

A collection of vintage role-playing game items including dice, a rulebook, and a wooden board. The items are arranged on a dark surface, with some items in the foreground and others in the background. The lighting is warm and focused on the items.

role="dice"

Adrian Roselli for a11yTO Gaming, October 2022

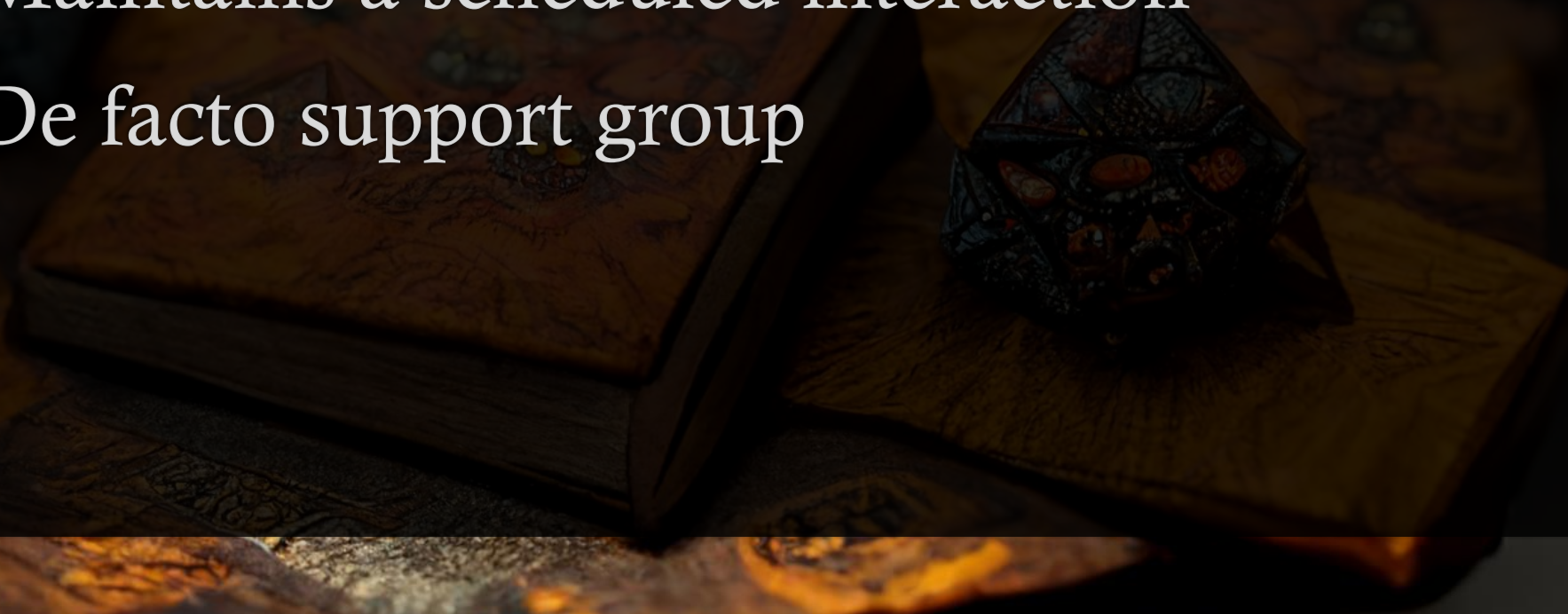
# About Adrian Roselli

- ◆ I've won some tournaments,
- ◆ Credited in maybe one Shadowrun book,
- ◆ Gaming since 1987,
- ◆ Nothing useful at AdrianRoselli.com,
- ◆ Avoid on Twitter @aardrian.



# Table-Top RPGs as Social Glue

- ◆ Cycling folks in and out and in and out
- ◆ Maintains a scheduled interaction
- ◆ De facto support group





# Pandemic



PJ Hagerty



Adrian Roselli



Eric Polovich



Todd Gardner



Paul



Gauvin



James Schiffert



Andrew Wiss



Mute Stop Video

Participants

Chat

Share Screen

Record

React

Leave

# Tools We Used

- ◆ D&D Beyond
- ◆ Virtual table-tops (VTT)
  - ◆ Roll20
  - ◆ Foundry
- ◆ Zoom



### Barthos Kagin

MANAGE

Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

BEYOND 20

SHARE

SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...



STRENGTH  
**10**  
+0

DEXTERITY  
**16**  
+3

CONSTITUTION  
**12**  
+1

INTELLIGENCE  
**13**  
+1

WISDOM  
**15**  
+2

CHARISMA  
**10**  
+0

PROFICIENCY  
**+4**  
BONUS

WALKING  
**30 ft.**  
SPEED

INSPIRATION

HEAL

CURRENT  
**40**

MAX  
**60**

TEMP  
**--**

DAMAGE

HIT POINTS

STR +0 INT +5  
DEX +7 WIS +2  
CON +1 CHA +0

against being poisoned

SAVING THROWS

20 PASSIVE WIS (PERCEPTION)  
18 PASSIVE INT (INVESTIGATION)  
12 PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

SENSES

ARMOR  
Light Armor, Medium Armor, Shields

WEAPONS  
Laser Rifle, Martial Weapons, Simple Weapons

TOOLS  
Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

PROF.	MOD	SKILL	BONUS
<input checked="" type="radio"/>	DEX	Acrobatics	+6
<input type="radio"/>	WIS	Animal Handling	+2
<input checked="" type="radio"/>	INT	Arcana	+5
<input type="radio"/>	STR	Athletics	-1
<input type="radio"/>	CHA	Deception	+0
<input type="radio"/>	INT	History	+1
<input type="radio"/>	WIS	Insight	+2
<input type="radio"/>	CHA	Intimidation	+0
<input checked="" type="radio"/>	INT	Investigation	+8
<input type="radio"/>	WIS	Medicine	+2
<input type="radio"/>	INT	Nature	+1
<input checked="" type="radio"/>	WIS	Perception	+10
<input type="radio"/>	CHA	Performance	+0
<input type="radio"/>	CHA	Persuasion	+0
<input checked="" type="radio"/>	INT	Religion	+5
<input type="radio"/>	DEX	Sleight of Hand	+2
<input checked="" type="radio"/>	DEX	Stealth	+10
<input checked="" type="radio"/>	WIS	Survival	+6

Additional Skills

SKILLS

INITIATIVE  
**+5**

ARMOR  
**18**  
CLASS

DEFENSES  
Cold, Fire, Poison

CONDITIONS  
Add Active Conditions

ACTIONS SPELLS INVENTORY FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

ALL ATTACK ACTION BONUS ACTION REACTION OTHER LIMITED USE

ACTIONS • Attacks per Action: 2 MANAGE CUSTOM

ATTACK	RANGE	HIT / DC	DAMAGE	NOTES
Dagger Melee Weapon	20 (60)	+7	1d4+3	Simple, Finesse, Light, Thrown, Range (20/60)
Laser Pistol* Ranged Weapon • Customized	40 (120)	+9	3d6+3	Firearms, Ammunition (Firearms), Range, Reload, Range (40/120), 27 shots
Laser Rifle* Ranged Weapon • Customized	100 (300)	+9	3d8+3	Firearms, Ammunition (Firearms), Range, Reload, Two-Handed, Range (100/300), 9 rounds (60 round clip), plus empty rifle
Longbow, +1 Ranged Weapon	150 (600)	+10	1d8+4	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Rapier Melee Weapon	5 ft. Reach	+7	1d8+3	Martial, Finesse
Shortsword of Warning Melee Weapon	5 ft. Reach	+7	1d6+3	Martial, Finesse, Light
Unarmed Strike Melee Attack	5 ft. Reach	+4	1	

Actions in Combat  
Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improve, Ready, Search, Shove, Use an Object

Primeval Awareness  
As an action, you can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or







BEYOND 20

SHARE

SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...



STRENGTH  
**10**  
+0

DEXTERITY  
**16**  
+3

PROFICIENCY  
**+4**  
BONUS

WALKING  
**30 ft.**  
SPEED

INSPIRATION

HEAL	CURRENT	MAX	TEMP
	<b>40</b>	<b>60</b>	--
DAMAGE	<b>HIT POINTS</b>		

STR +0 INT +5  
DEX +7 WIS +2  
CON +1 CHA +0

against being poisoned

SAVING THROWS

20 PASSIVE WIS (PERCEPTION)  
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WEAPONS  
Laser Rifle, Martial Weapons, Simple Weapons

TOOLS  
Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

WIS Animal Handling +1  
INT Arcana +2  
STR Athletics +1  
CHA Deception +0  
INT History +1  
WIS Insight +2  
CHA Intimidation +0  
CHA Persuasion +0  
INT Religion +5  
DEX Sleight of Hand +2  
DEX Stealth +10  
WIS Survival +6

Additional Skills

SKILLS

INITIATIVE  
**+5**

ARMOR  
**18**  
CLASS

DEFENSES  
Cold, Fire, Poison

CONDITIONS  
Add Active Conditions

ACTIONS SPELLS INVENTORY FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

ALL ATTACK ACTION BONUS ACTION REACTION OTHER LIMITED USE

ACTIONS Attacks per Action: 2

ATTACK	RANGE	HIT / DC	DAMAGE	NOTES
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Longbow, +1 Ranged Weapon	150 (600)	+10	1d8+4	Martial, Ammunition, Heavy, Range, Two-Handed, Range (150/600)
Rapier Melee Weapon	5 ft. Reach	+7	1d8+3	Martial, Finesse
Shortsword of Warning Melee Weapon	5 ft. Reach	+7	1d6+3	Martial, Finesse, Light
Unarmed Strike Melee Attack	5 ft. Reach	+4	1	

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Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improve, Ready, Search, Shove, Use an Object

Primeval Awareness  
As an action, you can expend one ranger spell slot (1 minute per level of spell slot) to sense whether any aberrations, celestials, dragons, elementals, fey, fiends, or undead are present within 1 mile of you (or



Bartho

Male Ferret  
Level 10

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SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...



STRENGTH  
**10**  
+0

DEXTERITY  
**16**  
+3

CONSTITUTION  
**12**  
+1

INTELLIGENCE  
**18**  
+5

WISDOM  
**12**  
+2

CHARISMA  
**10**  
+0

WALKING SPEED  
**30 ft.**

INSPIRATION

HEAL CURRENT MAX TEMP  
**40 / 60**  
DAMAGE HIT POINTS

STR +0 INT +5  
DEX +7 WIS +2  
CON +1 CHA +0

against being poisoned

SAVING THROWS

20 PASSIVE WIS (PERCEPTION)  
18 PASSIVE INT (INVESTIGATION)  
12 PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

SENSES

ARMOR  
Light Armor, Medium Armor, Shields

WEAPONS  
Laser Rifle, Martial Weapons, Simple Weapons

TOOLS  
Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

PROF. MOD. SKILL

- DEX Acrobatics
- WIS Animal Handling
- INT Arcana
- STR Athletics -1
- CHA Deception +0
- INT History +1
- WIS Insight +2
- CHA Intimidation +0
- INT Investigation
- WIS Medicine
- INT Nature
- WIS Perception
- CHA Persuasion +0
- INT Religion +5
- DEX Sleight of Hand +2
- DEX Stealth +10
- WIS Survival +6

Additional Skills

SKILLS

ARMOR CLASS  
**18**

DEFENSES  
Cold, Fire, Poison

CONDITIONS  
Add Active Conditions

ACTIONS SPELLS INVENTORY FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

+2 MODIFIER +6 SPELL ATTACK 14 SAVE DC

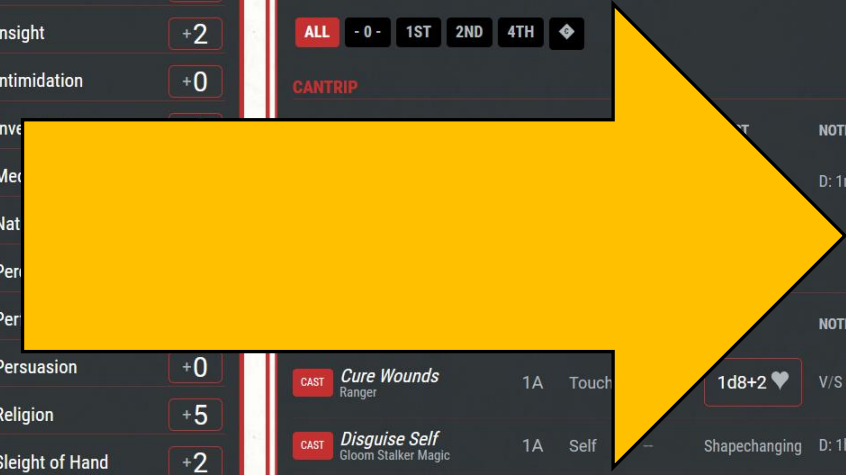
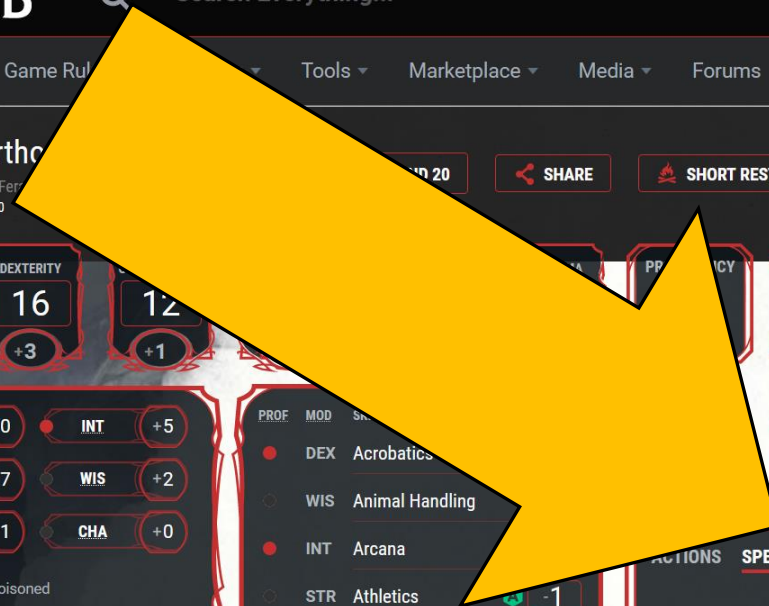
Search Spell Names, Casting Times, Damage Types, Conditions or Tags

ALL - 0 - 1ST 2ND 4TH

CANTRIP

NAME	CAST	LEVEL	TYPE	CLASS	DC	NOTES
Cure Wounds	Ranger	1A	Touch	1d8+2	V/S	
Disguise Self	Gloom Stalker Magic	1A	Self	Shapechanging	D: 1h, V/S	
Hail of Thorns	Ranger	1BA	Self	DEX 14 1d10	D: 1m, V	
Hunter's Mark	Ranger	1BA	90 ft.	1d6	* Ext. D: (See Description), D: 1h, V	

2ND LEVEL





### Barthos Kagin

Male Feral Tiefling Rogue  
Level 10

SHARE

SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...



