

A stylized fantasy landscape illustration. In the upper left, a black dragon with spread wings flies against a light beige sky. Several small black birds are scattered across the sky. On the right, a large, bright yellow sun is partially obscured by a black silhouette of a castle with multiple spires. The foreground features dark green and black silhouettes of mountains and trees. The overall color palette is muted, with beige, olive green, and black tones.

The RIALTA RPG

Making your character



The main things



The main things

01

Stats

Your abilities- strength, intelligence, charisma, ect

The main things



01

Stats

Your abilities- strength, intelligence, charisma, ect

02

Class

What kind of person your character is

The main things

01

Stats

Your abilities- strength, intelligence, charisma, ect

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Class

What kind of person your character is

03

Background

What your job was before you started adventuring- ie. criminal, princess, guard, doctor

The main things

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Stats

Your abilities- strength, intelligence, charisma, ect

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What kind of person your character is

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What your job was before you started adventuring- ie. criminal, princess, guard, doctor

04

Finishing touches

Putting it all together

01

Stats



Stats=abilities

Strength

- How much you can carry
- How far you can throw
- How hard you can hit

Stats=abilities

Strength

- How much you can carry
- How far you can throw
- How hard you can hit

Dexterity

- How good you can sneak around
- How accurately you can throw
- How easily you can dodge

Stats=abilities

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Constitution

- How many hits you can take
- How easily you get food poisoning

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- Book smarts
- Knowledge of science, math, history, nature, strategy, ect.

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Wisdom

- Street smarts
- How observant you are
- How good you are at connecting the dots
- How good you are at reading people or situations

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Charisma

How good you are at:
persuading people
lying
acting
performing
winning people over

The background is a light beige parchment scroll with a dark, irregular border. In the top left corner, there are three small black bird silhouettes in flight. In the top right corner, there is a white mountain silhouette. In the bottom right corner, there is a single small black bird silhouette. The title 'Skill check' is centered at the top in a large, black, serif font.

Skill check

1. You have to push a heavy rock away from the door. What stat?

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5. The guard says they'll let you go if you can name three types of frog. What stat?



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6. You get in a fight with the guard and hit him with your fists. What stat?
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8. Your friend is bleeding after the fight. You have no formal training, but you try to patch them up. What stat?
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02

Classes



Made up of



**Your top two
stats**



**A set of skills to
choose from**



Proficiencies

Built-in skills in
weapons, armor, or
other tools



Dice type

Helps determine your
health bar.
Higher=stronger

Barbarian (tank)

TOP STATS

Strength

Constitution

SKILLS (pick 2)

Athletics (STR), Nature (INT), Perception (WIS), Survival (WIS), Intimidation (CHA)

PROFICIENCIES

All armor, shields, melee weapons, and unarmored defense

DICE TYPE

D12

Barbarian (tank)

TOP STATS

Strength

Constitution

SKILLS (pick 2)

Athletics (STR), Nature (INT), Perception (WIS), Survival (WIS), Intimidation (CHA)

PROFICIENCIES

All armor, shields, melee weapons, and unarmored defense

DICE TYPE

D12



Fighter

TOP STATS

Constitution

Strength OR Dexterity

SKILLS (pick 2)

See page

PROFICIENCIES

All armor, shields, melee and ranged weapons

DICE TYPE

D10

Fighter

TOP STATS

Constitution

Strength OR Dexterity

SKILLS (pick 2)

See page

PROFICIENCIES

All armor, shields, melee and ranged weapons

DICE TYPE

D10



Rogue

TOP STATS

Intelligence

Dexterity

SKILLS (pick 4)

See page

PROFICIENCIES

Light armor, melee weapons, shortbow

DICE TYPE

D8

Rogue

TOP STATS

Intelligence

Dexterity

SKILLS (pick 4)

See page

PROFICIENCIES

Light armor, melee weapons, shortbow

DICE TYPE

D8



Tinkerer

TOP STATS

Intelligence

Dexterity

SKILLS (pick 2)

See page

PROFICIENCIES

Light armor, shields, crossbow, bombs,
inventions

DICE TYPE

D6

Tinkerer

TOP STATS

Intelligence

Dexterity

SKILLS (pick 2)

See page

PROFICIENCIES

Light armor, shields, crossbow, bombs, inventions

DICE TYPE

D6



Ranger

TOP STATS

Dexterity

Wisdom

SKILLS (pick 3)

See page

PROFICIENCIES

Light and medium armor, shields, rapier,
all ranged weapons

DICE TYPE

D10

Ranger

TOP STATS

Dexterity

Wisdom

SKILLS (pick 3)

See page

PROFICIENCIES

Light and medium armor, shields, rapier,
all ranged weapons

DICE TYPE

D10



Bard (Charmer)

TOP STATS

Dexterity

Charisma

SKILLS (pick 3)

See page (there's a lot)

PROFICIENCIES

Light armor, melee weapons

DICE TYPE

D8

Bard (Charmer)

TOP STATS

Dexterity

Charisma

SKILLS (pick 3)

See page (there's a lot)

PROFICIENCIES

Light armor, melee weapons

DICE TYPE

D8



Sage (Scholar)

TOP STATS

Intelligence

Wisdom

SKILLS (pick 2)

See page

PROFICIENCIES

Staff, shields, potions

DICE TYPE

D6

Sage (Scholar)

TOP STATS

Intelligence

Wisdom

SKILLS (pick 2)

See page

PROFICIENCIES

Staff, shields, potions

DICE TYPE

D6



Ninja

TOP STATS

Dexterity

Wisdom

SKILLS (pick 2)

See page

PROFICIENCIES

Unarmored defense, throwing knives

DICE TYPE

D8

Ninja

TOP STATS

Dexterity
Wisdom

SKILLS (pick 2)

See page

PROFICIENCIES

Unarmored defense, throwing knives

DICE TYPE

D8



Diplomat (Healer)

TOP STATS

Wisdom

Charisma

SKILLS (pick 2)

See page

PROFICIENCIES

Shields, potions, one weapon (player's choice)

DICE TYPE

D8

Diplomat (Healer)

TOP STATS

Wisdom

Charisma

SKILLS (pick 2)

See page

PROFICIENCIES

Shields, potions, one weapon (player's choice)

DICE TYPE

D8



03

Background





Who were they before they started
adventuring?





