**Bethiah**

Human Warlord  
Level 1  
Unaligned

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Strength | 16 | (+3) | | Constitution | 12 | (+1) | | Dexterity | 10 | (+0) | | Intelligence | 16 | (+3) | | Wisdom | 11 | (+0) | | Charisma | 13 | (+1) | | |  |  | | --- | --- | | Height: | 6' 2" | | Weight: | 210 lb | | Skin: |  | | Eyes: |  | | Hair: |  | |

Maximum Hit Points: 24

Bloodied: 12  
Surge Value: 6  
Surges / Day: 8 [includes constitution modifier]

Size: Medium  
Speed: 6 squares  
Vision: Normal

|  |  |  |
| --- | --- | --- |
| Initiative: | 1d20 +2 | = + 0 [dexterity] + 2 [combat leader] |
| Base Strength Attack: | 1d20 +3 | = + 3 [strength] |
| Base Dexterity Attack: | 1d20 +0 | = + 0 [dexterity] |
| Base Constitution Attack: | 1d20 +1 | = + 1 [constitution] |
| Base Intelligence Attack: | 1d20 +3 | = + 3 [intelligence] |
| Base Wisdom Attack: | 1d20 +0 | = + 0 [wisdom] |
| Base Charisma Attack: | 1d20 +1 | = + 1 [charisma] |

|  |  |  |
| --- | --- | --- |
| Armor Class: | 13 | = 10 + 3 [intelligence] |
| Fortitude Defense: | 15 | = 10 + 1 [Human] + 1 [warlord] + 3 [strength] |
| Reflex Defense: | 14 | = 10 + 1 [Human] + 3 [intelligence] |
| Will Defense: | 13 | = 10 + 1 [Human] + 1 [warlord] + 1 [charisma] |

If your campaign uses the fixed-enhancement bonus system [PH2/Dark Sun], level 1 characters get +0 on attack/damage (0d6 extra damage on a critical hit) and +0 on all defenses. These bonuses do not stack with magic items.

Armor: None ("cloth")  
Shield: None

Attacks:

Unarmed Melee: +3 [base strength attack] vs AC; damage 1[W]=1d4+3 [strength bonus]  
Quick Formation +3w [best ability vs AC]  
Viper's Strike +3w [base strength attack] vs AC  
Wolfpack Tactics +3w [base strength attack] vs AC  
Warlord's Favor +3w [base strength attack] vs AC  
Lead the Attack +3w [base strength attack] vs AC  
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Encumberance 4e   |  |  | | --- | --- | | Normal Load: Heavy Load: Maximum Drag Load | 160 lb. 320 lb. 800 lb. | | Encumberance 3.5   |  |  | | --- | --- | | Light load: Medium load: Heavy load: Lift over head: Lift off ground: Push or drag: | 76 lb. or less 77-153 lb. 154-230 lb. 230 lb. 460 lb. 1150 lb. | |

|  |  |
| --- | --- |
| Languages: | Balican, Tyrian, Raamite, Nibanese |

Rituals Known:

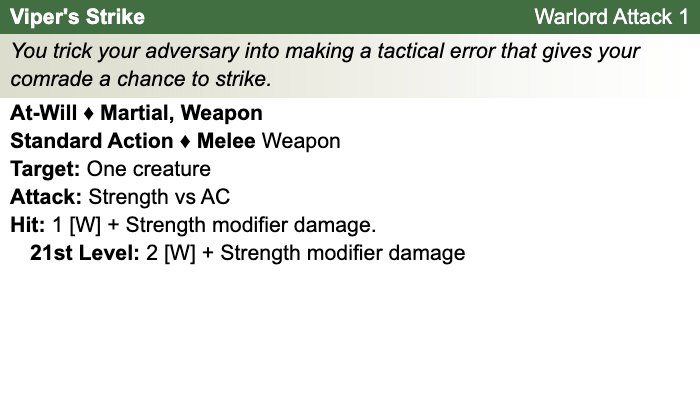
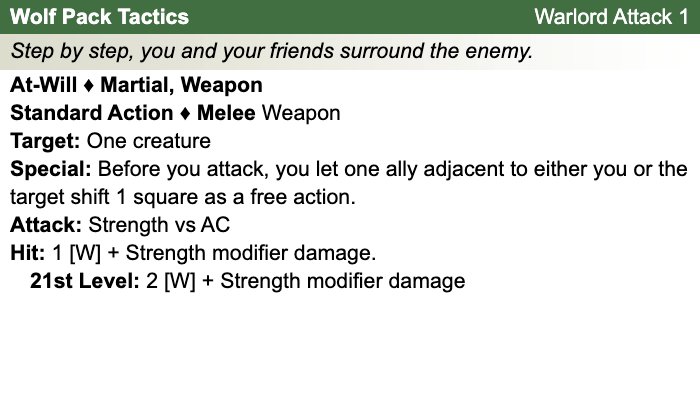
Skills:

|  |  |  |
| --- | --- | --- |
| Acrobatics: | +0 | = 0 [dexterity] |
| Arcana: | +3 | = 3 [intelligence] |
| Athletics: | +8 | = 3 [strength] +5 [class training] |
| Bluff: | +1 | = 1 [charisma] |
| Diplomacy: | +6 | = 1 [charisma] +5 [class training] |
| Dungeoneering: | +0 | = 0 [wisdom] |
| Endurance: | +6 | = 1 [constitution] +5 [class training] |
| Heal: | +5 | = 0 [wisdom] +5 [class training] |
| History: | +10 | = 3 [intelligence] +5 [class training] + 2 [background] |
| Insight: | +0 | = 0 [wisdom] |
| Intimidate: | +1 | = 1 [charisma] |
| Nature: | +0 | = 0 [wisdom] |
| Perception: | +0 | = 0 [wisdom] |
| Religion: | +3 | = 3 [intelligence] |
| Stealth: | +0 | = 0 [dexterity] |
| Streetwise: | +1 | = 1 [charisma] |
| Thievery: | +0 | = 0 [dexterity] |

Feats:

