

<b>STR</b> strength <i>bodily power, physical force, gross motor skills</i>	score	<input type="radio"/> saving throw _____
	modifier	<input type="radio"/> athletics _____ <input type="radio"/> intimidation _____
<b>DEX</b> dexterity <i>agility, reflexes, fine motor skills</i>	score	<input type="radio"/> saving throw _____
	modifier	<input type="radio"/> stealth _____ <input type="radio"/> acrobatics _____ <input type="radio"/> sleight of hand _____
<b>CON</b> constitution <i>health, vitality, stamina, endurance</i>	score	<input type="radio"/> saving throw _____
	modifier	
<b>INT</b> intelligence <i>mental acuity, accuracy of recall, reasoning</i>	score	<input type="radio"/> saving throw _____
	modifier	<input type="radio"/> investigation _____ <input type="radio"/> recollection _____ <input type="radio"/> medicine _____
<b>WIS</b> wisdom <i>intuition, attunement, situational awareness</i>	score	<input type="radio"/> saving throw _____
	modifier	<input type="radio"/> perception _____ <input type="radio"/> insight _____ <input type="radio"/> nature & survival _____
<b>CHA</b> charisma <i>confidence, charm, eloquence, personality</i>	score	<input type="radio"/> saving throw _____
	modifier	<input type="radio"/> persuasion _____ <input type="radio"/> deception _____ <input type="radio"/> performance _____

if an ability <u>score</u> is...	8-9	10-11	12-13	14-15	16-17	18
then its ability <u>modifier</u> is...	-1	+0	+1	+2	+3	+4

Armor Type:	Hit Point (HP) Maximum:
Armor Class (AC)	Current HP

Weapons	Attack Modifier	Damage

Equipment & Loot

## PLAYING THE GAME

In general, the GM and players co-create a story of adventure.

The GM describes a situation. Players describe how their characters react or what they want to do. Repeat!

Things are pretty conversational unless a fight breaks out. Then we take turns.

On your turn in a fight you can move up to 30 feet and take 1 action. Or you can skip your action and move up to 60 feet.

Choose one of these actions:

- Attack an enemy with a weapon
- Cast a magic spell
- Help an ally (they roll with advantage on their turn)
- Dodge (attacks against you have disadvantage, you can move away from enemies without risk)
- Delay your action until something happens (before your next turn)
- Or just consult with the GM about what you want to do!