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

02

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

01

Stats

Your abilities- strength, intelligence, charisma, ect

02

Class

What kind of person your character is

03

Background

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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Intelligence

- 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

Stats=abilities

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Charisma

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

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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9. Your friend has trouble walking, so you use your ingenuity and fashion temporary crutches from tree branches. 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

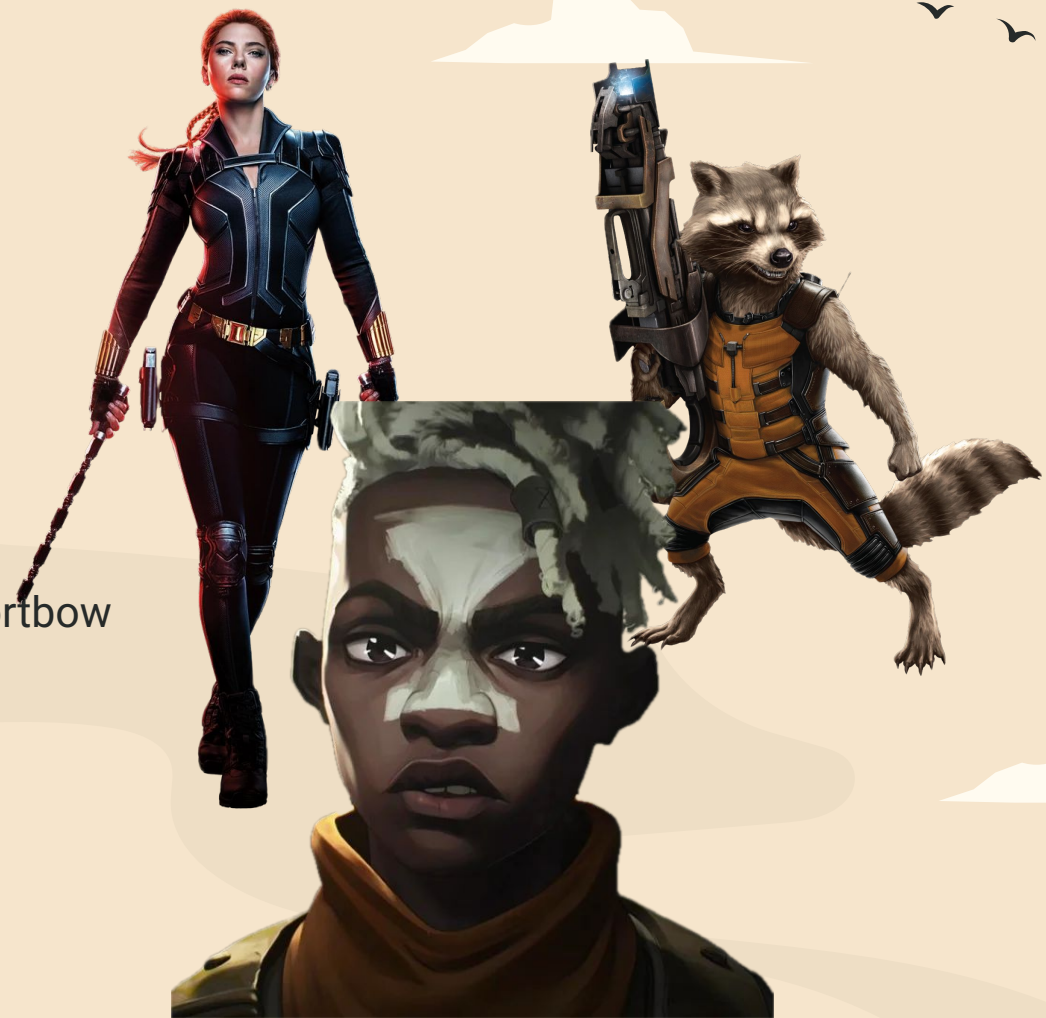
Rogue

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

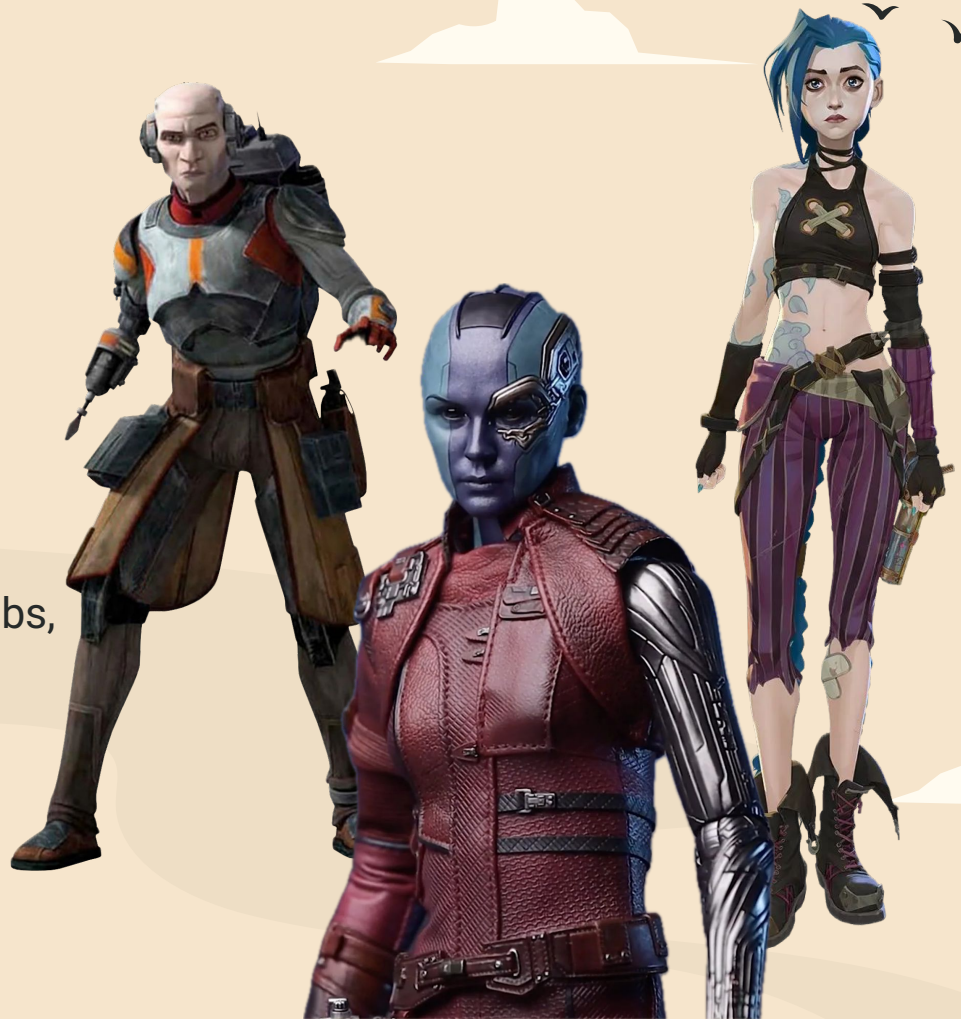
Tinkerer

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

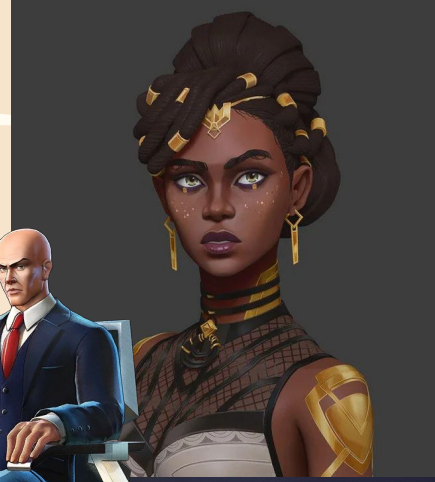
Diplomat (Healer)

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?

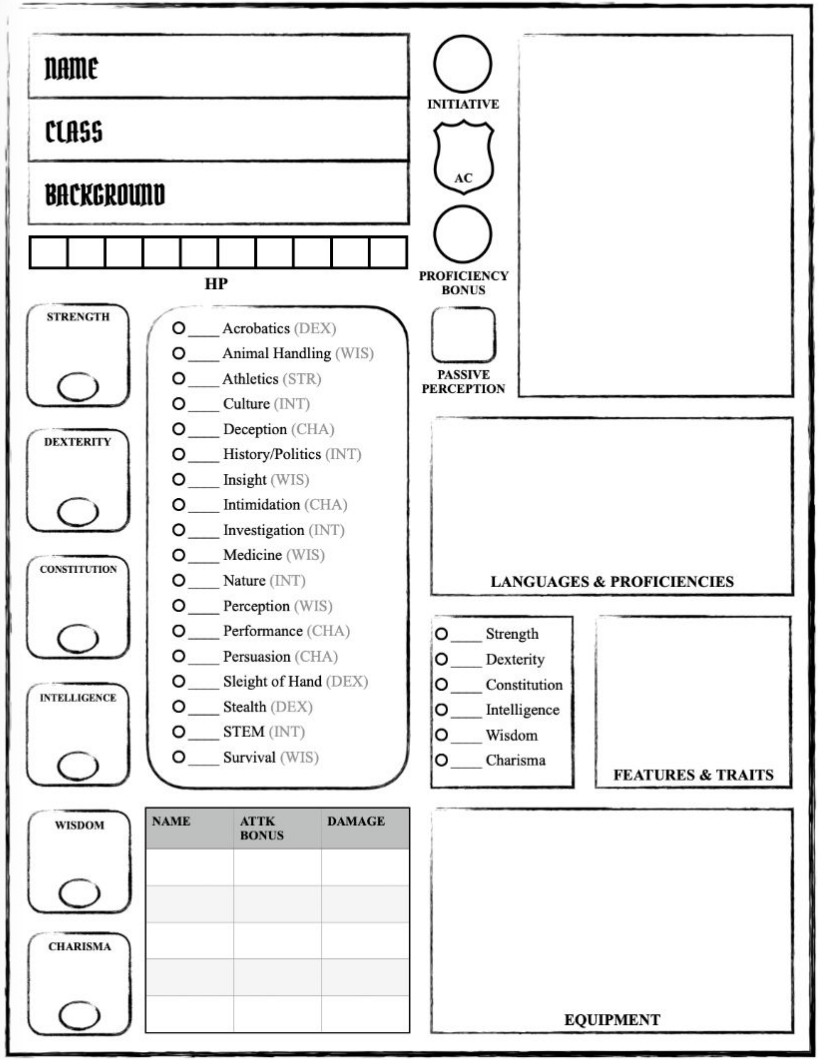
Do they have any special tools?

04

Finishing touches

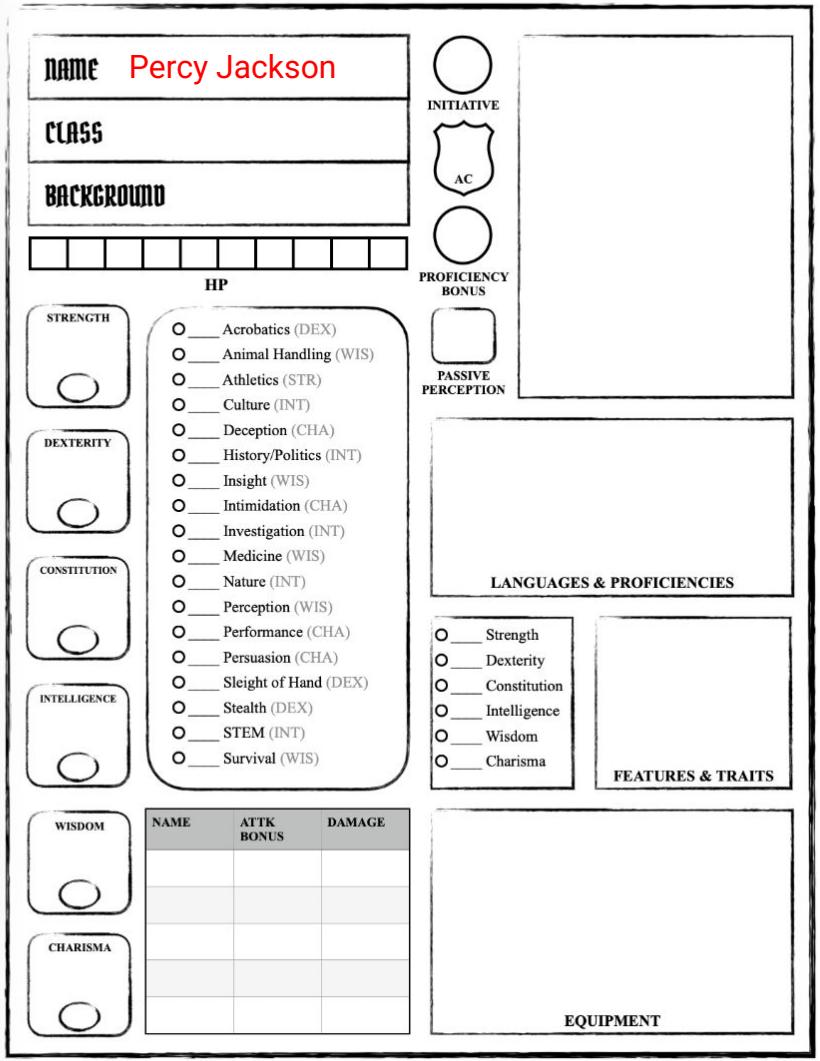
Now you know your character's:

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



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).