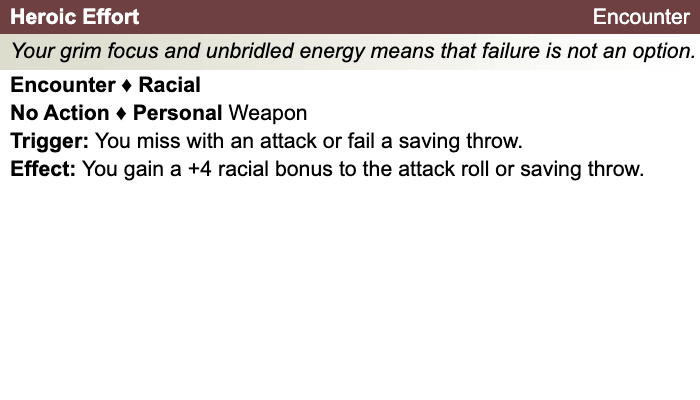
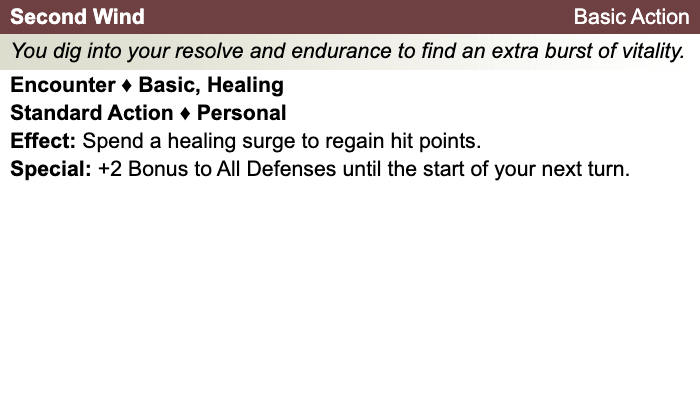
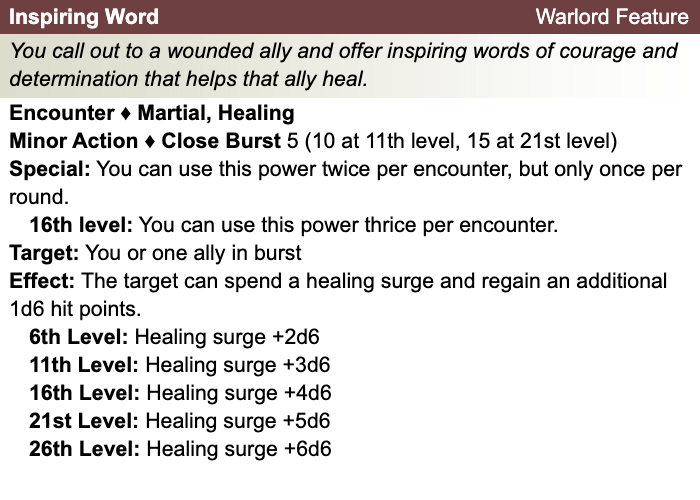
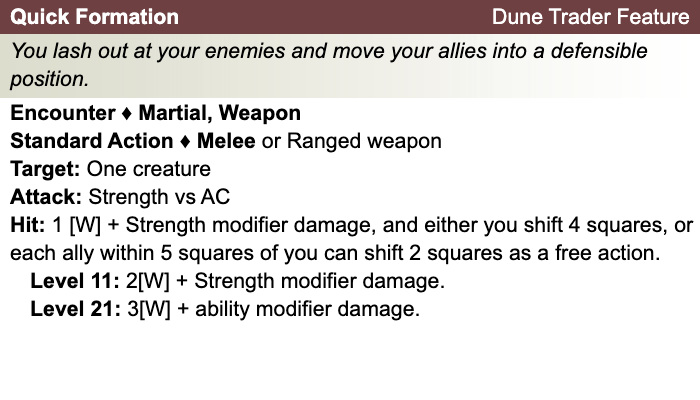
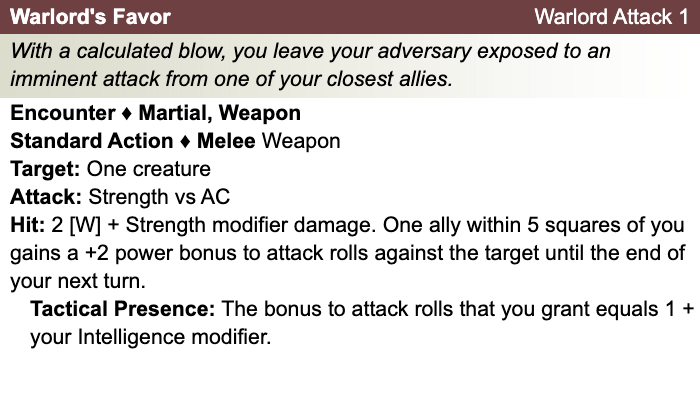
* Tactical Assault: When an ally who can see you spends an action point to make an attack, the attack’s damage roll gains a bonus equal to your Intelligence modifier.
* Weapon Focus (Light Blade): You gain a +1 feat bonus to damage rolls with Light Blades. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

At-Will:

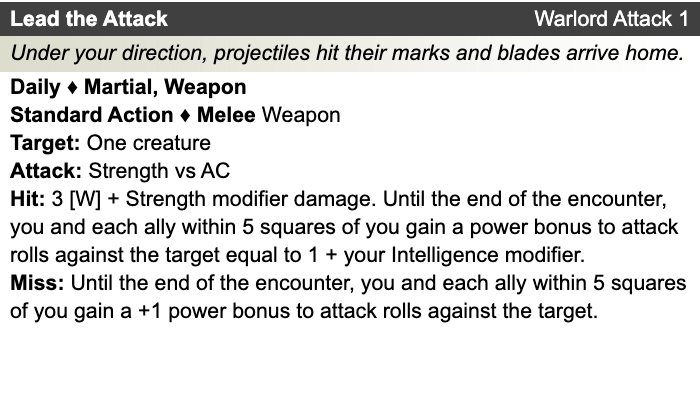
Melee Basic Attack: By weapon, damage 1[W]+3 [strength bonus] [standard action]  
Ranged Basic Attack: By weapon, damage 1[W] [standard action]  
Bull Rush: +3 [base strength attack] vs fortitude [standard action]  
Grab: +3 [base strength attack] vs reflex [standard action]  
Move grabbed target: +3 [base strength attack] vs fortitude [standard action]  
Escape: +0 [acrobatics] vs reflex / +8 [athletics] vs fortitude [move action]  
  


|  |  |
| --- | --- |
| Other Standard Actions: | Administer a potion; Aid another [revised: skill check vs. 10+level/2, success helps +2, failure hurts -1]; Charge [+1 to basic melee attack or bull rush]; Coup de grace; Equip / stow shield; Ready an action; Total defense; Sustain standard action; Some skills during combat (i.e., Acrobatics -- fast escape; Bluff, Heal -- first aid (use second wind DC10, stabilize the dying DC15, grant a saving throw DC15), Intimidate, Thievery depending on circumstances); |
| Other Move Actions: | Crawl; Run [speed 8]; Stand up; Shift; Squeeze; Walk; may include some skills during combat (i.e., Acrobatics, Athletics); half of a Double Move (if taken in place of a standard action) |
| Other Minor Actions: | Draw / sheathe weapon; Drink a potion; Drop prone; Load a crossbow; Open / close a door; Pick up an item; Retrieve / stow an item; Perception -- active (as per revision), Sustain minor action; Some skills during combat (i.e., Insight) |
| Other Immediate Actions: | Readied action |
| Other Opportunity Actions: | Opportunity attack |
| Other Free Actions: | Drop held items; End a grab; Talk |
| Other Non-Actions: | Delay; Endurance checks; Insight to counter Bluff; Knowledge checks; Perception -- passive |
| Short rest: | Healing surges as available |
| Five minutes: | Normal escape from restraints (Acrobatics) |
| One hour: | Forage; Streetwise check |

Encounter Powers:  
Spend an Action Point [free action, not in surprise round]

Daily Powers:



