

## Skills

Acrobatics		
Arcana		
Athletics		
Bluff		
Diplomacy		
Dungeoneering		
Endurance		
Heal		
History		

## Skills

Insight		
Intimidate		
Nature		
Perception		
Religion		
Stealth		
Streetwise		
Thievery		

## Attributes

Strength	Intelligence
Dexterity	Wisdom
Constitution	Charisma

## Defenses

Armor Class	Fortitude
Reflex	Will

## Hit Points

Max Hit Points	
<p>When Unconscious, make death saving-throws each turn. Fail 3 times per Encounter, or reach negative ½ Max Hit Points, and you die.</p>	
Failed Saving Throws	

## Healing

Healing Surges Per Day	
¼ Max Health	
Temporary Hit Points	
<p>Count only the single source providing the most temporary hit points. Remove when Rested.</p>	

## Awareness

Vision Type:	
Perception	
Passive	Active
	+
Insight	
Passive	Active
	+

## Action

Initiative	Move Speed
Action Points	
<p>May spend one action point per encounter. After an extended rest, reset total Action Points to 1.</p>	
Encounter Action Point	