

Initiative+ Move
Speed

Action Points

Fortitude
Reflex
Will
Armour Class

Hit Points

Bloodied
(Half Health)

Temporary Hit Points

1 charge max; use largest

Healing Surges

Vision:

Attributes

Strength+
Dexterity+
Constitution+
Intelligence+
Wisdom+
Charisma+

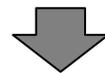
Senses

Passive Active

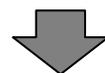
Perception

Insight

Standard Action



Move Action



Minor Action

Skills

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

Active Skill Uses:

Acrobatics– *Acrobatic Stunt* (DC15); *Balance*, move ½ spd., grants combat advantage, fail by 4 or less=stay put, fail by 5+=fall, DC’s; *Narrow*=20, <6”=+5, *unstable*=+5; reduce fall damage (trained) =dam. Reduced by ½ check result

Arcana –*Detect Magic*(trained) – *Identify Conujuration/Zone*, minor action, DC 15+½ power’s level; *Identify Ritual*, standard action, DC 20+½ ritual’s level; *Identify Magical Effect*, standard action, DC20+½effect’s level; *Sense Magic*, 1 minute, DC20+ ½magic’s level, range=5+your level

Athletics -*Climb* – ½ speed, fail by 4 or less=stay put, fail by 5+=fall, grant combat advantage; *Jump*- Check result/10 (if move 2 squares, /5)=vert dist. In feet or horiz dist.in squares

Bluff – 1per encounter, bluff vs. insight, grants combat adv.; *create diversion to hide*, standard action, bluff vs. insight

Heal – *First Aid*, DC 10 Heal check allow adj. char. To use second wind without them using action; stabilize dying=DC15; *grant saving throw* (or +2 to saves) =DC15

Stealth- on Move action, start in Superior Cover or Total Concealment or if creature is distracted, must remain in cover throughout path of move, -5 if move 3+ squares, make stealth check after move finished; Remain hidden if you keep moving slow, keep in cover, keep quiet, don’t attack. Actions that remove hidden status do so after action resolves.

Thievery – *Disable Trap*, DC 20 (+2 with tools), Standard Action, +5 if you only delay trap until end of next turn instead of disarm, fail by 4 or less=no result, fail by 5 or more triggers ; *Open Lock*, DC 20 (+2 with tools), standard action ; *Pick Pocket* DC 20(-10 in combat), fail by 4 or less=no result, fail by 5+=target notices ; *Sleight of Hand*, DC15

Basic Attacks	To Hit	Damage	Range
Melee			
Missile			

Place main playmat sheet in clear-faced report cover.

Use main space of secondary playmat to list character/personal notes and inventory, in point form.

Place secondary playmat beside the main playmat, such that the skills section is hidden underneath the main playmat, and then simply slide out when needed.

Place character sheet inside report cover. Retrieve when needed.

Use “Grandpa’s” power cards

Place power cards around main playmat. Make extra power cards for character abilities which may not strictly be powers (such as Second Wind, Sneak Attack, etc.) Include all rules on these cards for ease of use.

Also make Power Cards for special inventory, such as magic items. Include all rules on these cards for ease of use.

Place Tokens inside main playmat while gaming. Split hitpoints between both sides of health section (one side for normal, other side for “bloodied”). Healing surge section is for tracking number of surges (Second Wind healing value is located on card). Power Point tokens go in the appropriate section for tracking.