSHEETS | CONT.

Why is your character adventuring?

The age-old question of DnD! What made your character leave to become an adventurer. This is perhaps one of the most important questions. Think of your character's goals and motivations while brainstorming.

Ex: Your family farm was burned to the ground. So, you now spend your days hunting down the assailants that took everything from you.

Do you have a hidden past? Running from something? Secrets?

Secrets are the currency of intimacy. We all have them and revealing a secret is a great way to grow closer to other players. Be aware of the gravity of your secret, if it's something that informs your personality or behavior, the sooner you get that out in the open, the better.

Ex: You were asked to assassinate the mayor. you didn't know why, but you did and its haunted you ever since.

What are your flaws and weaknesses?

No one is perfect. Our flaws and weaknesses make us unique. When we are at our worst because of them, our friends are able to step in and be the support we need. Think of your character backstory. What in your backstory would define these flaws and weaknesses? Did your house burn down? Is that why you fear fire? Flaws are an opportunity for your character to grow, develop, and change.

Ex: Your character plays it tough. They are intimidating, bulky, and terrifying. You once finished a bandit in the most ferocious way possible. Yet, you can't help but melt in the presence of field rabbits.

CHARACTER WORKSHEETS | CONT.

What are your character's motivations?

What drives your character's decision making? What shapes their goals? What do they want out of life?

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> LOVE | <input type="checkbox"/> KNOWLEDGE | <input type="checkbox"/> SELF-PRESERVATION | <input type="checkbox"/> POLITICAL CHANGE |
| <input type="checkbox"/> GUILT/REGRET | <input type="checkbox"/> REVENGE | <input type="checkbox"/> ACCEPTANCE | <input type="checkbox"/> OTHER |
| <input type="checkbox"/> FAMILY | <input type="checkbox"/> REDEMPTION | <input type="checkbox"/> PIETY/ RELIGION | |
| <input type="checkbox"/> POWER | <input type="checkbox"/> FIND WHAT YOU LOST | <input type="checkbox"/> RESTITUTION | |
| <input type="checkbox"/> GREED | <input type="checkbox"/> FRIENDSHIP | <input type="checkbox"/> CHANGE | |

Where are you from?

Your DM will help you with a specific location after you select from the list below. You don't HAVE to limit yourself to one. You may select more than one when relevant. EX: Tower + Swamp or Castle + Sewers (HOW INTERESTING!). These answers will lend to your childhood and how you may have grown up. NOTE: You need to be able to rationalize and connect this to your other answers.

- | | | | |
|--|--|-------------------------------------|--|
| <input type="checkbox"/> MOUNTAINS | <input type="checkbox"/> LIBRARY | <input type="checkbox"/> TEMPLE | <input type="checkbox"/> THIEVES HIDEOUT |
| <input type="checkbox"/> CITY NOBLE | <input type="checkbox"/> ISLAND | <input type="checkbox"/> AIRSHIP | <input type="checkbox"/> SMITHY |
| <input type="checkbox"/> CITY SLUMS | <input type="checkbox"/> CIRCUS | <input type="checkbox"/> ARENA | <input type="checkbox"/> TANNER |
| <input type="checkbox"/> SEWERS | <input type="checkbox"/> SHIP AT SEA | <input type="checkbox"/> CLIFFS | <input type="checkbox"/> TAILOR |
| <input type="checkbox"/> BAYOU | <input type="checkbox"/> FEYWILD | <input type="checkbox"/> TUNDRA | <input type="checkbox"/> COOK |
| <input type="checkbox"/> SWAMP | <input type="checkbox"/> ANOTHER PLANE | <input type="checkbox"/> CATHEDRAL | <input type="checkbox"/> ALONE |
| <input type="checkbox"/> FOREST DARK | <input type="checkbox"/> RACIAL | <input type="checkbox"/> JAIL | <input type="checkbox"/> ENCHANTED |
| <input type="checkbox"/> FOREST | <input type="checkbox"/> ORPHANAGE | <input type="checkbox"/> VOLCANO | <input type="checkbox"/> CURSED |
| <input type="checkbox"/> CAVE | <input type="checkbox"/> SEASIDE | <input type="checkbox"/> SHOP | <input type="checkbox"/> KIDNAPPED |
| <input type="checkbox"/> SMALL TOWN | <input type="checkbox"/> DESERT | <input type="checkbox"/> BAKERY | <input type="checkbox"/> BARRACKS |
| <input type="checkbox"/> PLAINS | <input type="checkbox"/> CARAVAN | <input type="checkbox"/> MINE | <input type="checkbox"/> OTHER |
| <input type="checkbox"/> FARM | <input type="checkbox"/> NOMADIC | <input type="checkbox"/> VILLAGE | |
| <input type="checkbox"/> UNDERDARK | <input type="checkbox"/> THEATER/OPERA | <input type="checkbox"/> TRIBE | |
| <input type="checkbox"/> CASTLE | <input type="checkbox"/> TAVERN | <input type="checkbox"/> UNDERWATER | |
| <input type="checkbox"/> TOWER | <input type="checkbox"/> JUNGLE | <input type="checkbox"/> MONASTERY | |

What is your anchor?

