

Initiative

Move Speed

Armour Class

Fortitude

Reflex

Will

Vision:

Passive Perception

+

Active Perception

Passive Insight

+

Active Insight

1

Temporary Hit Points

Count only the source providing the most temporary hit points. Remove all when rested.

Second Wind

Once per encounter. Spend a healing surge. Also gain +2 bonus to All Defences till next turn.

Healing Surges

@

of surges/day

¼ Max HP

2

Hit Points

Bloodied

(when empty)

Dying

(when empty)

You are unconscious. You must make a death saving throw each turn you are dying. Fail three times, or reach -½ Max HP, and you are dead. Mark failed throws below. After you have rested you may remove all failure marks.

Failed Death Saving Throws

Max HP

Action Points

You may spend 1 action point per encounter. After an extended rest, reset total action points to 1.

Encounter Action Point

Actions

Standard

Movement

Minor

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Acrobatics

+

Arcana

+

Athletics

+

Bluff

+

Diplomacy

+

Dungeoneering

+

Endurance

+

Heal

+

History

+

Insight

+

Intimidate

+

Nature

+

Perception

+

Religion

+

Stealth

+

Streetwise

+

Thievery

+