

WHAT CAN I DO ON MY TURN?

Each turn, you take exactly one action, and you can move before or after you take that action.

MOVE (optional; *Heroes' Handbook* 77)

TAKE AN ACTION (mandatory; *Heroes' Handbook* 78)

Attack Actions

Melee Attack (*Heroes' Handbook* 78)

Ranged Attack (*Heroes' Handbook* 79)

Hinder Foe (*Heroes' Handbook* 79)

Support Fire (*Heroes' Handbook* 79)

Use an Item (*Heroes' Handbook* 81)

Use a Skill (*Heroes' Handbook* 81)

Use a Special Ability (*Heroes' Handbook* 81)

Cast a Spell (*Heroes' Handbook* 82)

Extra Move (*Heroes' Handbook* 82)

Defend (*Heroes' Handbook* 82)

BASIC ROLL: D20 + MODIFIERS

RESTING

With 10 uninterrupted minutes of rest, you can spend 1 Resolve Point to regain Hit Points equal to half your total Hit Points (rounded down; *Heroes' Handbook* 84).

With a full night's rest (8 hours of sleep or more), you regain Hit Points equal to half your total Hit Points (rounded down), all of your Resolve Points (*Heroes' Handbook* 84), and all of your daily-use abilities and spell slots (*Heroes' Handbook* 72).

CONDITIONS

FLAT-FOOTED

You take a -2 penalty to your Armor Class.

FRIGHTENED

You can't take any actions, and you must use your move to flee from the source of your fear as best you can. You also have the hampered condition.

HAMPERED

You take a -2 penalty to attack rolls, saving throws, skill checks, and ability checks.

HELPLESS

You can't move or take actions, and you take a -8 penalty to your Armor Class.

IMPAIRED

You take a -4 penalty to attack rolls, saving throws, skill checks, and ability checks.

OFF-KILTER

You have the flat-footed condition and take a -2 penalty to attack rolls. You can give up your move on your turn to right yourself and lose this condition.

STAGGERED

You can either move or take an action on your turn, but you can't do both.

UNCONSCIOUS

You are knocked out and have the helpless condition. You can't move, take actions, or think, but you can spend 1 Resolve Point to regain 1 Hit Point and regain consciousness (*Heroes' Handbook* 84). If you regain Hit Points from any source while unconscious, you wake up and lose the unconscious condition.