Unless you are chaotically evil, every character needs an anchor. Something that keeps them 'anchored' or 'stable' emotionally and mentally. Even Chaotic Neutral characters have anchors. Examples could include a Monk's monastery, Rogue's, Guild, or a parent or mentor.

CHARACTER WORKSHEETS | CONT.

Why is your character their chosen class?

Is your character a cleric because your deity saved your sibling from certain death? Is your character a rogue because their parents were the head of the thieves guild?

Which characteristics would you associate with your character?

Which adjectives would you associate with your character. Use these adjectives to define their personality. This will help you 'hear' and visualize their persona. If you can, try to limit yourself to 10.

- | | | | |
|--|--|--|--------------------------------------|
| <input type="checkbox"/> KIND | <input type="checkbox"/> CRASS | <input type="checkbox"/> PRESUMPTUOUS | <input type="checkbox"/> HUMBLE |
| <input type="checkbox"/> SELFISH | <input type="checkbox"/> CRUDE | <input type="checkbox"/> QUIRKY | <input type="checkbox"/> PRETENTIOUS |
| <input type="checkbox"/> THOUGHTFUL | <input type="checkbox"/> CRUEL | <input type="checkbox"/> MESSY | <input type="checkbox"/> INSECURE |
| <input type="checkbox"/> SELF-CENTERED | <input type="checkbox"/> DISHONEST | <input type="checkbox"/> CLEAN | <input type="checkbox"/> CHEERFUL |
| <input type="checkbox"/> BOLD | <input type="checkbox"/> HONEST | <input type="checkbox"/> SUPERFICIAL | <input type="checkbox"/> COMPLEX |
| <input type="checkbox"/> TIMID | <input type="checkbox"/> LOYAL | <input type="checkbox"/> PERSISTENT | <input type="checkbox"/> MOODY |
| <input type="checkbox"/> AWKWARD | <input type="checkbox"/> DISLOYAL | <input type="checkbox"/> FORGIVING | <input type="checkbox"/> BROODING |
| <input type="checkbox"/> IMPATIENT | <input type="checkbox"/> DISOBEDIENT | <input type="checkbox"/> ARTICULATE | <input type="checkbox"/> CURIOUS |
| <input type="checkbox"/> LOUD | <input type="checkbox"/> EGOCENTRIC | <input type="checkbox"/> FOCUSED | <input type="checkbox"/> CHARMING |
| <input type="checkbox"/> QUIET | <input type="checkbox"/> MONOCHROMATIC | <input type="checkbox"/> REASONABLE | <input type="checkbox"/> ALLURING |
| <input type="checkbox"/> RUDE | <input type="checkbox"/> COLORFUL | <input type="checkbox"/> ACCEPTING | <input type="checkbox"/> VEXING |
| <input type="checkbox"/> POLITE | <input type="checkbox"/> FANCY | <input type="checkbox"/> STUBBORN | <input type="checkbox"/> MELLOW |
| <input type="checkbox"/> LOVABLE | <input type="checkbox"/> ELABORATE | <input type="checkbox"/> PROUD | <input type="checkbox"/> RESOURCEFUL |
| <input type="checkbox"/> NEEDY | <input type="checkbox"/> FICKLE | <input type="checkbox"/> HELPFUL | <input type="checkbox"/> PATRIOTIC |
| <input type="checkbox"/> SUPERSTITIOUS | <input type="checkbox"/> FORGETFUL | <input type="checkbox"/> GENEROUS | <input type="checkbox"/> SPONTANEOUS |
| <input type="checkbox"/> ORNERY | <input type="checkbox"/> FIERY | <input type="checkbox"/> STINGY | <input type="checkbox"/> INQUISITIVE |
| <input type="checkbox"/> COURAGEOUS | <input type="checkbox"/> FLAMBOYANT | <input type="checkbox"/> CREATIVE | <input type="checkbox"/> SINCERE |
| <input type="checkbox"/> GOOFY | <input type="checkbox"/> FRIVOLOUS | <input type="checkbox"/> TECHNICAL | <input type="checkbox"/> IDEALISTIC |
| <input type="checkbox"/> FLIRTATIOUS | <input type="checkbox"/> FRIGHTENING | <input type="checkbox"/> HARDWORKING | <input type="checkbox"/> NOSTALGIC |
| <input type="checkbox"/> DETERMINED | <input type="checkbox"/> GLOOMY | <input type="checkbox"/> LAZY | <input type="checkbox"/> REFLECTIVE |
| <input type="checkbox"/> SNEAKY | <input type="checkbox"/> GRACEFUL | <input type="checkbox"/> RELIABLE | <input type="checkbox"/> ENVIOUS |
| <input type="checkbox"/> SECRETIVE | <input type="checkbox"/> ELEGANT | <input type="checkbox"/> UNRELIABLE | <input type="checkbox"/> JEALOUS |
| <input type="checkbox"/> CAUTIOUS | <input type="checkbox"/> GREEDY | <input type="checkbox"/> OPTIMISTIC | <input type="checkbox"/> MISCHIEVOUS |
| <input type="checkbox"/> ALOOF | <input type="checkbox"/> GULLIBLE | <input type="checkbox"/> PESSIMISTIC | <input type="checkbox"/> MYSTERIOUS |
| <input type="checkbox"/> ANXIOUS | <input type="checkbox"/> HATEFUL | <input type="checkbox"/> RESPECTFUL | <input type="checkbox"/> PERPLEXING |
| <input type="checkbox"/> ARROGANT | <input type="checkbox"/> IMPULSIVE | <input type="checkbox"/> DISRESPECTFUL | <input type="checkbox"/> GLAMOROUS |
| <input type="checkbox"/> ASSERTIVE | <input type="checkbox"/> INDECISIVE | <input type="checkbox"/> COMPASSIONATE | <input type="checkbox"/> PATIENT |
| <input type="checkbox"/> STRANGE | <input type="checkbox"/> IRRATIONAL | <input type="checkbox"/> SYMPATHETIC | <input type="checkbox"/> SLUGGISH |
| <input type="checkbox"/> CLUMSY | <input type="checkbox"/> NAIVE | <input type="checkbox"/> EMPATHETIC | <input type="checkbox"/> ENERGETIC |
| <input type="checkbox"/> COMPULSIVE | <input type="checkbox"/> OBSESSIVE | <input type="checkbox"/> MODEST | <input type="checkbox"/> ROUGH |
| <input type="checkbox"/> COWARDLY | <input type="checkbox"/> POSSESSIVE | <input type="checkbox"/> IMMODEST | <input type="checkbox"/> GENTLE |