STRENGTH  
**10**  
+0

DEXTERITY  
**16**  
+3

CONSTITUTION  
**12**  
+1

INTELLIGENCE  
**13**  
+1

WISDOM  
**18**  
+4

CHARISMA  
**10**  
+0

PROFICIENCY  
**10**  
+3

WALKING SPEED  
**30 ft.**

INSPIRATION  
**3**

HEAL  
**40**

CURRENT  
**60**

MAX  
**60**

TEMP  
**--**

DAMAGE

HIT POINTS

STR +0 INT +5  
DEX +7 WIS +2  
CON +1 CHA +0

against being poisoned

SAVING THROWS

PROF. MOD. SKILL

- DEX Acrobatics
- WIS Animal Handling +2
- INT Arcana +5
- STR Athletics

DEFENSES

- Cold, Fire, Poison

CONDITIONS

Add Active Conditions

Darkvision 150 ft.

SENSES

WIS Medicine +2

INT Nature +1

WIS Perception +10

CHA Performance +0

CHA Persuasion +0

INT Religion +5

DEX Sleight of Hand +2

DEX Stealth +10

WIS Survival +6

Additional Skills

SKILLS

ARMOR  
Light Armor, Medium Armor, Shields

WEAPONS  
Laser Rifle, Martial Weapons, Simple Weapons

TOOLS  
Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

WEIGHT CARRIED: 143.08 lb.  
UNENCUMBERED

83 33 6 7

Search Item Names, Types, Rarities, or Tags

MANAGE INVENTORY

ALL EQUIPMENT BACKPACK CHEST EFFICIENT QUIVER POUCH ATTUNEMENT

OTHER POSSESSIONS

ACTIVE	NAME	WEIGHT	QTY	COST (GP)	NOTES
<b>EQUIPMENT (14)</b>					
	<b>Animated Shield</b> <span>▲</span>	6 lb.	--	--	+2 AC
	<b>Cape of the Mountebank</b>	--	--	--	1 Charge, Teleportation, Exploration, Outerwear
	<b>Elven Chain</b>	20 lb.	--	--	AC 14
	<b>Boots of the Winterlands</b> <span>▲</span>	--	--	--	Buff, Utility, Warding, Footwear
	<b>Rope of Climbing</b>	3 lb.	--	--	Movement, Utility, Exploration
	<b>Shortsword of Warning</b> <span>▲</span>	2 lb.	--	--	Martial, Finesse, Light
	<b>Clothes, Common</b>	3 lb.	1	0.5	Social, Outerwear
	<b>Clothing, cold weather</b>	5 lb.	1	10	Utility, Exploration, Outerwear
	<b>Dagger</b>	1 lb.	--	2	Simple, Finesse, Light, Thrown, Range (20/60)



Barthos Kagin

Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

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BEYOND 20

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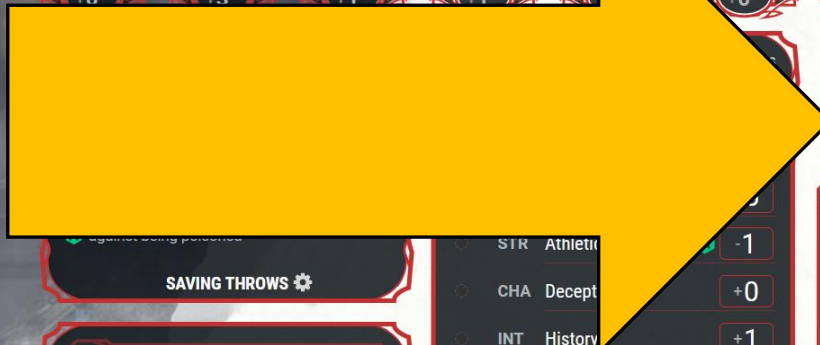
CHAT



STRENGTH 10 (+0) DEXTERITY 16 (+3) CONSTITUTION 12 (+1) INTELLIGENCE 13 (+1) WISDOM 10 (+0) CHARISMA 10 (+0)

PROFICIENCY BONUS +4 WALKING SPEED 30 ft. INSPIRATION

HEAL CURRENT 40 / 60 MAX DAMAGE HIT POINTS



INITIATIVE +5 ARMOR CLASS 18

DEFENSES Cold, Fire, Poison CONDITIONS Add Active Conditions

SAVING THROWS

20 PASSIVE WIS (PERCEPTION)  
18 PASSIVE INT (INVESTIGATION)  
12 PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

SENSES

ARMOR  
Light Armor, Medium Armor, Shields

WEAPONS  
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TOOLS  
Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

STR Athletics -1  
CHA Deception +0  
INT History +1  
WIS Insight +2  
CHA Intimidation +0  
INT Investigation +8  
WIS Medicine +2  
INT Nature +1  
WIS Perception +10  
CHA Performance +0  
CHA Persuasion +0  
INT Religion +5  
DEX Sleight of Hand +2  
DEX Stealth +10  
WIS Survival +6

Additional Skills

SKILLS

ACTIONS SPELLS INVENTORY FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

WEIGHT CARRIED: 143.08 lb. UNENCUMBERED 83 33 6 7

Search Item Names, Types, Rarities, or Tags

MANAGE INVENTORY

ALL EQUIPMENT BACKPACK CHEST EFFICIENT QUIVER POUCH ATTUNEMENT

OTHER POSSESSIONS

ACTIVE	NAME	WEIGHT	QTY	COST (GP)	NOTES
<b>EQUIPMENT (14)</b> 53 lb.					
<input type="checkbox"/>	Animated Shield <sup>Δ</sup> Shield • Shield	6 lb.	-	-	+2 AC
<input type="checkbox"/>	Cape of the Mountebank Wondrous item	-	-	-	1 Charge, Teleportation, Exploration, Outerwear
<input type="checkbox"/>	Elven Chain Medium Armor • Chain Shirt	20 lb.	-	-	AC 14
<input type="checkbox"/>	Boots of the Winterlands <sup>Δ</sup> Wondrous item	-	-	-	Buff, Utility, Warding, Footwear
<input type="checkbox"/>	Rope of Climbing Wondrous item	3 lb.	-	-	Movement, Utility, Exploration
<input type="checkbox"/>	Shortsword of Warning <sup>Δ</sup> Shortsword	2 lb.	-	-	Martial, Finesse, Light
-	Clothes, Common Gear • Adventuring Gear	3 lb.	1	0.5	Social, Outerwear
-	Clothing, cold weather Gear • Adventuring Gear	5 lb.	1	10	Utility, Exploration, Outerwear
<input type="checkbox"/>	Dagger Dagger	1 lb.	-	2	Simple, Finesse, Light, Thrown, Range (20/60)





### Barthos Kagin

Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

MANAGE

BEYOND 20

SHARE

SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...



STRENGTH 10 (+0)    DEXTERITY 16 (+3)    CONSTITUTION 12 (+1)    INTELLIGENCE 13 (+1)    WISDOM 15 (+2)    CHARISMA 10 (+0)

PROFICIENCY BONUS +4    WALKING SPEED 30 ft.    INSPIRATION

HEAL    CURRENT 40 / 60    MAX    TEMP --    DAMAGE    HIT POINTS

STR +0    INT +5

DEX +7    WIS +2

MOD	SKILL	BONUS
	Acrobatics	+6
	Animal Handling	+2
	Artistic Performance	+5
	Athletics	-1
	Bluff	+0
	Deception	+1
	Insight	+2
	Intimidation	+0
	Investigation	+8
	Medicine	+2
	Nature	+1
	Perception	+10
	Performance	+0
	Persuasion	+0
	Religion	+5
	Sleight of Hand	+2
	Stealth	+10
	Survival	+6
	Additional Skills	

INITIATIVE +5

ARMOR CLASS 18

DEFENSES

Cold, Fire, Poison

CONDITIONS

Add Active Conditions



20 PASSIVE INT (PERCEPTION)

18 PASSIVE INT (INVESTIGATION)

12 PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

SENSES

ARMOR

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WEAPONS

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Thieves' Tools

LANGUAGES

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PROFICIENCIES & LANGUAGES

ACTIONS    SPELLS    **INVENTORY**    FEATURES & TRAITS    DESCRIPTION    NOTES    EXTRAS

WEIGHT CARRIED: 143.08 lb.    UNENCUMBERED    83 33 6 7

Search Item Names, Types, Rarities, or Tags    **MANAGE INVENTORY**

**ALL**    EQUIPMENT    BACKPACK    CHEST    EFFICIENT QUIVER    POUCH    ATTUNEMENT

OTHER POSSESSIONS

ACTIVE	NAME	WEIGHT	QTY	COST (GP)	NOTES
<b>EQUIPMENT (14)</b> 53 lb.					
	Animated Shield	6 lb.	-	-	+2 AC
	Cape of the Mountebank	-	-	-	1 Charge, Teleportation, Exploration, Outerwear
	Elven Chain	20 lb.	-	-	AC 14
	Boots of the Winterlands	-	-	-	Buff, Utility, Warding, Footwear
	Rope of Climbing	3 lb.	-	-	Movement, Utility, Exploration
	Shortsword of Warning	2 lb.	-	-	Martial, Finesse, Light
-	Clothes, Common	3 lb.	1	0.5	Social, Outerwear
-	Clothing, cold weather	5 lb.	1	10	Utility, Exploration, Outerwear
	Dagger	1 lb.	-	2	Simple, Finesse, Light, Thrown, Range (20/60)





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CHAT



STRENGTH 10 (+0)    DEXTERITY 16 (+3)    CONSTITUTION 12 (+1)    INTELLIGENCE 13 (+1)    WISDOM 15 (+2)    CHARISMA 10 (+0)

PROFICIENCY BONUS +4    WALKING SPEED 30 ft.    INSPIRATION

HEALTH CURRENT 40 / MAX 60    TEMP --

STR +0    INT +5  
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SAVING THROWS ⚙️

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PROFICIENCIES & LANGUAGES ⚙️

PROF.	MOD	SKILL	BONUS
<input type="radio"/>	DEX	Acrobatics	+6
<input type="radio"/>	WIS	Animal Handling	+2
<input type="radio"/>	INT	Arcana	+5
<input type="radio"/>	STR	Athletics	-1
<input type="radio"/>	CHA	Deception	+0
<input type="radio"/>	INT	History	+1
<input type="radio"/>	WIS	Insight	+2
<input type="radio"/>	CHA	Intimidation	+0
<input checked="" type="radio"/>	INT	Investigation	+8
<input type="radio"/>	WIS	Medicine	+2
<input type="radio"/>	INT	Nature	+1
<input checked="" type="radio"/>	WIS	Perception	+10
<input type="radio"/>	CHA	Performance	+0
<input type="radio"/>	CHA	Persuasion	+0
<input checked="" type="radio"/>	INT	Religion	+5
<input type="radio"/>	DEX	Sleight of Hand	+2
<input checked="" type="radio"/>	DEX	Stealth	+10
<input checked="" type="radio"/>	WIS	Survival	+6

Additional Skills

SKILLS ⚙️

INITIATIVE +5    ARMOR CLASS 18

ACTIONS SPELLS **INVENTORY** FEATURES

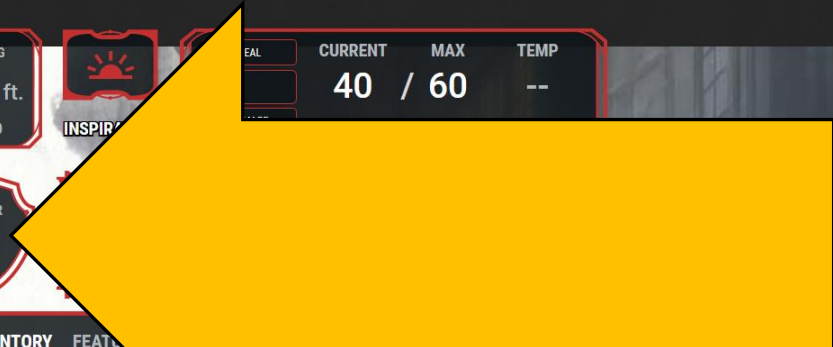
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ACTIVE	NAME	WEIGHT	QTY	COST (GP)	NOTES
<b>EQUIPMENT (14)</b> 53 lb.					
<input type="checkbox"/>	Animated Shield <sup>Δ</sup> Shield • Shield	6 lb.	—	—	+2 AC
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<input type="checkbox"/>	Elven Chain Medium Armor • Chain Shirt	20 lb.	—	—	AC 14
<input type="checkbox"/>	Boots of the Winterlands <sup>Δ</sup> Wondrous Item	—	—	—	Buff, Utility, Warding, Footwear
<input type="checkbox"/>	Rope of Climbing Wondrous Item	3 lb.	—	—	Movement, Utility, Exploration
<input type="checkbox"/>	Shortsword of Warning <sup>Δ</sup> Shortsword	2 lb.	—	—	Martial, Finesse, Light
<input type="checkbox"/>	Clothes, Common Gear • Adventuring Gear	3 lb.	1	0.5	Social, Outerwear
<input type="checkbox"/>	Clothing, cold weather Gear • Adventuring Gear	5 lb.	1	10	Utility, Exploration, Outerwear
<input type="checkbox"/>	Dagger Dagger	1 lb.	—	2	Simple, Finesse, Light, Thrown, Range (20/60)





