

Character	Init	AC	Fort	Ref	Will	HP	Perception/Condition Modifier

All Attack Types	Modifier	All Attack Types	Modifier
Combat Advantage against foe	2	Target has normal cover	-2
Attacker is prone	-2	Target has superior cover	-5
<b>Melee Attacks</b>		<b>Ranged Attacks</b>	
Charge Attack	1	Long Range	-2
Target has concealment	-2	Target is prone	-2
No line of sight	-5	Target has concealment	-2
Running Attack	-5	No line of sight	-5

Round	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
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Combat Order	AC	Fort	Ref	Will	Conditions	Combat Order	AC	Fort	Ref	Will	Conditions	Combat Order	AC	Fort	Ref	Will	Conditions
1						23						45					
2						24						46					
3						25						47					
4						26						48					
5						27						49					
6						28						50					
7						29						51					
8						30						52					
9						31						53					
10						32						54					
11						33						55					
12						34						56					
13						35						57					
14						36						58					
15						37						59					
16						38						60					
17						39						61					
18						40						62					
19						41						63					
20						42						64					
21						43						65					
22						44						66					