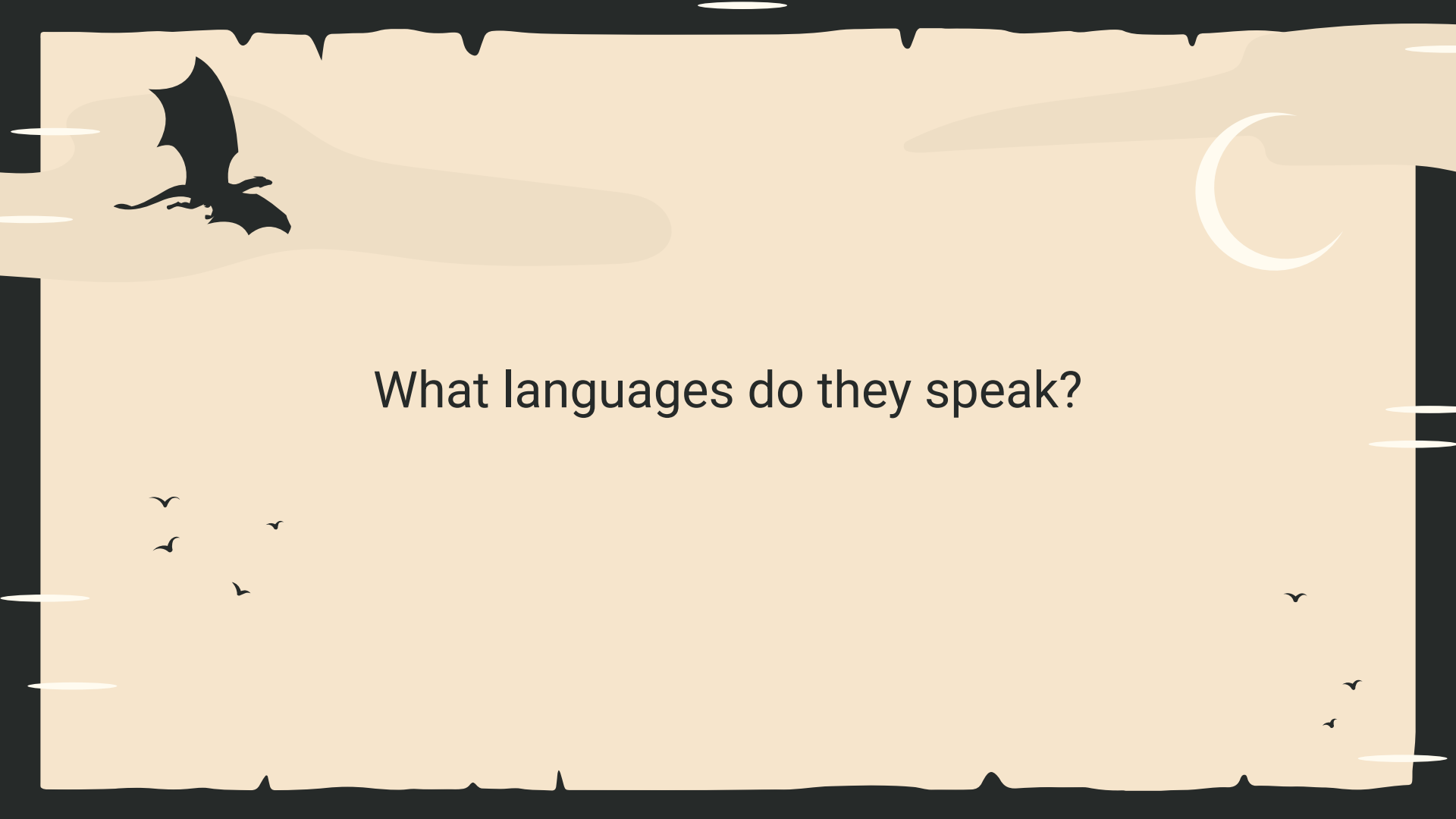
Where did they grow up?





What was their job? (ie. farmer, nomad,
prince, sailor)





What languages do they speak?



Do they have any special skills?





Do they have any special tools?



04

Finishing touches














Now you know your character's:

- Name
- Class
- Background
- Skills
- Languages and proficiencies

NAME			<input type="radio"/>		
CLASS			INITIATIVE		
BACKGROUND			<input type="radio"/>		
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FEATURES & TRAITS					
EQUIPMENT					

Stats (example)

Percy is a strong fighter (STR) who can take quite a bit of damage (CON). He's somewhat intelligent (INT), but not as much as Annabeth. He's got a lot of street smarts (WIS) to have survived this long, but part of that is due to his ability to charm people and talk his way out of situations (CHA). However, he's not naturally super popular, especially in school, and he's not particularly quick on his feet or slow (DEX).












NAME Percy Jackson																									
CLASS																									
BACKGROUND																									
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Stats (example)

I'd rank his stats (strongest to weakest)

1. STR
2. WIS
3. CON
4. DEX
5. CHA
6. INT

Not everybody would rank those the same way and that's ok. They might put him in a different class depending on what aspects of his character they want to emphasize

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STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

<input type="checkbox"/> Acrobatics (DEX)
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LANGUAGES & PROFICIENCIES

☐ Strength
☐ Dexterity
☐ Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

FEATURES & TRAITS






NAME	ATTK BONUS	DAMAGE	

EQUIPMENT

Stats

This is how you figure out your ability scores and modifiers

Stat/Ability	Ability Score	Modifier
Stat #1	15	+2
Stat #2	14	+2
Stat #3	13	+1
Stat #4	12	+1
Stat #5	10	0
Stat #6	8	-1

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Stats (example)

For Percy, this is what it would look like

Stat/Ability	Ability Score	Modifier
STR	15	+2
WIS	14	+2
CON	13	+1
DEX	12	+1
CHA	10	0
INT	8	-1

And keep in mind that as you level up these numbers will get bigger/better

NAME Percy Jackson			<input type="radio"/>																			
CLASS			INITIATIVE																			
BACKGROUND			<input type="radio"/>																			
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			AC																			
HP			<input type="radio"/>	PROFICIENCY BONUS																		
STRENGTH	<div><input type="radio"/> Acrobatics (DEX) <input type="radio"/> Animal Handling (WIS) <input type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input type="radio"/> Nature (INT) <input type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)</div>			PASSIVE PERCEPTION																		
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CONSTITUTION					LANGUAGES & PROFICIENCIES																	
INTELLIGENCE				<div><input type="radio"/> Strength <input type="radio"/> Dexterity <input type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma</div>	FEATURES & TRAITS																	
WISDOM																						
CHARISMA																						
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NAME	ATK BONUS	DAMAGE																				

Stats (example)

For Percy, this is what it would look like

Stat/Ability	Ability Score	Modifier
STR	15	+2
WIS	14	+2
CON	13	+1
DEX	12	+1
CHA	10	0
INT	8	-1

And keep in mind that as you level up these numbers will get bigger/better

NAME Percy Jackson

CLASS

BACKGROUND

HP

STRENGTH +2 15

DEXTERITY +1 12

CONSTITUTION +1 13

INTELLIGENCE -1 8

WISDOM +2 14

CHARISMA 0 10

☐ Acrobatics (DEX)
☐ Animal Handling (WIS)
☐ Athletics (STR)
☐ Culture (INT)
☐ Deception (CHA)
☐ History/Politics (INT)
☐ Insight (WIS)
☐ Intimidation (CHA)
☐ Investigation (INT)
☐ Medicine (WIS)
☐ Nature (INT)
☐ Perception (WIS)
☐ Performance (CHA)
☐ Persuasion (CHA)
☐ Sleight of Hand (DEX)
☐ Stealth (DEX)
☐ STEM (INT)
☐ Survival (WIS)

NAME

ATK BONUS

DAMAGE

INITIATIVE

AC

PROFICIENCY BONUS

PASSIVE PERCEPTION

LANGUAGES & PROFICIENCIES

☐ Strength
☐ Dexterity
☐ Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

FEATURES & TRAITS

EQUIPMENT

Class (example)

Percy's top two stats are strength (STR) and wisdom (WIS), so now I'm going to look for a class with those top stats

Since there isn't a class with those top two, I'll find the next closest thing.