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Level 10

MANAGE

BEYOND 20

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STRENGTH 10 (+0)    DEXTERITY 16 (+3)    CONSTITUTION 12 (+1)    INTELLIGENCE 13 (+1)    WISDOM 15 (+2)    CHARISMA 10 (+0)

PROFICIENCY BONUS +4    WALKING SPEED 30 ft.    INSPIRATION

HEAL CURRENT MAX TEMP  
40 / 60 --  
DAMAGE HIT POINTS

STR +0    INT +5  
DEX +7    WIS +2  
CON +1    CHA +0

against being poisoned

SAVING THROWS

20 PASSIVE WIS (PERCEPTION)  
18 PASSIVE INT (INVESTIGATION)  
12 PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

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Light Armor, Medium Armor, Shields

WEAPONS  
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Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

PROF.	MOD	SKILL	BONUS
•	DEX	Acrobatics	+6
○	WIS	Animal Handling	+2
•	INT	Arcana	+5
○	STR	Athletics	-1
○	CHA	Deception	+0
○	INT	History	+1
○	WIS	Insight	+2
○	CHA	Intimidation	+0
•	INT	Investigation	+8
○	WIS	Medicine	+2
○	INT	Nature	+1
•	WIS	Perception	+10
○	CHA	Performance	+0
○	CHA	Persuasion	+0
•	INT	Religion	+5
○	DEX	Sleight of Hand	+2
•	DEX	Stealth	+10
•	WIS	Survival	+6

Additional Skills

SKILLS

INITIATIVE +5

ARMOR CLASS 18

DEFENSES  
Cold, Fire, Poison

CONDITIONS  
Add Active Conditions

ACTIONS    SPELLS    **INVENTORY**    FEATURES & TRAITS    DESCRIPTION    NOTES    EXTRAS

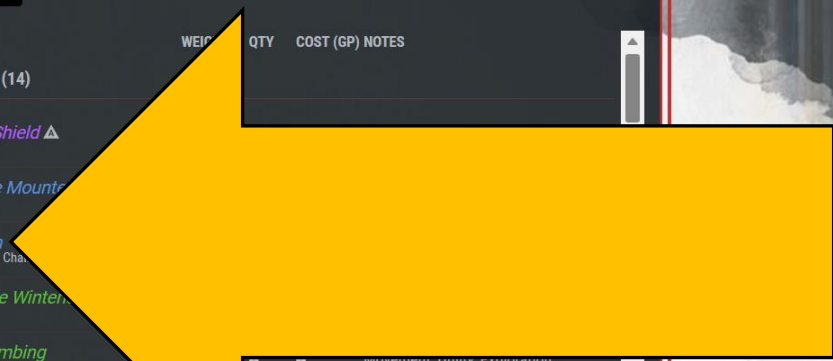
WEIGHT CARRIED: 143.08 lb. UNENCUMBERED    83 33 6 7

Search Item Names, Types, Rarities, or Tags    MANAGE INVENTORY

ALL    EQUIPMENT    BACKPACK    CHEST    EFFICIENT QUIVER    POUCH    ATTUNEMENT

OTHER POSSESSIONS

ACTIVE	NAME	WEIGHT	QTY	COST (GP)	NOTES
<b>EQUIPMENT (14)</b>					
■	Animated Shield	Shield			
■	Cape of the Mountain	Wondrous item			
■	Elven Chain	Medium Armor			
■	Boots of the Winter	Wondrous item			
■	Rope of Climbing	Wondrous item			
■	Shortsword of Warning	Shortsword			
-	Clothes, Common	Gear	3 lb.	1 0.5	Social, Outerwear
-	Clothing, cold weather	Gear	5 lb.	1 10	Utility, Exploration, Outerwear
■	Dagger	Dagger	1 lb.	- 2	Simple, Finesse, Light, Thrown, Range (20/60)





### Barthos Kagin

Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

MANAGE

BEYOND 20

SHARE

SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...

CHAT



STRENGTH  
**10**  
+0

DEXTERITY  
**16**  
+3

STR +0 INT +2  
DEX +7 WIS +2  
CON +1 CHA +0

against being poisoned

SAVING THROWS

20 PASSIVE WIS (PERCEPTION)  
18 PASSIVE INT (INVESTIGATION)  
12 PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

SENSES

ARMOR  
Light Armor, Medium Armor, Shields

WEAPONS  
Laser Rifle, Martial Weapons, Simple Weapons

TOOLS  
Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

WIS Animal Handling +2  
INT Arcana +5  
STR Athletics -1  
CHA Deception +0  
INT History +1  
WIS Insight +2  
CHA Intimidation +0  
INT Investigation +8  
WIS Medicine +2  
INT Nature +1  
WIS Perception +10  
CHA Performance +0  
CHA Persuasion +0  
INT Religion +5  
DEX Sleight of Hand +2  
DEX Stealth +10  
WIS Survival +6

Additional Skills

SKILLS

INSPIRATION

HEAL CURRENT MAX TEMP  
40 / 60 --  
DAMAGE HIT POINTS

DEFENSES  
Cold, Fire, Poison

CONDITIONS  
Add Active Conditions

ACTIONS SPELLS **INVENTORY** FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

WEIGHT CARRIED: 143.08 lb.  
UNENCUMBERED 83 33 6 7

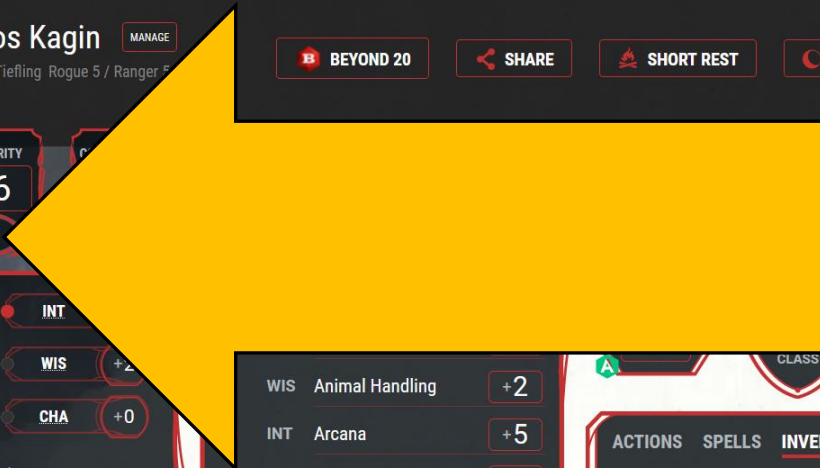
Search Item Names, Types, Rarities, or Tags

MANAGE INVENTORY

ALL EQUIPMENT BACKPACK CHEST EFFICIENT QUIVER POUCH ATTUNEMENT

OTHER POSSESSIONS

ACTIVE	NAME	WEIGHT	QTY	COST (GP)	NOTES
<b>EQUIPMENT (14)</b> 53 lb.					
<input type="checkbox"/>	Animated Shield Shield • Shield	6 lb.	—	—	+2 AC
<input type="checkbox"/>	Cape of the Mountebank Wondrous Item	—	—	—	1 Charge, Teleportation, Exploration, Outerwear
<input type="checkbox"/>	Elven Chain Medium Armor • Chain Shirt	20 lb.	—	—	AC 14
<input type="checkbox"/>	Boots of the Winterlands Wondrous Item	—	—	—	Buff, Utility, Warding, Footwear
<input type="checkbox"/>	Rope of Climbing Wondrous Item	3 lb.	—	—	Movement, Utility, Exploration
<input type="checkbox"/>	Shortsword of Warning Shortsword	2 lb.	—	—	Martial, Finesse, Light
<input type="checkbox"/>	Clothes, Common Gear • Adventuring Gear	3 lb.	1	0.5	Social, Outerwear
<input type="checkbox"/>	Clothing, cold weather Gear • Adventuring Gear	5 lb.	1	10	Utility, Exploration, Outerwear
<input type="checkbox"/>	Dagger Dagger	1 lb.	—	2	Simple, Finesse, Light, Thrown, Range (20/60)







### Barthos Kagin

Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

MANAGE

BEYOND 20

SHARE

SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...

CHAT



**STRENGTH** 10 (+0)   
 **DEXTERITY** 16 (+3)   
 **CONSTITUTION** 12 (+1)   
 **INTELLIGENCE** 13 (+1)   
 **WISDOM** 15 (+2)   
 **CHARISMA** 10 (+0)   
 **PROFICIENCY BONUS** +4   
 **WALKING SPEED** 30 ft.   
 **INSPIRATION**   
 **HEALTH** CURRENT 40 / MAX 60   
 **DAMAGE**   
 **HIT POINTS** --

**STR** +0    **INT** +5  
**DEX** +7    **WIS** +2  
**CON** +1    **CHA** +0

against being poisoned

**SAVING THROWS** ⚙️

**20** PASSIVE WIS (PERCEPTION)  
**18** PASSIVE INT (INVESTIGATION)  
**12** PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

**SENSES** ⚙️

**ARMOR**  
Light Armor, Medium Armor, Shields

**WEAPONS**  
Laser Rifle, Martial Weapons, Simple Weapons

**TOOLS**  
Thieves' Tools

**LANGUAGES**  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

**PROFICIENCIES & LANGUAGES** ⚙️

PROF.	MOD	SKILL	BONUS
<input checked="" type="radio"/>	DEX	Acrobatics	+6
<input type="radio"/>	WIS	Animal Handling	+2
<input checked="" type="radio"/>	INT	Arcana	+5
<input type="radio"/>	STR	Athletics	-1
<input type="radio"/>	CHA	Deception	+0
<input type="radio"/>	INT	History	+1
<input type="radio"/>	WIS	Insight	+2
<input type="radio"/>	CHA	Intimidation	+0
<input checked="" type="radio"/>	INT	Investigation	+8
<input type="radio"/>	WIS	Medicine	+2
<input type="radio"/>	INT	Nature	+1
<input checked="" type="radio"/>	WIS	Perception	+10
<input type="radio"/>	CHA	Performance	+0
<input type="radio"/>	CHA	Persuasion	+0
<input checked="" type="radio"/>	INT	Religion	+5
<input type="radio"/>	DEX	Sleight of Hand	+2
<input checked="" type="radio"/>	DEX	Stealth	+10
<input checked="" type="radio"/>	WIS	Survival	+6

Additional Skills

**SKILLS** ⚙️

**INITIATIVE**  
+5

**ARMOR CLASS**  
18

**DEFENSES**  
 Cold, Fire, Poison

**CONDITIONS**  
Add Active Conditions

**ACTIONS** **SPELLS** **INVENTORY** **FEATURES & TRAITS** **DESCRIPTION** **NOTES** **EXTRAS**

**WEIGHT CARRIED:** 143.08 lb. UNENCUMBERED    83 33 6 7

Search Item Names, Types, Rarities, or Tags    **MANAGE INVENTORY**

**ALL** **EQUIPMENT** **BACKPACK** **CHEST** **EFFICIENT** **R** **POUCH** **ATTUNEMENT**

**OTHER POSSESSIONS**

**EQUIPMENT (14)**

ACTIVE	NAME	WEIGHT	VALUE	ENCUMBERANCE	DESCRIPTION
<input checked="" type="checkbox"/>	<i>Animated Shield</i> Shield • Shield				
<input checked="" type="checkbox"/>	<i>Cape of the Mountebank</i> Wondrous item				
<input checked="" type="checkbox"/>	<i>Elven Chain</i> Medium Armor • Chain Shirt				
<input checked="" type="checkbox"/>	<i>Boots of the Winterlands</i> Wondrous item				Buff, Utility, Warding, Footwear
<input checked="" type="checkbox"/>	<i>Rope of Climbing</i> Wondrous item	3 lb.			Movement, Utility, Exploration
<input checked="" type="checkbox"/>	<i>Shortsword of Warning</i> Shortsword	2 lb.			Martial, Finesse, Light
<input type="checkbox"/>	<b>Clothes, Common</b> Gear • Adventuring Gear	3 lb.	1	0.5	Social, Outerwear
<input type="checkbox"/>	<b>Clothing, cold weather</b> Gear • Adventuring Gear	5 lb.	1	10	Utility, Exploration, Outerwear
<input checked="" type="checkbox"/>	<b>Dagger</b> Dagger	1 lb.		2	Simple, Finesse, Light, Thrown, Range (20/60)





### Barthos Kagin

Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

MANAGE

BEYOND 20

SHARE

SHORT REST

LONG REST

CAMPAIGN: Rime of the Frostmaiden (B...

CHAT



STRENGTH 10 (+0)    DEXTERITY 16 (+3)    CONSTITUTION 12 (+1)    INTELLIGENCE 13 (+1)    WISDOM 15 (+2)    CHARISMA 10 (+0)

PROFICIENCY BONUS +4    WALKING SPEED 30 ft.    INSPIRATION

HEALTH CURRENT 40 / MAX 60    TEMP --

STR +0    INT +5  
DEX +7    WIS +2  
CON +1    CHA +0

against being poisoned

SAVING THROWS ⚙️

20 PASSIVE WIS (PERCEPTION)  
18 PASSIVE INT (INVESTIGATION)  
12 PASSIVE WIS (INSIGHT)

Darkvision 150 ft.

