



WELCOME TO THE GREEN WITCH CYCLE

I am not a proficient DnD player, and I have always been overwhelmed by just how much is possible in DnD. It's so cool, and so big, and I cannot even come close to the level of detail that official guidelines provide. As a result, think of this like Kindergarten DnD.

I offer a basis for character species, one that affects their play style, especially in combat. Every species has its advantages and disadvantages, and ultimately you'll be at your most powerful when you have one of each in your party.

These character sheets are meant to be a mere basis, rich enough that a DM can really make something unique, but not prescriptive. This is all customizable for your specific campaign. Introduce new spells, actions, or items if you want. Put back in the saving throws section of the sheet, or skills. Figure out what it means for characters to level up. Dream up more advanced spells or abilities. I don't care, and won't know.

And if you have fun, make art, etc—let me know on Instagram @amkvita!

[TAKE THE SPECIES QUIZ HERE FOR YOUR SPECIES SUGGESTION](#)

[THIS FORM TAKES YOU THROUGH FILLING OUT YOUR CHARACTER SHEET AND FOR WITCHES IN PARTICULAR EXPLAINS POSSIBLE SPELLS](#)

THESE LITTLE (PURPLE) BOXES ARE YOUR ADVANTAGE FOR EACH D20 ROLL IN THESE CATEGORIES. "ADVANTAGE" JUST MEANS ADD THE NUMBER TO WHATEVER D20 ROLL YOU MAKE

EXPLANATORY CHARACTER SHEET

STRENGTH

PLAYER CAN DRINK BLOOD AND GAIN AN ADDITIONAL +3 STRENGTH FOR 5 TURNS, IN OR OUT OF COMBAT

2

DEXTERITY

BLOOD POINTS

0

ROLL 1 D10 to establish these points (Blood, Casting, or Focus) whenever character drinks blood, rests, or gains focus

CONSTITUTION

BLOODLUST

- BLOOD POINTS OVER 8 BLOODWITHDRAWAL

ITEMS

items the player starts with or picks up, including money

"DISADVANTAGE" JUST MEANS SUBTRACT THE NUMBER FROM YOUR D20 ROLL

INTELLIGENCE

WEAKNESS: VAMPIRES NEED BLOOD TO MAINTAIN STRENGTH AND FOCUS

ACTIONS CHEAT SHEET

default species actions are already listed on the sheet. Witches may list their spells here.

WISDOM

ROLL STRENGTH WITH -6 DISADVANTAGE FOR EACH TURN WHEREIN YOU SUFFER FROM BLOOD WITHDRAWAL

CHARISMA

ROLL INTELLIGENCE AND WISDOM WITH -6 DISADVANTAGE FOR EACH TURN WHEREIN YOU SUFFER FROM BLOODLUST

Roll a d20 to set base health, add the # for your constitution on top of it, health is naturally restored after a long rest

Use the form to set the modifiers for all skills which are not already set by the species. Roll 1D20 for each and follow the grid in the character setup form

RATE BUT TRIGGERS INSTANT

1/2 THE RATE OF HUMAN BLOOD

NAME

SPECIES

VAMPIRE

4

STRENGTH

SPECIES TRAITS

PLAYER CAN DRINK BLOOD AND GAIN AN ADDITIONAL +3 STRENGTH FOR 5 TURNS, IN OR OUT OF COMBAT

APPEARANCE, SPECIAL SKILLS, AND BACKGROUND

2

DEXTERITY

0

BLOOD POINTS

BLOODLUST

- BLOOD POINTS OVER 8 BLOODWITHDRAWAL
- BLOOD POINTS AT 0

ITEMS

CONSTITUTION

BLOOD POINTS DECAY BY 1 PER TURN IN COMBAT

INTELLIGENCE

WEAKNESS: VAMPIRES NEED BLOOD TO MAINTAIN STRENGTH AND FOCUS

ACTIONS CHEAT SHEET

WISDOM

ROLL STRENGTH WITH -6 DISADVANTAGE FOR EACH TURN WHEREIN YOU SUFFER FROM BLOOD WITHDRAWAL

- Vampires naturally move at 2x speed, running does not count as an action
- Use item, jump, etc
- Drink Blood — Roll D20 + strength modifier to determine if hit lands, inflict 1D4 damage to target if it lands. roll 1D8 to determine how much blood is consumed

CHARISMA

ROLL INTELLIGENCE AND WISDOM WITH -6 DISADVANTAGE FOR EACH TURN WHEREIN YOU SUFFER FROM BLOODLUST

HEALTH

DRINKING HUMAN BLOOD RESTORES HP
DRINKING FAE BLOOD INCREASES HP AT ¼ RATE BUT TRIGGERS INSTANT BLOODLUST
DRINKING WITCH BLOOD INCREASES HP AT ½ THE RATE OF HUMAN BLOOD