CLASSES		
<u>BARBARIAN (TANK)</u> TOP STATS STR & CON SKILLS Athletics (STR), Nature (INT), Perception (WIS), Survival (WIS), Intimidation (CHA) PROFICIENCIES All armor, shields, melee weapons. Unarmored defense	<u>FIGHTER</u> TOP STATS CON & STR/DEX SKILLS Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA) PROFICIENCIES Any armor, melee and ranged weapons, shields	<u>ROGUE</u> TOP STATS INT & DEX SKILLS (4) Athletics (STR), Acrobatics (DEX), Stealth (DEX), Sleight of Hand (DEX), Investigation (INT), Insight (WIS), Perception (WIS), Deception (CHA), Intimidation (CHA), Performance (CHA), Persuasion (CHA) PROFICIENCIES Light armor, melee weapons, <u>shortbow</u>
D12	D10	D8
<u>TINKERER</u> TOP STATS INT & DEX SKILLS STEM (INT), Sleight of Hand (DEX), Investigation (INT), Insight (WIS) PROFICIENCIES Light armor, shields, crossbow, bombs, inventions	<u>RANGER</u> TOP STATS DEX & WIS SKILLS (3) Athletics (STR), Survival (WIS), Stealth (DEX), Nature (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS) PROFICIENCIES Light and medium armor, shields, rapier, all ranged weapons	<u>BARD (CHARMER)</u> TOP STATS CHA & DEX SKILLS (3) Acrobatics (DEX), Performance (CHA), Sleight of Hand (DEX), Stealth (DEX), STEM (INT), History (INT), Culture (INT), Animal Handling (WIS), Insight (WIS), Medicine (WIS), Survival (WIS), Deception (CHA), Performance (CHA), Persuasion (CHA) PROFICIENCIES Light armor, melee weapons
D6	D10	D8
<u>SAGE (SCHOLAR)</u> TOP STATS INT & WIS SKILLS History (INT), Stealth (DEX), Investigation (INT), STEM (INT), Culture (INT), Insight (WIS), Medicine (WIS) PROFICIENCIES Staff, shields, potions	<u>NINJA</u> TOP STATS DEX & WIS SKILLS Athletics (STR), Acrobatics (DEX), Stealth (DEX), History (INT), Insight (WIS) PROFICIENCIES Unarmored defense, throwing knives	<u>DIPLOMAT (HEALER)</u> TOP STATS WIS & CHA SKILLS Insight (INT), Investigation (INT), History (INT), Culture (INT), Medicine (WIS), Deception (CHA), Persuasion (CHA) PROFICIENCIES Shields, potions
D6	D8	D8

Class (example)

Since Percy is such a strong fighter (even taking down Aries!) I'm going to put him in the Fighter class

CLASSES

BARBARIAN (TANK)

TOP STATS

STR & CON

SKILLS

Athletics (STR), Nature (INT), Perception (WIS), Survival (WIS), Intimidation (CHA)

PROFICIENCIES

All armor, shields, melee weapons. Unarmored defense

D12

FIGHTER

TOP STATS

CON & STR/DEX

SKILLS

Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA)

PROFICIENCIES

Any armor, melee and ranged weapons, shields

D10

ROGUE

TOP STATS

INT & DEX

SKILLS (4)

Athletics (STR), Acrobatics (DEX), Stealth (DEX), Sleight of Hand (DEX), Investigation (INT), Insight (WIS), Perception (WIS), Deception (CHA), Intimidation (CHA), Performance (CHA), Persuasion (CHA)

PROFICIENCIES

Light armor, melee weapons, shortbow

D8

TINKERER

TOP STATS

INT & DEX

SKILLS

STEM (INT), Sleight of Hand (DEX), Investigation (INT), Insight (WIS)

PROFICIENCIES

Light armor, shields, crossbow, bombs, inventions

D6

RANGER

TOP STATS

DEX & WIS

SKILLS (3)

Athletics (STR), Survival (WIS), Stealth (DEX), Nature (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS)

PROFICIENCIES

Light and medium armor, shields, rapier, all ranged weapons

D10

BARD (CHARMER)

TOP STATS

CHA & DEX

SKILLS (3)

Acrobatics (DEX), Performance (CHA), Sleight of Hand (DEX), Stealth (DEX), STEM (INT), History (INT), Culture (INT), Animal Handling (WIS), Insight (WIS), Medicine (WIS), Survival (WIS), Deception (CHA), Performance (CHA), Persuasion (CHA)

PROFICIENCIES

Light armor, melee weapons

D8

SAGE (SCHOLAR)

TOP STATS

INT & WIS

SKILLS

History (INT), Stealth (DEX), Investigation (INT), STEM (INT), Culture (INT), Insight (WIS), Medicine (WIS)

PROFICIENCIES

Staff, shields, potions

D6

NINJA

TOP STATS

DEX & WIS

SKILLS

Athletics (STR), Acrobatics (DEX), Stealth (DEX), History (INT), Insight (WIS)

PROFICIENCIES

Unarmored defense, throwing knives

D8

DIPLOMAT (HEALER)

TOP STATS

WIS & CHA

SKILLS

Insight (INT), Investigation (INT), History (INT), Culture (INT), Medicine (WIS), Deception (CHA), Persuasion (CHA)

PROFICIENCIES

Shields, potions

D8

Class (example)

Since Percy is such a strong fighter (even taking down Aries!) I'm going to put him in the Fighter class

This means I can choose two skills from this list

CLASSES		
<u>BARBARIAN (TANK)</u> TOP STATS STR & CON SKILLS Athletics (STR), Nature (INT), Perception (WIS), Survival (WIS), Intimidation (CHA) PROFICIENCIES All armor, shields, melee weapons. Unarmored defense	<u>FIGHTER</u> TOP STATS CON & STR/DEX SKILLS Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA) PROFICIENCIES Any armor, melee and ranged weapons, shields	<u>ROGUE</u> TOP STATS INT & DEX SKILLS (4) Athletics (STR), Acrobatics (DEX), Stealth (DEX), Sleight of Hand (DEX), Investigation (INT), Insight (WIS), Perception (WIS), Deception (CHA), Intimidation (CHA), Persuasion (CHA) PROFICIENCIES Light armor, melee weapons, <u>shortbow</u>
D12	D10	D8
<u>TINKERER</u> TOP STATS INT & DEX SKILLS STEM (INT), Sleight of Hand (DEX), Investigation (INT), Insight (WIS) PROFICIENCIES Light armor, shields, crossbow, bombs, inventions	<u>RANGER</u> TOP STATS DEX & WIS SKILLS (3) Athletics (STR), Survival (WIS), Stealth (DEX), Nature (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS) PROFICIENCIES Light and medium armor, shields, rapier, all ranged weapons	<u>BARD (CHARMER)</u> TOP STATS CHA & DEX SKILLS (3) Acrobatics (DEX), Performance (CHA), Sleight of Hand (DEX), Stealth (DEX), STEM (INT), History (INT), Culture (INT), Animal Handling (WIS), Insight (WIS), Medicine (WIS), Survival (WIS), Deception (CHA), Persuasion (CHA) PROFICIENCIES Light armor, melee weapons
D6	D10	D8
<u>SAGE (SCHOLAR)</u> TOP STATS INT & WIS SKILLS History (INT), Stealth (DEX), Investigation (INT), STEM (INT), Culture (INT), Insight (WIS), Medicine (WIS) PROFICIENCIES Staff, shields, potions	<u>NINJA</u> TOP STATS DEX & WIS SKILLS Athletics (STR), Acrobatics (DEX), Stealth (DEX), History (INT), Insight (WIS) PROFICIENCIES Unarmored defense, throwing knives	<u>DIPLOMAT (HEALER)</u> TOP STATS WIS & CHA SKILLS Insight (INT), Investigation (INT), History (INT), Culture (INT), Medicine (WIS), Deception (CHA), Persuasion (CHA) PROFICIENCIES Shields, potions
D6	D8	D8

Class (example)

Since Percy is such a strong fighter (even taking down Aries!) I'm going to put him in the Fighter class