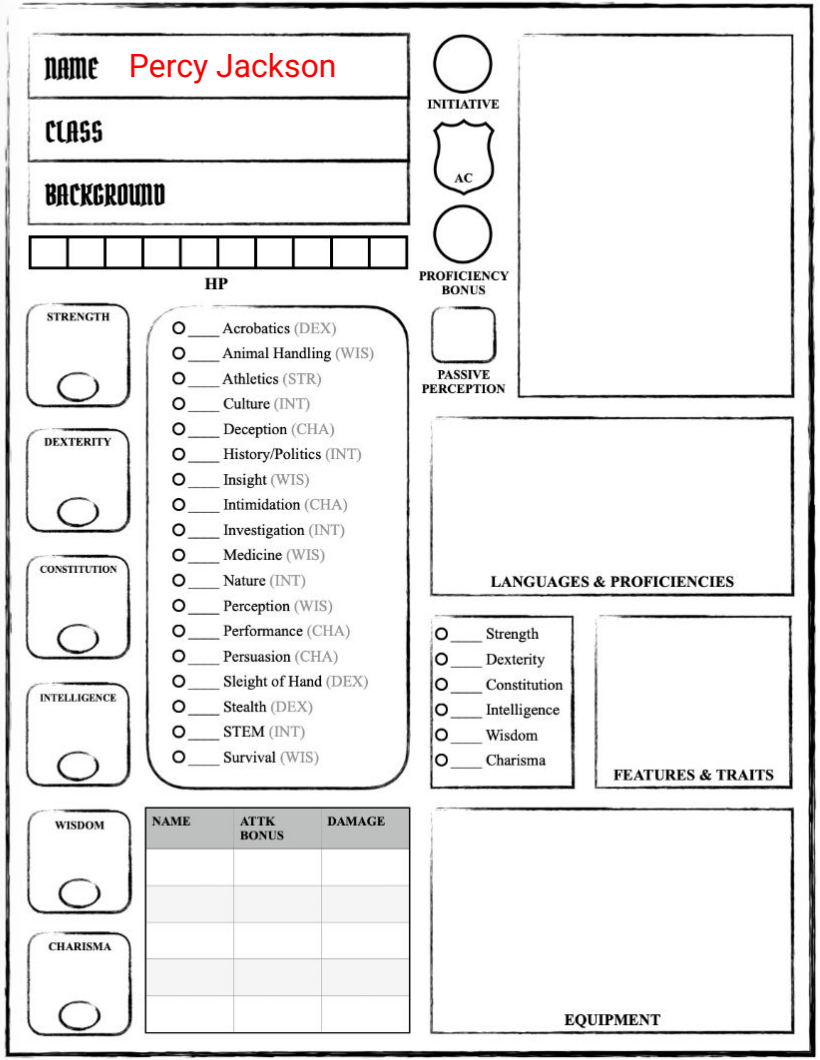


Stats (example)

I'd rank his stats (strongest to weakest)

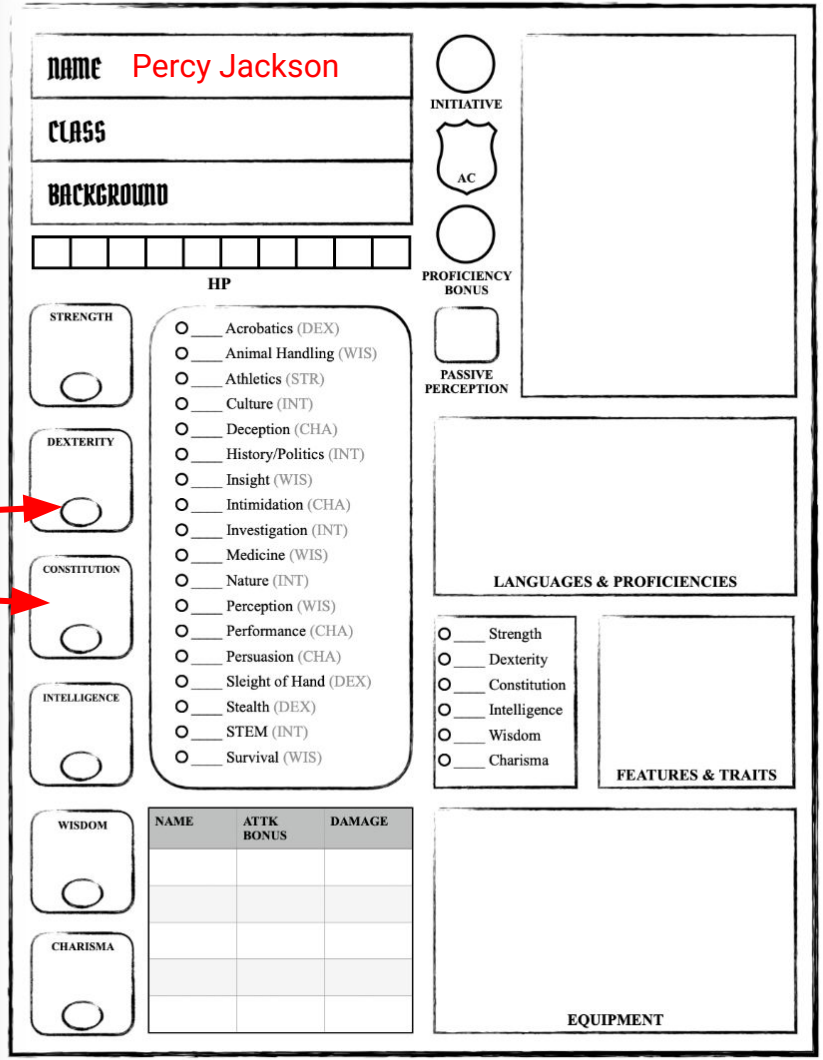
1. STR
2. WIS
3. CON
4. DEX
5. CHA
6. INT

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



What would that look like on the page?

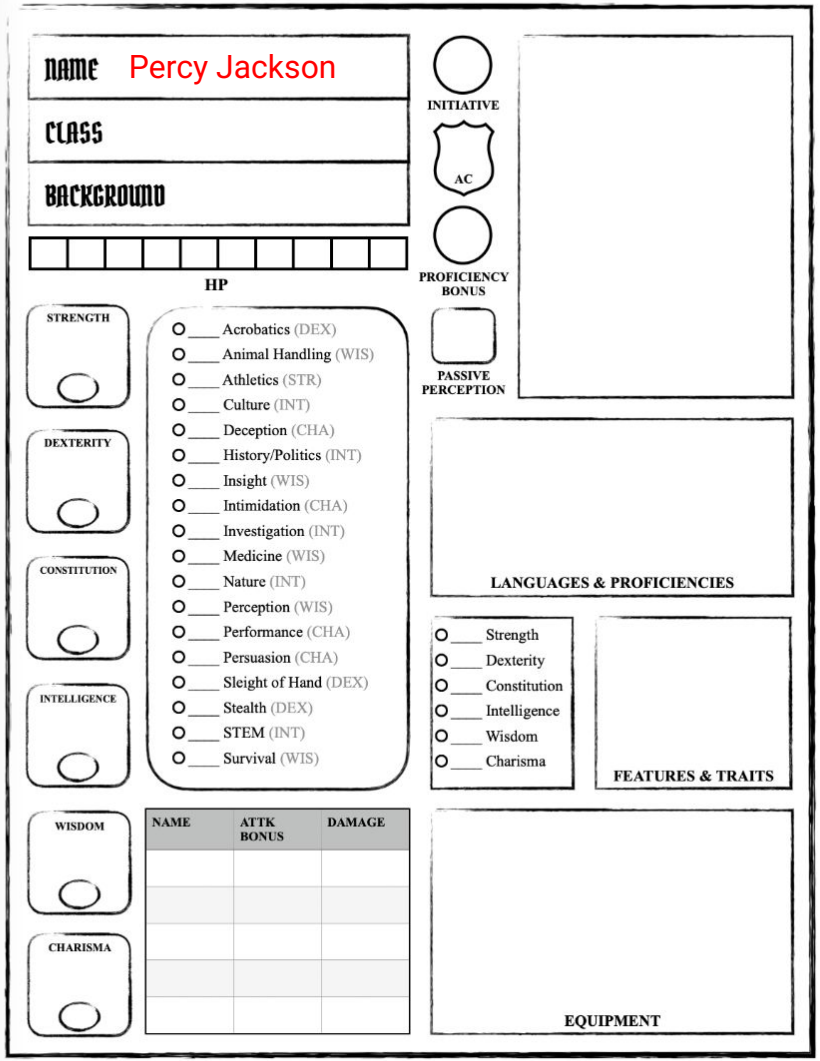
Keep your ranking in mind.
Every stat has an ability score (1-20) and a modifier (the thing you add to your dice roll)



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

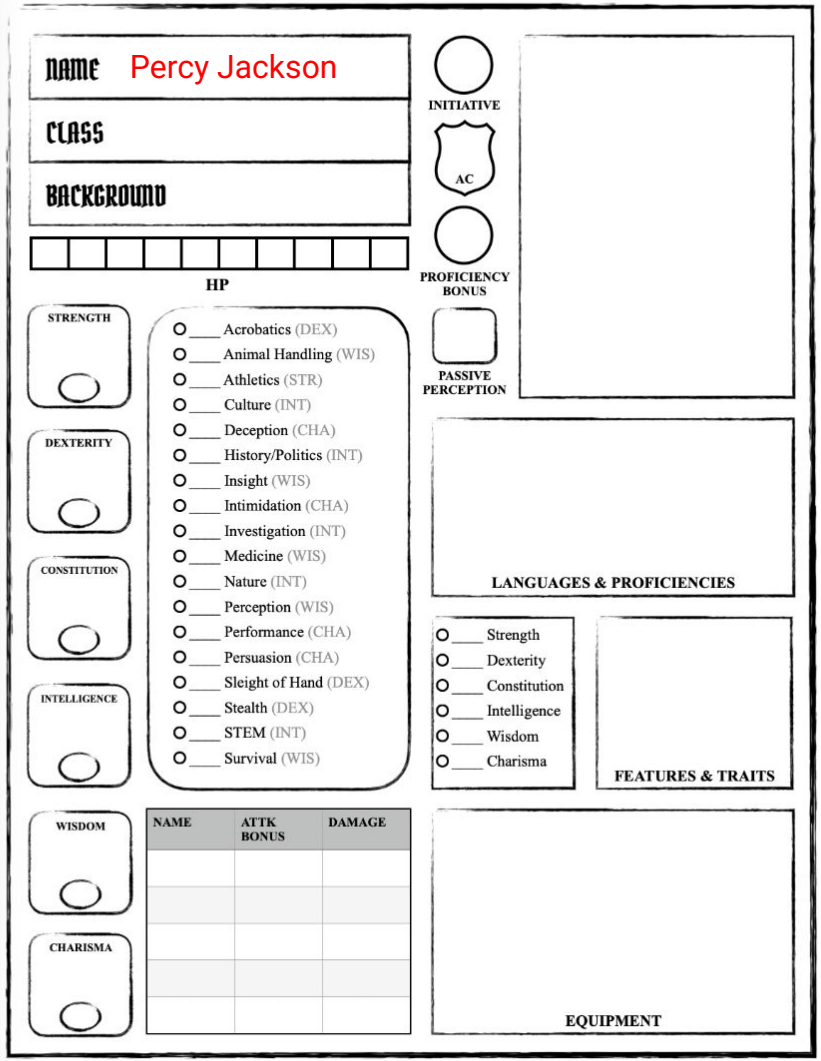


Stats (example)

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



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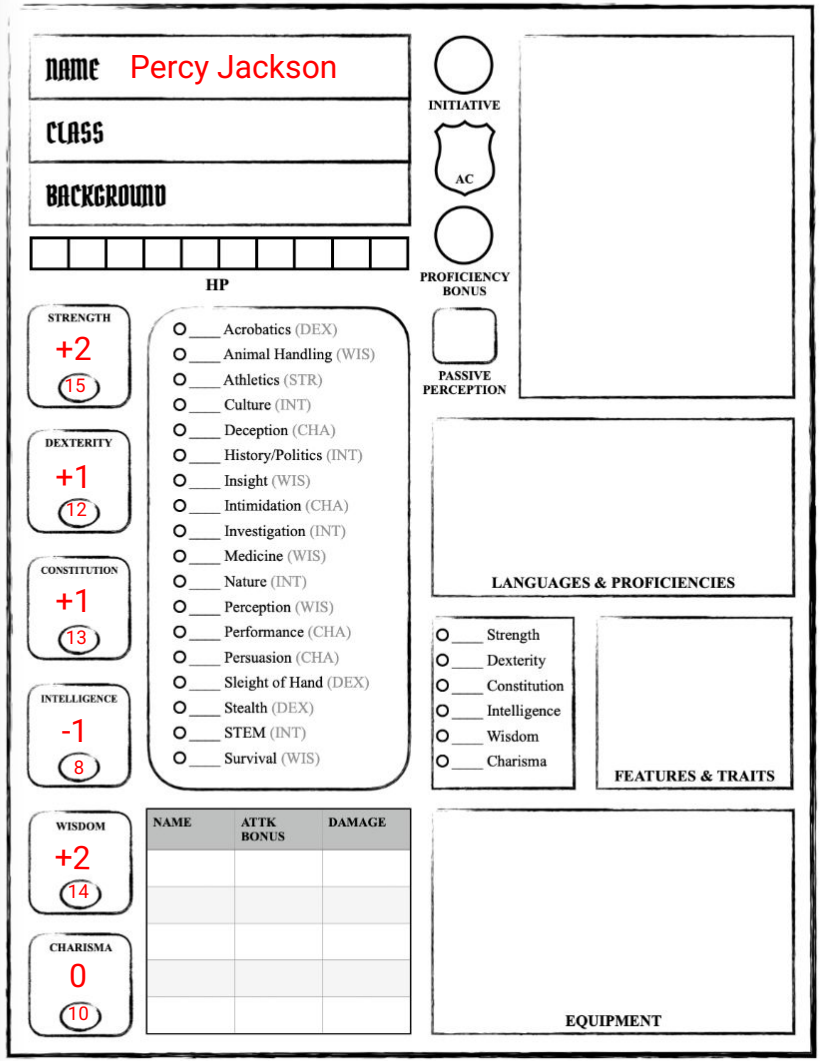
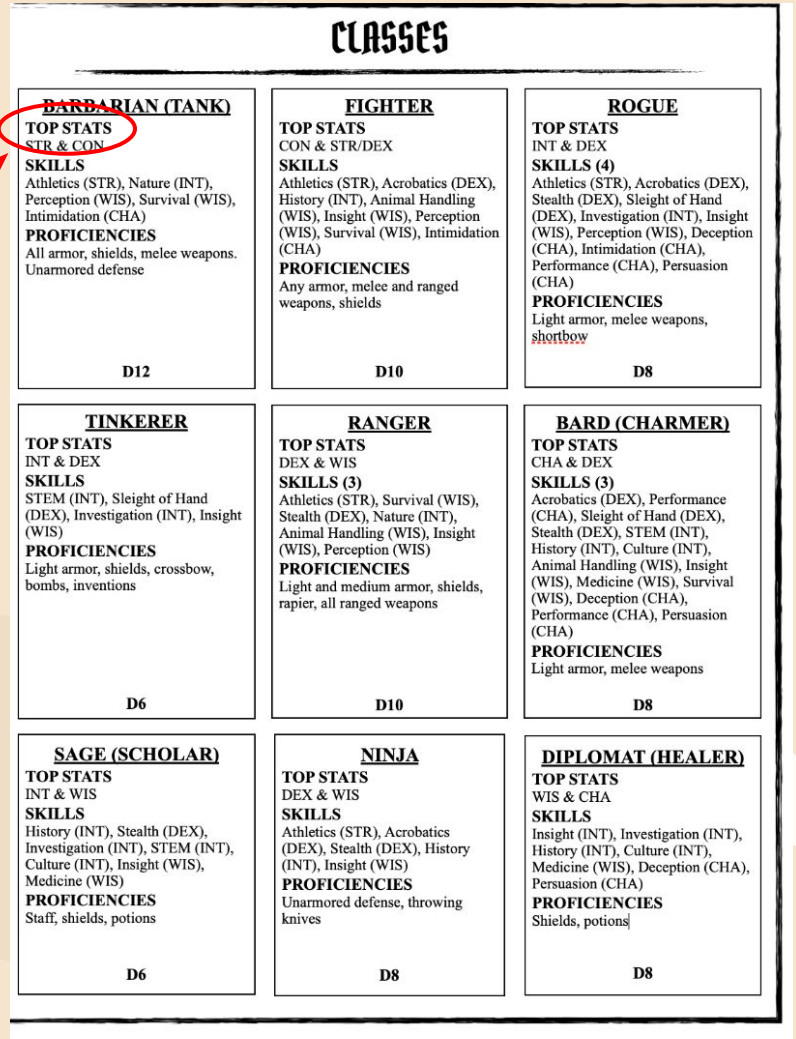