SENSES ⚙️

ARMOR  
Light Armor, Medium Armor, Shields

WEAPONS  
Laser Rifle, Martial Weapons, Simple Weapons

TOOLS  
Thieves' Tools

LANGUAGES  
Abyssal, Common, Deep Speech, Dwarvish, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES ⚙️

PROF.	MOD	SKILL	BONUS
<input type="radio"/>	DEX	Acrobatics	+6
<input type="radio"/>	WIS	Animal Handling	+2
<input type="radio"/>	INT	Arcana	+5
<input type="radio"/>	STR	Athletics	-1
<input type="radio"/>	CHA	Deception	+0
<input type="radio"/>	INT	History	+1
<input type="radio"/>	WIS	Insight	+2
<input type="radio"/>	CHA	Intimidation	+0
<input checked="" type="radio"/>	INT	Investigation	+8
<input type="radio"/>	WIS	Medicine	+2
<input type="radio"/>	INT	Nature	+1
<input checked="" type="radio"/>	WIS	Perception	+10
<input type="radio"/>	CHA	Performance	+0
<input type="radio"/>	CHA	Persuasion	+0
<input checked="" type="radio"/>	INT	Religion	+5
<input type="radio"/>	DEX	Sleight of Hand	+2
<input checked="" type="radio"/>	DEX	Stealth	+10
<input checked="" type="radio"/>	WIS	Survival	+6

Additional Skills

SKILLS ⚙️

INITIATIVE +5    ARMOR CLASS 18

ACTIONS SPELLS **INVENTORY** FEATURES

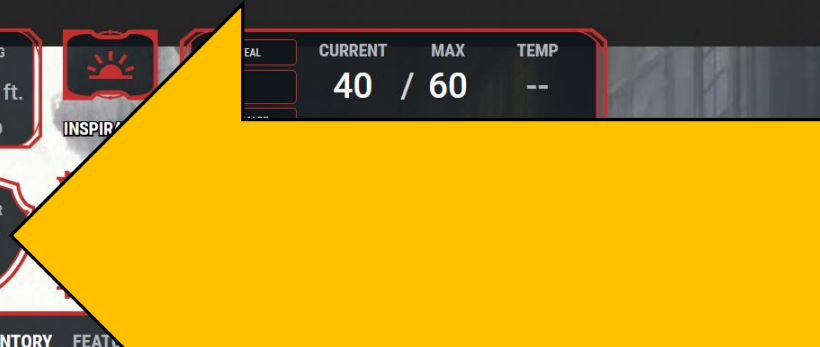
WEIGHT CARRIED: 143.08 lb. UNENCUMBERED    83 ⬢ 33 🗡️ 6 ⬆️ 7 🗡️

Search Item Names, Types, Rarities, or Tags    MANAGE INVENTORY

ALL EQUIPMENT BACKPACK CHEST EFFICIENT QUIVER POUCH ATTUNEMENT

OTHER POSSESSIONS

ACTIVE	NAME	WEIGHT	QTY	COST (GP)	NOTES
<b>EQUIPMENT (14)</b> 53 lb.					
<input type="checkbox"/>	Animated Shield <sup>Δ</sup> Shield • Shield	6 lb.	—	—	+2 AC
<input type="checkbox"/>	Cape of the Mountebank Wondrous Item	—	—	—	1 Charge, Teleportation, Exploration, Outerwear
<input type="checkbox"/>	Elven Chain Medium Armor • Chain Shirt	20 lb.	—	—	AC 14
<input type="checkbox"/>	Boots of the Winterlands <sup>Δ</sup> Wondrous Item	—	—	—	Buff, Utility, Warding, Footwear
<input type="checkbox"/>	Rope of Climbing Wondrous Item	3 lb.	—	—	Movement, Utility, Exploration
<input type="checkbox"/>	Shortsword of Warning <sup>Δ</sup> Shortsword	2 lb.	—	—	Martial, Finesse, Light
—	Clothes, Common Gear • Adventuring Gear	3 lb.	1	0.5	Social, Outerwear
—	Clothing, cold weather Gear • Adventuring Gear	5 lb.	1	10	Utility, Exploration, Outerwear
<input type="checkbox"/>	Dagger Dagger	1 lb.	—	2	Simple, Finesse, Light, Thrown, Range (20/60)



## D&D 5E CHARACTER SHEET: MANTIS DJANGO HERACLITUS EVERESKA

### Character Information

**Character Name:** Mantis Django Heraclitus Evereska **Race:** Half-Elf **Alignment:** Chaotic Good **Background:** Guild Artisan  
**Age:** 28 **Sex:** Male **Height:** 5'6" / 168cm **Weight:** 140lb

### Attributes

**Strength:**  
10 —

**Dexterity:**  
16 +3

**Constitution:**  
12 +1

**Intelligence:**  
16 +3

**Wisdom:**  
12 +1

**Charisma:**  
20 +5

### Stats

**18** **+4** **120**

**Armor Class** **Initiative** **Hit Points**

**Speed:** 30 **Hit Dice:** D8+1  
**Proficiency Bonus:** +6 **Temporary Hit Points:**

### Saving Throws

Attribute	Bonus	Proficient
Strength	+2	
Dexterity	+11	✓
Constitution	+3	
Intelligence	+5	
Wisdom	+3	
Charisma	+13	✓

### Weapons

Weapon	Attack	Damage	Type	Range
Sword of Gal T'Renyth	+12	1D8+6	Slashing	
Dagger of Venom	+10	1D4+4	Piercing	20'/60'
Dagger	+9	1D4+3	Piercing	20'/60'
Unarmed	+6	1	Bludgeoning	
Smokepowder pistol (13) • poisoned bullets (4) (DC12)	+7	1D10 2D10	Piercing Poison	30'/90'

### Death Saves

1	2	3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Success  
Fail

### Magic Items

Item	Attuned	Notes	Location
Paper bird ×4		Write up to 50 words, speak a name, and parchment flies to the name you uttered.	Pocket
Harpers pin		Immunity to Detect Thoughts & Discern Lies, know alignment, telepathy; will know if another pin is genuine; 1 action toggle pin invisibility.	Inside shirt
Wand of Magic Missile <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		1 action to expend charge(s) to cast <a href="#">Magic Missile</a> at 1st-level (1D4+1). Increase level per additional charge. 7 charges, regains 1D6+1 at dawn.	Belt
Sword of Gal T'Renyth <input type="checkbox"/>	✓	Fencing sabre; cold iron; immune to Heat or Chill Metal; inscribed map; Banished From Memory: DC 16 Wis save to notice or recall (does not affect me); +3 hit/damage; advantage on Stealth 1/day; cold-forged.	Belt
Dagger of Venom		+1 hit/damage; once per day use action to cause poison coat for 1 minute or until attack hits, DC 15 Con save or 2d10 poison damage, become poisoned for 1 minute.	Belt
Ring of Protection	✓	+1 AC and Saves.	Hand
Glamoured Studded Leather		AC 12, +1 AC; bonus action to cause armor to change appearance until removed or changed (black linen suit, no shirt).	Body
Bag of Holding		Holds 500#, 64ft <sup>3</sup> , weighs 15#.	Body
Ring of Water Walking		Stand, move on any liquid as if solid ground.	Hand

## Background

Mantis Django Heraclitus Evereska was born and raised in the Dock Ward of Waterdeep. While young he made money doing manual labor (unloading cargo boats, cleaning up in a paper mill, inking at a local press). He learned to read and write from working with the printing press, joined the scribes guild and started working as a press hand.

Over time repairing the press, setting type, and putting out broadsheets, he realized that the press made it easier than ever to have a voice, but that the voice came from the lords and their compatriots. As he understood that most of what he printed was serving the city's lords or the nobles, he began to crave *The Truth*, hoping he could set up his own press to print it for everyone to read.

Since he could not trust others to seek it out, he decided he would start to look on his own. To better record what he encountered, he used his skills as a craftsman to build a portable press, with the ability to choose each letter in the moment, transcribing it to paper one at a time. This finger letterpress, which looks like a large ball with a series of flat-topped metal pins, is always with him. He constantly fiddles with it, and occasionally swaps narrow but thick scrolls in its guts.

To make money on the side he sometimes moonlights as a note-taker for events, public meetings, and the guild. The council of lords is wary of letting him into their sessions, partly because he is already sometimes outside them trying to record and report what he can hear.

## Gonzo Journalism

- Resources:**  
This activity requires one work-week of effort. The character must have a topic of mass interest to write about.
- Resolution:**  
The character must make a series of checks with a DC based on the quality of the broadsheet to which the character sells the story. A big part of the nature of journalism is that you never quite know what the masses want.
- Checks:**  
The character makes three checks: Investigation (Intelligence), Perception (Wisdom), and

## Picture



## Selling a Story

DC	Result
10	Quick write-up. Trying to earn money with this drivel is essentially begging. You earn 1D10 cp.
15	Enjoyable puff piece. You earn 1D10 sp.
20	Great article. In a prosperous city, you earn 3D10 sp. In time, you may develop a small reputation.

# D&D BEYOND



Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

PROFICIENCY  
**+4**  
BONUS

WALKING  
**30 ft.**  
SPEED

INITIATIVE  
**+5**

STRENGTH  
**10**  
+0

DEXTERITY  
**16**  
+3

CONSTITUTION  
**12**  
+1

**13**  
+1

**15**  
+2

**10**  
+0



ABILITIES, SAVES, SENSES, PROFICIENCIES, LANGUAGES, SKILLS



ACTIONS



INVENTORY

ARMOR

DEFENSES



SPELLS



FEATURES & TRAITS



DESCRIPTION



NOTES

CAMPAIGN: Rime of the Frostmaiden





17:51

**D&D BEYOND**

**Barthos Kagin** MANAGE

Male Feral Tiefling Rogue 5 / Ranger 5  
Level 10

HIT POINTS **40 / 60**

INSPIRATION

PROFICIENCY **+4** BONUS

WALKING **30 ft.** SPEED

**+5** INITIATIVE

ARMOR **18** CLASS

DEFENSES

CONDITIONS

STRENGTH **10** (+0)

DEXTERITY **16** (+3)

CONSTITUTION **12** (+1)

INTELLIGENCE **13** (+1)

WISDOM **15** (+2)

CHARISMA **10** (+0)

**A** against being poisoned

**SENSES**

**20** PASSIVE WIS (PERCEPTION)

**18** PASSIVE INT (INVESTIGATION)

**12** PASSIVE WIS (INSIGHT)

17:53

**D&D BEYOND**

**Barthos Kagin**

Male Feral Tiefling  
Level 10

HIT POINTS **40 / 60**

INSPIRATION

PROFICIENCY **+4** BONUS

WALKING **30 ft.** SPEED

**+5** INITIATIVE

ARMOR **18** CLASS

DEFENSES

CONDITIONS

**ACTIONS**

ALL ATTACK ACTION BONUS ACTION REACTION OTHER

LIMITED USE

ACTIONS • Attacks per Action: 2 MANAGE CUSTOM

ATTACK	RANGE	HIT / DC	DAMAGE
Dagger Melee Weapon	20 (60)	+7	1d4+3
Laser Pistol* Ranged Weapon • Customized	40 (120)	+9	3d6+3
Laser Rifle* Ranged Weapon • Customized	100 (300)	+9	3d8+3
Longbow, +1 Ranged Weapon	150 (600)	+10	1d8+4
Rapier Melee Weapon	5 ft. Reach	+7	1d8+3
Shortsword of Melee Weapon			
Unarmed Strike Melee Attack			

**LONGBOW, +1: TO HIT**

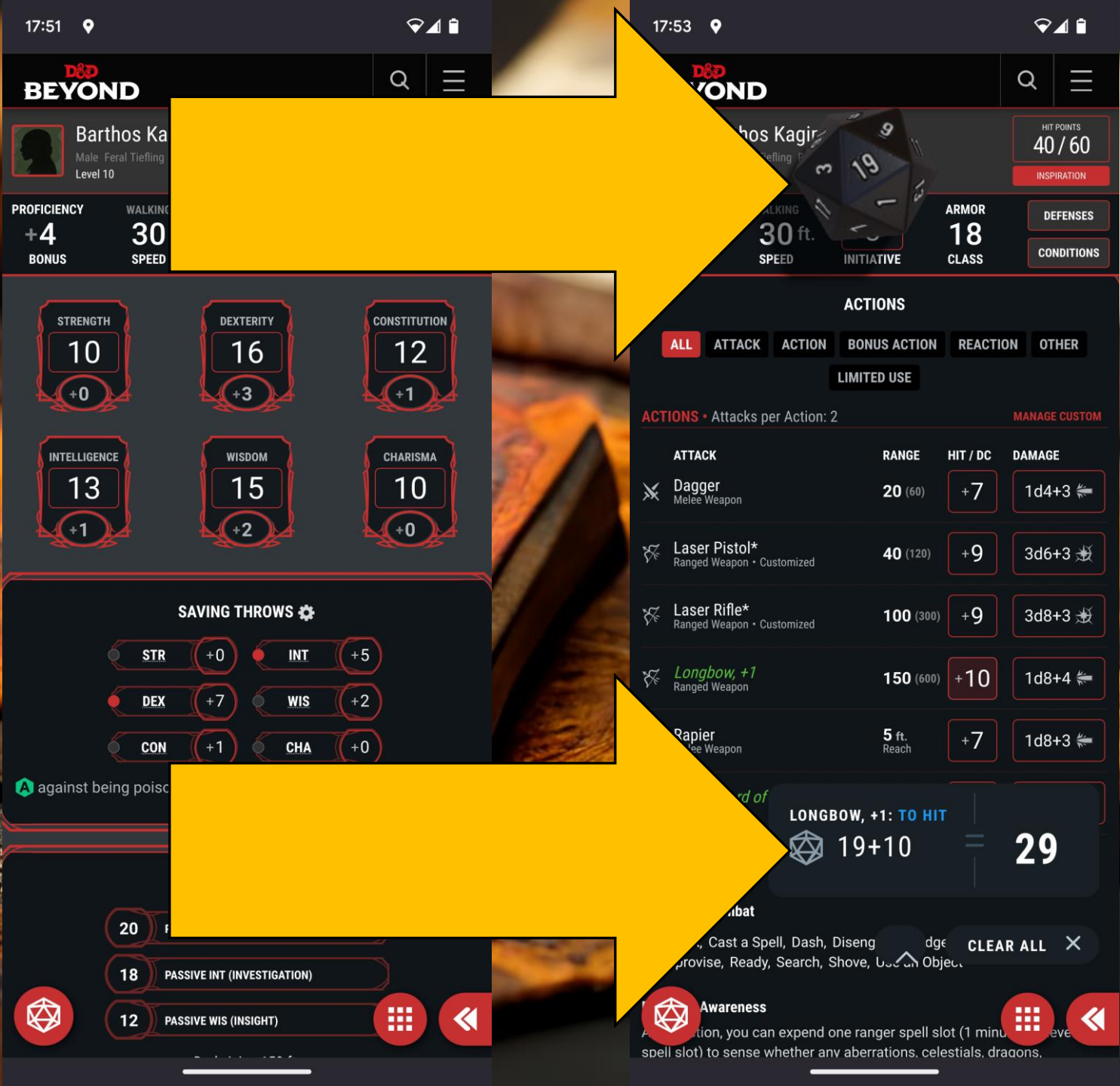
**19+10 = 29**

**Actions in Combat**

Attack, Cast a Spell, Dash, Disengage, Dodge, Hide, Jump, Kill, Lift, Move, Prone, Ready, Search, Shove, Use an Object, etc.