This means I can choose two skills from this list

And that I'm proficient in these things

CLASSES		
<u>BARBARIAN (TANK)</u> TOP STATS STR & CON SKILLS Athletics (STR), Nature (INT), Perception (WIS), Survival (WIS), Intimidation (CHA) PROFICIENCIES All armor, shields, melee weapons. Unarmored defense D12	<u>FIGHTER</u> TOP STATS CON & STR/DEX SKILLS Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA) PROFICIENCIES Any armor, melee and ranged weapons, shields D10	<u>ROGUE</u> TOP STATS INT & DEX SKILLS (4) Athletics (STR), Acrobatics (DEX), Stealth (DEX), Sleight of Hand (DEX), Investigation (INT), Insight (WIS), Perception (WIS), Deception (CHA), Intimidation (CHA), Performance (CHA), Persuasion (CHA) PROFICIENCIES Light armor, melee weapons, <u>shortbow</u> D8
<u>TINKERER</u> TOP STATS INT & DEX SKILLS STEM (INT), Sleight of Hand (DEX), Investigation (INT), Insight (WIS) PROFICIENCIES Light armor, shields, crossbow, bombs, inventions D6	<u>RANGER</u> TOP STATS DEX & WIS SKILLS (3) Athletics (STR), Survival (WIS), Stealth (DEX), Nature (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS) PROFICIENCIES Light and medium armor, shields, rapier, all ranged weapons D10	<u>BARD (CHARMER)</u> TOP STATS CHA & DEX SKILLS (3) Acrobatics (DEX), Performance (CHA), Sleight of Hand (DEX), Stealth (DEX), STEM (INT), History (INT), Culture (INT), Animal Handling (WIS), Insight (WIS), Medicine (WIS), Survival (WIS), Deception (CHA), Performance (CHA), Persuasion (CHA) PROFICIENCIES Light armor, melee weapons D8
<u>SAGE (SCHOLAR)</u> TOP STATS INT & WIS SKILLS History (INT), Stealth (DEX), Investigation (INT), STEM (INT), Culture (INT), Insight (WIS), Medicine (WIS) PROFICIENCIES Staff, shields, potions D6	<u>NINJA</u> TOP STATS DEX & WIS SKILLS Athletics (STR), Acrobatics (DEX), Stealth (DEX), History (INT), Insight (WIS) PROFICIENCIES Unarmored defense, throwing knives D8	<u>DIPLOMAT (HEALER)</u> TOP STATS WIS & CHA SKILLS Insight (INT), Investigation (INT), History (INT), Culture (INT), Medicine (WIS), Deception (CHA), Persuasion (CHA) PROFICIENCIES Shields, potions D8

Class (example)

Note that even though his class' top stats are CON and STR, Percy's top stats are still what they were before (STR and WIS)

FIGHTER	
TOP STATS CON & STR/DEX	
SKILLS Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA)	
PROFICIENCIES Any armor, melee and ranged weapons, shields	
D10	

NAME Percy Jackson		INITIATIVE																			
CLASS Fighter		AC																			
BACKGROUND		PROFICIENCY BONUS																			
HP		PASSIVE PERCEPTION																			
STRENGTH +2 15		<input type="radio"/> Acrobatics (DEX) <input type="radio"/> Animal Handling (WIS) <input type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input type="radio"/> Nature (INT) <input type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)																			
DEXTERITY +1 12																					
CONSTITUTION +1 13																					
INTELLIGENCE -1 8																					
WISDOM +2 14																					
CHARISMA 0 10																					
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NAME	ATTK BONUS	DAMAGE																			
		<input type="radio"/> Strength <input type="radio"/> Dexterity <input type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma																			
		FEATURES & TRAITS																			
		EQUIPMENT																			

Class (example)

Note that even though his class' top stats are CON and STR, Percy's top stats are still what they were before (STR and WIS)

Because of his class' top stats though, he is proficient in these abilities, so fill in these bubbles

FIGHTER	
TOP STATS CON & STR/DEX	
SKILLS Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA)	
PROFICIENCIES Any armor, melee and ranged weapons, shields	
D10	

NAME Percy Jackson		INITIATIVE	
CLASS Fighter		AC	
BACKGROUND			
HP		PROFICIENCY BONUS	
		PASSIVE PERCEPTION	
STRENGTH +2 15	<input type="radio"/> Acrobatics (DEX) <input type="radio"/> Animal Handling (WIS) <input type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input type="radio"/> Nature (INT) <input type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)		
DEXTERITY +1 12			
CONSTITUTION +1 13			
INTELLIGENCE -1 8			
WISDOM +2 14			
CHARISMA 0 10			
		LANGUAGES & PROFICIENCIES	
		<input checked="" type="radio"/> Strength <input type="radio"/> Dexterity <input checked="" type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma	
		FEATURES & TRAITS	
		EQUIPMENT	

Class (example)

Now time to pick your skills. Remember, you can only pick two from your class list unless otherwise stated.

I chose Perception and Athletics, so I bubble them in

FIGHTER	
TOP STATS CON & STR/DEX	
SKILLS Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA)	
PROFICIENCIES Any armor, melee and ranged weapons, shields	
D10	

NAME Percy Jackson		INITIATIVE																				
CLASS Fighter		AC																				
BACKGROUND																						
HP		PROFICIENCY BONUS																				
		PASSIVE PERCEPTION																				
STRENGTH +2 15	<input type="radio"/> Acrobatics (DEX) <input type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)																					
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LANGUAGES & PROFICIENCIES																						
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<input type="radio"/> Charisma																						
FEATURES & TRAITS																						
		EQUIPMENT																				

Class (example)

Now time to pick your skills. Remember, you can only pick two from your class list unless otherwise stated.





I chose Perception and Athletics, so I bubble them in

I also know my proficiencies, so I can write them in now

FIGHTER	
TOP STATS	
CON & STR/DEX	
SKILLS	
Athletics (STR), Acrobatics (DEX), History (INT), Animal Handling (WIS), Insight (WIS), Perception (WIS), Survival (WIS), Intimidation (CHA)	
PROFICIENCIES	
Any armor, melee and ranged weapons, shields	
D10	

NAME Percy Jackson		INITIATIVE		
CLASS Fighter		AC		
BACKGROUND				
HP		PROFICIENCY BONUS		
		PASSIVE PERCEPTION		
STRENGTH +2 15	<input type="radio"/> Acrobatics (DEX) <input type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)			
DEXTERITY +1 12				
CONSTITUTION +1 13				
INTELLIGENCE -1 8				
WISDOM +2 14				
CHARISMA 0 10				
LANGUAGES & PROFICIENCIES		<input checked="" type="radio"/> Strength <input type="radio"/> Dexterity <input checked="" type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma		
		FEATURES & TRAITS		
		EQUIPMENT		






What else do I know about Percy? He's a son of Poseidon, which means he's good with animals (specifically water animals and horses) and nature (again, water)

NAME Percy Jackson	 INITIATIVE																												
CLASS Fighter	 AC																												
BACKGROUND Son of Poseidon	 PROFICIENCY BONUS																												
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px; margin: 2px;"></div> </div> <div style="text-align: center; margin-top: 5px;"> HP </div>	 PASSIVE PERCEPTION																												
<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> STRENGTH <div style="text-align: center; color: red; font-size: 1.5em; margin: 5px;">+2</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 5px; display: flex; align-items: center; justify-content: center;"> 15 </div> </div>	<div style="color: red; font-size: 1.2em; margin-bottom: 10px;"> Any armor, melee and ranged weapons, shields </div> <div style="text-align: center; font-weight: bold; margin-bottom: 10px;"> LANGUAGES & PROFICIENCIES </div> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <ul style="list-style-type: none"> <input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS) </div> <div style="width: 45%;"> <ul style="list-style-type: none"> <input checked="" type="radio"/> Strength <input type="radio"/> Dexterity <input checked="" type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma </div> </div>																												
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<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> CONSTITUTION <div style="text-align: center; color: red; font-size: 1.5em; margin: 5px;">+1</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 5px; display: flex; align-items: center; justify-content: center;"> 13 </div> </div>																													
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<div style="border: 1px solid black; padding: 5px;"> WISDOM <div style="text-align: center; color: red; font-size: 1.5em; margin: 5px;">+2</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 5px; display: flex; align-items: center; justify-content: center;"> 14 </div> </div>																													
<div style="border: 1px solid black; padding: 5px;"> CHARISMA <div style="text-align: center; color: red; font-size: 1.5em; margin: 5px;">0</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; margin: 5px; display: flex; align-items: center; justify-content: center;"> 10 </div> </div>	<div style="text-align: center; font-weight: bold; margin-bottom: 10px;"> FEATURES & TRAITS </div> <div style="border: 1px solid black; height: 150px; margin-top: 10px;"></div>																												
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #cccccc;"> <th style="width: 25%;">NAME</th> <th style="width: 25%;">ATTK BONUS</th> <th style="width: 25%;">DAMAGE</th> <th style="width: 25%;"></th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>		NAME	ATTK BONUS	DAMAGE																									
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Background (example)

