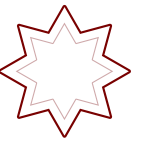


LEVEL •



DESCRIPTION

ONE UNIQUE THING

- ABILITY SCORES

Diagram illustrating the layout of the D&D 3.5e character sheet, showing the arrangement of stats and armor class.

The stats are arranged in two rows of six:

- Row 1: STRENGTH, DEXTERITY, CONSTITUTION, WISDOM, INTELLIGENCE, CHARISMA
- Row 2: STRENGTH, DEXTERITY, CONSTITUTION, WISDOM, INTELLIGENCE, CHARISMA

The armor class is indicated by a bracket above the first four stats (STRENGTH, DEXTERITY, CONSTITUTION, WISDOM) and another bracket below the last four stats (INTELLIGENCE, CHARISMA).

— HIT POINTS & RECOVERIES —

MAX HP

STAGGERED

DEAD

CURRENT HP

TEMP HP

RECOVERIES

MAX RECOVERIES

RECOVERY DICE

DEAD

AVERAGE

TALENTS

- DEFENSES & INITIATIVE

Diagram illustrating the four types of armor:

- Physical Defense (Shield)
- Mental Defense (Shield)
- Initiative (Circular)
- Armor Class (Shield)

- BASIC MELEE ATTACK

WEAPON	AVG	MISS
HIT DAMAGE		

- BASIC RANGED ATTACK

WEAPON _____ / _____ / _____ VS _____ AC _____
 HIT DAMAGE _____ AVG _____ MISS _____ NEAR ~ FAR ~

BACKGROUNDS

[illegible]

- FEATURES, POWERS, & SPELLS

- USAGE -

[illegible]

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

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

* + positive, ± conflicted, or – negative relationship.

MAX
ATTUNED

POTIONS & RUMES



SPELL LIST



OF SPELLS

MORE FEATURES, POWERS, & SPELLS



ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

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

ARMOR	ARMOR AC	+SHIELD	=BASE AC
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MELEE WEAPON	RANGED WEAPON
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GOLD



- changes/refresh at new level



 changes at new level or with incremental advance



refresh at new arc



refresh at end of battle

AT-WILL &
RECHARGE

PER BATTLE

PER ARC [illegible]

— FEATS



FEATURE	TIER	FEATURE	TIER
	A		A
	A		A

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

— INCREMENTAL ADVANCES



△ GAIN NEXT LEVEL FEAT	△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9
△ INCREASE MAX HP TO NEXT LEVEL	△ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7
△ +1 MAGICAL ITEM ATTUNEMENT	△ GAIN NEXT LEVEL CLASS FEATURE (SOME CLASSES ONLY)
△ GAIN NEXT LEVEL POWER OR SPELL	△ GAIN NEXT LEVEL TALENT (SOME CLASSES ONLY)
△ +1 TO SKILL & INITIATIVE CHECKS	△ +1 TO MENTAL DEFENSE
△ +1 TO PHYSICAL DEFENSE	