

SE CAMPAIGN WORKSHEET

CHARACTERS

PLAYERS

RACE / CLASS / LEVEL

BACKGROUNDS, FACTIONS, GOALS, NPC TIES, NOTABLE SKILLS

SKILLS

Acrobatics (Dex), Animal Handling (Wis), Arcana (Int), Athletics (Str), Deception (Cha), History (Int), Insight (Wis), Intimidation (Cha), Investigation (Int), Medicine (Wis), Nature (Int), Perception (Wis), Performance (Cha), Persuasion (Cha), Religion (Int), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis)

RANDOM NAMES

Alabos Felcleaver, Nomios Macehand, Declan Cloudhelm, Iamos Kingsbane, Sibyl Millsinger, Rosa the Viper, Glenda Stonedancer, Kanos Broodson, Hylas Broadcloak, Pier Emeraldhunter, Melodie Lightcowl, Jenine Foxlover, Barnon Graycloak, Bakis Treespear, Mars Glasseye, Klos Swiftcrippler, Angel Thornmaster, Saskia Goldhood, Emma Forgekin, Adwait Redblood, Erik Monstermaul, Maddeline Goldsmile, Mason Starsong, Halla Brightcloud, Lados Wyrmsorcerer, Satyros Freeforger, Eli the Shadow, Lucas Whiteglacier, Parnella Ghoundancer, Charlotte Strifehand, Elred Goblinhide, Alobeth Jewelfinger, Tukros Doomheart, Gerald Riverspirit, Baldric Scalestar, Josephine Oaksong, Tyron Steelhelm, Elliot Stargazer, Sabra Spidercaller, Dwyynn Swordhound, Frederick Hillbely, Electra Stormsoul, Antigone Flowertrail, Wymond Straightrazor, Arkes Mountainclaw, Frederyk Lionstorm, Feletia Spellhammer, Nicola Flamewind, Hali Harpfinger, Alina Leafwalker, Bertana Ebonfang, Baterich Rainseeker, Lentos Gravedazer, Romulus Frostkiss, Sadie Halfstone, Belle Hollyrunner, Orson Longfellow, Penelope Greentalker, Tantalos Trailwalker, Halstein Ironhunter, Jezebel Bluecaster, Alyssa Arrowcaller, Theodore Ratbond, Lars Drumbuckle, Halia Ghostchuckle, Ester Goldtooth, Deryk Firechaser, Leah Wormlaugher, Merewyn Whitehoof, Evelyn Dawnbeard, Samson Titanwhisper, Aiden Darkstorm

QUICK ENCOUNTER BUILDING – PC LEVEL:

Two Monsters per PC → CR = Level x 1/4:
One Monster per PC → CR = Level x 1/3:
One Monster per Two PCs → CR = Level x 3/4:

QUICK COMBAT MECHANICS

DC / AC: 10 to 20 (avg 15); HP: 20 per CR
Attack / Trained Skill / Primary Save: +3 to +10 (avg +6)
Single Target Dmg: 7 (2d6) per CR
Multitarget Dmg: 7 (2d6) per CR/2
of Targets in AoE: tiny (*acid splash*): 1 or 2;
small (*burning hands*): 2; large (*fireball*): 4;
huge (*circle of death*): 12

STATUS EFFECTS

Blind: Atk against have adv; atk at disadv
Charmed: Can't atk charmer; charmer adv on soc checks
Frightened: Disadv on atks; can't move closer
Incapacitated: Can't take actions or reactions
Paralyzed: Incapacitated; fails Str and Dex saves;
atk against have adv; crit on hit at 5'
Poisoned: Disadv on atk and ab checks
Prone: Crawl at 1/2 speed; disadv on atk; melee atk
against have adv; rng atk against have disadv
Restrained: Speed 0; atk against have adv; atk at disadv;
disadv on Dex saves
Stunned: Incapacitated; auto fails Str and Dex saves;
atk against have adv
Unconscious: Incapacitated; fails Str and Dex saves;
atk against have adv; crit on hit at 5'

NOTABLE NPCs & PC-DRIVEN STORY THREADS