**Awareness**

At the start of your turn, you can expend one ranger spell slot (1 minute of concentration, even if you have a spell slot) to sense whether any aberrations, celestials, dragons, or evil undead are within 100 feet of you.



17:51

17:53

**Barthos Kagir**  
Male Feral Tiefling  
Level 10

PROFICIENCY BONUS **+4**

WALKING SPEED **30**

<b>STRENGTH</b> 10 +0	<b>DEXTERITY</b> 16 +3	<b>CONSTITUTION</b> 12 +1
<b>INTELLIGENCE</b> 13 +1	<b>WISDOM</b> 15 +2	<b>CHARISMA</b> 10 +0

**SAVING THROWS**

STR +0	INT +5
DEX +7	WIS +2
CON +1	CHA +0

against being poisoned

- 20
- 18 PASSIVE INT (INVESTIGATION)
- 12 PASSIVE WIS (INSIGHT)

**Barthos Kagir**

HIT POINTS **40 / 60**

INSPIRATION

DEFENSES

CONDITIONS

WALKING SPEED **30 ft.**

INITIATIVE

ARMOR **18**

CLASS

**ACTIONS**

ALL ATTACK ACTION BONUS ACTION REACTION OTHER

LIMITED USE

ACTIONS • Attacks per Action: 2 MANAGE CUSTOM

ATTACK	RANGE	HIT / DC	DAMAGE
Dagger Melee Weapon	20 (60)	+7	1d4+3
Laser Pistol* Ranged Weapon • Customized	40 (120)	+9	3d6+3
Laser Rifle* Ranged Weapon • Customized	100 (300)	+9	3d8+3
Longbow, +1 Ranged Weapon	150 (600)	+10	1d8+4
Rapier Melee Weapon	5 ft. Reach	+7	1d8+3

LONGBOW, +1: TO HIT

19+10 = **29**

Cast a Spell, Dash, Disengage, Dodge, Hide, Prone, Ready, Search, Shove, Use an Object

**Awareness**

As an action, you can expend one ranger spell slot (1 minute per spell slot) to sense whether any aberrations, celestials, dragons,



NVDA Speech Viewer

- button subMenu + 0
- clickable row 16 Proficiency column
- clickable
- Modifier column 2 INT
- SKILL column 3 Religion
- BONUS column 4 button subMenu
- clickable row 17 Proficiency column
- clickable
- Modifier column 2 DEX
- SKILL column 3 Sleight of Hand
- BONUS column 4 button subMenu
- clickable row 18 Proficiency column
- Character App
- Character App busy

Show Speech Viewer on Startup





HP monitor displaying a spreadsheet application with columns and rows of data.

Laptop displaying a presentation slide titled "Nonviolent Communication (NVC)".

### Nonviolent Communication (NVC)

Practice and philosophy developed by Marshall B. Rosenberg in the 1960s, now practiced around the world.

- Relating based on **empathy/compassion** instead of domination/force
- Focusing on **universal** human needs, which are never in conflict
- Contextualizing experiences, including personal, interpersonal & systemic, needs

In a personal way based on **empathy and compassion**. And

Large monitor displaying a document with text and a diagram titled "Nonviolent Communication".

### Nonviolent Communication

Practice and philosophy developed by Marshall B. Rosenberg in the 1960s, now practiced around the world.

- Relating based on **empathy/compassion** instead of domination/force
- Focusing on **universal** human needs, which are never in conflict
- Contextualizing experiences, including personal, interpersonal & systemic, needs

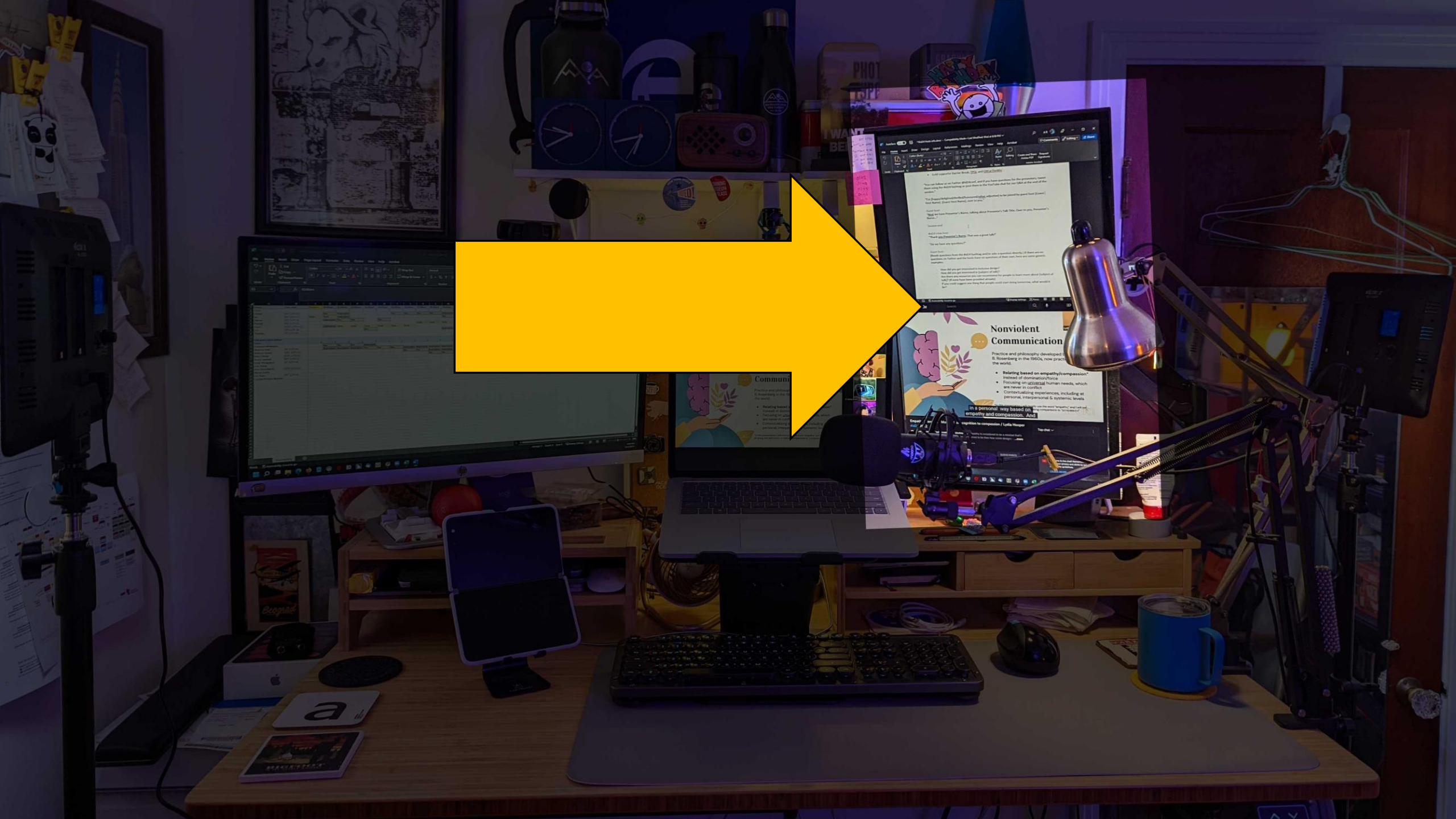
In a personal way based on **empathy and compassion**. And

Shelf with various items including a green water bottle, a purple clock, a vintage-style radio, and a blue water bottle.



Desk surface with a black keyboard, a black mouse, a blue mug, a tablet on a stand, and a mousepad.





Nonviolent Communication

Practice and philosophy developed by Marshall Rosenberg in the 1960s, now practiced worldwide.

- Rooted based on empathy/compassion instead of domination/force
- Focusing on universal human needs, which are never in conflict
- Contextualizing experiences, including as personal, interpersonal & systemic levels

In a personal way based on empathy and compassion. And

HTML

```
1 <h1>D&D Beyond Character Sheet for Tall Monitors</h1>
2
3 <div>
4   <div>
5     <p>
6       My third monitor is 1,080 &times; 1,920. When I was
7       rolling with my home-grown character sheet it used all that
8       height. The D&D Beyond character sheet not so much. I
9       made a bookmarklet to address the two parts of the page
10      that have the annoying scroll:
11    </p>
12  </div>
13 </div>
```

CSS

```
1 body {
2   font-family: "Segoe UI", -apple-system,
3   BlinkMacSystemFont, Roboto,
4   Oxygen-Sans, Ubuntu, Cantarell, "Helvetica Neue", sans-
5   serif;
6   line-height: 1.4;
7 }
8 h1 {
9   line-height: 1;
10 }
11 @nth-child(2) a @nth-child(4) a f
```

JS

```
1
```

# D&D Beyond Character Sheet for Tall Monitors

My third monitor is 1,080 × 1,920. When I was rolling with my home-grown character sheet it used all that height. The D&D Beyond character sheet not so much. I made a bookmarklet to address the two parts of the page that have the annoying scroll:

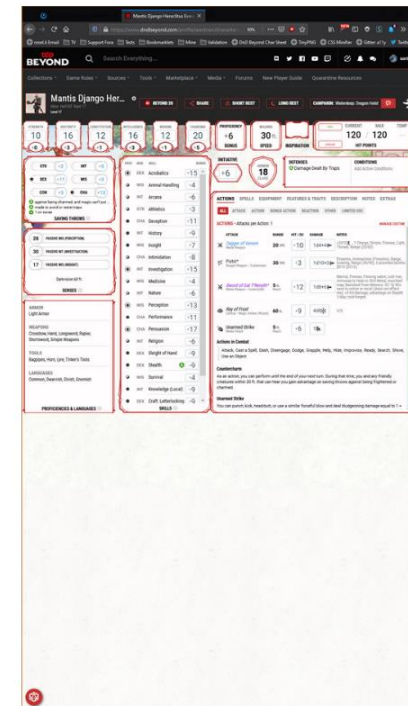
## [D&D Beyond Character Sheet for Tall Monitors](#)

D&D Beyond recently added a dark mode. The original bookmarklet had to set a background color to work, but that conflicts with the dark theme. The following bookmarklet accounts for that and also makes the overall page background darker.

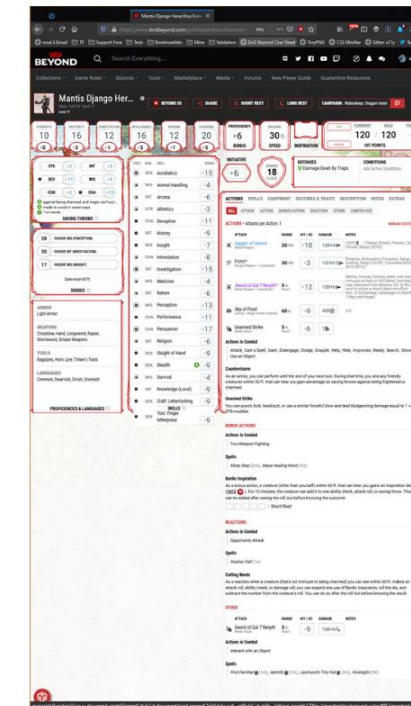
## [D&D Beyond Dark Theme Character Sheet for Tall Monitors](#)

Drag that link to your bookmarks bar for real awesome fun. I have no idea if it works on [my sample character sheet](#) when not logged in.

Before:



After:



**Barthos Kagin** Make Feast Telling Rogue 4 Level 4

BEYOND 20 SHARE SHORT REST LONG REST CAMPAIGN: Rime of the Frostmaiden (B...

STRENGTH 10 DEXTERITY 16 CONSTITUTION 12 INTELLIGENCE 13 WISDOM 15 CHARISMA 10

PROFICIENCY BONUS +2 WALKING SPEED 30 ft. INSPIRATION

HEALTH CURRENT 27 / 27 MAX HIT POINTS

STR +0 INT +3

DEX +5 WIS +2

CON +1 CHA +0

against being poisoned

SAVING THROWS

16 PASSIVE WIS (PERCEPTION)

13 PASSIVE INT (INVESTIGATION)

12 PASSIVE WIS (STEALTH)

Darkvision 60 ft.

