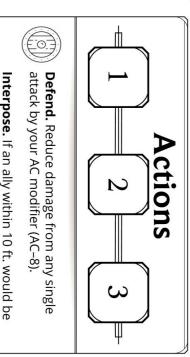
#### Player Helper Cards. Use an extra die to mark your Actions remaining. Print double sided at full size, on cardstock if you want to be fancy!

Actions



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

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

adjacent square of your choice.

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



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

intuit enemy tactics/plans, etc.

skill check, or saving throw if you can reasonably explain to the DM how you could help in a given situation





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

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



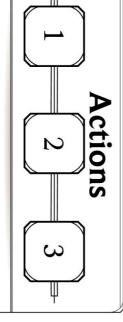
**Help.** Grant an ally advantage on an attack,



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

Opportunity Attack. A melee attack with

disadvantage when an adjacent enemy moves





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

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

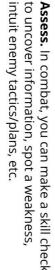
You enter their square and move them to an

way and become the new target of the attack

adjacent square of your choice.

struck with an attack, push them out of the

Interpose. If an ally within 10 ft. would be



3

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.

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

intuit enemy tactics/plans, etc.

to uncover information, spot a weakness

Assess. In combat, you can make a skill check

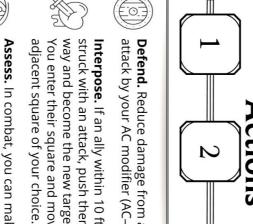
reasonably explain to the DM how you could

help in a given situation.

Opportunity Attack. A melee attack with

disadvantage when an adjacent enemy moves

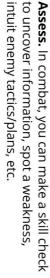




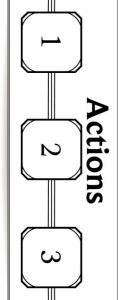
Defend. Reduce damage from any attack by your AC modifier (AC-8). single

 $\omega$ 

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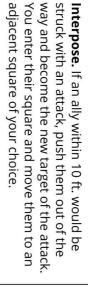


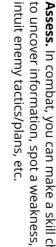
**Help.** Grant an ally advantage on an attack, skill check, or saving throw *if* you can disadvantage when an adjacent enemy moves Opportunity Attack. A melee atta help in a given situation. reasonably explain to the DM how ck with you could





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





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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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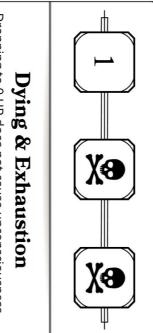


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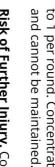


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