Initative

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 +

Actions

- Standard
- Movement
- Minor

Strength +

Intelligence +

Dexterity +

Wisdom +

Constitution +

Charisma +

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

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

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¼ Max HP

2 Hit Points

Bloodied (when empty)

½ Max HP

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