What else do I know about Percy? He's a son of Poseidon, which means he's good with animals (specifically water animals and horses) and nature (again, water)

He also is fluent in English, Ancient Greek, and ocean animals + horses

NAME Percy Jackson																				
CLASS Fighter																				
BACKGROUND Son of Poseidon																				
<div>HP</div> <div><div>STRENGTH</div><div>+2</div><div>15</div></div> <div><div>DEXTERITY</div><div>+1</div><div>12</div></div> <div><div>CONSTITUTION</div><div>+1</div><div>13</div></div> <div><div>INTELLIGENCE</div><div>-1</div><div>8</div></div> <div><div>WISDOM</div><div>+2</div><div>14</div></div> <div><div>CHARISMA</div><div>0</div><div>10</div></div>		<div><input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)</div>	<div>PROFICIENCY BONUS</div> <div></div> <div>PASSIVE PERCEPTION</div>																	
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(example)

What else do I know about Percy? He's a son of Poseidon, which means he's good with animals (specifically water animals and horses) and nature (again, water)

He also is fluent in English, Ancient Greek, and ocean animals + horses

And as a son of Poseidon (one of the Big Three), he's in a Position of Privilege. This means that he can get high society access places, is respected, and can often get help from those of the same rank or lower (sea animals, horses, other demigods, ect.)

NAME Percy Jackson	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto;"></div> INITIATIVE
CLASS Fighter	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">AC</div>
BACKGROUND Son of Poseidon	<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto;"></div>
<div style="display: flex; justify-content: space-around; height: 20px;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>	PROFICIENCY BONUS
<div style="border: 1px solid black; padding: 5px; text-align: center;"> HP </div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> PASSIVE PERCEPTION

STRENGTH +2 <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; line-height: 30px; margin: 0 auto;">15</div>	<ul style="list-style-type: none"> <input type="radio"/> ___ Acrobatics (DEX) <input checked="" type="radio"/> ___ Animal Handling (WIS) <input checked="" type="radio"/> ___ Athletics (STR) <input type="radio"/> ___ Culture (INT) <input type="radio"/> ___ Deception (CHA) <input type="radio"/> ___ History/Politics (INT) <input type="radio"/> ___ Insight (WIS) <input type="radio"/> ___ Intimidation (CHA) <input type="radio"/> ___ Investigation (INT) <input type="radio"/> ___ Medicine (WIS) <input checked="" type="radio"/> ___ Nature (INT) <input checked="" type="radio"/> ___ Perception (WIS) <input type="radio"/> ___ Performance (CHA) <input type="radio"/> ___ Persuasion (CHA) <input type="radio"/> ___ Sleight of Hand (DEX) <input type="radio"/> ___ Stealth (DEX) <input type="radio"/> ___ STEM (INT) <input type="radio"/> ___ Survival (WIS)
DEXTERITY +1 <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; line-height: 30px; margin: 0 auto;">12</div>	
CONSTITUTION +1 <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; line-height: 30px; margin: 0 auto;">13</div>	
INTELLIGENCE -1 <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; line-height: 30px; margin: 0 auto;">8</div>	
WISDOM +2 <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; line-height: 30px; margin: 0 auto;">14</div>	
CHARISMA 0 <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; line-height: 30px; margin: 0 auto;">10</div>	

<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto;"></div>	Any armor, melee and ranged weapons, shields
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LANGUAGES & PROFICIENCIES	





<ul style="list-style-type: none"> <input checked="" type="radio"/> ___ Strength <input type="radio"/> ___ Dexterity <input checked="" type="radio"/> ___ Constitution <input type="radio"/> ___ Intelligence <input type="radio"/> ___ Wisdom <input type="radio"/> ___ Charisma 	Position of Privilege
FEATURES & TRAITS	

NAME	ATTK BONUS	DAMAGE

EQUIPMENT

Background (example)

Equipment? Riptide, obviously. A Camp Half-Blood T-shirt. Whatever you're currently carrying– golden drachmas, ambrosia, Annabeth's invisibility cap, Zeus' lightning bolt, the winged shoes from Luke... it all goes here.

NAME Percy Jackson			 <small>INITIATIVE</small>																						
CLASS Fighter			 <small>AC</small>																						
BACKGROUND Son of Poseidon			 <small>PROFICIENCY BONUS</small>																						
<div style="display: flex; justify-content: space-around; border-bottom: 1px solid black; height: 20px;"> </div>			 <small>PASSIVE PERCEPTION</small>																						
HP																									
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; text-align: center;"> STRENGTH <div style="color: red; font-size: 1.2em;">+2</div> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">15</div> </div>	<div style="border: 1px solid black; border-radius: 10px; padding: 5px;"> <input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS) </div>																								
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






**DON'T BE
ALARMED**

HP

HP= Hit Points= Health Bar



NAME Percy Jackson			 INITIATIVE																			
CLASS Fighter			 AC																			
BACKGROUND Son of Poseidon			 PROFICIENCY BONUS																			
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> HP			 PASSIVE PERCEPTION																			
STRENGTH <div>+2</div> <div>15</div>	<div><input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)</div>																					
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			<div>Riptide Camp Half-Blood T-shirt Golden drachmas A half-eaten pack of gum Medusa's head</div> EQUIPMENT																			

HP

HP= Hit Points= Health Bar

CLASS HIT DIE (10)





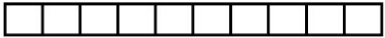

FIGHTER

TOP STATS
CON & STR/DEX

SKILLS
Athletics (STR), Acrobatics (DEX),
History (INT), Animal Handling
(WIS), Insight (WIS), Perception
(WIS), Survival (WIS), Intimidation
(CHA)

PROFICIENCIES
Any armor, melee and ranged
weapons, shields

D10







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HP

HP= Hit Points= Health Bar

CLASS HIT DIE (10) +

CON modifier (1)

NAME Percy Jackson			 INITIATIVE				
CLASS Fighter			 AC				
BACKGROUND Son of Poseidon			 PROFICIENCY BONUS				
			 PASSIVE PERCEPTION				
HP							
STRENGTH +2 15	<div><input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)</div>						
DEXTERITY +1 12							
CONSTITUTION +1 13							
INTELLIGENCE -1 8							
WISDOM +2 14							
CHARISMA 0 10							
LANGUAGES & PROFICIENCIES Any armor, melee and ranged weapons, shields English, Ancient Greek, ocean animals + horses							
POSITION OF PRIVILEGE							
EQUIPMENT Riptide Camp Half-Blood T-shirt Golden drachmas A half-eaten pack of gum Medusa's head							

HP






HP= Hit Points= Health Bar

CLASS HIT DIE (10) +

CON modifier (1) =

11 HP

(Your character sheet only has ten squares so just add or subtract as many boxes as you need)

NAME Percy Jackson																						
CLASS Fighter																						
BACKGROUND Son of Poseidon																						
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			HP (11)	PROFICIENCY BONUS																		
STRENGTH +2 15	<div><input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)</div>																					
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CONSTITUTION +1 13																						
INTELLIGENCE -1 8				Position of Privilege FEATURES & TRAITS																		
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CHARISMA 0 10				Riptide Camp Half-Blood T-shirt Golden drachmas A half-eaten pack of gum Medusa's head EQUIPMENT																		
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NAME	ATTK BONUS	DAMAGE																				

AC

AC= Armor Class

If something attacks you, it has to roll higher than this number in order to actually hit you





