INVENTORY

CHARACTER

JOURNAL

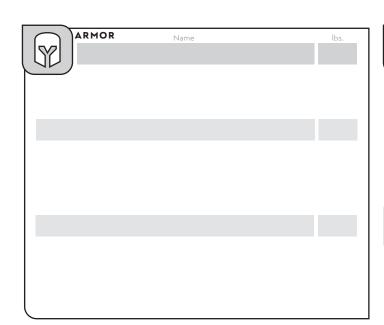
ABILITIES

SPELLS

COMPANION

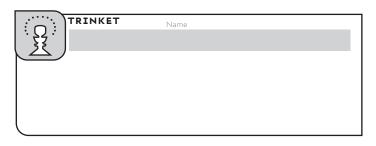


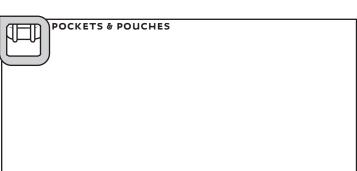
POTIONS



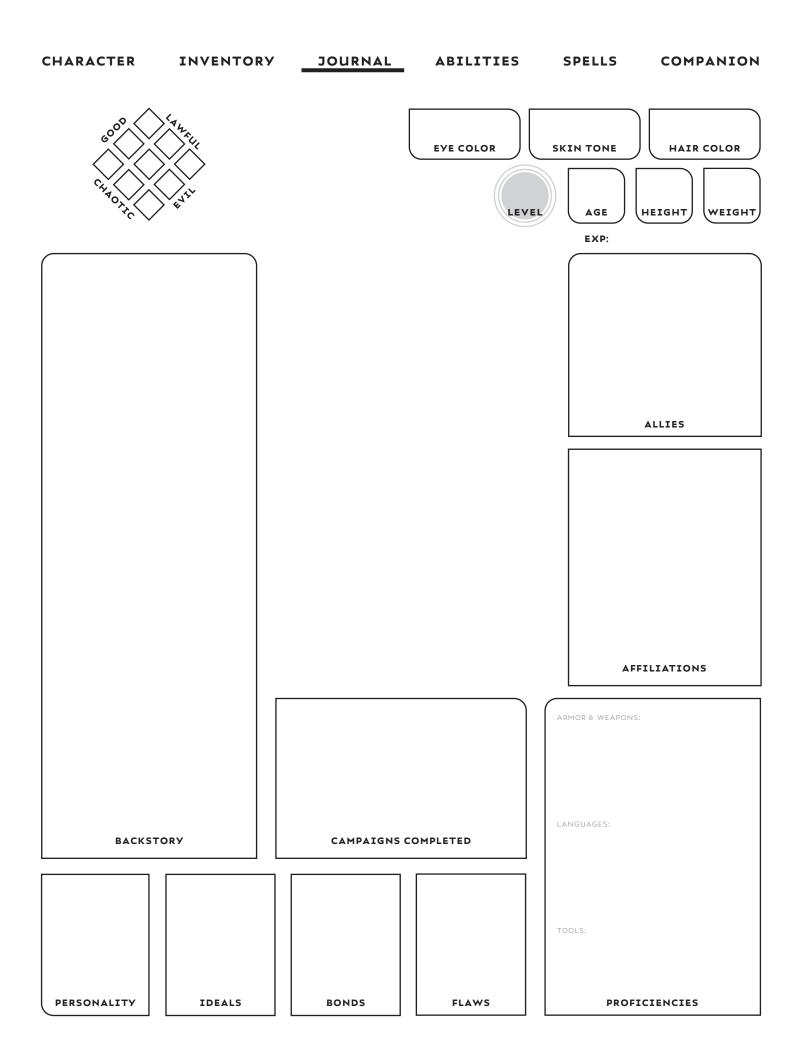
POTIONS







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| CHARACTER | INVENTORY | JOURNAL | ABILITIES | SPELLS | COMPANION |
|-----------|---|--|---|--|-------------|
| | | | | ABILITY SAVE DC | AC MODIFIER |
| CLASS | ABILITIES | | ATTACK / | | DASH |
| | Alternatively, you may special attacks. If you with the attack action also replace one of th | | movement speed for the | | |
| | the target's STR (Ath you succeed, the targe condition. The target repeat this contest. You creature with you, but | STR (Athletics) check contested b sletics) or DEX (Acrobatics) check. et is subjected to the GRAPPLED can use its action to escape and ou can drag or carry a grappled cyour speed is halved unless the re sizes smaller than you. | If You spend your Attack A | Action to disengage from combat. provoke Opportunity Attacks for | |
| | the target's STR (Ath | TR (Athletics) check contested by lletics) or DEX (Acrobatics) check. er knock the target prone or push i | it Until the start of your ne | ext turn, attack rolls against you u can see the attacker, and you rrows with advantage. | |
| | | | | | |
| | hidden. You can't hide from a | HIDE alth) check in an attempt to become creature that can see you, and a again if you come out of hiding an table. | You wait for a particular using your reaction beformust decide in adance (action you will take in red | circumstance before you act, re the start of your next turn. You a) what the trigger is and (b) the sponse. Just have a casting time of 1 neentrate on it until you release it. | |
| | | | <i>/</i> | | |
| | You use your turn to help one creature with a task, giving that creature advantage on the next ability check it makes for that task. Altneratively, you can also distract one creature in combat within 5 feet of you, giving an ally advantage on the next attack roll made against that creature. | | | | |
| | CAST A SPELL | | | | |
| | You cast a cantrip or a spell of 1st level or higher. If you want to cast a spell that has a casting time of 1 bonus action, remember that you can't cast any other spells on the same turn, except for cantrips with a casting time of 1 action. | | | | |
| | STABILIZE A CREATURE You make a DC 10 Wisdom (Medicine) check to administer first aid to an unconcious creature and attempt to stabilize it. A stable creature has 0 hit points, doesn't make death saving throws, and regains 1 hit point after 1d4 hours. | | | | |
| | | | NOTES | | |

