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RACIAL TRAITS

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ON MY TURN I CAN: INTERACT WITH ONE OBJECT (FREE OBJECT INTERACTION)...

AND **MOVE** UP TO MY SPEED: (STANDING UP TAKES HALF SPEED.)

DIFFICULT TERRAIN (+1 FOOT); CLIMB, CRAWL, OR SWIM (+1 FOOT); JUMPING IS LIMITED BY SPEED.

AND TAKE AN ACTION (SELECT BELOW):

* **ATTACK**

EXTRA ATTACK?

AMMUNITION:

Weapon:

ATT:

DMG:

RNG:

Notes: Attack (add proficiency?) & Damage bonus:STR for melee/ thrown; DEX for *finesse* or ranged.
PRONE TARGETS: melee attacks have advantage, ranged/ thrown attacks have disadvantage.
 Making **RANGED ATTACKS INTO MELEE** grants targets a +2 cover bonus to Armor Class.

I CAN DEAL ADDITIONAL DAMAGE BY:

SPECIAL ATTACKS:

**** GRAPPLE:** *STRENGTH (ATHLETICS) vs. Str (ATHLETICS) OR DEX (ACROBATICS)*
 (SIZE LIMIT: I cannot grapple a creature more than one size category larger than myself.)

SHOVE – YOU PUSH THE TARGET BACK 5 FEET OR KNOCK IT PRONE.

SHOVE ASIDE – YOU MOVE THE TARGET 5 FEET TO A DIFFERENT SPACE WITHIN YOUR REACH. THE ATTACKER HAS DISADVANTAGE ON THE STRENGTH (ATHLETICS) CHECK.

* **CAST A SPELL** (If I CAST A BONUS ACTION SPELL, I CAN ONLY CAST A CANTRIP ON MY TURN.)

SPELL ATTACK (_____ + PROFICIENCY)

SPELL SAVE DC (8 + SPELL ATTACK)

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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USED

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Spellcasting check list:

- What is the casting time?
- Who / what (area) can I target?
- Is there a save? Is it repeated?
- Is concentration required?

* **DASH:** USE UP TO YOUR SPEED TO MOVE AGAIN.

* **DISENGAGE:** MOVE WITHOUT PROVOKING OPPORTUNITY ATTACKS.

* **DODGE:** ATTACKS MADE AGAINST YOU HAVE DISADVANTAGE UNTIL YOUR NEXT TURN.

* **HELP:** GRANT ADVANTAGE ON THE NEXT ABILTY CHECK OR ATTACK AN ALLY WITHIN 5 FEET OF YOU MAKES BEFORE THE START OF YOUR NEXT TURN.

* **HIDE:** MAKE A DEXTERITY (STEALTH) CHECK TO BECOME UNSEEN AND/OR UNHEARD.

* **READY:** USE YOUR REACTION TO TAKE A SPECIFIC ACTION WHEN A DEFINED TRIGGER EVENT OCCURS.

* **SEARCH:** MAKE A WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK, DETERMINED BY THE DM, WHEN TRYING TO FIND SOMETHING.

* **USE AN OBJECT:** INTERACT/ OPERATE WITH AN ADDITIONAL (SECOND) OBJECT BEYOND YOUR FREE OBJECT INTERACTION.

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AND USE A BONUS ACTION (IN ANY) AND USE A REACTION (IN ANY)

TWO-WEAPON FIGHTING BONUS ATTACK	OPPORTUNITY ATTACK (OTHER'S TURN)
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IMPORTANT INFO (SEE REVERSE)

PROFICIENCY BONUS

SIZE

SPEED

SENSES

PASSIVE PERCEPTION

MOD. SAVE

STR

DEX

CON

MOD. SAVE

INT

WIS

CHA

HIT DICE

HIT POINTS MAXIMUM

WHEN I TAKE DAMAGE:

I can avoid / reduce the damage by...

REACTIONS

RESISTANCES


CURRENT HIT POINTS

WHEN I DROP TO 0 HP...

I fall UNCONSCIOUS and roll DEATH SAVED at the start of each turn when I am at 0 hit points; I roll a d20:

20	Conscious and stable at 1 HP
10 – 19	ONE success
2 – 9	ONE failure
1	TWO failures

THREE SUCCESSES: **STABLE**, 0 HIT POINTS

THREE FAILURES: **DEATH!** 

WHEN I FINISH A SHORT REST (1 HR):

* SPEND HIT DICE TO RECOVER HIT POINTS

SPENT HIT DICE

* RECOVER SHORT REST FEATURES:

WHEN I FINISH A LONG REST (8 HR):

- * RESTORE HIT POINT MAXIMUM
- * RESTORE CURRENT HP TO MAXIMUM
- * RECOVER HALF HIT DICE
- * RECOVER ALL FEATURES
- * RECOVER ALL EXPENDED SPELL SLOTS
- * RECOVER ONE LEVEL OF EXHAUSTION

LEVELS OF EXHAUSTION:

1ST: DISADVANTAGE ON ABILITY CHECKS

2ND: HALF SPEED

3RD: DISADVANTAGE ON ATTACKS & SAVES

4TH: HALF HIT POINT MAXIMUM

5TH: SPEED 0 6TH: **DEATH!** 