



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.



THE INITIATIVE TRACKER



Display the initiative order for everybody.



Alert people when their turn is next.

THE NOTETAKER



Takes notes about names.



Takes notes about places.



Takes notes about events.



THE NPC



Roleplay minor NPCs when the Dungeon Master asks.



The Dungeon Master may give you notes or goals.

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THE RULES LOOKER-UPPERER

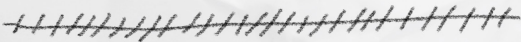


Look up rules when asked by the Dungeon Master.



The Dungeon Master decides the final ruling.

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THE SCHEDULER



Confirm the date and time of the next session.



Confirm the location of the next session.



You're the main contact for cancellations.



THE SNACK BRINGER



You bring snacks.

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