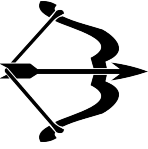




Roll Imitative:  +

Actions:

 :  + Damage:  +

 :  + Damage:  +

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- Dash (Run): Move 60 feet
- Dodge(Duck): Give disadvantage D20 to DM, use advantage on Dexterity saving throw.
- Help Friend: Give them Advantage D20 on action or Attack roll
- Disengage: Step back
- Hold Action: Wait

Saving Throws:

