

Initiative

Move Speed

Action Points

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

Encounter Action Point

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.

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Failed Death Saving Throws

Max HP

Actions

Standard

Movement

Minor

+

+

Strength

Intelligence

+

+

Dexterity

Wisdom

+

+

Constitution

Charisma

	Modifier	✓
Acrobatics	+	
Arcana	+	
Athletics	+	
Bluff	+	
Diplomacy	+	
Dungeoneering	+	
Endurance	+	
Heal	+	
History	+	
Insight	+	
Intimidate	+	
Nature	+	
Perception	+	
Religion	+	
Stealth	+	
Streetwise	+	
Thievery	+	