

Encounter Begins

Determine Surprise

Roll for Initiative

Take Turns in Order of Initiative (1 turn each / round)

Encounter Ends

Passive Perception

Initiative Modifier

Armor Class

Fortitude

Reflex

Will

Vision and Special Senses

Temporary or Conditional Modifiers to Initiative

Defenses

Temporary Modifiers:

Strength

Constitution

After a Short Rest:

After an Extended Rest:

Dexterity

Intelligence

Equipment

Wisdom

Charisma

Passive Insight

Ability Checks:
+Stat Modifier
+1/2 your level

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.

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.

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