



Passive Perception	Vision and Special Senses
--------------------	---------------------------

Initiative Modifier	Temporary or Conditional Modifiers to Initiative
---------------------	--

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

Defenses

Armor Class
Fortitude
Reflex
Will

Temporary Modifiers:

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)

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.

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