SENSES

ARMOR Light Armor

WEAPONS Crossbow, Hand, Laser Rifle, Longsword, Rapier, Shortsword, Simple Weapons

TOOLS Thieves' Tools

LANGUAGES Abyssal, Common, Infernal, Thieves' Cant

PROFICIENCIES & LANGUAGES

PROF MOD SKILL BONUS

- DEX Acrobatics -5
- WIS Animal Handling -2
- INT Arcana -1
- STR Athletics -0
- CHA Deception -0
- INT History -1
- WIS Insight -2
- CHA Intimidation -0
- INT Investigation -3
- WIS Medicine -2
- INT Nature -1
- WIS Perception +6
- CHA Performance -0
- CHA Persuasion -0
- INT Religion -3
- DEX Sleight of Hand -3
- DEX Stealth -7
- WIS Survival -2

Additional Skills

SKILLS

INITIATIVE +3

ARMOR 14 CLASS

DEFENSES Cold, Fire, Poison

CONDITIONS Add Active Conditions

ACTIONS SPELLS INVENTORY FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

ALL ATTACK ACTION BONUS ACTION REACTION OTHER LIMITED USE

ACTIONS Attacks per Action: 1

ATTACK	RANGE	HT / DC	DAMAGE	NOTES
Dagger Melee Weapon	20 (0)	+5	1d4+3	Simple, Finesse, Light, Thrown, Range (20/60)
Laser Pistol* Ranged Weapon - Customized	40 (17)	-3	3d6+3	Firearms, Ammunition (Firearms), Range, Reload, Range (40/120), 33 shots
Laser Rifle* Ranged Weapon - Customized	100 (39)	-5	3d8+3	Firearms, Ammunition (Firearms), Range, Reload, Two-Handed, Range (100/300), 60 rounds, 40 round clip
Rapier Melee Weapon	5 ft. Reach	+5	1d8+3	Martial, Finesse
Shortbow Ranged Weapon	80 (23)	-5	1d6+3	Simple, Ammunition, Range, Two-Handed, Range (80/220)
Shortsword of Warming Melee Weapon	5 ft. Reach	+5	1d6+3	Martial, Finesse, Light
Unarmed Strike Melee Attack	5 ft. Reach	-2	1	

**Actions in Combat**  
Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use an Object

**Unarmed Strike**  
You can punch, kick, head-butt, or use a similar forceful blow and deal bludgeoning damage equal to 1 + STR modifier.

**BONUS ACTIONS**  
**Actions in Combat**  
Two-Weapon Fighting

**Cunning Action**  
You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

**REACTIONS**  
**Actions in Combat**  
Opportunity Attack

**Spells**  
Hellish Rebuke (1st)

**OTHER**

ATTACK	RANGE	HT / DC	DAMAGE	NOTES
Walls from the Grave Range	--	--	1d6	1 Use (2/2)
Sneak Attack Range	--	--	2d6	

**Actions in Combat**  
Interact with an Object

**Sneak Attack (Special)**  
Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Walls from the Grave (Special)**  
Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a 2nd creature that you can see within 30 ft. of the 1st creature and it takes 1d6 necrotic damage. [17h] You also deal this necrotic damage to the first creature.  
 / Long Rest





## Battle Unit

MANAGE

None Autognome Barbarian 1  
Level 1

BEYOND 20

SHARE

SHORT REST

LONG REST

CAMPAIGN: Spelljammer

CHAT



STRENGTH <b>+3</b> 16	DEXTERITY <b>+2</b> 14	CONSTITUTION <b>+3</b> 16	INTELLIGENCE <b>-1</b> 9	WISDOM <b>+0</b> 10	CHARISMA <b>-1</b> 9	PROFICIENCY <b>+2</b> BONUS	WALKING <b>30 ft.</b> SPEED	INSPIRATION	HEAL CURRENT <b>15 / 15</b> MAX DAMAGE TEMP <b>--</b> HIT POINTS
-----------------------------	------------------------------	---------------------------------	--------------------------------	---------------------------	----------------------------	-----------------------------------	-----------------------------------	-------------	---

STR <b>+5</b>	INT <b>-1</b>
DEX <b>+2</b>	WIS <b>+0</b>
CON <b>+5</b>	CHA <b>-1</b>

against being paralyzed or poisoned.

SAVING THROWS ⚙️

<b>10</b>	PASSIVE WIS (PERCEPTION)
<b>9</b>	PASSIVE INT (INVESTIGATION)
<b>10</b>	PASSIVE WIS (INSIGHT)

Additional Sense Types

SENSES ⚙️

**ARMOR**  
Light Armor, Medium Armor, Shields

**WEAPONS**  
Martial Weapons, Simple Weapons

**TOOLS**  
Disguise Kit, Smith's Tools, Tinker's Tools, Wargong

**LANGUAGES**  
Common, Gnomish

PROFICIENCIES & LANGUAGES ⚙️

PROF.	MOD	SKILL	BONUS
•	DEX	Acrobatics	<b>+4</b>
•	WIS	Animal Handling	<b>+0</b>
•	INT	Arcana	<b>-1</b>
•	STR	Athletics	<b>+5</b>
•	CHA	Deception	<b>-1</b>
•	INT	History	<b>-1</b>
•	WIS	Insight	<b>+0</b>
•	CHA	Intimidation	<b>-1</b>
•	INT	Investigation	<b>-1</b>
•	WIS	Medicine	<b>+0</b>
•	INT	Nature	<b>-1</b>
•	WIS	Perception	<b>+0</b>
•	CHA	Performance	<b>+1</b>
•	CHA	Persuasion	<b>-1</b>
•	INT	Religion	<b>-1</b>
•	DEX	Sleight of Hand	<b>+2</b>
•	DEX	Stealth	<b>+2</b>
•	WIS	Survival	<b>+2</b>

Additional Skills

SKILLS ⚙️

INITIATIVE **+2**

ARMOR **18** CLASS

DEFENSES  
Poison  
Disease

CONDITIONS  
Add Active Conditions

ACTIONS INVENTORY FEATURES & TRAITS DESCRIPTION NOTES EXTRAS

ALL ATTACK ACTION BONUS ACTION REACTION OTHER LIMITED USE

ACTIONS • Attacks per Action: 1 MANAGE CUSTOM

ATTACK	RANGE	HIT / DC	DAMAGE	NOTES
✘ Flail Melee Weapon	5 ft. Reach	<b>+5</b>	<b>1d8+3</b> ✘	Martial
✘ Handaxe Melee Weapon	20 (60)	<b>+5</b>	<b>1d6+3</b> ✘	Simple, Light, Thrown, Range (20/60)
✘ Handaxe Melee Weapon	20 (60)	<b>+5</b>	<b>1d6+3</b> ✘	Simple, Light, Thrown, Range (20/60)
✘ Javelin Melee Weapon	30 (120)	<b>+5</b>	<b>1d6+3</b> ✘	Simple, Thrown, Range (30/120)
✘ Warhammer Melee Weapon	5 ft. Reach	<b>+5</b>	<b>1d8+3</b> ✘ <b>1d10+3</b>	Martial, Versatile
✘ Unarmed Strike Melee Attack	5 ft. Reach	<b>+5</b>	<b>4</b> ✘	

**Actions in Combat**  
Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use an Object

**Unarmed Strike**  
You can punch, kick, head-butt, or use a similar forceful blow and deal bludgeoning damage equal to 1 + STR modifier

BONUS ACTIONS



**Turn Order**

- Barbed Devil 9
- Unn 18
- Barthos 15
- Álvany 9
- Book 24

Map labels: Y19l, Y1, Y19m, Y19o

Entities on map: Coldlight Walker, Barbed Devil, Barthos, Joker, Álvany, Book, lathrim, Unn

90% zoom slider

**TAIL**  
Barbed Devil  
Attack : 21 | 16

**Barthos (Adrian):**  
14  
150ft./600ft.  
Longbow, +1 (+10)  
Barthos Kadin

**Unn:**  
9  
Maul of Maiming +1 (+6)  
Unn the Black

**(To GM):**  
INITIATIVE  
Barbed Devil  
Initiative: 9

**lathrim:**  
19  
Stealth (+7)  
lathrim "The Charm"

**(To GM):**  
CLAW  
Barbed Devil  
Attack : 24 | 11

**(To GM):**  
CLAW  
Barbed Devil  
Attack : 13 | 17

**(To GM):**  
TAIL  
Barbed Devil  
Attack : 26 | 18

**(To GM):**  
CLAW  
Barbed Devil  
Attack : 19 | 8

**(To GM):**  
CLAW  
Barbed Devil  
Attack : 26 | 15

**(To GM):**  
TAIL  
Barbed Devil  
Attack : 20 | 26

As: Vincent (GM) Send

Jeremy

Adrian Roselli

Eric Polovich

James Schiffert

Vincent Catanzaro

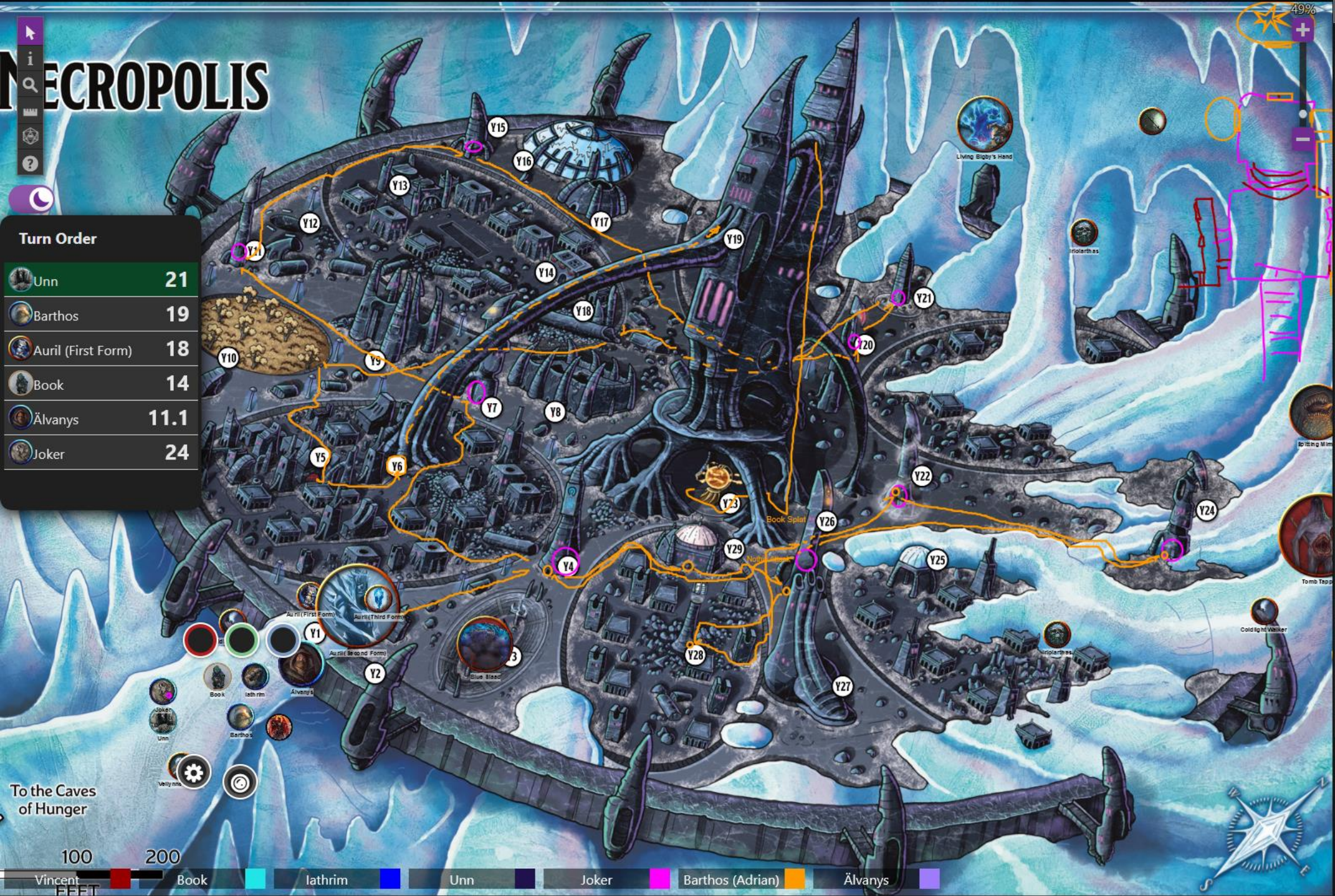
Unn

Chris Gauvin

# NECROPOLIS

**Turn Order**

Unn	21
Barthos	19
Auril (First Form)	18
Book	14
Älvans	11.1
Joker	24



49%

**Book:**

**19**

150ft. (Sphere 20ft.)