Human

* One bonus feat at 1st level (already included)
* One bonus skill from the skill class list (already included)
* +1 to fortitude, reflex, and will defenses

Warlord

* Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.
* Tactical Presence: When an ally you can see spends an action point to make an extra attack, that ally gains a bonus to the attack roll equal to one-half your Intelligence modifier.

|  |  |
| --- | --- |
|  |  |

Theme: Dune Trader [Dark Sun]

* See source book for information

Bethiah's Equipment: Bandages, Rags

|  |
| --- |
|  |

Magic items:

Weapon:  
Weapon:  
Weapon:  
Weapon:  
Armor:  
Shield:  
Arms:  
Feet:  
Hands:  
Head:  
Neck:  
Ring:  
Ring:  
Waist:  
   
   
   
   
   
   
 

Resistances:

Action Point Tally:

Daily Item Powers Per Day: Heroic Tier           Milestones:  /  /  /

Death Saving Throw Failures:

More about Bethiah:

Level 2  
Unaligned

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Strength | 16 | (+3) | | Constitution | 12 | (+1) | | Dexterity | 10 | (+0) | | Intelligence | 16 | (+3) | | Wisdom | 11 | (+0) | | Charisma | 13 | (+1) | | |  |  | | --- | --- | | Height: | 6' 2" | | Weight: | 210 lb | | Skin: |  | | Eyes: |  | | Hair: |  | |

Maximum Hit Points: 29

Bloodied: 14  
Surge Value: 7  
Surges / Day: 8 [includes constitution modifier]

Size: Medium  
Speed: 6 squares  
Vision: Normal

|  |  |  |
| --- | --- | --- |
| Initiative: | 1d20 +3 | = 1 [half level] + 0 [dexterity] + 2 [combat leader] |
| Base Strength Attack: | 1d20 +5 | = + 1 [half level] + 3 [strength] + 1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +2 | = + 1 [half level] + 0 [dexterity] + 1 (fixed enhancement bonus) |
| Base Constitution Attack: | 1d20 +3 | = + 1 [half level] + 1 [constitution] + 1 (fixed enhancement bonus) |
| Base Intelligence Attack: | 1d20 +5 | = + 1 [half level] + 3 [intelligence] + 1 (fixed enhancement bonus) |
| Base Wisdom Attack: | 1d20 +2 | = + 1 [half level] + 0 [wisdom] + 1 (fixed enhancement bonus) |
| Base Charisma Attack: | 1d20 +3 | = + 1 [half level] + 1 [charisma] + 1 (fixed enhancement bonus) |

|  |  |  |
| --- | --- | --- |
| Armor Class: | 14 | = 10 + 1 [half level] + 3 [intelligence] |
| Fortitude Defense: | 16 | = 10 + 1 [half level] + 1 [Human] + 1 [warlord] + 3 [strength] |
| Reflex Defense: | 15 | = 10 + 1 [half level] + 1 [Human] + 3 [intelligence] |
| Will Defense: | 14 | = 10 + 1 [half level] + 1 [Human] + 1 [warlord] + 1 [charisma] |

If your campaign uses the fixed-enhancement bonus system [PH2/Dark Sun], level 2 characters get +1 on attack/damage (1d6 extra damage on a critical hit) and +0 on all defenses. These bonuses do not stack with magic items.

Armor: None ("cloth")  
Shield: None

Attacks:

Unarmed Melee: +4 [base strength attack] vs AC; damage 1[W]=1d4+3 [strength bonus]  
Quick Formation +4w [best ability vs AC]  
Viper's Strike +4w [base strength attack] vs AC  
Wolfpack Tactics +4w [base strength attack] vs AC  
Warlord's Favor +4w [base strength attack] vs AC  
Lead the Attack +4w [base strength attack] vs AC  
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Encumberance 4e   |  |  | | --- | --- | | Normal Load: Heavy Load: Maximum Drag Load | 160 lb. 320 lb. 800 lb. | | Encumberance 3.5   |  |  | | --- | --- | | Light load: Medium load: Heavy load: Lift over head: Lift off ground: Push or drag: | 76 lb. or less 77-153 lb. 154-230 lb. 230 lb. 460 lb. 1150 lb. | |

|  |  |
| --- | --- |
| Languages: | Balican, Tyrian, Raamite, Nibanese |

Rituals Known:

Skills:

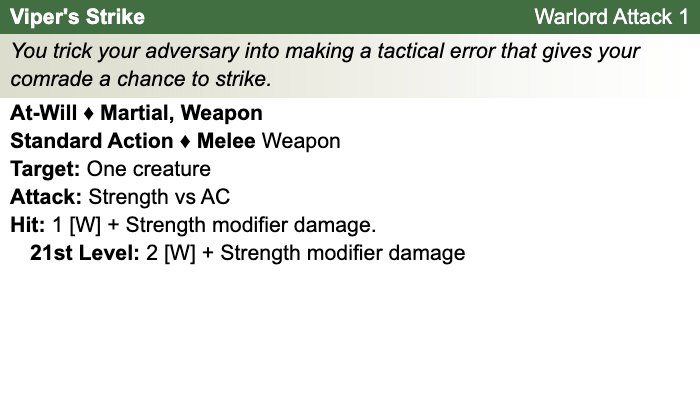
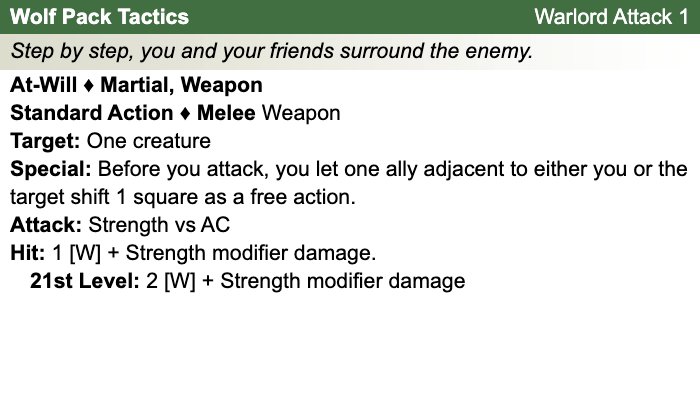
|  |  |  |
| --- | --- | --- |
| Acrobatics: | +1 | = 0 [dexterity] + 1 [half level] |
| Arcana: | +4 | = 3 [intelligence] + 1 [half level] |
| Athletics: | +9 | = 3 [strength] + 1 [half level] +5 [class training] |
| Bluff: | +2 | = 1 [charisma] + 1 [half level] |
| Diplomacy: | +7 | = 1 [charisma] + 1 [half level] +5 [class training] |
| Dungeoneering: | +1 | = 0 [wisdom] + 1 [half level] |
| Endurance: | +7 | = 1 [constitution] + 1 [half level] +5 [class training] |
| Heal: | +6 | = 0 [wisdom] + 1 [half level] +5 [class training] |
| History: | +11 | = 3 [intelligence] + 1 [half level] +5 [class training] + 2 [background] |
| Insight: | +1 | = 0 [wisdom] + 1 [half level] |
| Intimidate: | +2 | = 1 [charisma] + 1 [half level] |
| Nature: | +1 | = 0 [wisdom] + 1 [half level] |
| Perception: | +1 | = 0 [wisdom] + 1 [half level] |
| Religion: | +4 | = 3 [intelligence] + 1 [half level] |
| Stealth: | +1 | = 0 [dexterity] + 1 [half level] |
| Streetwise: | +2 | = 1 [charisma] + 1 [half level] |
| Thievery: | +1 | = 0 [dexterity] + 1 [half level] |

Feats:

* Tactical Assault: When an ally who can see you spends an action point to make an attack, the attack’s damage roll gains a bonus equal to your Intelligence modifier.
* Weapon Focus (Light Blade): You gain a +1 feat bonus to damage rolls with Light Blades. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.
* Advantageous Formation: When one of your allies affected by your *quick formation* shifts adjacent to an enemy, he or she gains combat advantage against that enemy until the end of your next turn.

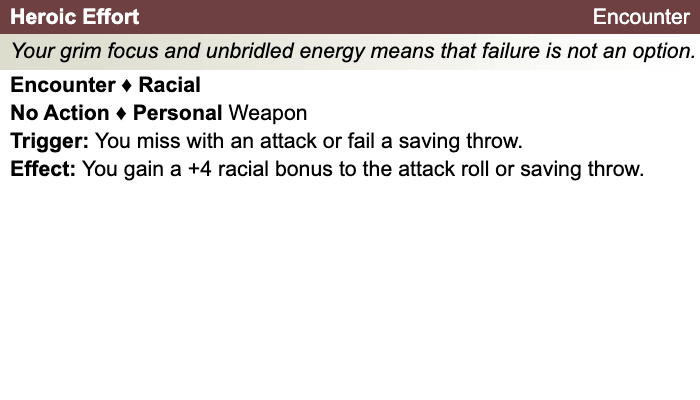
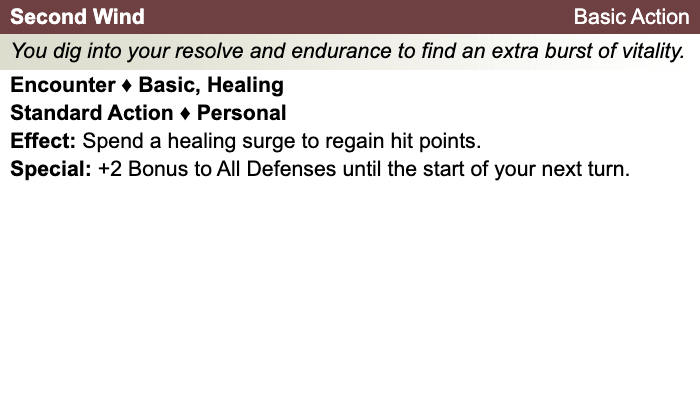
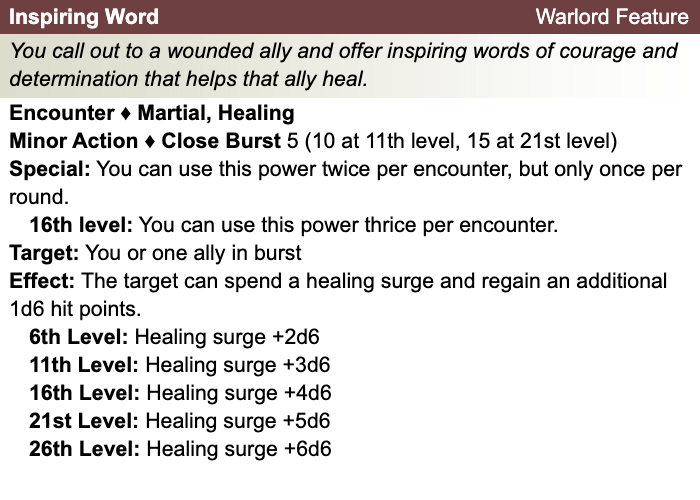
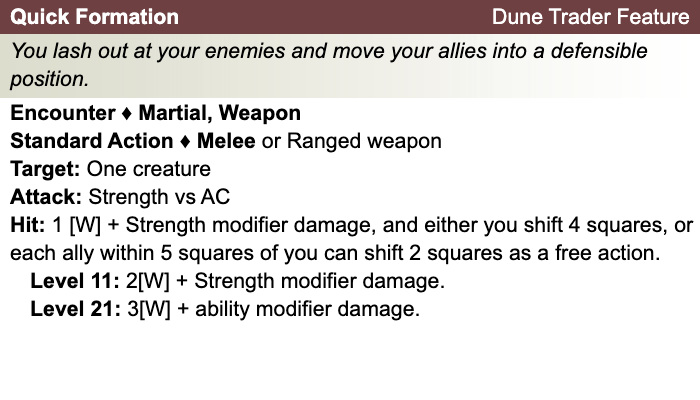
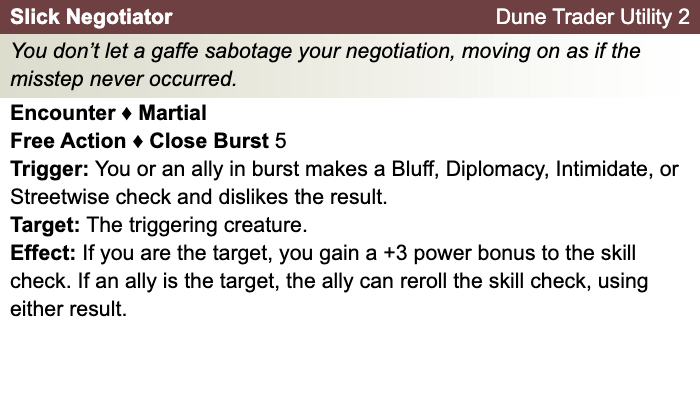
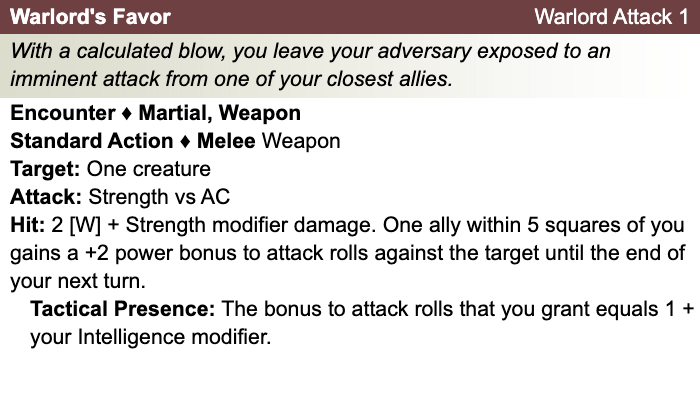
|  |
| --- |
|  |
|  |
|  |

At-Will:

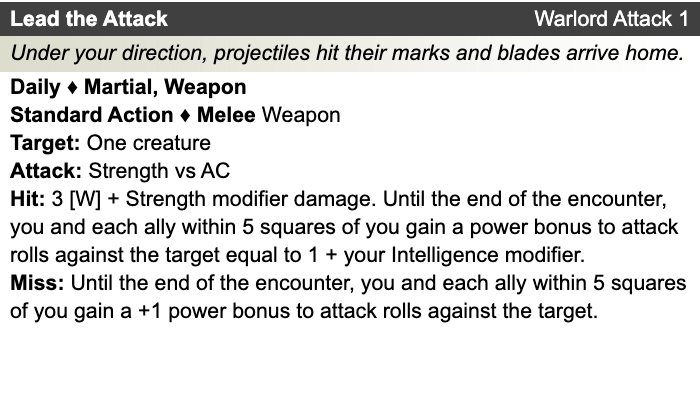
Melee Basic Attack: By weapon, damage 1[W]+3 [strength bonus] [standard action]  
Ranged Basic Attack: By weapon, damage 1[W] [standard action]  
Bull Rush: +3 [base strength attack] vs fortitude [standard action]  
Grab: +3 [base strength attack] vs reflex [standard action]  
Move grabbed target: +3 [base strength attack] vs fortitude [standard action]  
Escape: +0 [acrobatics] vs reflex / +8 [athletics] vs fortitude [move action]  
  


|  |  |
| --- | --- |
| Other Standard Actions: | Administer a potion; Aid another [revised: skill check vs. 10+level/2, success helps +2, failure hurts -1]; Charge [+1 to basic melee attack or bull rush]; Coup de grace; Equip / stow shield; Ready an action; Total defense; Sustain standard action; Some skills during combat (i.e., Acrobatics -- fast escape; Bluff, Heal -- first aid (use second wind DC10, stabilize the dying DC15, grant a saving throw DC15), Intimidate, Thievery depending on circumstances); |
| Other Move Actions: | Crawl; Run [speed 8]; Stand up; Shift; Squeeze; Walk; may include some skills during combat (i.e., Acrobatics, Athletics); half of a Double Move (if taken in place of a standard action) |
| Other Minor Actions: | Draw / sheathe weapon; Drink a potion; Drop prone; Load a crossbow; Open / close a door; Pick up an item; Retrieve / stow an item; Perception -- active (as per revision), Sustain minor action; Some skills during combat (i.e., Insight) |
| Other Immediate Actions: | Readied action |
| Other Opportunity Actions: | Opportunity attack |
| Other Free Actions: | Drop held items; End a grab; Talk |
| Other Non-Actions: | Delay; Endurance checks; Insight to counter Bluff; Knowledge checks; Perception -- passive |
| Short rest: | Healing surges as available |
| Five minutes: | Normal escape from restraints (Acrobatics) |
| One hour: | Forage; Streetwise check |

Encounter Powers:  
Spend an Action Point [free action, not in surprise round]

Daily Powers:



Human

* One bonus feat at 1st level (already included)
* One bonus skill from the skill class list (already included)
* +1 to fortitude, reflex, and will defenses

Warlord

* Combat Leader: You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.
* Tactical Presence: When an ally you can see spends an action point to make an extra attack, that ally gains a bonus to the attack roll equal to one-half your Intelligence modifier.

Theme: Dune Trader [Dark Sun]

* See source book for information

Bethiah's Equipment: Bandages, Rags

Magic items:

Weapon:  
Weapon:  
Weapon:  
Weapon:  
Armor:  
Shield:  
Arms:  
Feet:  
Hands:  
Head:  
Neck:  
Ring:  
Ring:  
Waist:  
   
   
   
   
   
   
 

Resistances:

Action Point Tally:

Daily Item Powers Per Day: Heroic Tier           Milestones:  /  /  /

Death Saving Throw Failures:

More about Bethiah:

Level 3  
Unaligned

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Strength | 16 | (+3) | | Constitution | 12 | (+1) | | Dexterity | 10 | (+0) | | Intelligence | 16 | (+3) | | Wisdom | 11 | (+0) | | Charisma | 13 | (+1) | | |  |  | | --- | --- | | Height: | 6' 2" | | Weight: | 210 lb | | Skin: |  | | Eyes: |  | | Hair: |  | |

Maximum Hit Points: 34

Bloodied: 17  
Surge Value: 8  
Surges / Day: 8 [includes constitution modifier]

Size: Medium  
Speed: 6 squares  
Vision: Normal

|  |  |  |
| --- | --- | --- |
| Initiative: | 1d20 +3 | = 1 [half level] + 0 [dexterity] + 2 [combat leader] |
| Base Strength Attack: | 1d20 +5 | = + 1 [half level] + 3 [strength] + 1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +2 | = + 1 [half level] + 0 [dexterity] + 1 (fixed enhancement bonus) |
| Base Constitution Attack: | 1d20 +3 | = + 1 [half level] + 1 [constitution] + 1 (fixed enhancement bonus) |
| Base Intelligence Attack: | 1d20 +5 | = + 1 [half level] + 3 [intelligence] + 1 (fixed enhancement bonus) |
| Base Wisdom Attack: | 1d20 +2 | = + 1 [half level] + 0 [wisdom] + 1 (fixed enhancement bonus) |
| Base Charisma Attack: | 1d20 +3 | = + 1 [half level] + 1 [charisma] + 1 (fixed enhancement bonus) |

|  |  |  |
| --- | --- | --- |
| Armor Class: | 14 | = 10 + 1 [half level] + 3 [intelligence] |
| Fortitude Defense: | 16 | = 10 + 1 [half level] + 1 [Human] + 1 [warlord] + 3 [strength] |
| Reflex Defense: | 15 | = 10 + 1 [half level] + 1 [Human] + 3 [intelligence] |
| Will Defense: | 14 | = 10 + 1 [half level] + 1 [Human] + 1 [warlord] + 1 [charisma] |

If your campaign uses the fixed-enhancement bonus system [PH2/Dark Sun], level 3 characters get +1 on attack/damage (1d6 extra damage on a critical hit) and +0 on all defenses. These bonuses do not stack with magic items.

Armor: None ("cloth")  
Shield: None

Attacks:

Unarmed Melee: +4 [base strength attack] vs AC; damage 1[W]=1d4+3 [strength bonus]  
Quick Formation +4w [best ability vs AC]  
Viper's Strike +4w [base strength attack] vs AC  
Wolfpack Tactics +4w [base strength attack] vs AC  
Warlord's Favor +4w [base strength attack] vs AC  
Lead the Attack +4w [base strength attack] vs AC  
Delaying Strike:  
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Encumberance 4e   |  |  | | --- | --- | | Normal Load: Heavy Load: Maximum Drag Load | 160 lb. 320 lb. 800 lb. | | Encumberance 3.5   |  |  | | --- | --- | | Light load: Medium load: Heavy load: Lift over head: Lift off ground: Push or drag: | 76 lb. or less 77-153 lb. 154-230 lb. 230 lb. 460 lb. 1150 lb. | |

|  |  |
| --- | --- |
| Languages: | Balican, Tyrian, Raamite, Nibanese |

Rituals Known:

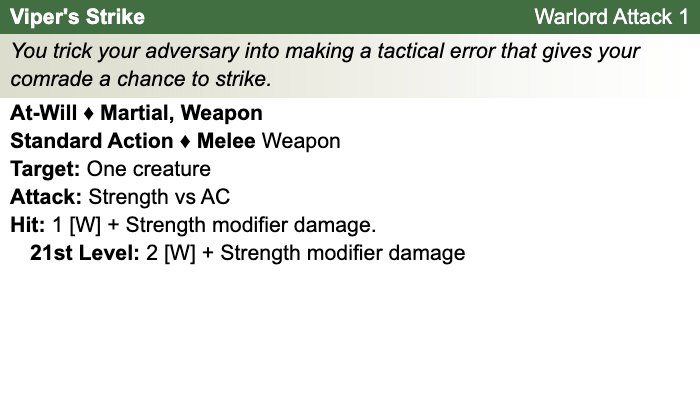
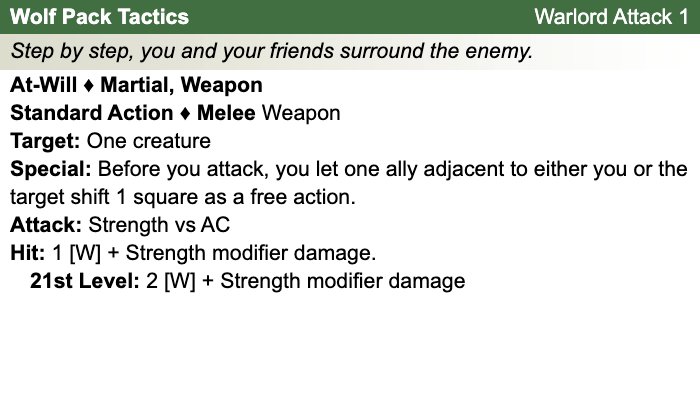
Skills:

|  |  |  |
| --- | --- | --- |
| Acrobatics: | +1 | = 0 [dexterity] + 1 [half level] |
| Arcana: | +4 | = 3 [intelligence] + 1 [half level] |
| Athletics: | +9 | = 3 [strength] + 1 [half level] +5 [class training] |
| Bluff: | +2 | = 1 [charisma] + 1 [half level] |
| Diplomacy: | +7 | = 1 [charisma] + 1 [half level] +5 [class training] |
| Dungeoneering: | +1 | = 0 [wisdom] + 1 [half level] |
| Endurance: | +7 | = 1 [constitution] + 1 [half level] +5 [class training] |
| Heal: | +6 | = 0 [wisdom] + 1 [half level] +5 [class training] |
| History: | +11 | = 3 [intelligence] + 1 [half level] +5 [class training] + 2 [background] |
| Insight: | +1 | = 0 [wisdom] + 1 [half level] |
| Intimidate: | +2 | = 1 [charisma] + 1 [half level] |
| Nature: | +1 | = 0 [wisdom] + 1 [half level] |
| Perception: | +1 | = 0 [wisdom] + 1 [half level] |
| Religion: | +4 | = 3 [intelligence] + 1 [half level] |
| Stealth: | +1 | = 0 [dexterity] + 1 [half level] |
| Streetwise: | +2 | = 1 [charisma] + 1 [half level] |
| Thievery: | +1 | = 0 [dexterity] + 1 [half level] |

Feats:

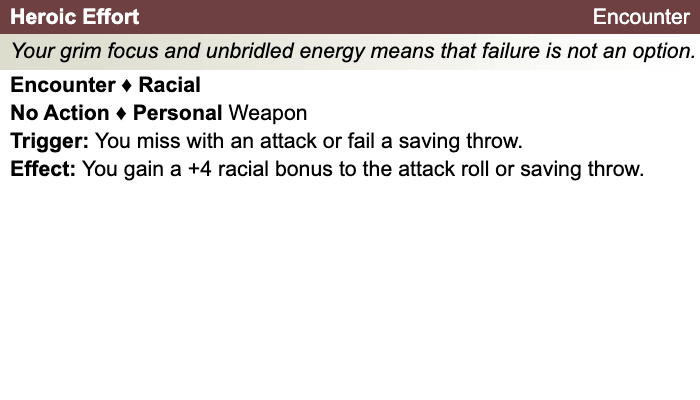
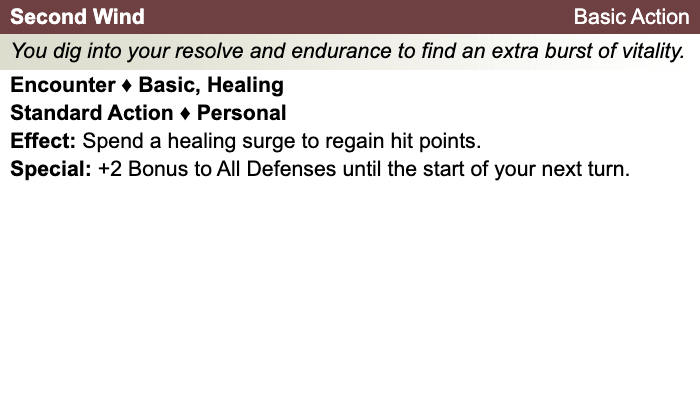
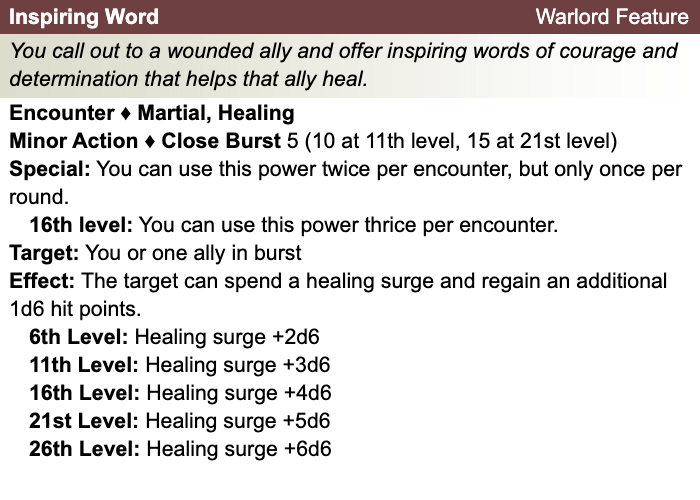
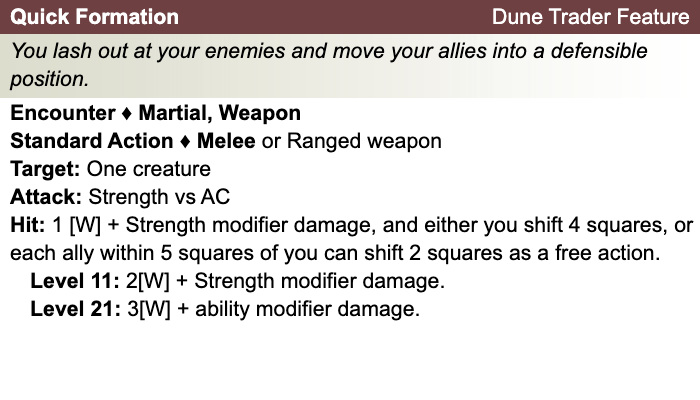
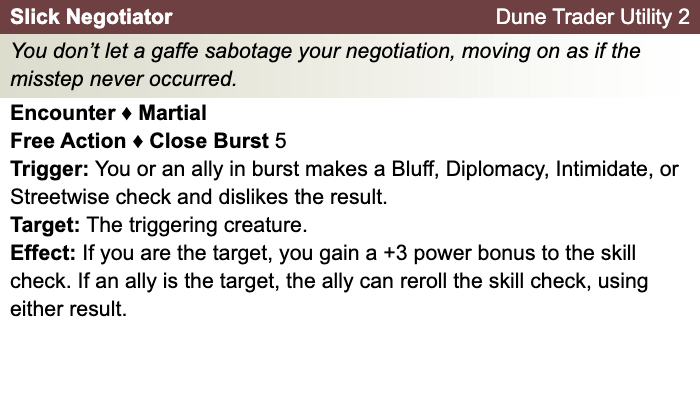
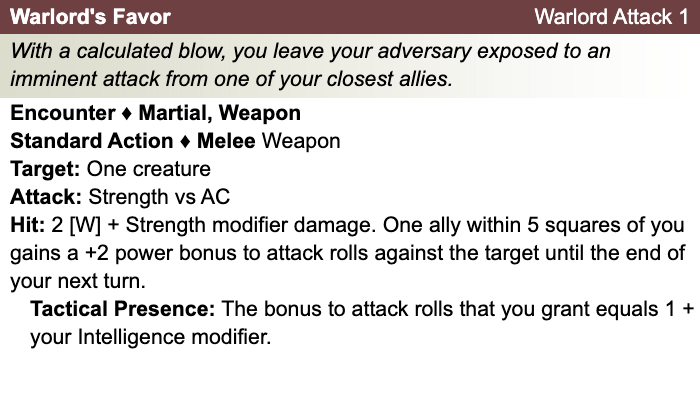
* Tactical Assault: When an ally who can see you spends an action point to make an attack, the attack’s damage roll gains a bonus equal to your Intelligence modifier.
* Weapon Focus (Light Blade): You gain a +1 feat bonus to damage rolls with Light Blades. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.
* Advantageous Formation: When one of your allies affected by your *quick formation* shifts adjacent to an enemy, he or she gains combat advantage against that enemy until the end of your next turn.

