



After completing two encounters without taking an Extended Rest, you have reached a milestone. When you reach a milestone, you gain an Action Point.

After a Short Rest:
(~5 min without strenuous activity or interruption)

You regain the use of Encounter Powers and can spend Healing Surges.

Encounters since last Extended Rest:



If you have a Disease, make an Endurance check at the end of each Extended Rest to see if you improve, worsen, or maintain your current condition.

Name	
Passive Perception	Vision and Special Senses
Initiative Modifier	Temporary or Conditional Modifiers to Initiative

Level	Race	Class
Theme		
Paragon Path		Epic Destiny

Strength	Dexterity	Wisdom	Passive Insight
Constitution	Intelligence	Charisma	Ability Checks: +Stat Modifier +1/2 your level

Defenses

Temporary Modifiers:

Armor Class
Fortitude
Reflex
Will

After an Extended Rest:
(without strenuous activity)

You regain all lost hit points, spent healing surges, and encounter / daily powers; you lose any unspent Action Points, but start fresh with one Action Point.

Conditional Modifiers:

- 2 to be Hit *with Partial Cover*
- 5 to be Hit *with Superior Cover*
- 2 to be Hit *with Partial Concealment (melee and ranged only)*
- 5 to be Hit *with Total Concealment (melee and ranged only)*

Equipment

Opportunity Action

One Opportunity Action per Turn

Opportunity Attack
Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against that target:

Immediate Action

One Immediate Action per Round