Class (example)

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

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

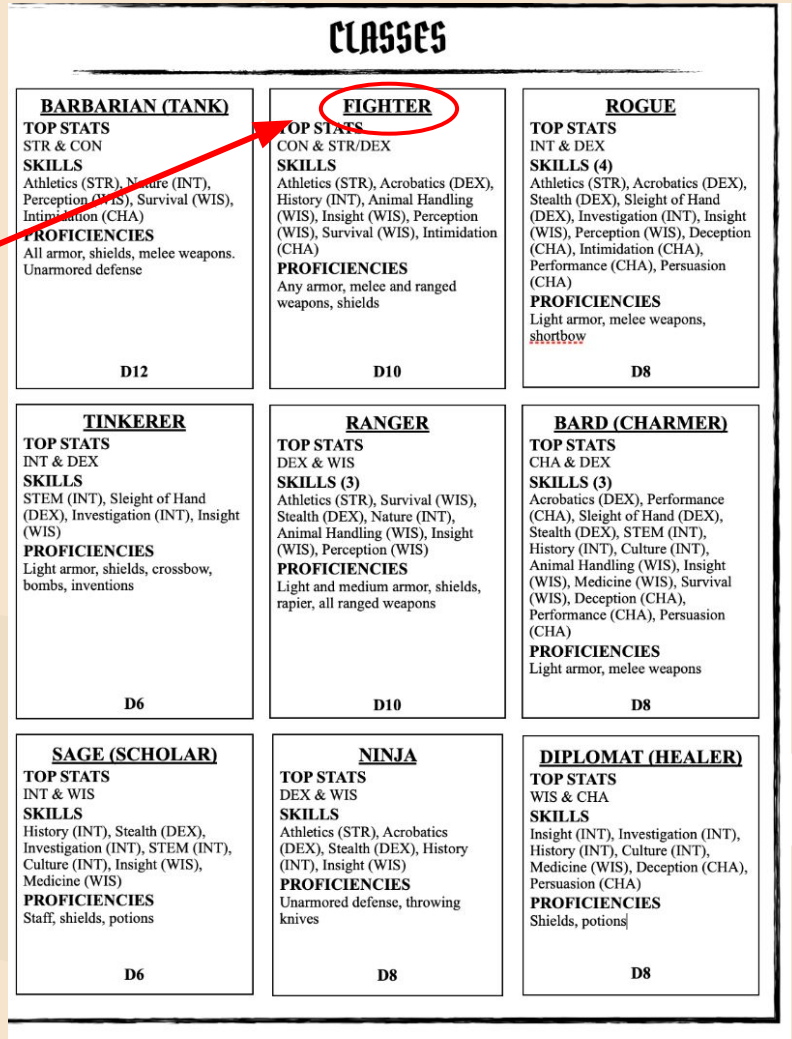
SAGE (SCHOLAR)
TOP STATS
INT & WIS
SKILLS
History (INT), Stealth (DEX), Investigation (INT), STEM (INT), Culture (INT), Insight (WIS), Medicine (WIS)
PROFICIENCIES
Staff, shields, potions
D6

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



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

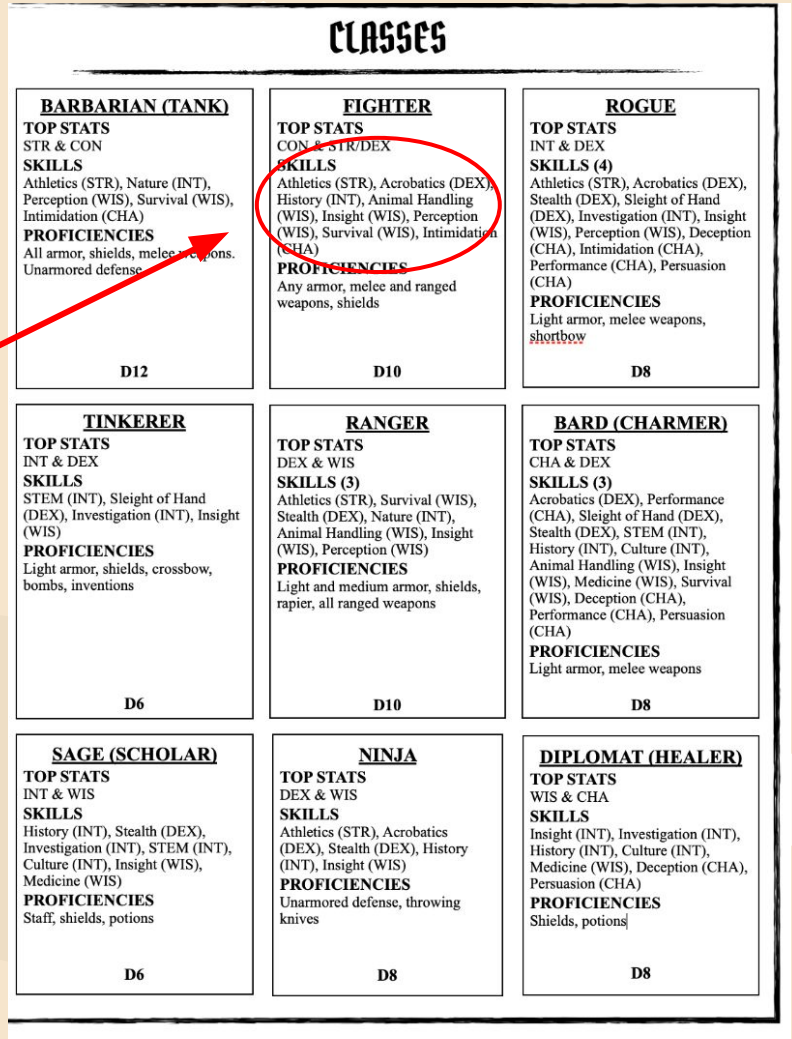
NINJA
TOP STATS
DEX & WIS
SKILLS
Athletics (STR), Acrobatics (DEX), Stealth (DEX), History (INT), Insight (WIS)
PROFICIENCIES
Unarmored defense, throwing knives
D8

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

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

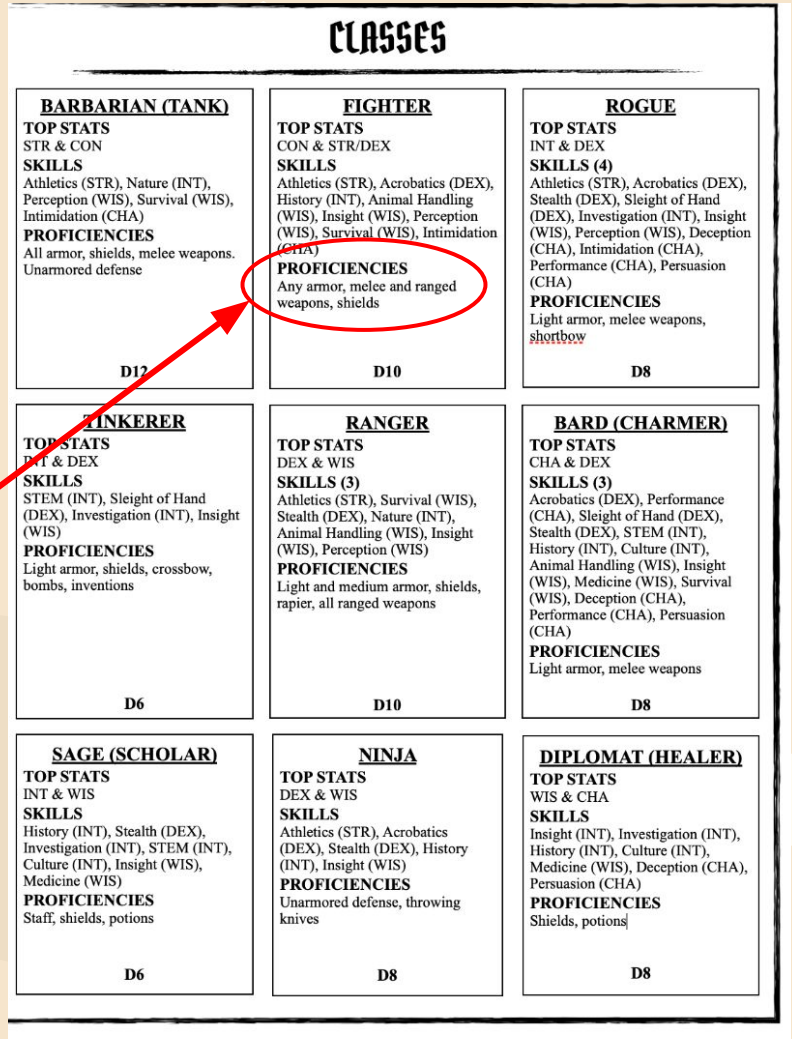
DIPLOMAT (HEALER)
TOP STATS
WIS & CHA
SKILLS
Insight (INT), Investigation (INT), History (INT), Culture (INT), Medicine (WIS), Deception (CHA), Persuasion (CHA)
PROFICIENCIES
Shields, potions
D8

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

And that I'm proficient in these things



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)

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)

