

Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other action then finished afterwards.

ONE ACTION



Attack with a weapon or cast a spell.

vs their Athletics or Acrobatics.



Two-Weapon Fighting allows two attacks using a pair of light weapons, using your Bonus Action. Grapple a foe with a free hand. Using your Athletics



Dash allows you to move up to your speed, in addition to your move action.



Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.



Dodge to focus on defense. Attacks made against you have disadvantage.



Help gives an ally advantage to an ability check



Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.



Ready an Action performs a single action later in a round, using your Reaction, once a trigger occurs.



Search devotes your turn to finding something. This may require a **Perception** or **Investigation** check



Shove lets you push a foe back 5 feet or knock them prone using Athletics vs their Athletics or Acrobatics.



Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- Perform a single attack of opportunity.
- Using a Readied Action that has been triggered.
- Some spells can only be used as a Reaction.

ONE INTERACTION



A short amount of speaking and a simple action (e.g. drawing a weapon)

ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



ARMOUR CLASS

STRENGTH

Mame Arthur Hrafgar Class Barbarian Level _

Lionfolk

HERITAGE

CONSTITUTION

BEST FRIEND

RIVAL

Become a prefect of House Might.

Prove luck cannot outdo hard work.

SHORT TERM GOAL

LONG TERM GOAL



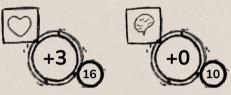


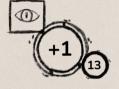


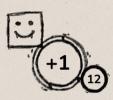




DEATH SAVES

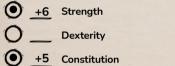






WISDOM

CHARISMA



INTELLIGENCE

SAVING THROWS

your turn if you are holding the axe. ANCESTRAL ITEM

Arthur's Ancestral Axe. In darkness, your axe sheds bright light up

to 10ft and then dim light up to 20ft. As a BA, you can stop the axe

shedding light. You can turn the light back on as a free action during

DEXTERITY

ATTACKS

Ancestral Axe. 5ft Reach. +6 to hit. On hit 1d12+4 SLASH DMG. Handaxe. Melee or Thrown. (20ft/60ft). +6 to hit. On hit 1d6+4 SLASH DMG. Claws. Melee attack. +6 to hit, 1d6+4 SLAS DMG.

EQUIPMENT

LANGUAGES

Common and Lion

2 additional languages



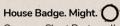




FEATURES & TRAITS

Academy Student.

When reduced to 0 HP you can immediately spend any number of hit dice as if part of a Short Rest. The student cannot use this feature again until they have gained a level.



Once per Short Rest reroll a single d20 when making a STR, DEX or CON ability check, ATTK roll or saving throw. You must use the new result.

Darkvision. 30 ft.

ACT Short Rest, All hostile creatures within 15ft of you must immediately make a DC 13 WIS SAVE on failure they are frightened of you until the end of your next turn.

Powerful Build. When calculating carry (540lbs), push and lift (1080lbs) amounts, you are considered size: large.

Unarmed Defence.



BA, 2 uses Long Rest. Resistant to SLAS, BLUDG, PIERC DMG, ADV on STR CHECKS.



Skills (Proficient)

0	+6	(STR)	Athletics
0	+3	(WIS)	Animal Handlin
0	+3	(WIS)	Perception
0	+3	(WIS)	Survival



PROFICIENCY

BONUS





PERCEPTION

INSPIRATION

Character Levelling

LEVEL !!

HP: Arthur increases his maximum and current HP by 10 (to 25). He also gains 1 additional hit dice (for a maximum of 2d12).

Features and Abilities:

You gain the following abilities:

Reckless Attack. At the start of your turn, you can choose to make all ATTKs with ADV. ATTK rolls targeting you gain ADV until the start of your next turn.

Danger Sense. ADV on DEX SAVEs against effect you can see.

LEVEL ///

RAGEO

HP: Arthur increases his maximum and current HP by 10 (to 35). He also gains 1 additional hit dice (for a maximum of 3d12).

Features and Abilities:

Ancestral Axe. At 3rd level Arthur's Ancestral Axe begins to glow brighter. The light of the axe now sheds bright light up to 15ft and dim light up to 30ft. In addition once a round when you hit a creature with the axe the creature suffers additional FIRE DMG

RAGE. At 3rd level, you gain 1 additional use of Rage (for a total

Primal Path. Pick one, or use the below example:

Path of the Berserker. Frenzy. While in Rage, each round you can make a single melee weapon ATTK as a BA. Once Rage ends you gain 1 level of Exhaustion.