

- HIT POINTS & RECOVERIES

- BASIC MELEE ATTACK

WEAPON	VS-AC	
HIT DAMAGE	AVG	MISS

- BASIC RANGED ATTACK

WEAPON			VS-AC
HIT DAMAGE	AVG	MISS	
			NEAR-FAR

- FEATURES, POWERS, & SPELLS

ACTION NAME	TRIGGER/TARGET/EFFECT	PAGE#
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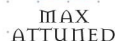
— USAGE

[illegible]

ICON RELATIONSHIPS				
#D6	+ / X / - *	ICON	5+ 	USED 

 changes/refresh at new level
  changes at new level or with incremental advance
  refresh at new arc
  refresh at end of battle

MAGIC ITEMS



— SPELL LIST —



— MORE FEATURES, POWERS, & SPELLS —

PAGE #

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

MISCELLANEOUS FEATURES & POWERS

GEAR & NOTES

=BASE AC

RANGED WEAPON

GOLD

— USAGE —

PER ARC 

FEATS

TIER

C

C

Q

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

— INCREMENTAL ADVANCES —

△ +1 TO MENTAL
DEFENSE

- refresh at end of battle