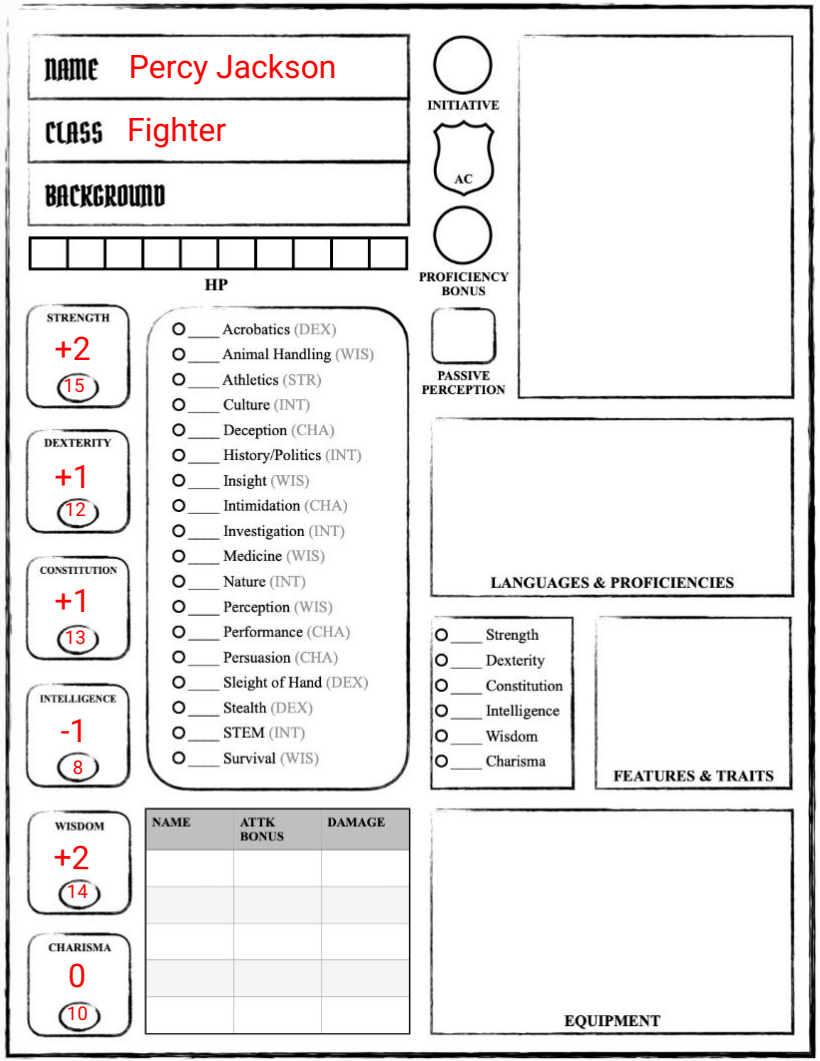
FIGHTER

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



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

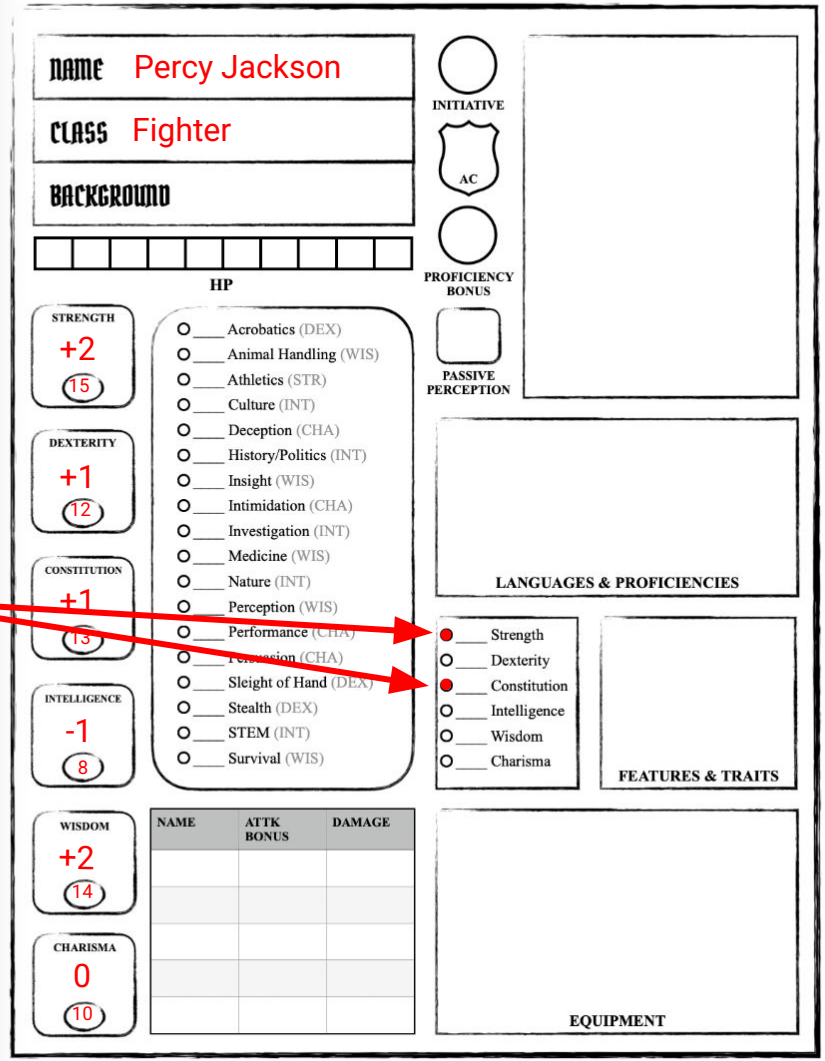
FIGHTER

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



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

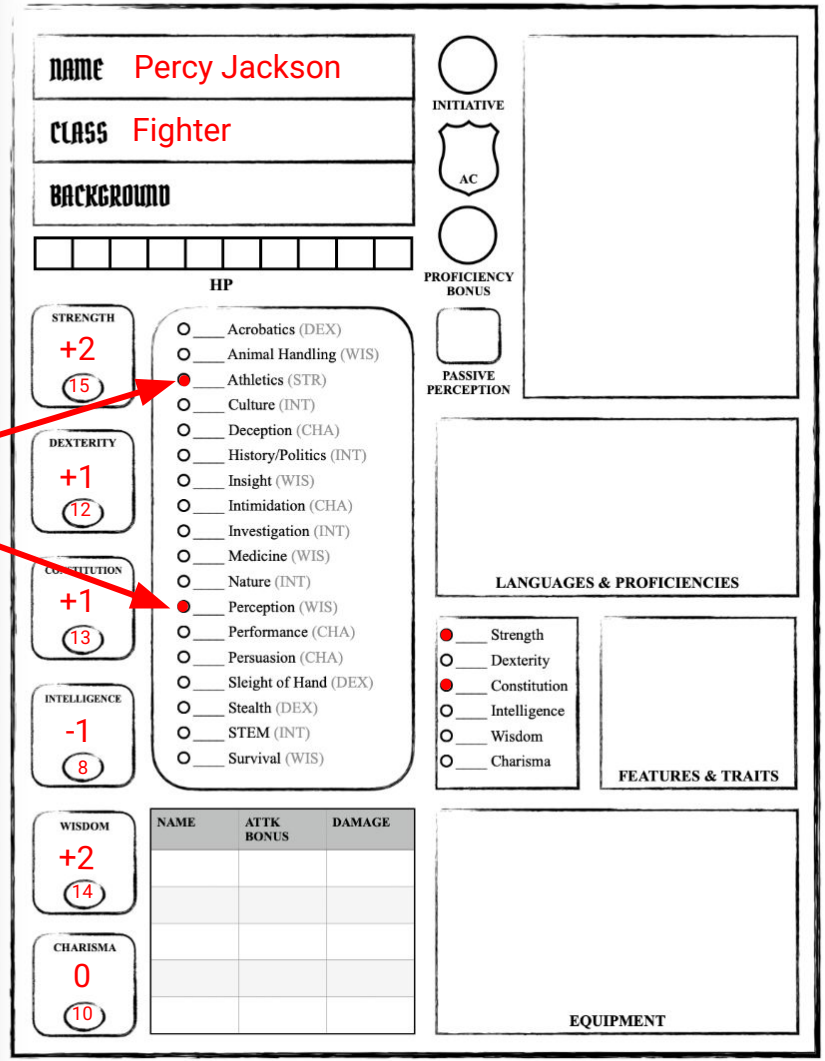
FIGHTER

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



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

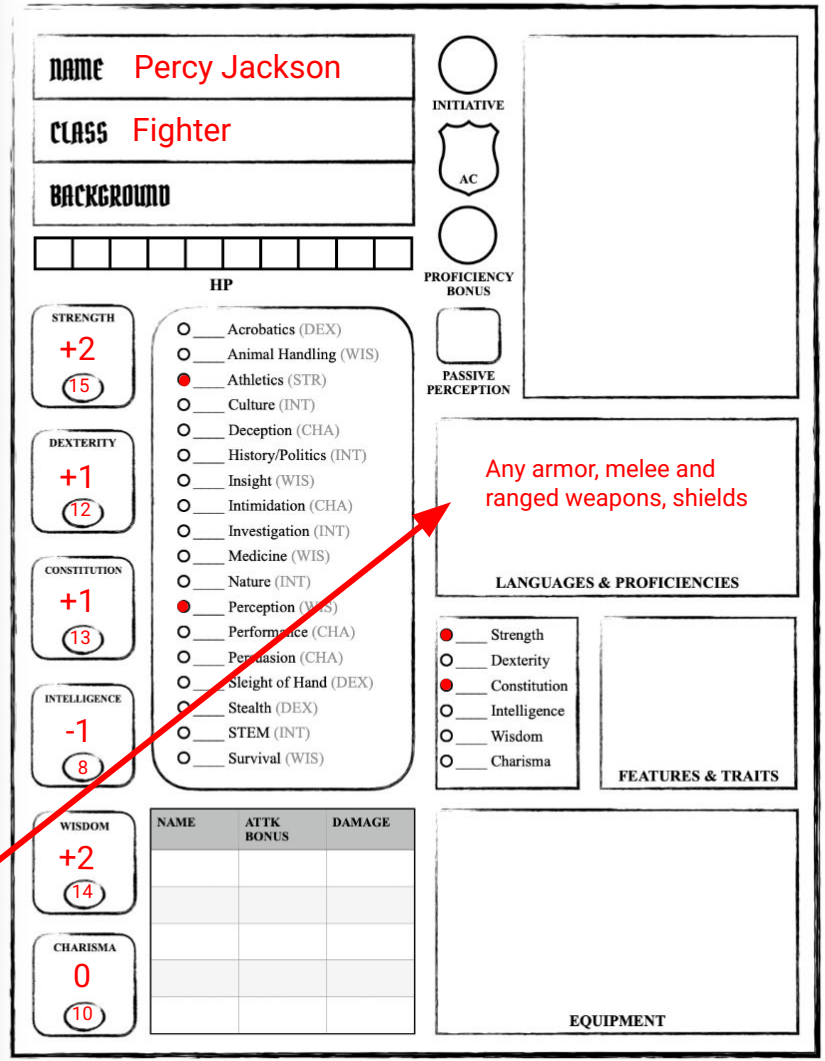
FIGHTER

TOP STATS
CON & STR/DEX

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

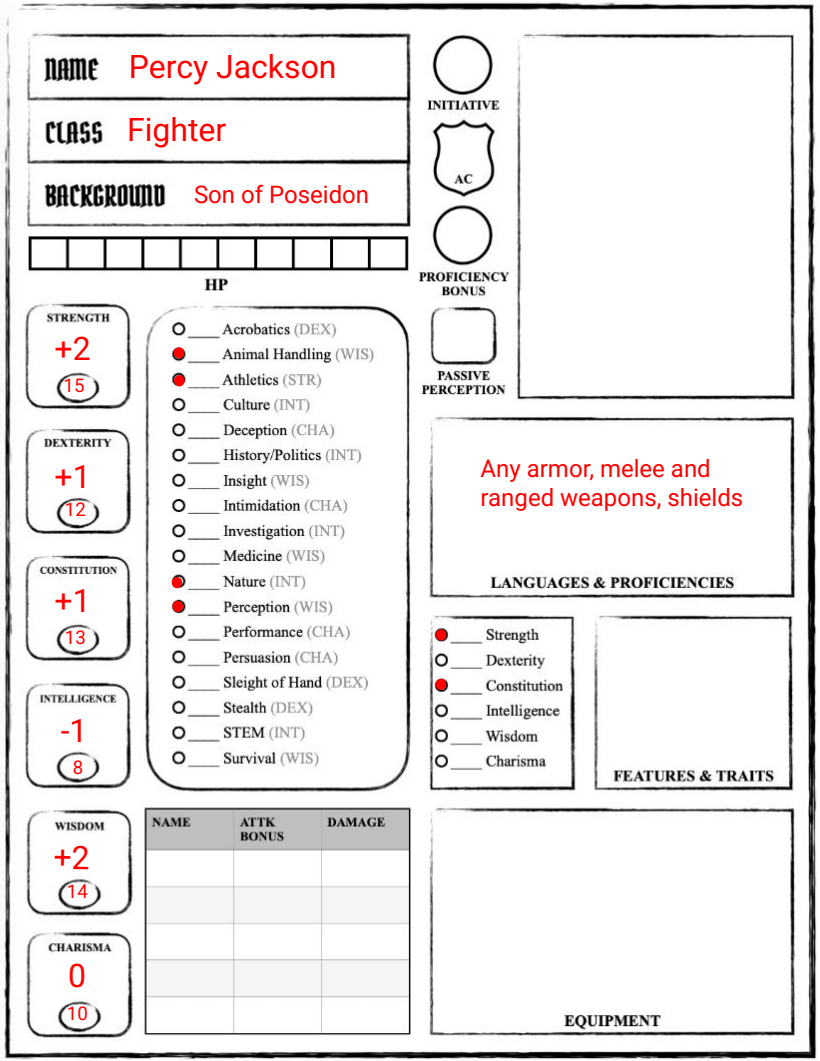
PROFICIENCIES
Any armor, melee and ranged weapons, shields

D10



Background (example)

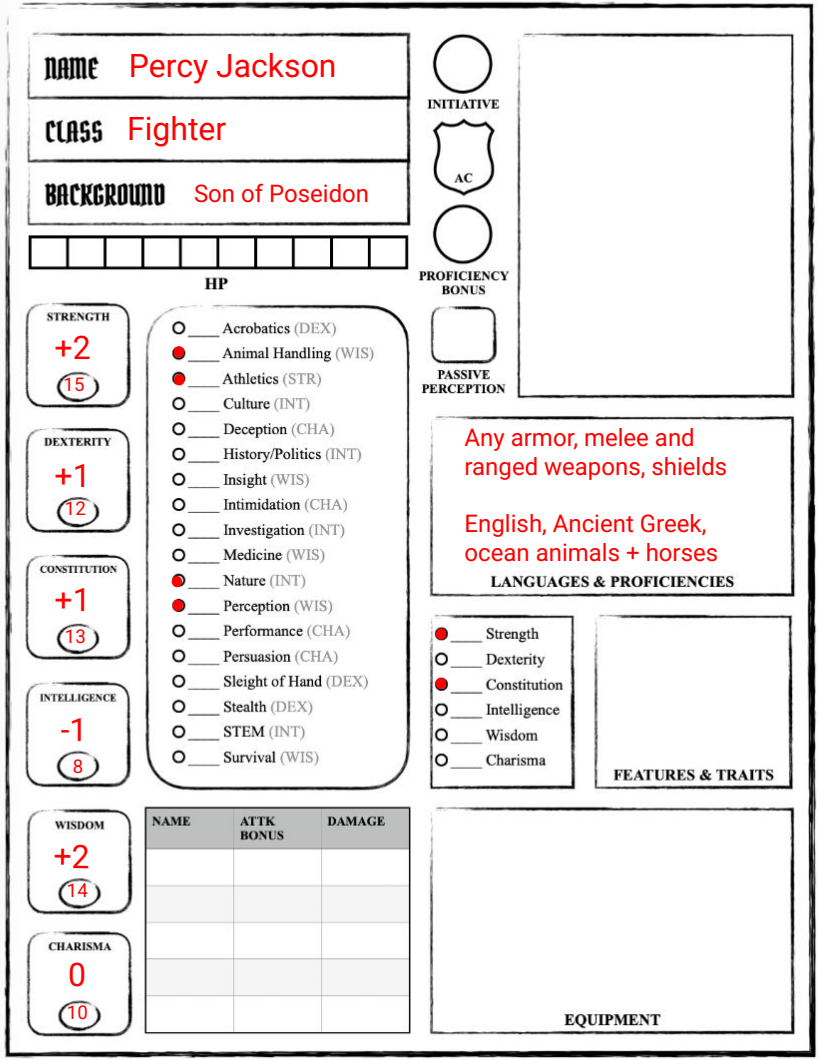
What else do I know about Percy? He's a son of Poseidon, which means he's good with animals (specifically water animals and horses) and nature (again, water)



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)

