



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

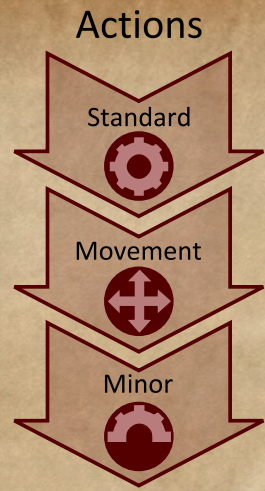
+

Active Perception

Passive Insight

+

Active Insight





+

Strength

+

Intelligence

+

Dexterity

+


Wisdom

+

Constitution

+

Charisma



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)



3

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



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