The higher your armor class, the harder it is for you to take damage

NAME Percy Jackson		<input type="radio"/>	<div>INITIATIVE</div> <div>AC</div> <div>PROFICIENCY BONUS</div> <div>PASSIVE PERCEPTION</div>																		
CLASS Fighter		<input type="radio"/>																			
BACKGROUND Son of Poseidon		<input type="radio"/>																			
<div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>		<input type="radio"/>																			
HP (11)																					
STRENGTH +2 (15)	<input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)																				
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NAME	ATK BONUS	DAMAGE																			

AC

10 +

DEX modifier (1)

NAME Percy Jackson																						
CLASS Fighter																						
BACKGROUND Son of Poseidon																						
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			HP (11)	PROFICIENCY BONUS																		
STRENGTH +2 15	<div><input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)</div>																					
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




AC

10 +

DEX modifier (1) +

Armor (currently not wearing any, so 0) +

Shields (currently not holding any, so 0)

NAME Percy Jackson			 INITIATIVE																			
CLASS Fighter			 AC																			
BACKGROUND Son of Poseidon			 PROFICIENCY BONUS																			
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> HP (11)			 PASSIVE PERCEPTION																			
STRENGTH <div>+2</div> <div>15</div>	<div><input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)</div>																					
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CHARISMA <div>0</div> <div>10</div>																						
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NAME	ATTK BONUS	DAMAGE																				
			LANGUAGES & PROFICIENCIES Any armor, melee and ranged weapons, shields English, Ancient Greek, ocean animals + horses																			
			POSITION OF PRIVILEGE																			
			FEATURES & TRAITS																			
			EQUIPMENT Riptide Camp Half-Blood T-shirt Golden drachmas A half-eaten pack of gum Medusa's head																			

AC

10 +

DEX modifier (1) +

Armor (currently not wearing any, so 0) +

Shields (currently not holding any, so 0)

= 11

An enemy must roll higher than an 11 in order to do damage

NAME Percy Jackson		INITIATIVE <div>11</div> AC	PROFICIENCY BONUS <div></div>	PASSIVE PERCEPTION <div></div>
CLASS Fighter				
BACKGROUND Son of Poseidon				
HP (11)				
STRENGTH <div>+2</div> <div>15</div>	<input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)			
DEXTERITY <div>+1</div> <div>12</div>				
CONSTITUTION <div>+1</div> <div>13</div>				
INTELLIGENCE <div>-1</div> <div>8</div>				
WISDOM <div>+2</div> <div>14</div>				
CHARISMA <div>0</div> <div>10</div>				
NAME		ATTK BONUS	DAMAGE	
Any armor, melee and ranged weapons, shields				
English, Ancient Greek, ocean animals + horses				
LANGUAGES & PROFICIENCIES				
<input checked="" type="radio"/> Strength <input type="radio"/> Dexterity <input checked="" type="radio"/> Constitution <input type="radio"/> Intelligence <input type="radio"/> Wisdom <input type="radio"/> Charisma				
Position of Privilege				
FEATURES & TRAITS				
Riptide Camp Half-Blood T-shirt Golden drachmas A half-eaten pack of gum Medusa's head				
EQUIPMENT				

Proficiency Bonus

You're starting at level 1 so your proficiency bonus is +2

It'll get higher as you level up

NAME Percy Jackson			<div><div>INITIATIVE</div><div>11 AC</div><div>+2 PROFICIENCY BONUS</div><div>PASSIVE PERCEPTION</div></div>																			
CLASS Fighter																						
BACKGROUND Son of Poseidon																						
<div><div>HP (11)</div><div>STRENGTH +2 (15)</div><div>DEXTERITY +1 (12)</div><div>CONSTITUTION +1 (13)</div><div>INTELLIGENCE -1 (8)</div><div>WISDOM +2 (14)</div><div>CHARISMA 0 (10)</div></div>																						
<div><div><input type="radio"/> Acrobatics (DEX)</div><div><input checked="" type="radio"/> Animal Handling (WIS)</div><div><input checked="" type="radio"/> Athletics (STR)</div><div><input type="radio"/> Culture (INT)</div><div><input type="radio"/> Deception (CHA)</div><div><input type="radio"/> History/Politics (INT)</div><div><input type="radio"/> Insight (WIS)</div><div><input type="radio"/> Intimidation (CHA)</div><div><input type="radio"/> Investigation (INT)</div><div><input type="radio"/> Medicine (WIS)</div><div><input checked="" type="radio"/> Nature (INT)</div><div><input checked="" type="radio"/> Perception (WIS)</div><div><input type="radio"/> Performance (CHA)</div><div><input type="radio"/> Persuasion (CHA)</div><div><input type="radio"/> Sleight of Hand (DEX)</div><div><input type="radio"/> Stealth (DEX)</div><div><input type="radio"/> STEM (INT)</div><div><input type="radio"/> Survival (WIS)</div></div>																						
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NAME	ATTN BONUS	DAMAGE																				

Passive Perception

How good you are at noticing stuff when you're not paying particular attention

10 +

WIS modifier (2)

NAME Percy Jackson			<div>INITIATIVE</div> <div>11 AC</div> <div>+2</div> <div>PROFICIENCY BONUS</div> <div>PASSIVE PERCEPTION</div>																			
CLASS Fighter																						
BACKGROUND Son of Poseidon																						
<div>HP (11)</div> <div>STRENGTH +2 (15)</div> <div>DEXTERITY +1 (12)</div> <div>CONSTITUTION +1 (13)</div> <div>INTELLIGENCE -1 (8)</div> <div>WISDOM +2 (14)</div> <div>CHARISMA 0 (10)</div>																						
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NAME	ATK BONUS	DAMAGE																				
				<div>Position of Privilege</div> <div>FEATURES & TRAITS</div>																		
				<div>Riptide</div> <div>Camp Half-Blood T-shirt</div> <div>Golden drachmas</div> <div>A half-eaten pack of gum</div> <div>Medusa's head</div> <div>EQUIPMENT</div>																		

Passive Perception

How good you are at noticing stuff when you're not paying particular attention

10 +

WIS modifier (2) +

Proficiency Bonus (2) (if proficient in Perception, which we are)

NAME Percy Jackson		INITIATIVE	<div>Any armor, melee and ranged weapons, shields</div> <div>English, Ancient Greek, ocean animals + horses</div> <div>LANGUAGES & PROFICIENCIES</div>
CLASS Fighter		AC 11	
BACKGROUND Son of Poseidon		PROFICIENCY BONUS +2	
HP (11)		PASSIVE PERCEPTION	<div>Position of Privilege</div> <div>FEATURES & TRAITS</div>
STRENGTH +2 (15)			
DEXTERITY +1 (12)			<div>Riptide</div> <div>Camp Half-Blood T-shirt</div> <div>Golden drachmas</div> <div>A half-eaten pack of gum</div> <div>Medusa's head</div> <div>EQUIPMENT</div>
CONSTITUTION +1 (13)			
INTELLIGENCE -1 (8)			
WISDOM +2 (14)			
CHARISMA 0 (10)			

NAME	ATTK BONUS	DAMAGE

☐ Acrobatics (DEX)
☒ Animal Handling (WIS)
☒ Athletics (STR)
☐ Culture (INT)
☐ Deception (CHA)
☐ History/Politics (INT)
☐ Insight (WIS)
☐ Intimidation (CHA)
☐ Investigation (INT)
☐ Medicine (WIS)
☒ Nature (INT)
☒ Perception (WIS)
☐ Performance (CHA)
☐ Persuasion (CHA)
☐ Sleight of Hand (DEX)
☐ Stealth (DEX)
☐ STEM (INT)
☐ Survival (WIS)

Passive Perception

How good you are at noticing stuff when you're not paying particular attention

10 +

WIS modifier (2) +

Proficiency Bonus (2) (if proficient in Perception, which we are)