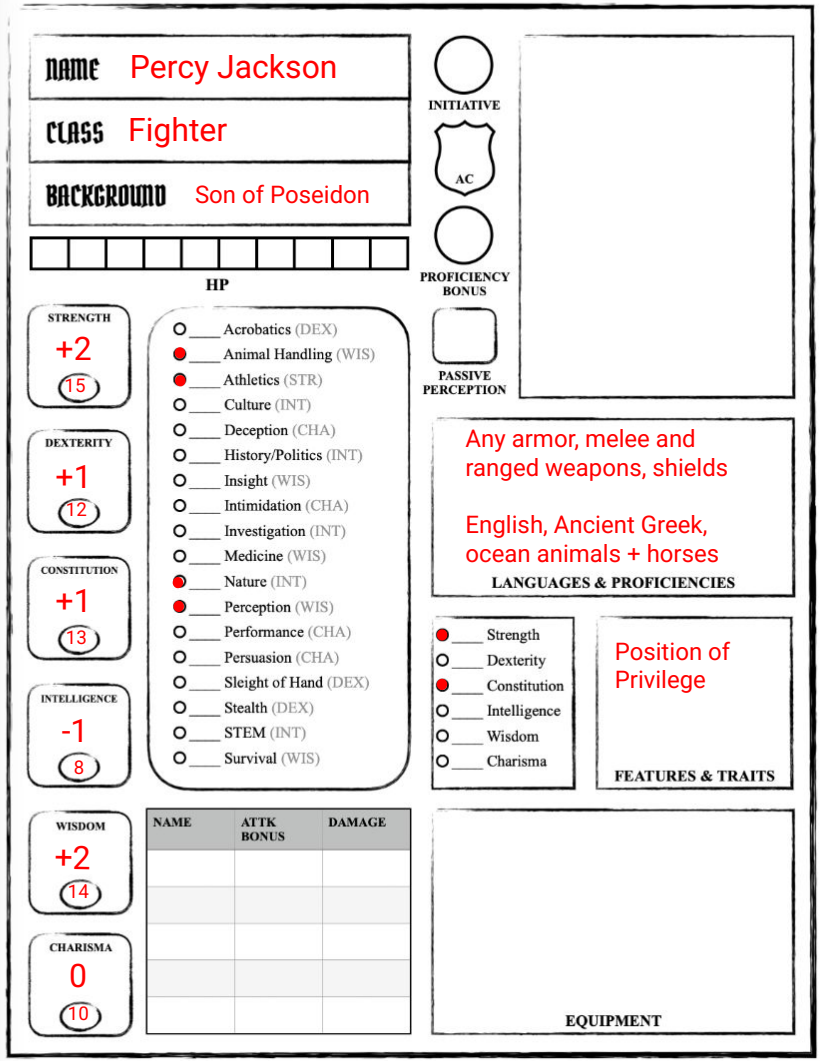
He also is fluent in English, Ancient Greek, and ocean animals + horses



Background (example)

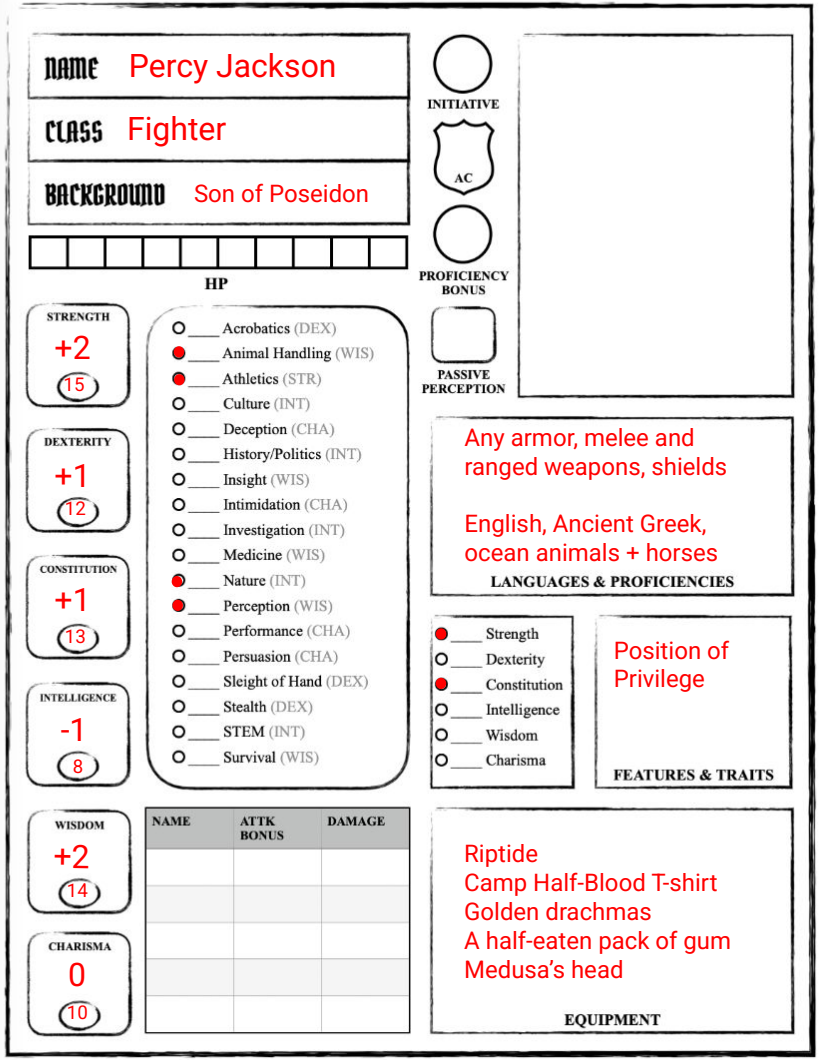
What else do I know about Percy? He's a son of Poseidon, which means he's good with animals (specifically water animals and horses) and nature (again, water)

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



Background (example)

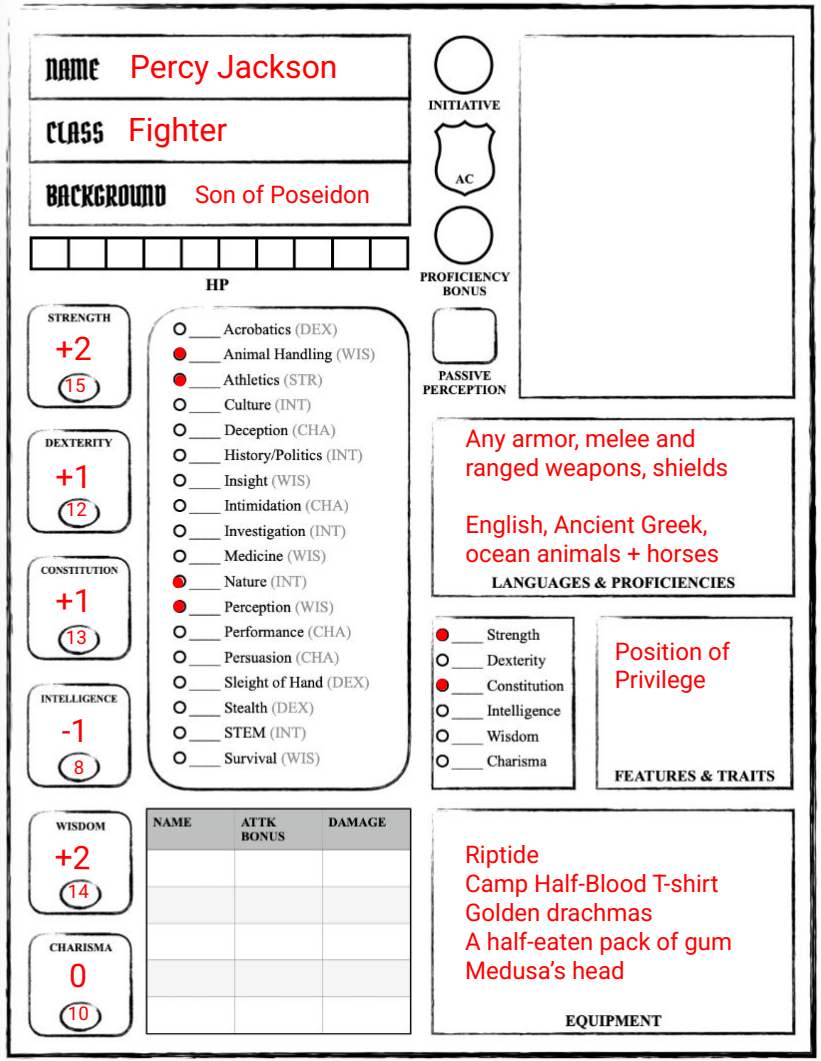
Equipment? Riptide, obviously. A Camp Half-Blood T-shirt. Whatever you're currently carrying– golden drachmas, ambrosia, Annabeth's invisibility cap, Zeus' lightning bolt, the winged shoes from Luke… it all goes here.



DON’T BE ALARMED

HP

HP= Hit Points= Health Bar



HP

HP= Hit Points= Health Bar

CLASS HIT DIE (10)

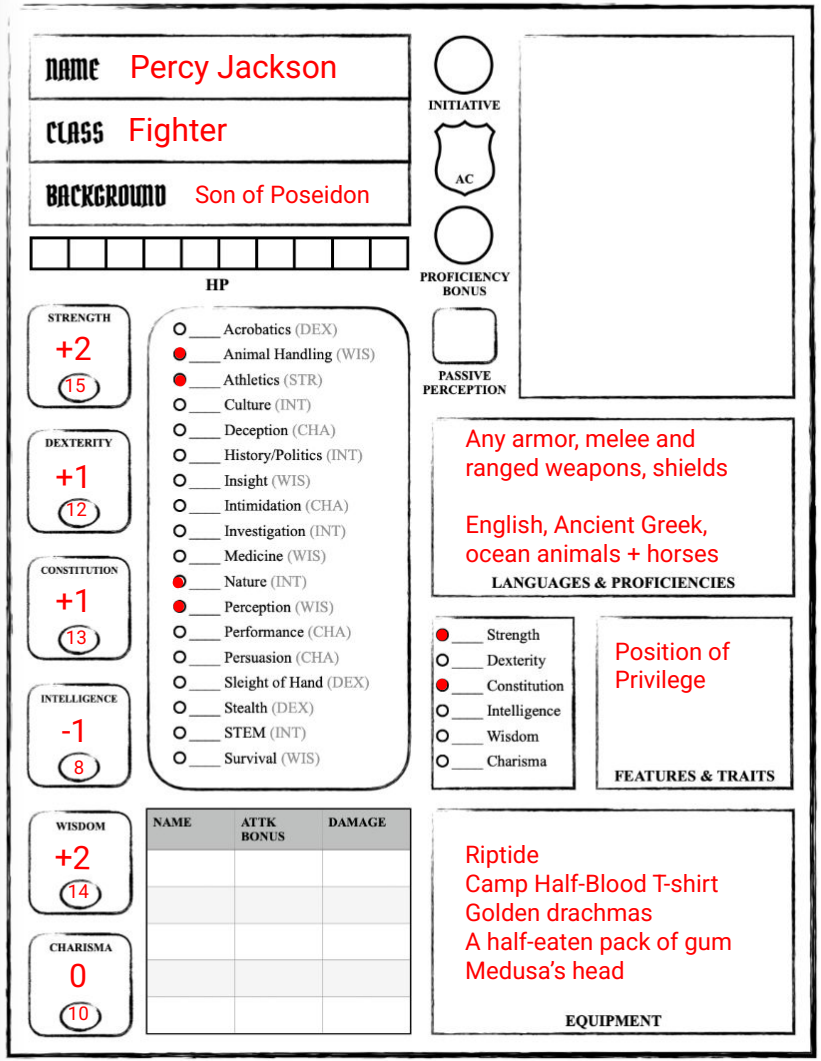
FIGHTER

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

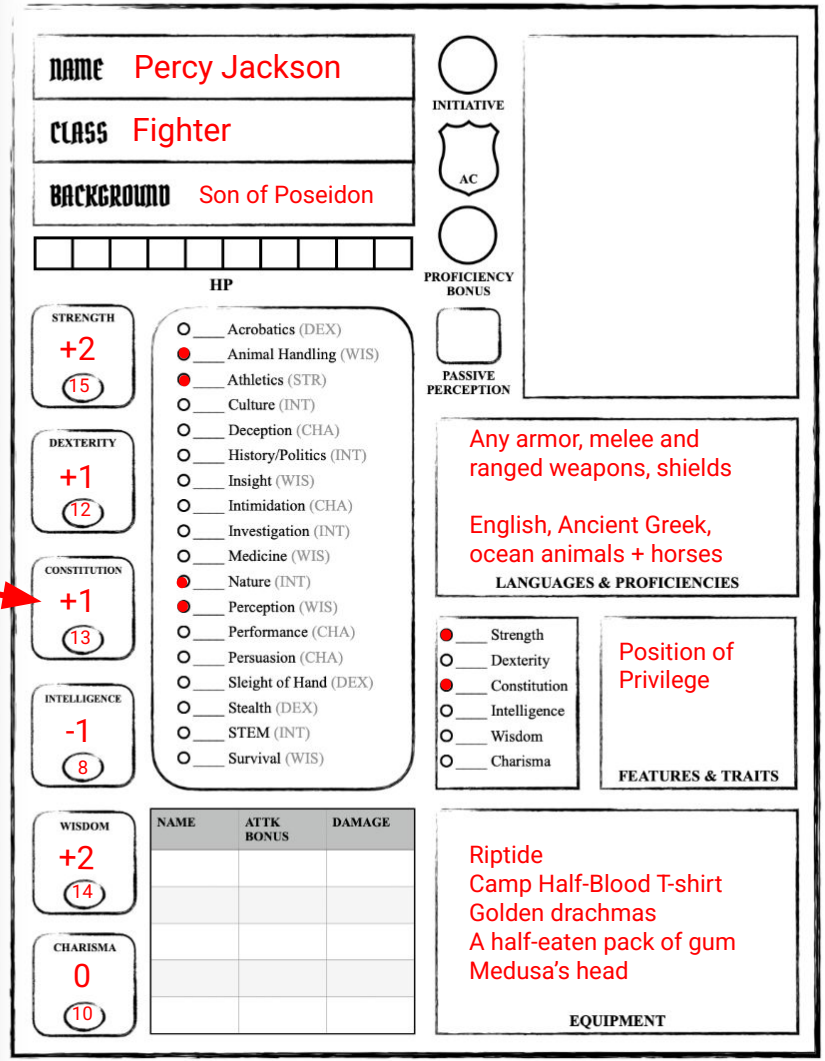


HP

HP= Hit Points= Health Bar

CLASS HIT DIE (10) +

CON modifier (1)



