



AC	CONDITIONS
INITIATIVE	<div style="display: flex; justify-content: space-around; margin-bottom: 10px;"> <div style="border: 1px solid black; padding: 5px; width: 45%;">Maximum</div> <div style="border: 1px solid black; padding: 5px; width: 45%;">Temporary</div> </div> <div style="height: 100px;"></div>
SPEED	HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size

Max. dice

Dice left

DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes

Failures

[illegible]

Currency	Amount
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FAVORED ENEMY @ LEVEL 1, 6 and 14
Select one favored enemy at level 1, and an additional favored enemy at levels 6 and 14. You have adv. on WIS (Survival) to track, and on INT checks to recall information about your favored enemies. You also learn a language spoken by your favored enemy, if any.

NATURAL EXPLORER @ Level 1, 6 and 10

You double your prof. if trained in skill for INT or WIS checks related to favored terrain. After being in favored terrain for one hour or more: difficult terrain does not slow your party down, you can't become lost except by magical means, you always remain alert to danger, you can move stealthily at normal pace if alone, you gather twice as much food when foraging, you get to know number of creatures you are tracking as well as their size and how long ago they passed through the area

Level 1 terrain

Level 6 terrain

Level 10 terrain