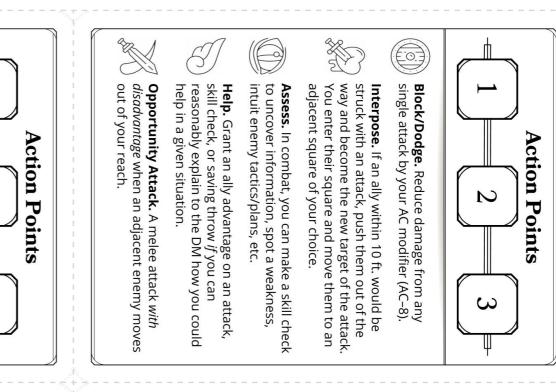
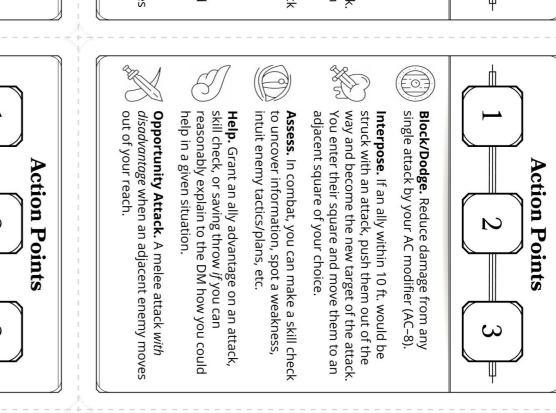
## Player Helper Cards. Use an extra die to mark your AP remaining. Print double sided at full size, on cardstock if you want to be fancy!





skill check, or saving throw if you ca

**Help.** Grant an ally advantage on

an attack,

to uncover information, spot a weakness,

**Assess.** In combat, you can make

skill check

intuit enemy tactics/plans, etc.

reasonably explain to the DM how

you could

help in a given situation

Opportunity Attack. A melee atta

ck with

disadvantage when an adjacent enemy moves

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

**Action Points** 

 $\omega$ 

struck with an attack, push them out of the

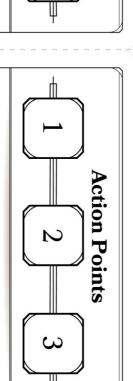
Interpose. If an ally within 10 ft. would be

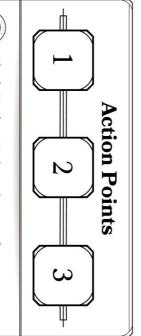
way and become the new target of

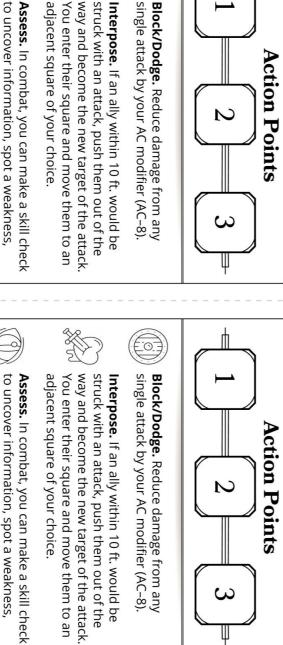
the attack.

You enter their square and move them to an

adjacent square of your choice.







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

single attack by your AC modifier (AC-8).

Block/Dodge. Reduce damage from any

2

way and become the new target of the attack

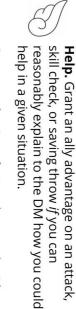
You enter their square and move them to an

adjacent square of your choice.

struck with an attack, push them out of the

Interpose. If an ally within 10 ft. would be





intuit enemy tactics/plans, etc.

to uncover information, spot a weakness, Assess. In combat, you can make a skill check

3

intuit enemy tactics/plans, etc.

intuit enemy tactics/plans, etc.

to uncover information, spot a weakness,

adjacent square of your choice.

Opportunity Attack. A melee attack with disadvantage when an adjacent enemy moves



skill check, or saving throw if you can **Help.** Grant an ally advantage on an attack,

reasonably explain to the DM how you could

help in a given situation.

disadvantage when an adjacent enemy moves Opportunity Attack. A melee attack with

**Help.** Grant an ally advantage on an attack, skill check, or saving throw *if* you can disadvantage when an adjacent enemy moves Opportunity Attack. A melee atta help in a given situation. reasonably explain to the DM how you could ck with