HP

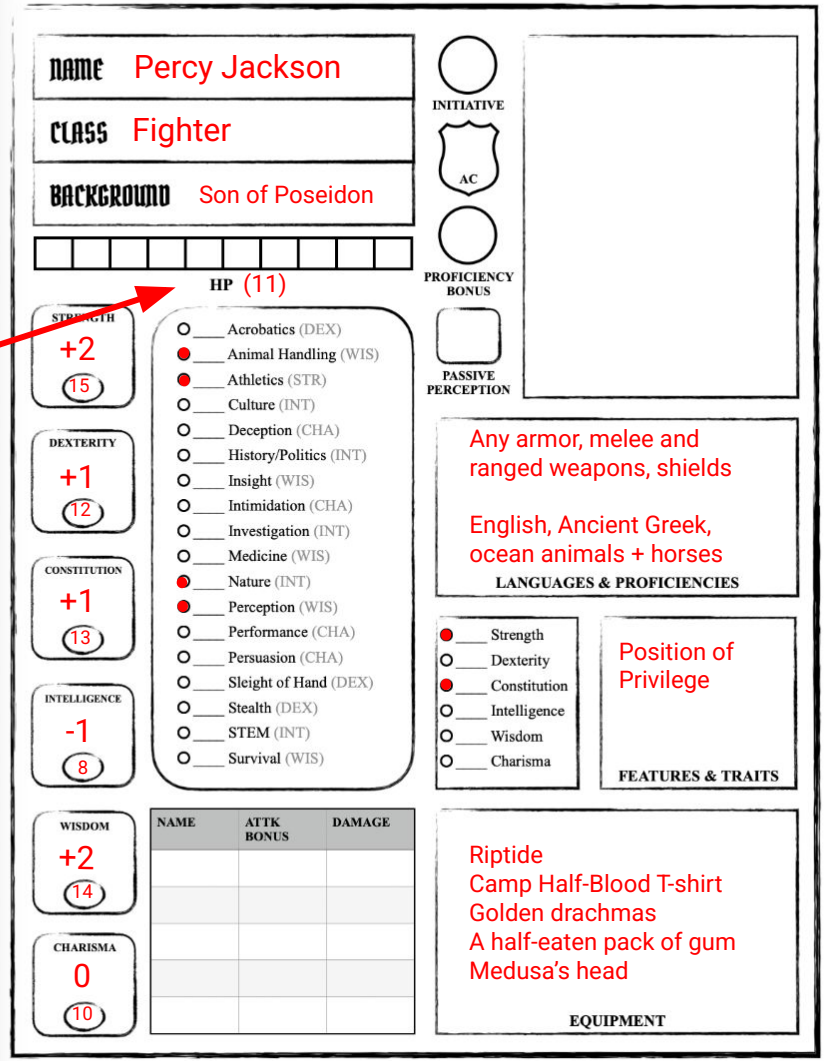
HP= Hit Points= Health Bar

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)

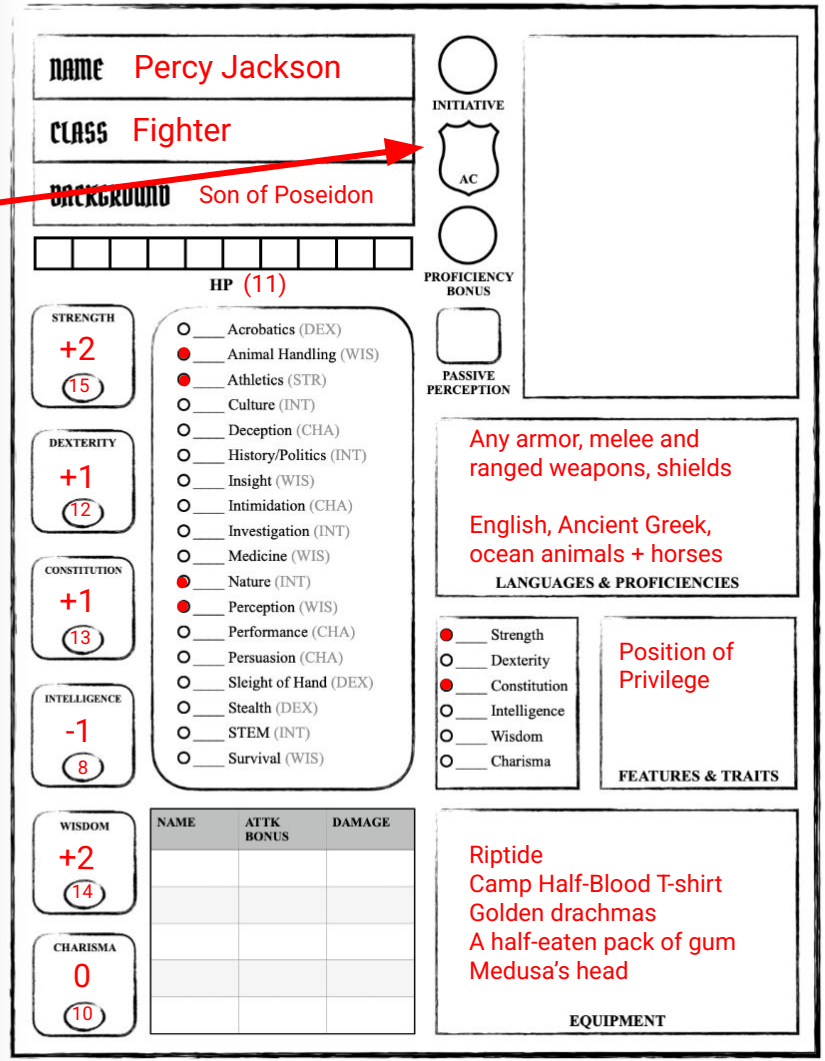


AC

AC= Armor Class

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

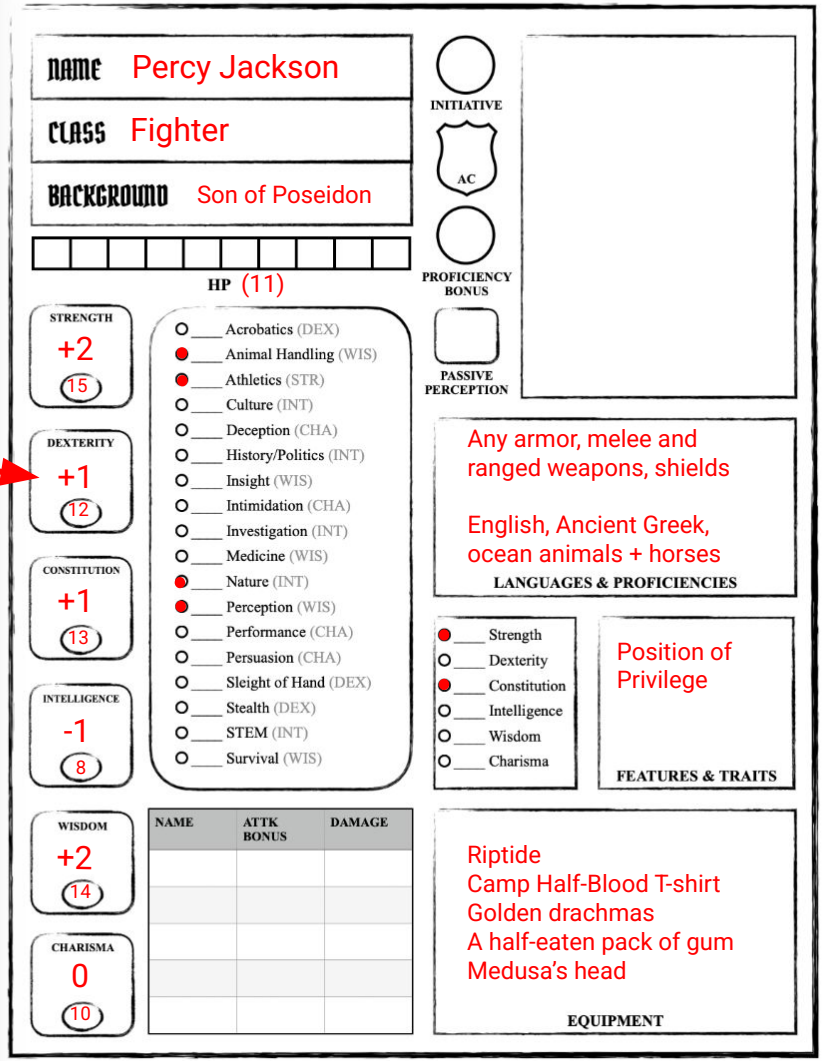
The higher your armor class, the harder it is for you to take damage



AC

10 +

DEX modifier (1)



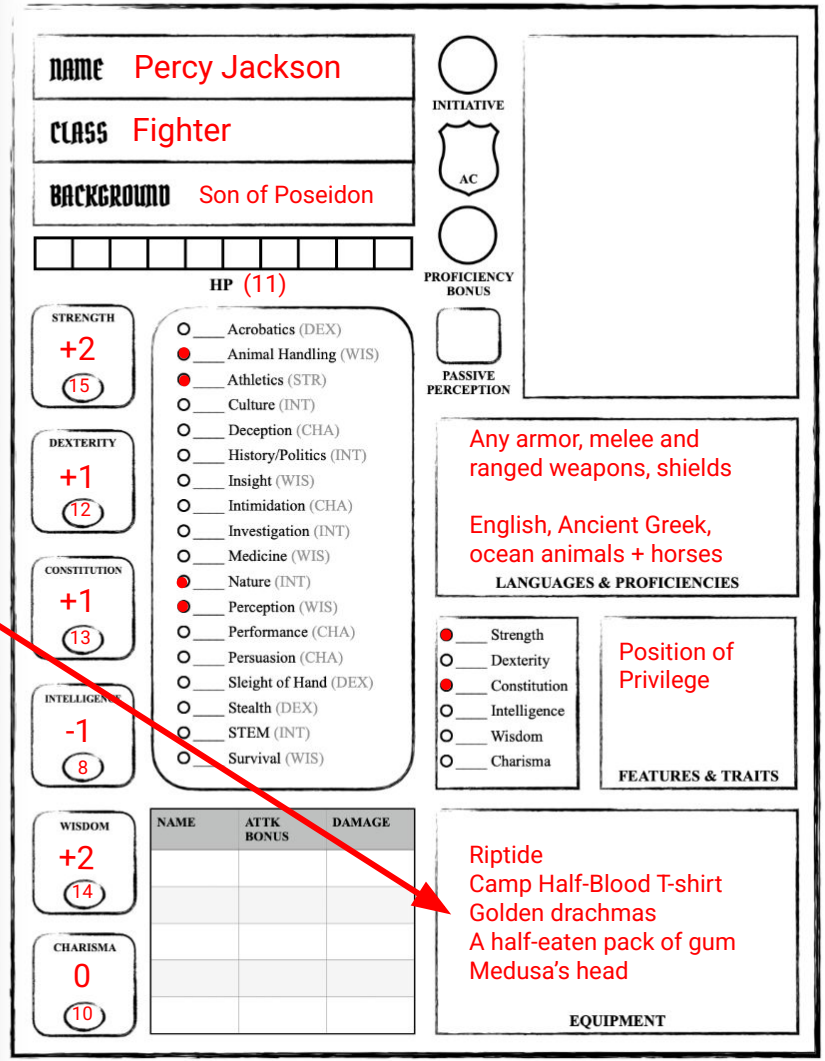
AC

10 +

DEX modifier (1) +

Armor (currently not wearing any, so 0) +

Shields (currently not holding any, so 0)



AC

10 +

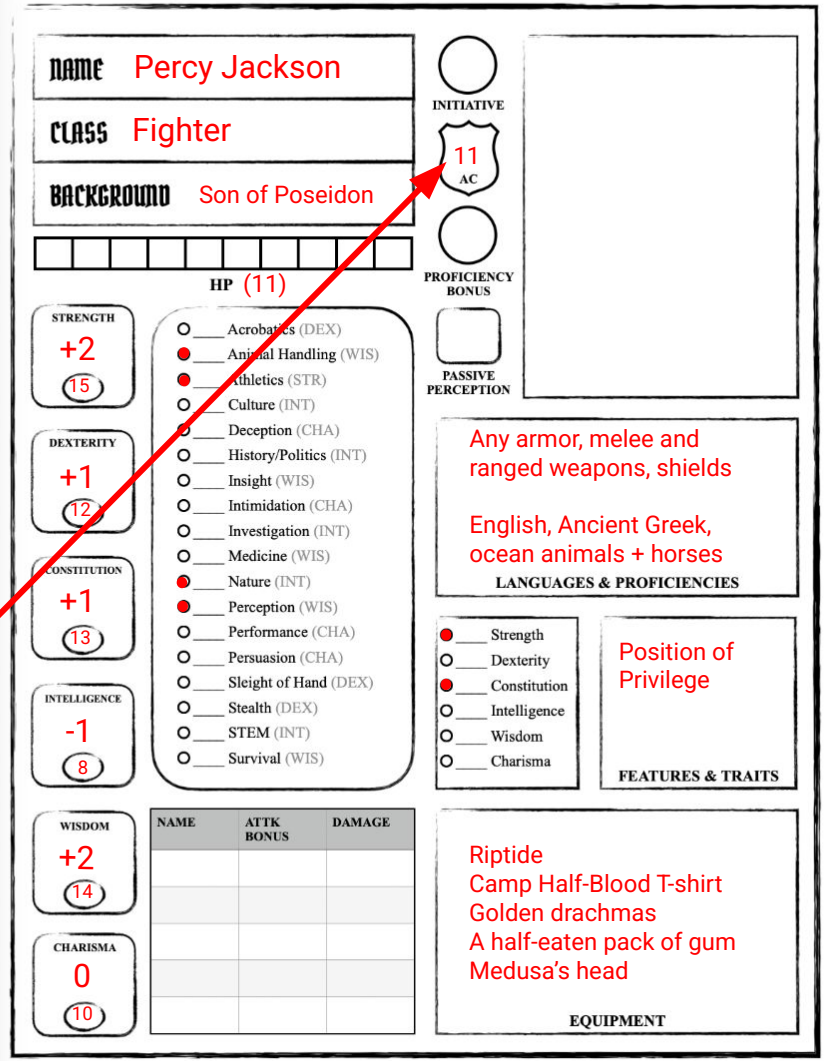
DEX modifier (1) +

Armor (currently not wearing any, so 0) +

Shields (currently not holding any, so 0)

