



| ABILITIES |       |          | COMBAT                              |       | DEFENSE     |       | HIT POINTS & HEALING |   |                    |  |
|-----------|-------|----------|-------------------------------------|-------|-------------|-------|----------------------|---|--------------------|--|
|           | SCORE | MODIFIER |                                     | TOTAL |             | TOTAL | TOTAL                |   | CURRENT HIT POINTS |  |
| STR       | 10    | 0        | INITIATIVE                          | 0     | ARMOR CLASS | 10    | HIT POINTS           | 0 |                    |  |
| CON       | 10    | 0        | SPEED                               |       | FORTITUDE   | 10    | BLOODIED             | 0 |                    |  |
| DEX       | 10    | 0        | ACTION POINTS                       |       | REFLEX      | 10    | HEALING SURGES       |   |                    |  |
| INT       | 10    | 0        | ACTION POINTS EARNED<br>○○○○○ ○○○○○ |       | WILLPOWER   | 10    | HP HEALED            | 0 |                    |  |
| WIS       | 10    | 0        | ACTION POINTS USED<br>○○○○○ ○○○○○   |       |             |       | PER DAY              | 0 |                    |  |
| CHA       | 10    | 0        |                                     |       |             |       | 2ND WIND / DAY       |   | ○○○○○ ○○○○○ ○○○○○  |  |

[illegible]

⌘ - PASSIVE | ● - TRAINED

[illegible]

[illegible]