

CHARACTER NAME

CLASS & LEVEL

HEIGHT

RACE

WEIGHT

PROFICIENCY BONUS

+2

+3

+4

+5

+6

LVL 1-4

LVL 5-8

LVL 9-12

LVL 13-16

LVL 17-20

HIT DIE

STATS

STR

DEX

INT

WIS

CHA

SAVES

STR

DEX

WILL

COMBAT

AC
(AC-8)

HP

MAX HP

INITIATIVE

SPEED

1

2

3

4

5

6

EXHAUSTION

SKILLS

ARCANA
INT

EXAMINATION
INT

INFLUENCE
CHA

INSIGHT
CHA

INTIMIDATION
STR

LORE
INT

NATURECRAFT
WIS

PERCEPTION
WIS

SLIGHT OF H.
DEX

STEALTH
DEX

ITEM SLOTS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

Action Points (AP). In combat, you get 3 Action Points that recharge at the *end* of each turn.

1 AP can be spent to: attack, move, use a bonus action or reaction, drink a potion, cast a cantrip/bonus action/reaction spell, or use any of the other more obscure actions (e.g., hide).

Leveled spells *with casting time of 1 action* are the only exception, they cost **2 AP** to cast.

HEROIC ACTIONS

- **Rushed Attack.** Making more than your *normally allowed* attacks each turn is allowed (provided you have enough AP to spend), but these attacks are rushed and trigger *stacking disadvantage*.
- **Assess.** Make a skill check to uncover information, spot a weakness, intuit enemy tactics or plans, etc.

HEROIC REACTIONS

- **Block/Dodge.** Reduce damage from a single attack by your AC modifier (AC-8).
- **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 made at *disadvantage* when an adjacent enemy moves away.
- **Interpose.** If an ally within 10 ft. would be struck with an attack, you can 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.