= 11

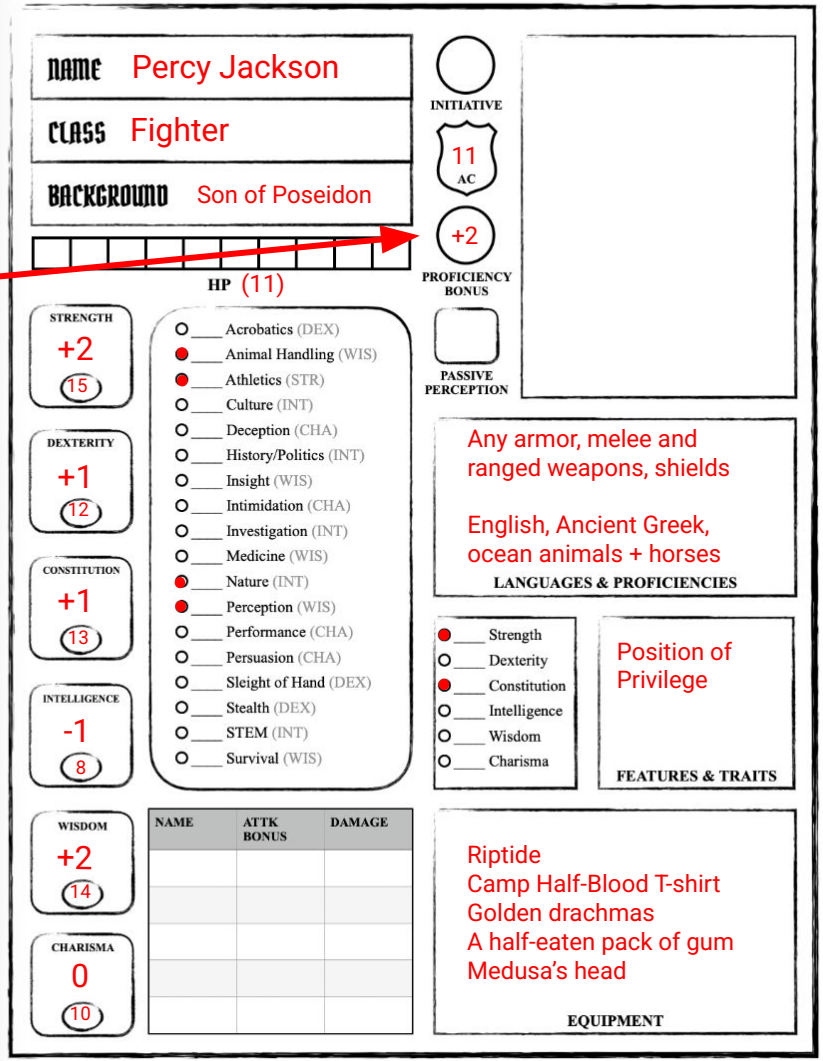
An enemy must roll higher than an 11 in order to do damage



Proficiency Bonus

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

It'll get higher as you level up

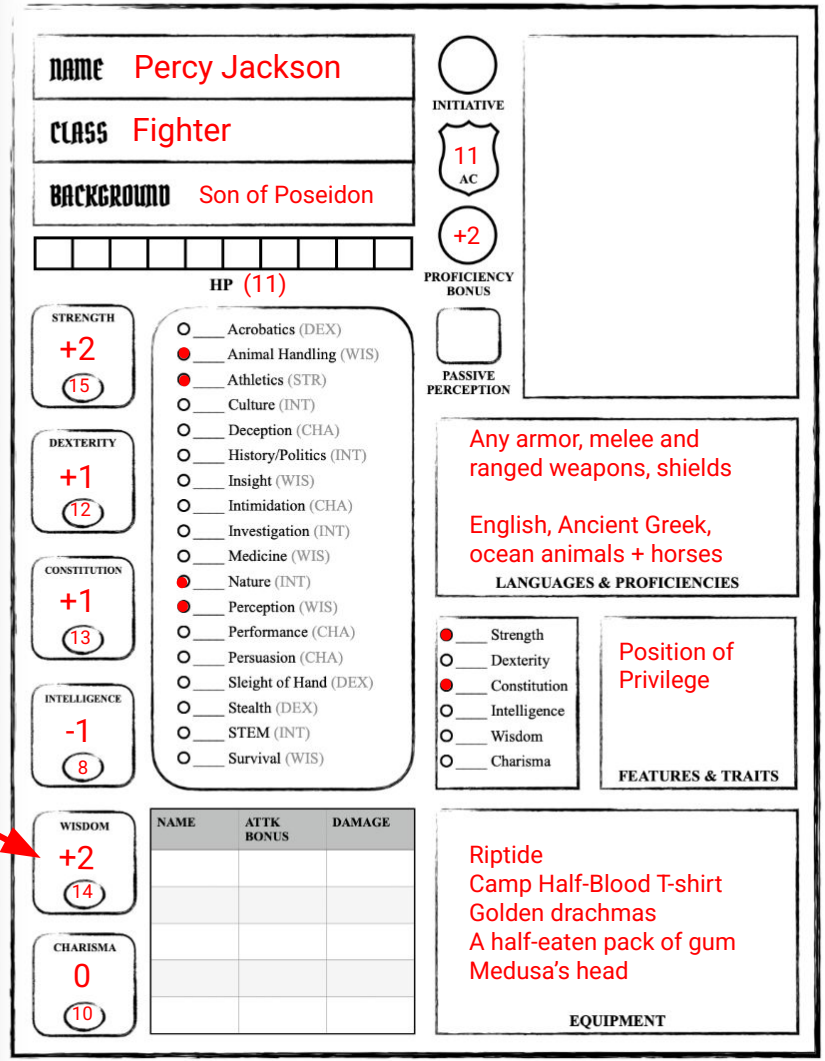


Passive Perception

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

10 +

- WIS modifier (2)

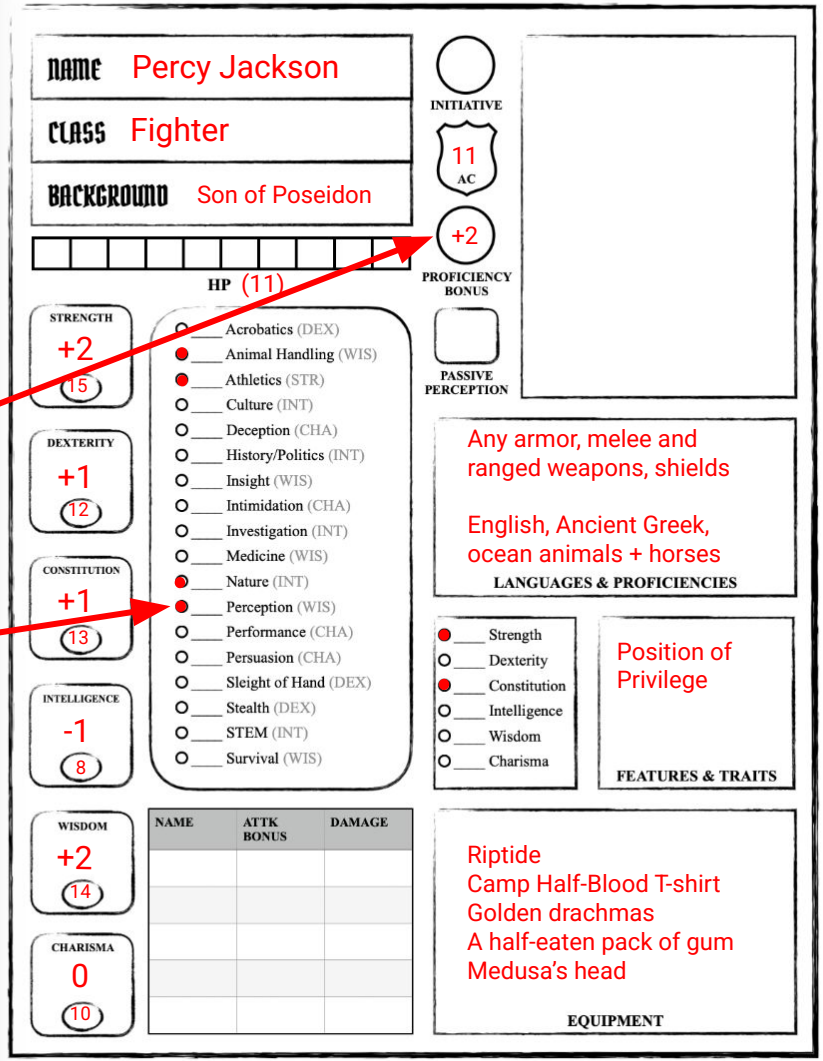


Passive Perception

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)



Passive Perception

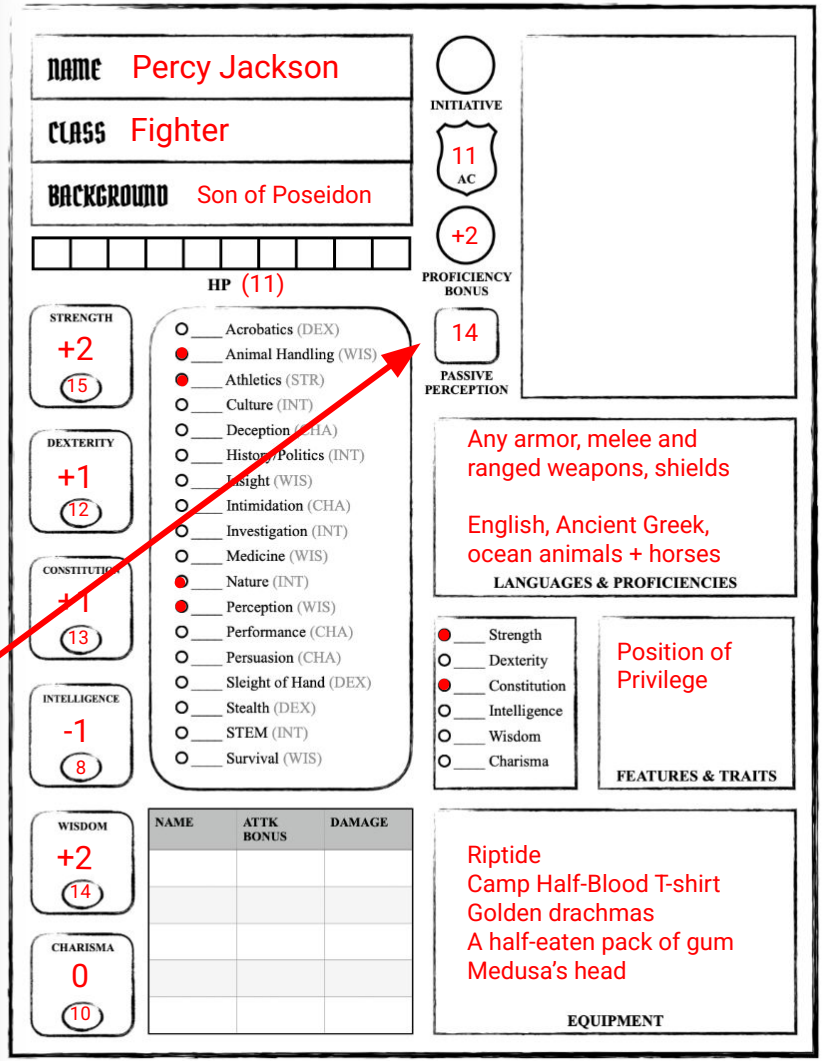
How good you are at noticing stuff when you're not paying particular attention

10 +

- WIS modifier (2) +
- Proficiency Bonus (2) (if proficient in Perception, which we are)

= 14

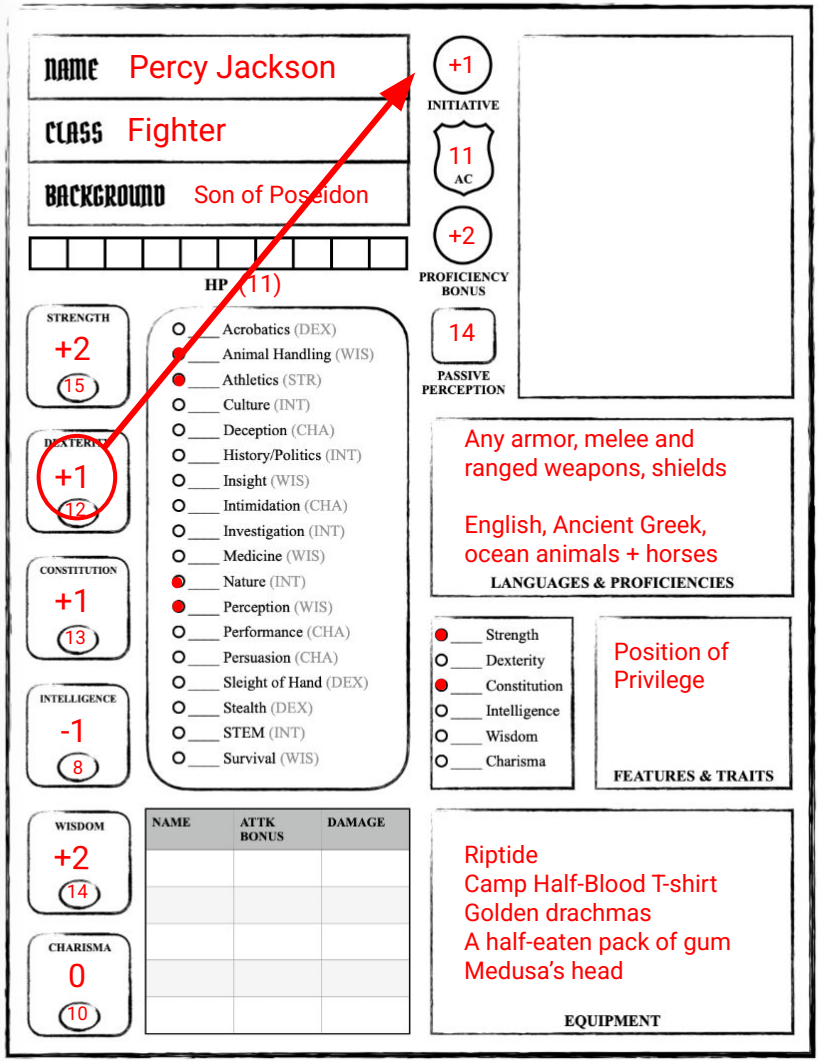
Percy is pretty darn observant



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

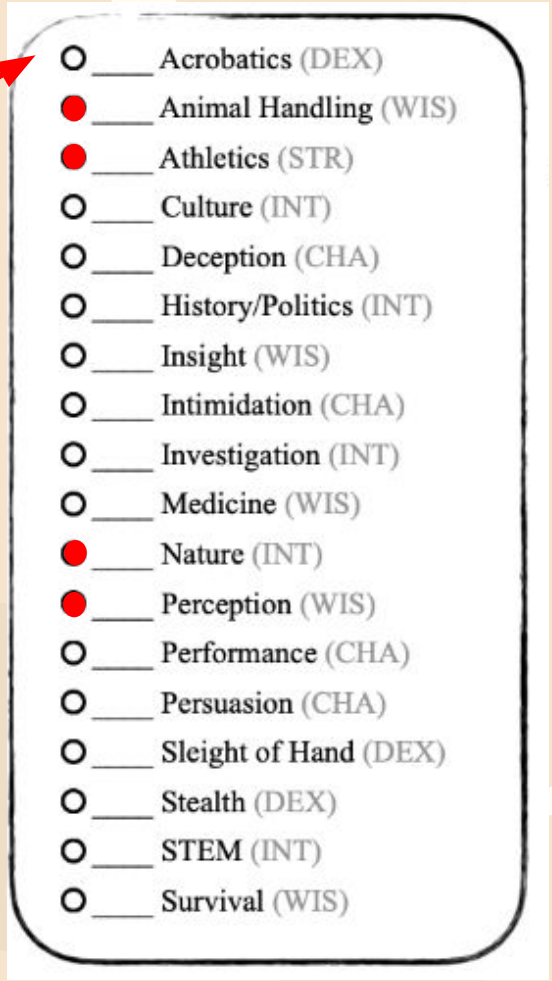
Write in your DEX modifier here so that you can find it easier when rolling for initiative