LEVEL & CLASS

PLAYER NAME

CHARACTER NAME

BACKGROUND

RACE

EXPERIENCE

Next Level

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR INT
DEX WIS
CON CHA

RESISTANCES

SAVING THROWS

Acrobatics (Dex)
Animal Handling (Wis)
Arcana (Int)
Athletics (Str)
Deception (Cha)
History (Int)
Insight (Wis)
Intimidation (Cha)
Investigation (Int)
Medicine (Wis)
Nature (Int)
Perception (Wis)
Performance (Cha)
Persuasion (Cha)
Religion (Int)
Sleight of Hand (Dex)
Stealth (Dex)
Survival (Wis)
Tool

SKILLS

MAXIMUM
HIT POINTS

PROFICIENCY
BONUS

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

INITIATIVE

SUCCESSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

HIT DICE

ENCUMBERED

SPEED

FEATURE

MAX

RECOVER

USED

LIMITED FEATURES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

AMMUNITION

NAME

TOTAL

AMMUNITION

ATTACK NAME

PROF ABILITY RANGE

TO HIT

DAMAGE

DAMAGE TYPE

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

AC DESCRIPTION

Armor

Shield

Dex

Magic

Misc

Misc

Misc

Misc

ARMOR

INSPIRATION

ABILITY
SAVE DC

ARMOR
Light Medium Heavy Shields

WEAPONS
Simple Martial Other Weapons:

LANGUAGES

TOOLS & OTHERS

PROFICIENCIES

[illegible]

NOTES

EXTRA EQUIPMENT

OTHER HOLDINGS

MAGIC ITEMS



CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

LIFESTYLE

DAILY PRICE

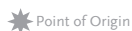
ENEMIES

CHARACTER HISTORY

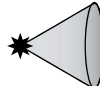
PLAYER REFERENCE



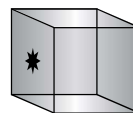
LINE



Point of Origin



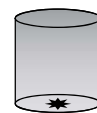
CONE



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.

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).

COMBAT ACTIONS

(PHB 192)

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)

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)

ENVIRONMENT

(PHB 183)