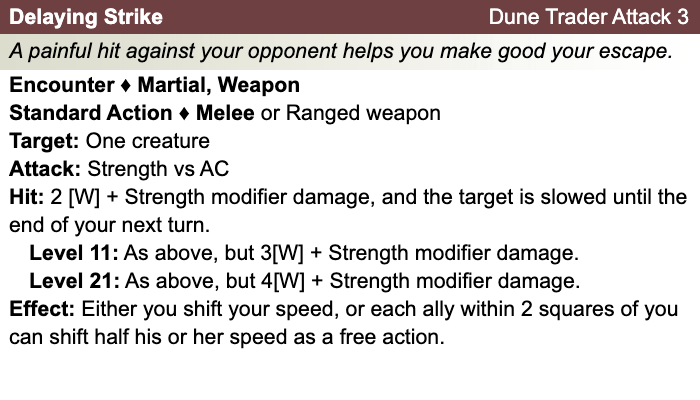
At-Will:

Melee Basic Attack: By weapon, damage 1[W]+3 [strength bonus] [standard action]  
Ranged Basic Attack: By weapon, damage 1[W] [standard action]  
Bull Rush: +3 [base strength attack] vs fortitude [standard action]  
Grab: +3 [base strength attack] vs reflex [standard action]  
Move grabbed target: +3 [base strength attack] vs fortitude [standard action]  
Escape: +0 [acrobatics] vs reflex / +8 [athletics] vs fortitude [move action]  
  


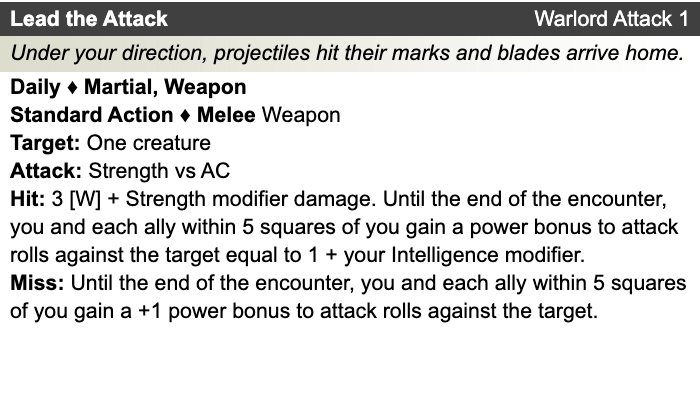
|  |  |
| --- | --- |
| Other Standard Actions: | Administer a potion; Aid another [revised: skill check vs. 10+level/2, success helps +2, failure hurts -1]; Charge [+1 to basic melee attack or bull rush]; Coup de grace; Equip / stow shield; Ready an action; Total defense; Sustain standard action; Some skills during combat (i.e., Acrobatics -- fast escape; Bluff, Heal -- first aid (use second wind DC10, stabilize the dying DC15, grant a saving throw DC15), Intimidate, Thievery depending on circumstances); |
| Other Move Actions: | Crawl; Run [speed 8]; Stand up; Shift; Squeeze; Walk; may include some skills during combat (i.e., Acrobatics, Athletics); half of a Double Move (if taken in place of a standard action) |
| Other Minor Actions: | Draw / sheathe weapon; Drink a potion; Drop prone; Load a crossbow; Open / close a door; Pick up an item; Retrieve / stow an item; Perception -- active (as per revision), Sustain minor action; Some skills during combat (i.e., Insight) |
| Other Immediate Actions: | Readied action |
| Other Opportunity Actions: | Opportunity attack |
| Other Free Actions: | Drop held items; End a grab; Talk |
| Other Non-Actions: | Delay; Endurance checks; Insight to counter Bluff; Knowledge checks; Perception -- passive |
| Short rest: | Healing surges as available |
| Five minutes: | Normal escape from restraints (Acrobatics) |
| One hour: | Forage; Streetwise check |

Encounter Powers:  
Spend an Action Point [free action, not in surprise round]



Daily Powers:

Human

* One bonus feat at 1st level (already included)
* One bonus skill from the skill class list (already included)
* +1 to fortitude, reflex, and will defenses

Warlord

* Combat Leader (+2 initiative for self and all allies within ten squares who see & hear you)
* This warlord chose the tactical presence. Any ally in sight who spends an action point to attack gets a bonus on attack roll equal to half your intelligence modifier. Can receive benefit from only one warlord at a time.
* Inspiring Word (target spends healing surge and gains an additional1d6 at level 3)

|  |  |
| --- | --- |
|  |  |

Theme: Dune Trader [Dark Sun]

* See source book for information

Bethiah's Equipment: Bandages, Rags

Magic items:

Weapon:  
Weapon:  
Weapon:  
Weapon:  
Armor:  
Shield:  
Arms:  
Feet:  
Hands:  
Head:  
Neck:  
Ring:  
Ring:  
Waist:  
   