Calculating Skills

Each skill has a stat it is associated with

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



Calculating Skills

Each skill has a stat it is associated with

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

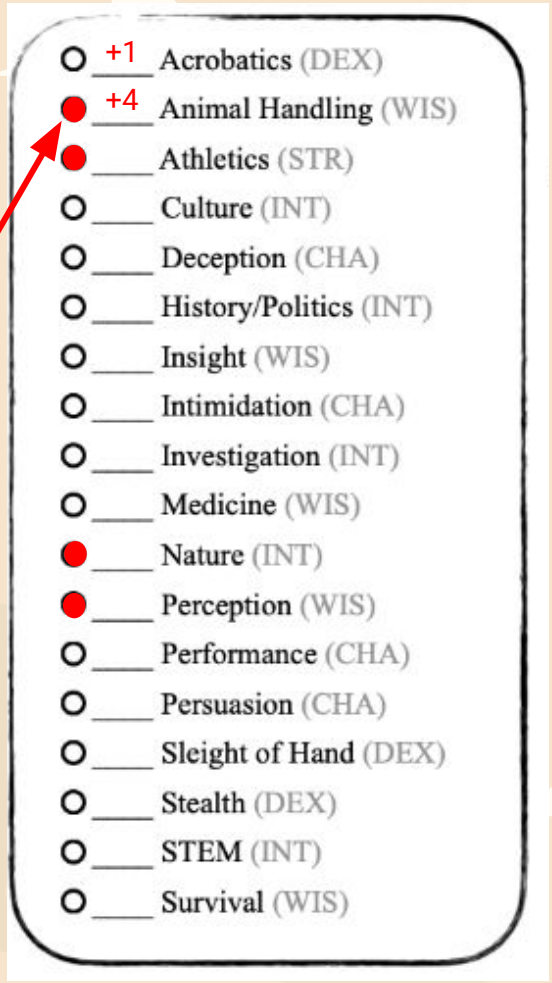
Percy is not proficient in Acrobatics, so we add only the DEX modifier

- +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)
- ____ 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

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

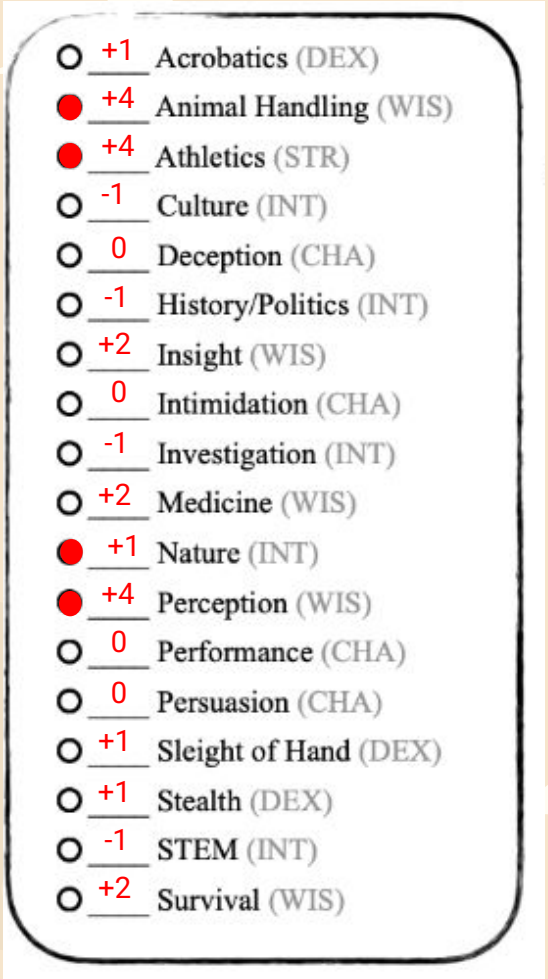


Calculating Skills

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.

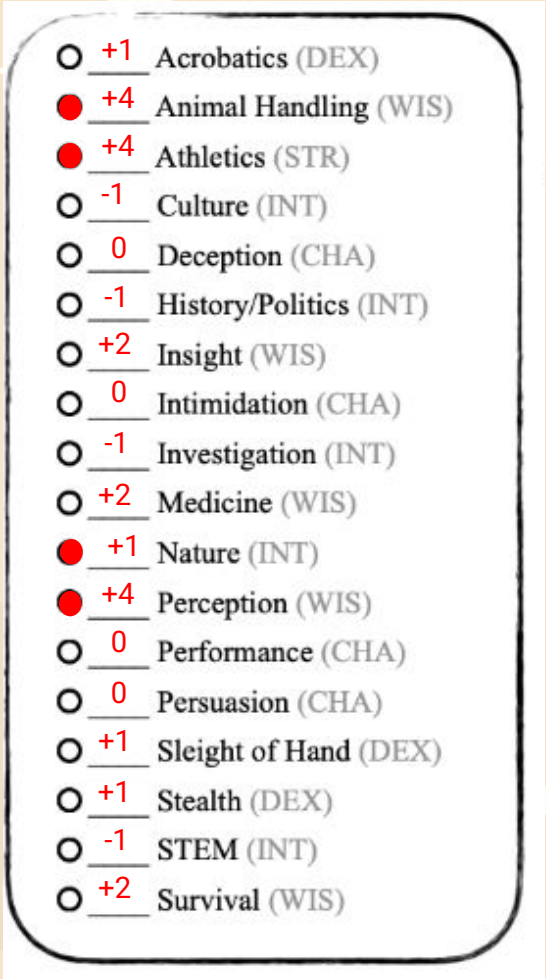


Calculating Skills

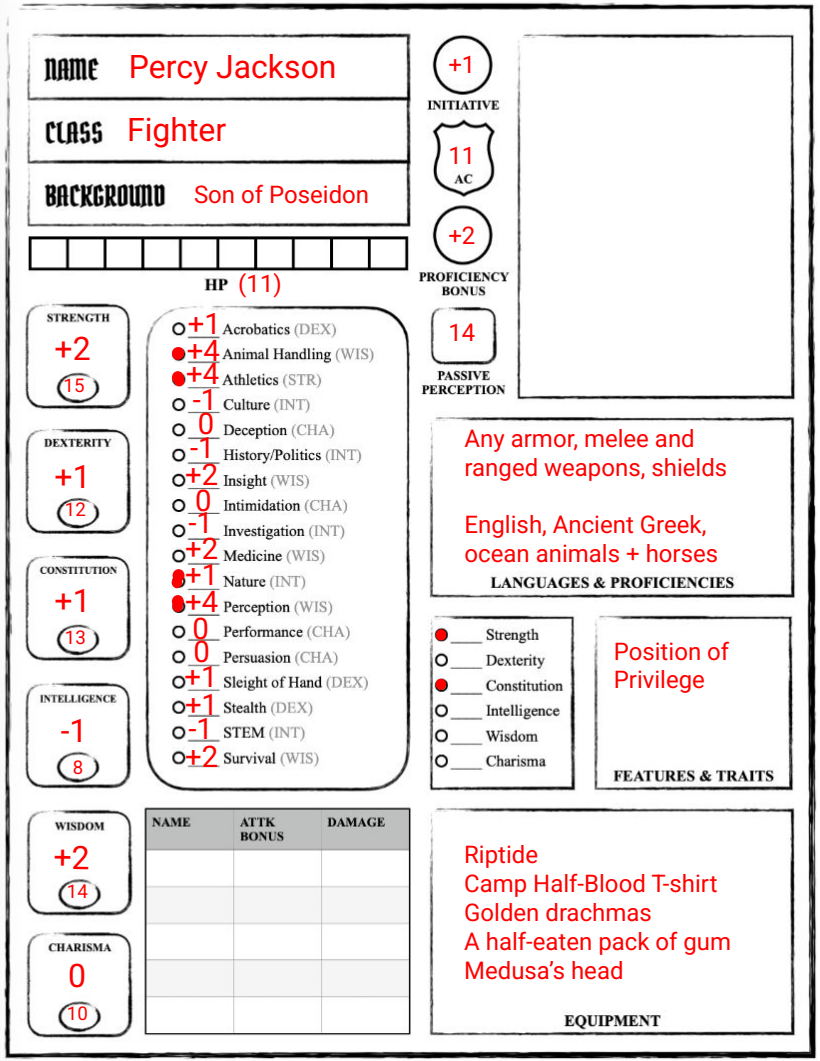
You roll a 2, add your Perception modifier, and have a total roll of 6. The GM tells you Percy doesn't notice much about the cave and gives you a few details.

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.



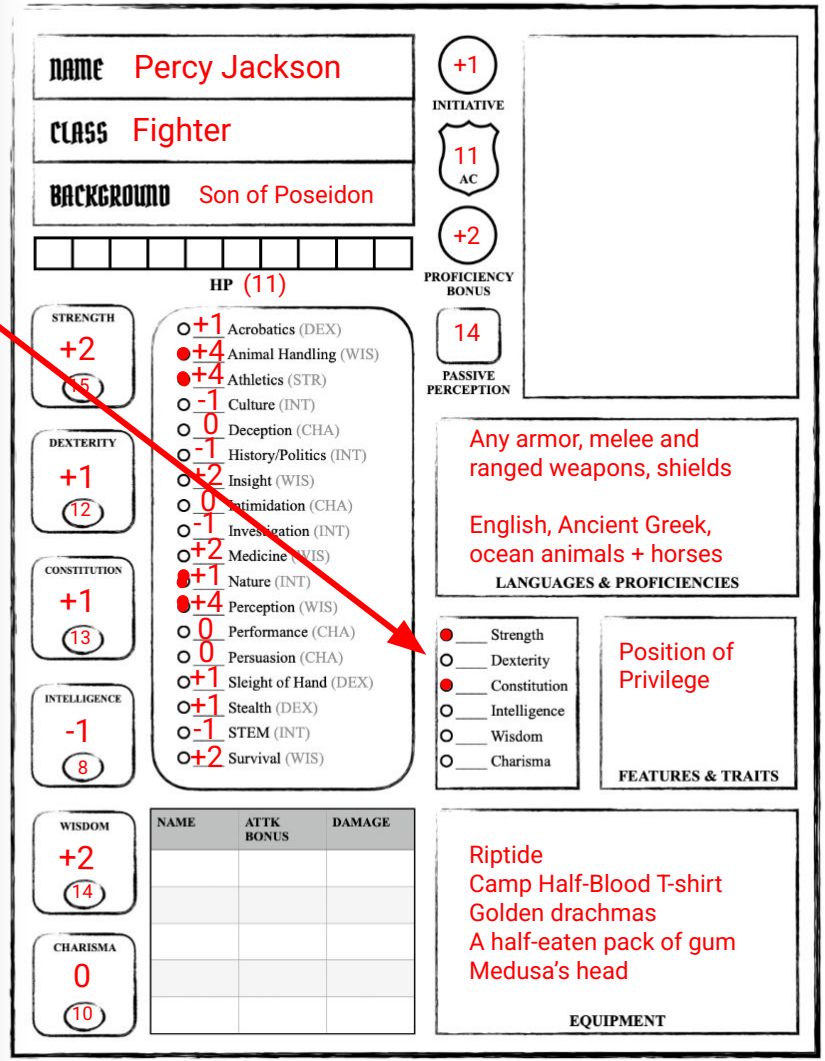
What you've got so far:



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



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

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

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

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

Attacks

However you're probably only carrying a few weapons

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Guard's sword (rapier, piercing)	Martial Melee (Finesse)	1d10 + DEX
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Shortbow (piercing)	Martial Ranged (80/320)	1d6 + DEX

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

Attacks

However you're probably only carrying a few weapons

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Shortbow (piercing)	Martial Ranged (80/320)	1d6 + DEX

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

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
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Longbow (piercing)	Martial Ranged (150/600)	1d8 + DEX
Shortbow (piercing)	Martial Ranged (80/320)	1d6 + DEX

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 ≥ target's AC to succeed

CRITICAL HIT (D20)
Roll all damage dice twice then add any modifiers on top

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

WEAPON	TYPE	DAMAGE
Unarmed strike (bludgeoning)	Melee	1 + STR
Improvised	Melee	1d4 + STR
Improvised (thrown)	Range (20/60)	1d4 + STR 1d4 + DEX
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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