



MAGIC ITEMS

1

MAX ATTUNED

MORE FEATURES, TALENTS, & POWERS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	<b>Assist</b>	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	<b>Disengage</b>	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	<b>Intercept</b>	While unengaged, move to engage enemy that is moving past you.	HH296
Std	<b>Rally</b>	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

[illegible]

- ☐ **Adventurer Healing Potions:** recovery + **1d8** hp (cap 30 hp).

**Two-Weapon Fighting:** with a one-handed weapon in each hand, a natural 2 on an attack roll hits.

Light Armor	12	+0	12
ARMOR	ARMOR AC	+SHIELD	=BASE AC
Greatsword (Two-Handed)	Handaxe		
MELEE WEAPON	RANGED WEAPON		

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

FEATURE	TIER	FEATURE	TIER
Lethal	A		A
	A		A

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

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

ARMOR	BASE AC	ATK
NONE	11	+0
LIGHT	12	+0
HEAVY	13	-2
SHIELD	+1	+0

WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/-5
LIGHT/SIMPLE (WARCLUBS, SPEARS, HANDDAXES, JAVELINS, SHORXBOWS, LIGHT CROSSBOWS)	d6/+0	d8/+0	d6/+0	d6/+0	d6/-5
HEAVY/MARTIAL (LONGSWORDS, BATTLEAXES, GREATSWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/+0	d10/+0	—	d8/+0	d8/-5



- changes/refresh at new level



- changes at new level or with incremental advance



refresh at new arc



refresh at end of battle