= 14

Percy is pretty darn observant

NAME Percy Jackson		INITIATIVE			
CLASS Fighter		11 AC			
BACKGROUND Son of Poseidon		+2			
HP (11)		PROFICIENCY BONUS	14		
		PASSIVE PERCEPTION			
STRENGTH +2 15	<ul style="list-style-type: none"><input type="radio"/> Acrobatics (DEX)<input checked="" type="radio"/> Animal Handling (WIS)<input checked="" type="radio"/> Athletics (STR)<input type="radio"/> Culture (INT)<input type="radio"/> Deception (CHA)<input type="radio"/> History/Politics (INT)<input type="radio"/> Insight (WIS)<input type="radio"/> Intimidation (CHA)<input type="radio"/> Investigation (INT)<input type="radio"/> Medicine (WIS)<input checked="" type="radio"/> Nature (INT)<input checked="" type="radio"/> Perception (WIS)<input type="radio"/> Performance (CHA)<input type="radio"/> Persuasion (CHA)<input type="radio"/> Sleight of Hand (DEX)<input type="radio"/> Stealth (DEX)<input type="radio"/> STEM (INT)<input type="radio"/> Survival (WIS)				
DEXTERITY +1 12					
CONSTITUTION +1 13					
INTELLIGENCE -1 8					
WISDOM +2 14					
CHARISMA 0 10					
Any armor, melee and ranged weapons, shields					
English, Ancient Greek, ocean animals + horses					
LANGUAGES & PROFICIENCIES					
Position of Privilege					
FEATURES & TRAITS					
Riptide					
Camp Half-Blood T-shirt					
Golden drachmas					
A half-eaten pack of gum					
Medusa's head					
EQUIPMENT					

Initiative

When a fight breaks out, everybody rolls a d20 (a 20-sided dice) and adds their DEX modifier (remember, dexterity is speed/reflexes) to see what order they attack in

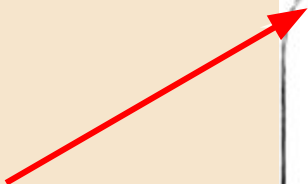
Write in your DEX modifier here so that you can find it easier when rolling for initiative

NAME Percy Jackson			+1 INITIATIVE																																						
CLASS Fighter			11 AC																																						
BACKGROUND Son of Poseidon			+2 PROFICIENCY BONUS																																						
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HP (11)																																									
STRENGTH +2 15	<input type="radio"/> Acrobatics (DEX) <input checked="" type="radio"/> Animal Handling (WIS) <input checked="" type="radio"/> Athletics (STR) <input type="radio"/> Culture (INT) <input type="radio"/> Deception (CHA) <input type="radio"/> History/Politics (INT) <input type="radio"/> Insight (WIS) <input type="radio"/> Intimidation (CHA) <input type="radio"/> Investigation (INT) <input type="radio"/> Medicine (WIS) <input checked="" type="radio"/> Nature (INT) <input checked="" type="radio"/> Perception (WIS) <input type="radio"/> Performance (CHA) <input type="radio"/> Persuasion (CHA) <input type="radio"/> Sleight of Hand (DEX) <input type="radio"/> Stealth (DEX) <input type="radio"/> STEM (INT) <input type="radio"/> Survival (WIS)																																								
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NAME	ATK BONUS	DAMAGE																																							
NAME	ATK BONUS	DAMAGE																																							

Calculating Skills

Each skill has a stat it is associated with

For example, Acrobatics is a DEX skill because it involves precision and speed

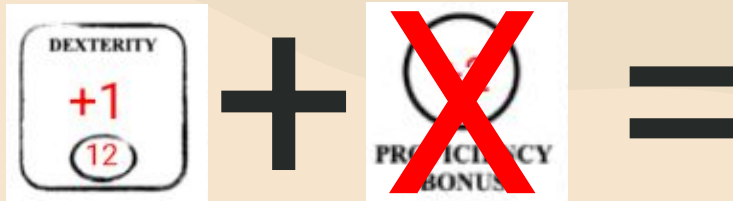
- 
- ☐ ___ Acrobatics (DEX)
 - ☒ ___ Animal Handling (WIS)
 - ☒ ___ Athletics (STR)
 - ☐ ___ Culture (INT)
 - ☐ ___ Deception (CHA)
 - ☐ ___ History/Politics (INT)
 - ☐ ___ Insight (WIS)
 - ☐ ___ Intimidation (CHA)
 - ☐ ___ Investigation (INT)
 - ☐ ___ Medicine (WIS)
 - ☒ ___ Nature (INT)
 - ☒ ___ Perception (WIS)
 - ☐ ___ Performance (CHA)
 - ☐ ___ Persuasion (CHA)
 - ☐ ___ Sleight of Hand (DEX)
 - ☐ ___ Stealth (DEX)
 - ☐ ___ STEM (INT)
 - ☐ ___ Survival (WIS)

Calculating Skills

Each skill has a stat it is associated with

For example, Acrobatics is a DEX skill because it involves precision and speed

Percy is not proficient in Acrobatics, so we add only the DEX modifier



The diagram illustrates the calculation of the Acrobatics skill modifier. It shows a Dexterity modifier of +1 (represented by a square icon with 'DEXTERITY' and '+1' and a circle icon with '12') followed by a plus sign, a crossed-out proficiency bonus icon (a circle with 'PROFICIENCY BONUS' and a red 'X' over it), and an equals sign.

- ☒ ⁺¹ Acrobatics (DEX)
- ☒ Animal Handling (WIS)
- ☒ Athletics (STR)
- ☐ Culture (INT)
- ☐ Deception (CHA)
- ☐ History/Politics (INT)
- ☐ Insight (WIS)
- ☐ Intimidation (CHA)
- ☐ Investigation (INT)
- ☐ Medicine (WIS)
- ☒ Nature (INT)
- ☒ Perception (WIS)
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- ☐ Stealth (DEX)
- ☐ STEM (INT)
- ☐ Survival (WIS)

Calculating Skills

Each skill has a stat it is associated with

Percy *is* proficient in Animal Handling though, so his score is +4

WISDOM
+2
14

+

PROFICIENCY BONUS
+2

=

- ☐ +1 Acrobatics (DEX)
- ☒ +4 Animal Handling (WIS)
- ☒ Athletics (STR)
- ☐ Culture (INT)
- ☐ Deception (CHA)
- ☐ History/Politics (INT)
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- ☐ Persuasion (CHA)
- ☐ Sleight of Hand (DEX)
- ☐ Stealth (DEX)
- ☐ STEM (INT)
- ☐ Survival (WIS)

Calculating Skills

What do these skills mean?

Let's say Percy walks into a cave and wants to look around. The GM (game master, the one running the game) asks Percy's player for a Perception check.

Percy's player rolls a d20 and adds their Perception modifier. The higher the better.

- ☐ +1 Acrobatics (DEX)
- ☒ +4 Animal Handling (WIS)
- ☒ +4 Athletics (STR)
- ☐ -1 Culture (INT)
- ☐ 0 Deception (CHA)
- ☐ -1 History/Politics (INT)
- ☐ +2 Insight (WIS)
- ☐ 0 Intimidation (CHA)
- ☐ -1 Investigation (INT)
- ☐ +2 Medicine (WIS)
- ☒ +1 Nature (INT)
- ☒ +4 Perception (WIS)
- ☐ 0 Performance (CHA)
- ☐ 0 Persuasion (CHA)
- ☐ +1 Sleight of Hand (DEX)
- ☐ +1 Stealth (DEX)
- ☐ -1 STEM (INT)
- ☐ +2 Survival (WIS)

Calculating Skills

You roll a 2, add your Perception modifier, and have a total roll of 6. The GM tells you Percy doesn't notice much about the cave and gives you a few details.

