

THE CARTOGRAPHER



Draw battlemaps as the Dungeon Master describes.



Pay attention to entrances, hazards and obstacles.

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THE DAMAGE TRACKER



Display total damage each enemy has taken.



Count up from zero, the Dungeon Master will tell you when an enemy has been defeated.

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THE INITIATIVE TRACKER



Display the initiative order for everybody.



Alert people when their turn is next.

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THE NOTETAKER



Takes notes about names.



Takes notes about places.





Takes notes about events.

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THE NPC


 Roleplay minor NPCs when the Dungeon Master asks.

 The Dungeon Master may give you notes or goals.

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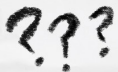
THE SCHEDULER

 Confirm the date and time of the next session.

 Confirm the location of the next session.


 You're the main contact for cancellations.

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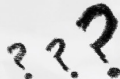


THE RULES LOOKER-UPPERER


 Look up rules when asked by the Dungeon Master.

 The Dungeon Master decides the final ruling.

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THE SNACK BRINGER

 You bring snacks.

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