NAME

SPECIES

FAE

STRENGTH

SPECIES TRAITS

PLAYER CAN SHAPESHIFT AT WILL, NO MORE THAN ONCE PER TURN, AT NO COST

APPEARANCE, SPECIAL SKILLS, AND BACKGROUND

1

DEXTERITY

0

FOCUS POINTS

CONSTITUTION

FOCUS POINTS ARE EARNED VIA SENSATIONAL ACTION OCCURING AROUND FAE. ALSO, THEY LOVE MUSIC

ITEMS

INTELLIGENCE

WEAKNESS: IT'S INCREDIBLY HARD FOR OTHERS TO FOCUS AROUND FAE, AND FOR FAE TO STAY ON TASK. THEY SIMPLY LIVE TOO LONG TO CARE MUCH ABOUT MOST THINGS. EACH COMBAT TURN DECREASES -1 FOCUS POINT. AT ZERO, THE ENTIRE PARTY ROLLS WITH -2 DISADVANTAGE

ACTIONS CHEAT SHEET

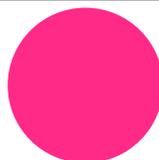
WISDOM

CHARISMA

5

HEALTH

ELIXIRS, MEDICAL HELP, AND SPELLS RESTORE HP



- Use item, run, jump, etc
- Shapeshift
- Claws — Fae have elongated fingernails. Roll D20 + Dexterity to determine if hit lands, then, roll 1D8 for damage

NAME

SPECIES

WITCH

STRENGTH

SPECIES TRAITS

PLAYER MAY PICK A MAGICAL SPECIALTY AND DECREASE THE COST OF CASTING THOSE SPELLS BY 2

APPEARANCE AND BACKGROUND

DEXTERITY

0

CASTING POINTS

CONSTITUTION

AT 0 CASTING POINTS, WITCHES ARE BASICALLY JUST HUMANS. MAGIC PERFORMED ON OR BY THEM DECAYS HP, -2 PER EVENT. ROLL CONSTITUTION WITH -4 DISADVANTAGE

ITEMS

4

INTELLIGENCE

WEAKNESS: WITCHES ARE PRONE TO MAGICAL FATIGUE AND MAGIC POISONING. CASTING SPELLS FOR 2 CONSECUTIVE TURNS COST AN ADDITIONAL -1 CASTING, INCREASING PER TURN (-2 ON NEXT TURN)

ACTIONS CHEAT SHEET

- Use item, run, jump, etc
- Cast

2

WISDOM

CHARISMA

HEALTH

SPELLS & MEDICAL HELP RESTORE HP



NAME

SPECIES

HUMAN

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SPECIES TRAITS

DEPENDING ON PERSONALITY TYPE, PLAYER MAY DISTRIBUTE + 4 ADVANTAGE TO ANY TRAITS WHEN SETTING UP CHARACTER

SPECIES ACTIONS HAVE NO COSTS, SO NO POINTS ARE TRACKED

WEAKNESS: HUMANS ARE THE SOFTEST OF THE SPECIES, AND IN PARTICULAR ARE SUSCEPTIBLE TO MAGICAL INFLUENCE.

AGAINST MAGIC ATTACKS, ROLL WITH -6 DISADVANTAGE

APPEARANCE AND BACKGROUND

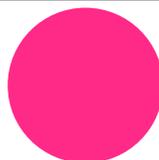
ITEMS

ACTIONS CHEAT SHEET

- Use item, run, jump, etc

HEALTH

SPELLS & MEDICAL HELP RESTORE HP



NAME

SPECIES

ANCIENT (NPC)

STRENGTH

DEXTERITY

8

CONSTITUTION

INTELLIGENCE

5

WISDOM

CHARISMA

SPECIES TRAITS

SPECIES: ANCIENTS ARE MAGIC RESISTENT. AS SUCH, THEY ROLL WITH EXTREME ADVANTAGE ON CONSTITUTION. THEY ALSO HAVE LONG MEMORIES, WHICH GIVE THEM ADVANTAGE ON WISDOM

SPECIFIC SUBSPECIES OF ANCIENTS MAY HAVE ADVANTAGE ON OTHER THINGS:

DRYADS, NAIADS, NYMPHS +5 ON ANYTHING TO DO WITH NATURE, HEALING, OR MEMORY

TROUBLEMAKERS: +5 ON DEXTERITY

DEMONS: +8 ON STRENGTH

APPEARANCE AND BACKGROUND

ACTIONS CHEAT SHEET

HEALTH

SPELLS & MEDICAL HELP RESTORE HP