**Temporal Storm** (+11)

Wondrand booknose Smallen  
Gemkicker Shellirrgnan Hamester  
Opalbrauder

**DC19**

Strength Save

Components: V, S

rolling 4d6

(1 + 1 + 2 + 3)

= 7

10:45PM  
**Joker:**

**8**

Wisdom Save (+1)  
Steve Miller

10:45PM  
**Unn:**

**13**

Wisdom Save (+3)  
Unn the Black

10:45PM  
**Joker:**

22	29
----	----

Stealth (+13)  
Steve Miller

10:45PM  
**Unn:**

**30**

**Maul of Maiming +1** (+10)  
Unn the Black

**14 + Crit: 5**  
Bludgeoning

Maul of Maiming +1  
Unn the Black

As: Barthos (Adrian) Send

To the Caves of Hunger

100 200

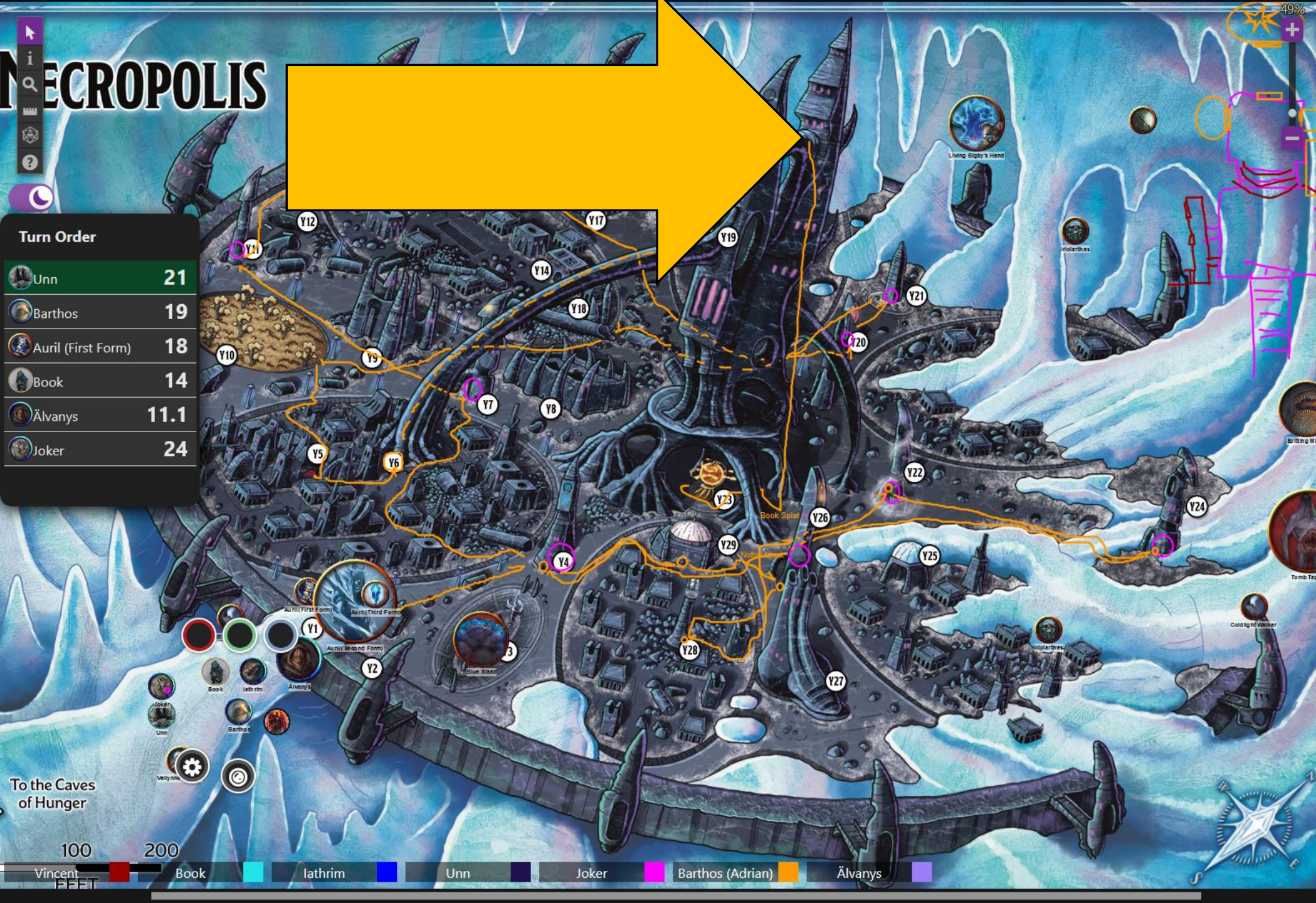
Vincent

Book lathrim Unn Joker Barthos (Adrian) Älvans

# NECROPOLIS

**Turn Order**

Unn	21
Barthos	19
Auril (First Form)	18
Book	14
Älvans	11.1
Joker	24



To the Caves of Hunger

100 200

Vincent ■ Book ■ lathrim ■ Unn ■ Joker ■ Barthos (Adrian) ■ Älvans ■

49%

**Book:**

**19**

150ft. (Sphere 20ft.)

**Temporal Storm** (+11)

Wondrand booknose Smallen  
Gemkicker Shellirrgnan Hamester  
Opalbrauder

**DC19**

Strength Save

Components: V, S

rolling 4d6

(1 + 1 + 2 + 3)

= 7

10:45PM  
**Joker:**

**8**

Wisdom Save (+1)

Steve Miller

10:45PM  
**Unn:**

**13**

Wisdom Save (+3)

Unn the Black

10:45PM  
**Joker:**

22	29
----	----

Stealth (+13)  
Steve Miller

10:45PM  
**Unn:**

**30**

**Maul of Maiming +1** (+10)

Unn the Black

**14 + Crit: 5**

Bludgeoning

Maul of Maiming +1  
Unn the Black

As: Barthos (Adrian) ▼ Send B



# SPELLJAMMER

## My Dice Settings

Appearance Preferences Special Effects Performance Backup & Restore



Enable 3D Dice (This does not affect other players)

Enable Extra Dice Customization



Global (Click on a die to customize it)

Dice Presets (Faces) Standard

Theme - Custom -

If you prefer a custom color, select 'Custom' in this list

Texture Bronze - 3

Material Metal

Font Auto (Theme)

Label Color #ffffff

Dice Color #ff8000

Outline Color #ff8000

Edge Color #ff8000

Save Test Roll Cancel

### General Information

Foundry Virtual Tabletop Version 10  
Build 286

DnD5e - Fifth Edition System 2.0.3  
Active Modules 35

### Game Settings

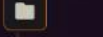
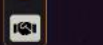
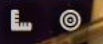
- Open Game Menu
- Configure Settings
- Configure Controls
- View Active Modules
- Tour Management

### Help and Documentation

- Support
- View Documentation
- Community Wiki Pages

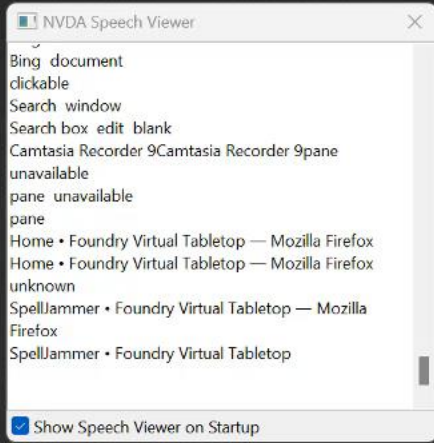
### Game Access



- Log Out



Journal  
Spelljamming Rules  
Campaign Site





A participant has enabled Closed Captioning  Who can see this transcript? 




Devon Persing (she/her/hers)



Felbar (he/him)



 Malthor / Adrian Roselli



Sarah Higley

Oh, no!

Settings

- General
- Video
- Chat
- Zoom Apps
- Background & Effects
- Recording
- Profile
- Statistics
- Feedback
- Keyboard Shortcuts
- Accessibility**

### Closed Caption

Font Size:  (14) Large

Captions will look like this

### Chat Display Size (Ctrl+/-)

100%

### Screen Reader Alerts [Restore Defaults](#)

Description	Enable
IM Chat Received	<input checked="" type="checkbox"/>
Participant Has Joined/Left Meeting (Host Only)	<input checked="" type="checkbox"/>
Participant Has Joined/Left Waiting Room (Host Only)	<input checked="" type="checkbox"/>
Audio Muted by Host	<input checked="" type="checkbox"/>

Settings

- General**
- Video
- Audio
- Share Screen
- Chat
- Zoom Apps
- Background & Effects
- Recording
- Profile
- Statistics
- Feedback
- Keyboard Shortcuts
- Accessibility

Automatically copy invite link once the meeting starts

Always show meeting controls ?

Ask me to confirm when I leave a meeting

Show my connected time

Remind me 5 minutes before my upcoming meetings

Stop my video and audio when my device is locked

Integrate Zoom with Outlook ?

Show user profile icon next to in-meeting chat messages

**Zoom Updates**


Automatically keep Zoom desktop client up to date

Update Channel Slow ?

**Theme**

Light  Dark  Use system setting

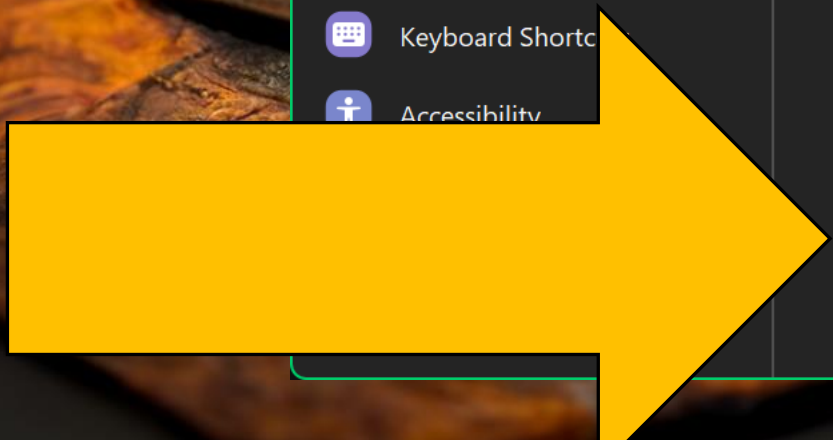
**Reactions**

Skin tone: 

Activate the following emojis based on hand gesture recognition 🖐️ 👍

Display your reactions above toolbar ?

[View More Settings](#)

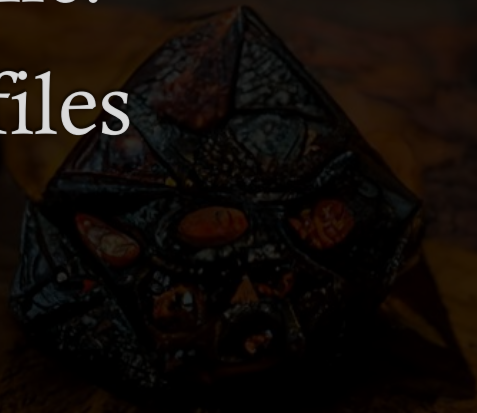


A collection of old, leather-bound books and a metal die on a dark surface. The books are arranged in a stack, with the top one open. The pages are yellowed and the leather is worn. A metal die is placed on the open book. The background is dark and out of focus, showing more books and a small green object.

# Other Resources

# Braille Dice

- ◆ Dice are inherently tactile and visual
- ◆ Braille dice are definitely tactile.
- ◆ DOTS RPG has made .STL files
- ◆ Download and print
- ◆ Or buy and ship
- ◆ [dotsrpg.org](http://dotsrpg.org)



🐦 📘 @dotsrpg

DOTSrpg.com

info@dotsrpg.com



Braille Dice  
and Rulebooks

Inclusive Gaming Aids

Accessibility for  
All Players

*Kicking open the doors of roleplaying games for the visually impaired!*

Our dice use the letters **A-J** to represent numbers **1-10**,  
and letters **K-T** to represent **11-20**

The 4 and 6 sided dice have a **#** sign before the letter

<b>A/1</b>	<b>B/2</b>	<b>C/3</b>	<b>D/4</b>	<b>E/5</b>	<b>F/6</b>	<b>G/7</b>	<b>H/8</b>	<b>I/9</b>	<b>J/10</b>
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
<b>K/11</b>	<b>L/12</b>	<b>M/13</b>	<b>N/14</b>	<b>O/15</b>	<b>P/16</b>	<b>Q/17</b>	<b>R/18</b>	<b>S/19</b>	<b>T/20</b>
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠
⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠	⠠

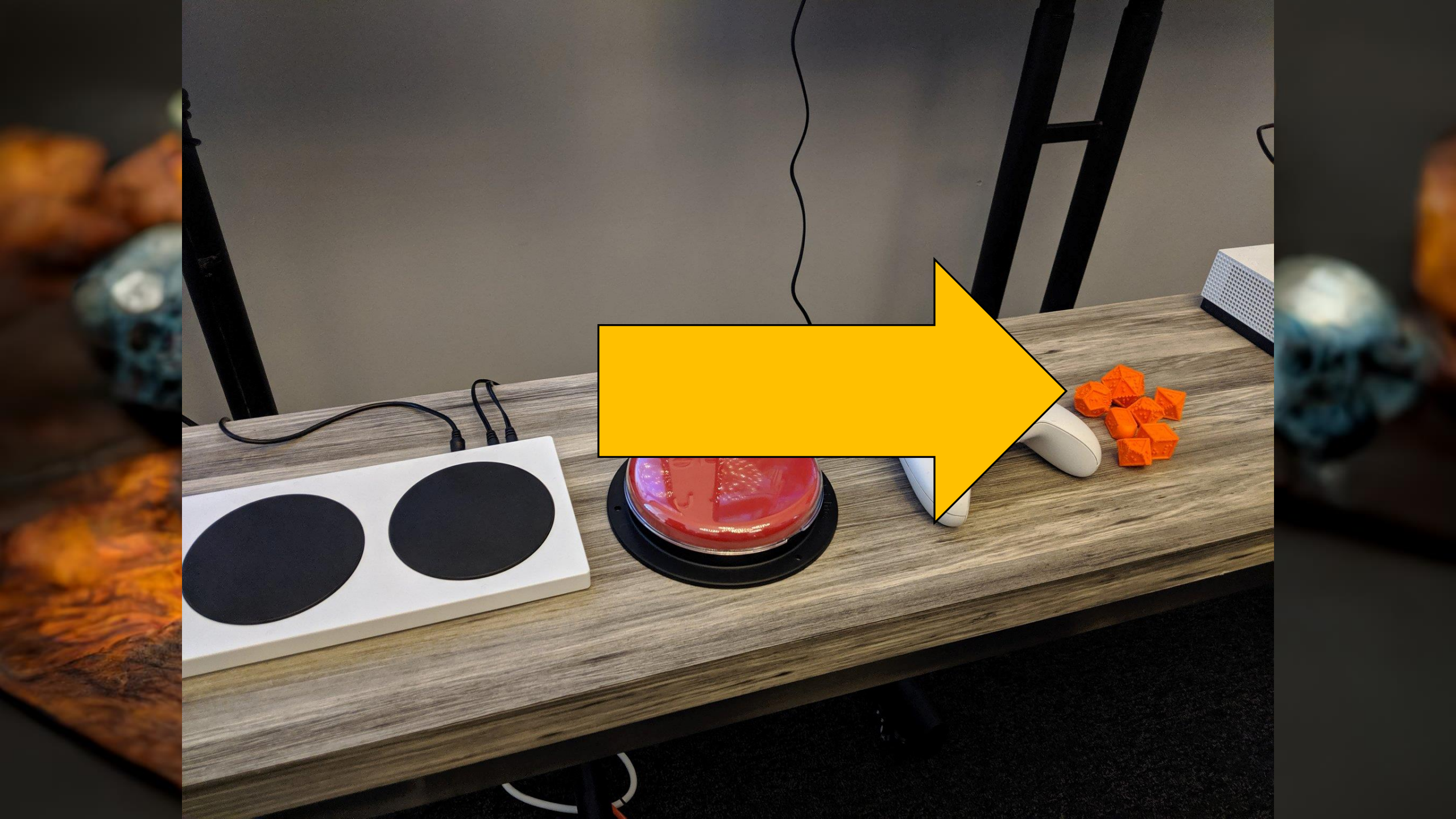
**#** ⠠

Unused letters - **U V W X Y Z**

Visit [dotsrpg.com](http://dotsrpg.com) to learn more!







