



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

— MISCELLANEOUS FEATURES & POWERS —

SPELL LIST

OF SPELLS



GEAR & NOTES

GOLD

[illegible]

FEATS

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	