OR

Maybe you roll a 18, add your Perception modifier, and have a total roll of 22. The GM tells you Percy is noticing everything about this cave and gives you lots of details. The walls are made of limestone, far off in the distance you hear the drip of stalactites, at the far end of the cave is a tunnel, you feel a rumbling beneath your feet ect.

- ☐ +1 Acrobatics (DEX)
- ☒ +4 Animal Handling (WIS)
- ☒ +4 Athletics (STR)
- ☐ -1 Culture (INT)
- ☐ 0 Deception (CHA)
- ☐ -1 History/Politics (INT)
- ☐ +2 Insight (WIS)
- ☐ 0 Intimidation (CHA)
- ☐ -1 Investigation (INT)
- ☐ +2 Medicine (WIS)
- ☒ +1 Nature (INT)
- ☒ +4 Perception (WIS)
- ☐ 0 Performance (CHA)
- ☐ 0 Persuasion (CHA)
- ☐ +1 Sleight of Hand (DEX)
- ☐ +1 Stealth (DEX)
- ☐ -1 STEM (INT)
- ☐ +2 Survival (WIS)

NAME Percy Jackson		<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">+1</div>																									
CLASS Fighter		INITIATIVE <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">11 AC</div>																									
BACKGROUND Son of Poseidon		<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">+2</div>																									
<div style="display: flex; justify-content: space-between; width: 100%;"> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> <div style="width: 10%; height: 20px; border: 1px solid black;"></div> </div>		PROFICIENCY BONUS <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">14</div>																									
HP (11)																											
STRENGTH <div style="text-align: center; color: red; font-size: 1.2em;">+2</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">15</div>	<div style="border: 1px solid black; border-radius: 15px; padding: 5px;"> <div style="display: flex; flex-direction: column; gap: 5px;"> <div><input type="radio"/> +1 Acrobatics (DEX)</div> <div><input checked="" type="radio"/> +4 Animal Handling (WIS)</div> <div><input checked="" type="radio"/> +4 Athletics (STR)</div> <div><input type="radio"/> -1 Culture (INT)</div> <div><input type="radio"/> 0 Deception (CHA)</div> <div><input type="radio"/> -1 History/Politics (INT)</div> <div><input checked="" type="radio"/> +2 Insight (WIS)</div> <div><input type="radio"/> 0 Intimidation (CHA)</div> <div><input type="radio"/> -1 Investigation (INT)</div> <div><input checked="" type="radio"/> +2 Medicine (WIS)</div> <div><input checked="" type="radio"/> +1 Nature (INT)</div> <div><input checked="" type="radio"/> +4 Perception (WIS)</div> <div><input type="radio"/> 0 Performance (CHA)</div> <div><input type="radio"/> 0 Persuasion (CHA)</div> <div><input checked="" type="radio"/> +1 Sleight of Hand (DEX)</div> <div><input checked="" type="radio"/> +1 Stealth (DEX)</div> <div><input type="radio"/> -1 STEM (INT)</div> <div><input checked="" type="radio"/> +2 Survival (WIS)</div> </div> </div>																										
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CONSTITUTION <div style="text-align: center; color: red; font-size: 1.2em;">+1</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">13</div>																											
INTELLIGENCE <div style="text-align: center; color: red; font-size: 1.2em;">-1</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">8</div>																											
<div style="display: flex; justify-content: space-between; width: 100%;"> <div style="width: 15%;"> WISDOM <div style="text-align: center; color: red; font-size: 1.2em;">+2</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">14</div> </div> <div style="width: 15%;"> CHARISMA <div style="text-align: center; color: red; font-size: 1.2em;">0</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">10</div> </div> </div>																											
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YOU'RE SO CLOSE I SWEAR I KNOW
THIS PART WAS COMPLICATED AND
CONFUSING AND MAYBE EVEN
KIND OF BORING BUT BELIEVE ME
IT'S ALL WORTH IT TO GET IT OUT
OF THE WAY NOW SO WE DON'T
HAVE TO STOP MID GAME TO
FIGURE EVERYTHING OUT

Saving throws

The same thing you did with the skills, do for these

NAME Percy Jackson			+1	<div>INITIATIVE</div> <div>11 AC</div> <div>+2</div> <div>PROFICIENCY BONUS</div> <div>14 PASSIVE PERCEPTION</div>																					
CLASS Fighter																									
BACKGROUND Son of Poseidon																									
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<div>Riptide Camp Half-Blood T-shirt Golden drachmas A half-eaten pack of gum Medusa's head</div> <div>EQUIPMENT</div>																									

Attacks

This is a combat sheet

WEAPON	TYPE	DAMAGE
Unarmed strike (bludgeoning)	Melee	1 + STR
Improvised	Melee	1d4 + STR
Improvised (thrown)	Range (20/60)	1d4 + STR 1d4 + DEX
Dagger (piercing)	Simple Melee (Finesse, Light)	1d4 + STR 1d4 + DEX
Thrown Dagger (piercing)	Simple Ranged (Finesse, Light) (Range 20/60)	1d4 + STR 1d4 + DEX
Guard's sword (rapier, piercing)	Martial Melee (Finesse)	1d10 + DEX
Longsword (slashing)	Martial Melee	1d8 + STR 1d10 + STR
Longbow (piercing)	Martial Ranged (150/600)	1d8 + DEX
Shortbow (piercing)	Martial Ranged (80/320)	1d6 + DEX

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It looks pretty similar to the one on your character sheet

NAME	ATTK BONUS	DAMAGE

Attacks

However you're probably only carrying a few weapons

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You've probably figured out by now that STR means your strength modifier

Attacks

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You've probably figured out by now that STR means your strength modifier

This one is probably the closest to Riptide, but you can always ask your GM if you want to make a special weapon or if you're not sure how it works

Attacks

So now copy the attacks you're most likely to use and translate them to your character sheet

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NAME	ATTK BONUS	DAMAGE
Unarmed strike		3
Dagger		1d4 + 2
Riptide		1d10 + 1

I could explain all the rules and mechanics of combat but honestly this powerpoint is long enough and I know everyone (including me) is getting bored and losing interest so here's the combat cheat sheet I made and we'll cross that bridge when we get to it

COMBAT

INITIATIVE

1d20 + DEX modifier

ATTACK ROLL

1d20 + stat modifier + proficiency
Must \geq target's AC to succeed

CRITICAL HIT (D20)

Roll all damage dice twice then add any modifiers on top

RANGED WEAPONS

Normal range/long range
If thrown within normal range, normal attack roll
If thrown with long range, disadvantaged attack roll
Impossible to throw weapon farther than long range

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ARMOR CLASS (AC)

10 + DEX modifier + armor + shields

HIT POINTS (LEVEL 1)

Class hit die (ie. d8) + CON modifier

HALF COVER

+2 AC and advantage on DEX saving throws

3/4 COVER

+5 AC and advantage on DEX saving throws
Creature has a disadvantage on Perception checks

FULL COVER

Creature can't see or attack them but may be able to hear them

DIM LIGHT/LIGHTLY OBSCURED

Disadvantage on Perception checks

NO LIGHT/HEAVILY OBSCURED

Effectively blind

ARMOR	EFFECTS
Unarmored defense (Barbarian class. Can't stack, must have no armor or shields to be applied)	+ CON modifier
Light	+1 AC
Medium (DEX modifier maxes out at +2)	+2 AC
Heavy (No DEX modifier added) (Requires proficiency) (Disadvantage on Stealth)	+4 AC
Shield	+2 AC

IF NOT PROFICIENT

- Disadvantage on STR, DEX, and CON checks
- Cannot add DEX modifier to light and medium armor
- Cannot wear heavy armor
- Disadvantage to Stealth checks on medium armor
- Speed in medium armor is reduced by 10ft

The end



Fairytale icon pack