# Representative Avatars

- ◆ Players want their tokens to represent their characters
- ◆ Whether minis, avatars, sketches, or whatever
- ◆ Pre-drawn art is limiting
- ◆ Hiring an artist can be costly
- ◆ Pre-made minis are even more limiting
- ◆ Modeling and printing a mini can be even more costly.

- Species
- Head
- Body
- Clothing
- Gear
- Stage**
- Pose
- Color
- Booth
- Buy

- EXTRA
- RIDE**
- BASE
- RIM
- LABEL



Mount   Wheels   Handles



Mount Only

- Species
- Head
- Body
- Clothing
- Gear**
- Stage
- Pose
- Color
- Booth
- Buy

- HANDS
- SIDE
- BACK
- BACK ITEMS**
- EYE
- MOUTH
- RINGS
- PIERCINGS



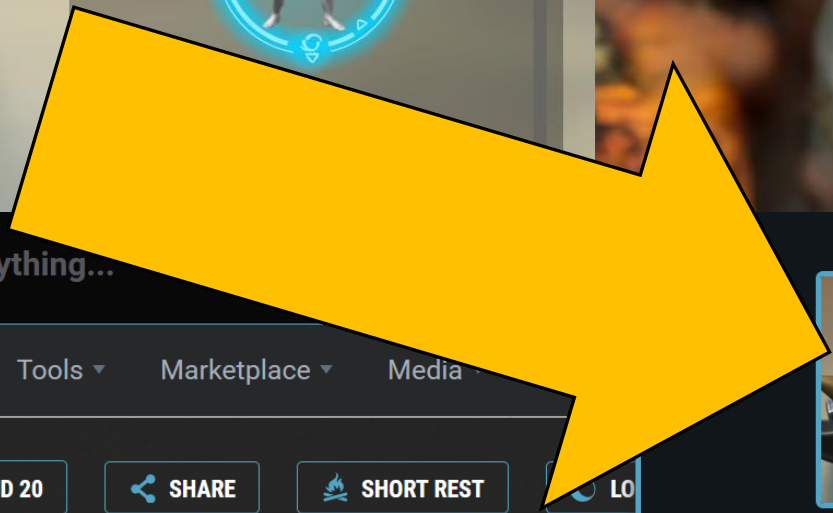
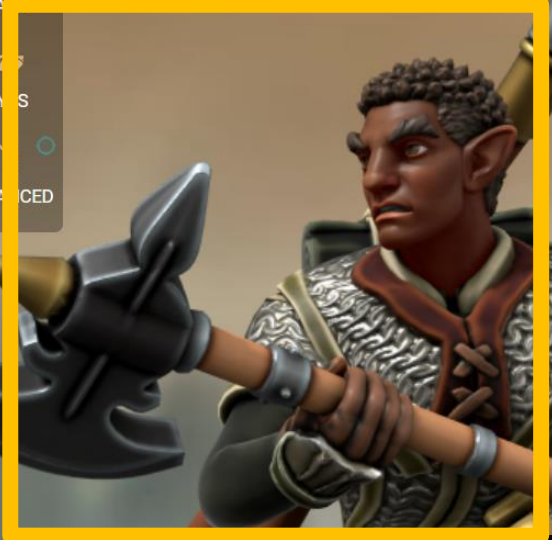
Search...

Grid of equipment options:

- Top row: Two glowing blue staff-like items.
- Middle row: Two ornate silver staff-like items.
- Bottom row: Two silver staff-like items with multiple prongs.

- Species
- Head
- Body
- Clothing
- Gear
- Stage
- Pose
- Color
- Booth
- Buy

- BODY
- FACE
- EYES
- ADVANCED



**D&D BEYOND** Search Everything...

- Collections
- Game Rules
- Sources
- Tools
- Marketplace
- Media

**Hoa** MANAGE BEYOND 20 SHARE SHORT REST LO

Male Earth Genasi Fighter 2  
Level 2

STR <b>+4</b> 18	DEX <b>+2</b> 14	CON <b>+4</b> 18	INT <b>+2</b> 14	WIS <b>+1</b> 13	CHA <b>+0</b> 11	PROFICIENCY <b>+2</b> BONUS	WALKING <b>30 ft.</b> SPEED
------------------------	------------------------	------------------------	------------------------	------------------------	------------------------	-----------------------------------	-----------------------------------

STR <b>+6</b>	INT <b>+2</b>	PROF MOD SKILL BONUS	INITIATIVE <b>+2</b>	ARMOR <b>15</b> CLASS
DEX <b>+2</b>	WIS <b>+1</b>	DEX Acrobatics <b>+4</b>		



DISPLAY IN VTT

**Hoa** EDIT

Male Earth Genasi  
Level 2

FIGHTER **Fighter**  
No Subclass

2

# Representative Rules

- ◆ House rules
- ◆ Third-party rules
- ◆ See pinned tweet at [twitter.com/mustangsart](https://twitter.com/mustangsart)



A Dislocating DM @ Combat Wheelchair pinned!

@mustangart

THE COMBAT WHEELCHAIR v3.0.1 is here! Errata has been made to clarify and streamline rules both core and for the 14 subclasses (including a whole new class with 4 subclasses & @matthewmercer's blood hunter). Everything else remains & still 100% FREE #dnd

[drive.google.com/drive/folders/...](https://drive.google.com/drive/folders/...)



Ske-lio-tin 🏴‍☠️🌟

9:13 AM · Sep 24, 2021 · Twitter Web App

Using the brakes is a bonus action and slows the chair down by 15ft per round.

## ACTIONS

The Combat Wheelchair can make melee weapon attacks. At lower levels, one of these attacks can be used instead of your standard weapon attack. At higher levels, it can be used as your Extra Attack instead. You are proficient in using your wheelchair as a weapon.

In combat, the chair can be moved onehanded using the beacon stone (or telepathy if using the **Self-Propulsion Variant**). A hand holding a one-handed or versatile weapon can still move the chair using the push rims or stone.

The chair can make 3 attacks whilst you are in it.

### CRUSH

You roll your chair over a target creature that is already prone. The creature must be Tiny, Small, or Medium in size.

**Melee Weapon Attack:** Your Strength/Dexterity modifier + proficiency (with advantage) to hit, reach 5ft., one target. Hit: (1d8 + your Strength/Dexterity modifier) bludgeoning damage.

### RAM

You move 10ft in a straight line, bodily slamming into a target creature.

**Melee Weapon Attack:** Your Strength/Dexterity modifier + proficiency to hit, reach 10ft., one target. Hit: (1d6 + your Strength/Dexterity modifier) bludgeoning damage.

If the target creature is Tiny, Small, or Medium in size, they must succeed on a Strength saving throw (the DC being 8 + your Strength/Dexterity modifier + proficiency) or be pushed 5ft away from you.

### TYRE STRIKE

You pivot on one wheel and turn into your momentum, striking a target creature with one of the rear wheels.

**Melee Weapon Attack:** Your Strength/Dexterity modifier + proficiency to hit, reach 5ft., one target. Hit: (1d6 + your Strength/Dexterity modifier) bludgeoning damage.

#### VARYING BODY TYPES

The world of Dungeons & Dragons is full of different ancestries and sentient and the Combat Wheelchair can absolutely account for that. For example, you can play a Warforged character with wheels on their lower half and still attach upgrades to them. You could play a mermaid-like character with appendages like a sea creature - i.e., an octopus - and use the Combat Wheelchair as a sort of portable water tank.

Additionally, if you are playing a centaur character, they can also make use of the Combat Wheelchair the same way a druid using their Wildshape form can as described in section **An Extension of the Self**. You gain all the chair's abilities and features whilst also choosing how the chair presents itself - perhaps it is a harness system that supports the front or the rear legs of your centaur. You choose what feels right for your character.

The possibilities are endless and the only limit is your own imagination!

## COMBAT UPGRADES

**T**HERE ARE A VARIETY OF UPGRADES available to you on your journey and they can typically be bought and affixed to your wheelchair at any blacksmith's, artificer's, or forge. In this catalogue, you will find numerous combat-oriented upgrades, their costs, and how much weight they add to your chair.

## MUNDANE ITEMS

Mundane items like lamps, bedrolls, packs, and even small chests can be affixed to the chair's frame at no additional cost other than the price you paid to buy the item(s) originally.

Small magical items such as the *Bag of Holding* can also be affixed to your chair for additional storage space.

## UPGRADES LIST

The Combat Wheelchair can only have 3 upgrades on it at any given time (unless otherwise specified in a subclass, such as the **Artificer Mechani**). You can't stack the same upgrades on top of one another, but you can replace them with new ones.

Some upgrades can't be used together due to either there not being enough room on the chair, or its effects negating others. These have been detailed when relevant.

You can't attach non-upgrade items such as general weapons to your wheelchair due to their lack of design and adjustability to the chair's frame and shape.

Upgrades have been designed to specifically fit to the wheelchair's layout. However, some subclasses, such as the **Paladin Oath of the Virtues**, does permit for this.

Most upgrades add weight to your chair. Your DM may ask you to keep track of how much additional weight has



## ROGUSH ARCHETYPE

### THE DAREDEVIL

*"The city is up in flames, a roaring inferno of crimson and choking ash that soils the air. A Trefling slips down one burning street, rolling swiftly down the incline as he propels his wheelchair on with the push rims. His arms ache, muscles straining with the effort, throat raw from inhaling smoke. Suspension and slanted wheels guide him over scattered debris, crushing splintered beams and blown-out windows.*

*He cries out, voice catching, words swallowed by the roar of all-consuming fire. The Drow he's reaching for is frozen to the spot, grasped by fear as the beast - a hulking dragon - looms over, teeth bared, jaw descending. Brilliant light illuminates the back of its mouth; hellfire incarnate.*

*The Trefling screams and lunges, displacing weight to throw the chair forwards. His arms grab the Drow tight and they fall, rolling and tumbling to the ground as a torrent of fire obliterates the cobblestones where they were moments before. Over and over, striking stone and shattered bricks, but nothing compared to the furnace of dragon fire. He holds his lover close, bodies pressed together.*

*"I've got you," He says, "I've got you."*

*From the 'historical' fiction account of a dragon attack, by Bard Veronia Serrat. It is rumoured to be a description of one Jarlaxle Baenre and his associate, Talin Uran - two thieves of renown.*

Daredevil rogues have honed their skills of agility to the extreme, learning the arts of nimble acrobatics, misdirection, and deceit to perform tricks. Not only are they impressive performers, but are also wickedly fast and agile allies to have on the battlefield, using how well they know their abilities to an advantage at every available opportunity.

#### THE DAREDEVIL FEATURES

Rogue Level	Features
3rd	Misdirection, Trickster
9th	Momentum Mastery
13th	Rough & Tumble
17th	Like The Wind

### MISDIRECTION

When you choose this archetype at 3rd level, you can use your bonus action to perform a small series of intricate, showy tricks with your wheelchair, forcing one target creature within 15ft of you to make a Charisma saving throw (DC equal to 8 + your proficiency + your Charisma modifier).

On a failure, the creature is focused on you enough that they become somewhat oblivious to their surroundings. Any Stealth or Sleight of Hand checks made against them by either you or your allies have advantage, and the target creature has disadvantage on any attacks they make against you until the beginning of their next turn. As they are disoriented by your confusing, fast movements, you have advantage on your next attack roll against the enamoured creature.

You can use this feature once per short or long rest. Additionally, you now have proficiency in the Performance and Deception skills if you didn't already.

Starting at 9th level, you can target up to two creatures using this feature.

### TRICKSTER

Starting at 3rd level, you have made small modifications to your wheelchair (or personal gear if you do not use a Combat Wheelchair), kitting it out with two effective little trap upgrades. You deploy and use them to your advantage whenever the situation calls for it.

#### GREASE TRAP

A small compartment has been affixed to the bottom of your seat pan and can be activated using a small lever on the armrest of your chair. Using your bonus action, you pull the lever to release a mechanism that opens the compartment and causes a 15ft square of slippery grease to expel out behind you, turning the area into difficult terrain.

Every creature that starts or ends their turn in this 15ft square must make a Dexterity saving throw (DC equal to 8 + your proficiency + your Dexterity modifier) or be knocked prone. You can use this trick once per short or long rest during which time the compartment can be refilled.





# Other Resources

- ◆ Meeple Like Us  
[meeplelikeus.co.uk](http://meeplelikeus.co.uk)  
Board game accessibility reviews
- ◆ Accessible RPG  
[accessible-rpg.com](http://accessible-rpg.com)  
Accommodations and resources
- ◆ Knights of The Braille  
[knightsofthebraille.com](http://knightsofthebraille.com)  
Accessible character sheets and rules references

# Accessibility in Gaming Resource Guide

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**Jennifer Kretchmer**

@dreamwisp

Here it is, friends. A massive compilation of resources, documents, tools, and more addressing accessibility in tabletop gaming, streaming, and life. I'm incredibly proud to share my Accessibility in Gaming Resource. [docs.google.com/document/d/1ZF...](https://docs.google.com/document/d/1ZF...) (1/)



docs.google.com

**Accessibility in Gaming Resources**

Accessibility in Gaming Resource Guide By Jennifer

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