STR strength	*bodily power, physical force, gross motor skills*	score	○ saving throw _____
			○ athletics _____
		modifier	○ intimidation _____
			O brawn _____

DEX dexterity	*agility, reflexes, fine motor skills*	score	○ saving throw _____
			○ stealth _____
		modifier	○ acrobatics _____
			○ sleight of hand _____

| CON constitution | *health, vitality, stamina, endurance* | score | ○ saving throw _____ |
| | | modifier | |

INT intelligence	*mental acuity, accuracy of recall, reasoning*	score	○ saving throw _____
			○ investigation _____
		modifier	○ recollection _____
			○ medicine _____

WIS wisdom	*intuition, attunement, situational awareness*	score	○ saving throw _____
			○ perception _____
		modifier	○ insight _____
			○ nature & survival _____

CHA charisma	*confidence, charm, eloquence, personality*	score	○ saving throw _____
			○ persuasion _____
		modifier	○ deception _____
			○ 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:

Armor Class (AC)

Hit Point (HP) Maximum:

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 <u>move</u> up to 30 feet and <u>take 1 action</u>. Or you can skip your action and move up to 60 feet.

Choose one of these <u>actions</u>:
- 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!