

# 4 L T E R N I T Y

Player Name

Character Name

## Hero Sheet

Race

Level

Class

Experience

### Defenses

AC	10 +	ARMOR	LEVEL
		DEX/INT	
Fort	10 +	STR/CON	LEVEL
Reflex	10 +	DEX/INT	LEVEL
Will	10 +	WIS/CHA	LEVEL

### Last Resort Points

Maximum	Current
1 + ½ CHA MODIFER	

You can spend one last resort point to do the following:

- Reroll a skill check
- Reroll a saving throw
- Reroll an attack
- Force an enemy to reroll an attack against you

You can only spend one last resort point on any given roll.

Your last resort points reset to their maximum value after an extended rest.

CHARACTER PORTRAIT

### Resistances

Impact	Energy	Psychic	Bleed
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### Hit Points

Max HP	Bloodied	Temp HP
	MAX / 2	

CURRENT HIT POINTS

### Healing Surges

Surge Value	Surges/Day	Used
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### Combat Statistics

Initiative
Speed
Special Movement
Vision

### Healing

Second Wind  Used

You can use *second wind* once per encounter as a minor action. You regain hit points equal to your healing surge value, and gain a +2 bonus to all defenses until the start of your next turn.

#### Short Rests

During a short rest, you or another character make a Knowledge – *first aid* check against a Moderate DC to treat your wounds. On a success, you can spend a healing surge. You can't heal this way again until you reach a milestone.

#### Extended Rests

If you have at least one healing surge remaining at the start of an extended rest, you regain hit points equal to your healing surge value at the end of the extended rest.

### Death Saves

Failed

### Conditions

ONGOING DAMAGE
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### Ability Scores

STR Strength		MODIFIER
CON Constitution		MODIFIER
DEX Dexterity		MODIFIER
INT Intelligence		MODIFIER
WIS Wisdom		MODIFIER
CHA Charisma		MODIFIER

### Key Skills

Acrobatics – <i>dodge</i>
Awareness – <i>intuition</i>
Awareness – <i>perception</i>
Investigate – <i>search</i>
Knowledge – <i>deduce</i>
Knowledge – <i>first aid</i>