**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!

### Action Points

1 2 3

**Block/Dodge.** 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.