



Player Helper Cards. Use an extra die to mark your Actions remaining.
Print double sided at full size, on cardstock if you want to be fancy!


Actions



 **Defend.** Reduce damage from any single attack by your AC modifier (AC-8).

 **Interpose.** If an ally within 10 ft. would be struck with an attack, push them out of the way and become the new target of the attack. You enter their square and move them to an adjacent square of your choice.

 **Assess.** In combat, you can make a skill check to uncover information, spot a weakness, intuit enemy tactics/plans, etc.


 **Help.** Grant an ally advantage on an attack, skill check, or saving throw *if* you can reasonably explain to the DM how you could help in a given situation.


 **Opportunity Attack.** A melee attack with *disadvantage* when an adjacent enemy moves out of your reach.


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Dying & Exhaustion

Dropping to 0 HP does not cause unconsciousness or death saves. Instead, you gain 1 level of exhaustion and the *Dying* condition:



Limited Actions. Your Actions are limited to 1 per round. Concentration is broken and cannot be maintained.



Risk of Further Injury. Continuing to fight may further harm you. Attacking/casting spells require a DC 10 STR save, gaining 1 level of exhaustion on a failure. Taking damage while dying causes **2** levels of exhaustion. Taking a critical hit while dying causes **3** levels of exhaustion instead.

Exhaustion. Each level now causes a cumulative **-1** to all d20 rolls *when outside of combat*. You die when you receive your 6th level of exhaustion.



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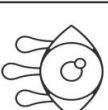
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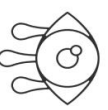
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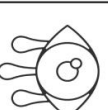
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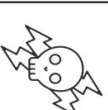


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