   
   
   
   
   
 

Resistances:

Action Point Tally:

Daily Item Powers Per Day: Heroic Tier           Milestones:  /  /  /

Death Saving Throw Failures:

More about Bethiah:

Level 4  
Unaligned

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Strength | 17 | (+3) | | Constitution | 12 | (+1) | | Dexterity | 10 | (+0) | | Intelligence | 17 | (+3) | | Wisdom | 11 | (+0) | | Charisma | 13 | (+1) | | |  |  | | --- | --- | | Height: | 6' 2" | | Weight: | 220 lb | | Skin: |  | | Eyes: |  | | Hair: |  | |

Maximum Hit Points: 39

Bloodied: 19  
Surge Value: 9  
Surges / Day: 8 [includes constitution modifier]

Size: Medium  
Speed: 6 squares  
Vision: Normal

|  |  |  |
| --- | --- | --- |
| Initiative: | 1d20 +4 | = 2 [half level] + 0 [dexterity] + 2 [combat leader] |
| Base Strength Attack: | 1d20 +6 | = + 2 [half level] + 3 [strength] + 1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +3 | = + 2 [half level] + 0 [dexterity] + 1 (fixed enhancement bonus) |
| Base Constitution Attack: | 1d20 +4 | = + 2 [half level] + 1 [constitution] + 1 (fixed enhancement bonus) |
| Base Intelligence Attack: | 1d20 +6 | = + 2 [half level] + 3 [intelligence] + 1 (fixed enhancement bonus) |
| Base Wisdom Attack: | 1d20 +3 | = + 2 [half level] + 0 [wisdom] + 1 (fixed enhancement bonus) |
| Base Charisma Attack: | 1d20 +4 | = + 2 [half level] + 1 [charisma] + 1 (fixed enhancement bonus) |

|  |  |  |
| --- | --- | --- |
| Armor Class: | 16 | = 10 + 2 [half level] + 3 [intelligence] + 1 (fixed enhancement bonus) |
| Fortitude Defense: | 18 | = 10 + 2 [half level] + 1 [Human] + 1 [warlord] + 3 [strength] + 1 (fixed enhancement bonus) |
| Reflex Defense: | 17 | = 10 + 2 [half level] + 1 [Human] + 3 [intelligence] + 1 (fixed enhancement bonus) |
| Will Defense: | 16 | = 10 + 2 [half level] + 1 [Human] + 1 [warlord] + 1 [charisma] + 1 (fixed enhancement bonus) |

If your campaign uses the fixed-enhancement bonus system [PH2/Dark Sun], level 4 characters get +1 on attack/damage (1d6 extra damage on a critical hit) and +1 on all defenses. These bonuses do not stack with magic items.

Armor: None ("cloth")  
Shield: None

Attacks:

Unarmed Melee: +5 [base strength attack] vs AC; damage 1[W]=1d4+3 [strength bonus]  
Quick Formation +5w [best ability vs AC]  
Viper's Strike +5w [base strength attack] vs AC  
Wolfpack Tactics +5w [base strength attack] vs AC  
Warlord's Favor +5w [base strength attack] vs AC  
Lead the Attack +5w [base strength attack] vs AC  
Delaying Strike:  
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Encumberance 4e   |  |  | | --- | --- | | Normal Load: Heavy Load: Maximum Drag Load | 170 lb. 340 lb. 850 lb. | | Encumberance 3.5   |  |  | | --- | --- | | Light load: Medium load: Heavy load: Lift over head: Lift off ground: Push or drag: | 86 lb. or less 87-173 lb. 174-260 lb. 260 lb. 520 lb. 1300 lb. | |

|  |  |
| --- | --- |
| Languages: | Balican, Tyrian, Raamite, Nibanese |

Rituals Known:

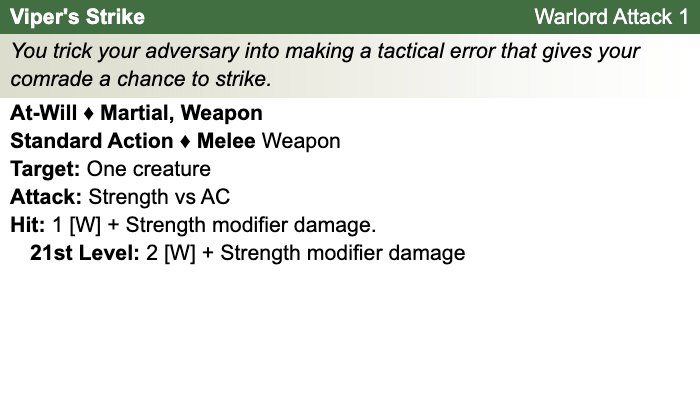
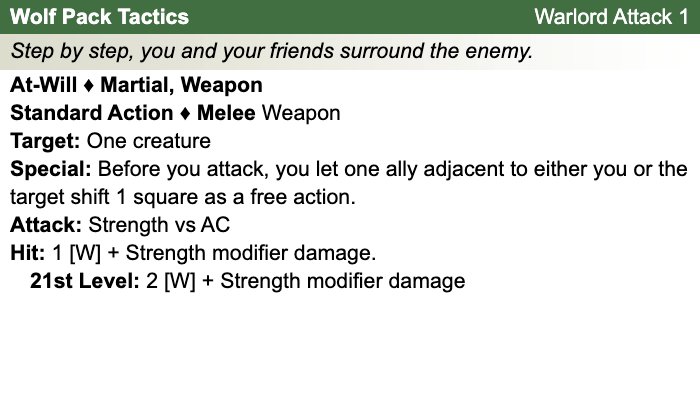
Skills:

|  |  |  |
| --- | --- | --- |
| Acrobatics: | +2 | = 0 [dexterity] + 2 [half level] |
| Arcana: | +5 | = 3 [intelligence] + 2 [half level] |
| Athletics: | +10 | = 3 [strength] + 2 [half level] +5 [class training] |
| Bluff: | +3 | = 1 [charisma] + 2 [half level] |
| Diplomacy: | +8 | = 1 [charisma] + 2 [half level] +5 [class training] |
| Dungeoneering: | +2 | = 0 [wisdom] + 2 [half level] |
| Endurance: | +8 | = 1 [constitution] + 2 [half level] +5 [class training] |
| Heal: | +7 | = 0 [wisdom] + 2 [half level] +5 [class training] |
| History: | +12 | = 3 [intelligence] + 2 [half level] +5 [class training] + 2 [background] |
| Insight: | +2 | = 0 [wisdom] + 2 [half level] |
| Intimidate: | +3 | = 1 [charisma] + 2 [half level] |
| Nature: | +2 | = 0 [wisdom] + 2 [half level] |
| Perception: | +2 | = 0 [wisdom] + 2 [half level] |
| Religion: | +5 | = 3 [intelligence] + 2 [half level] |
| Stealth: | +2 | = 0 [dexterity] + 2 [half level] |
| Streetwise: | +3 | = 1 [charisma] + 2 [half level] |
| Thievery: | +2 | = 0 [dexterity] + 2 [half level] |

Feats:

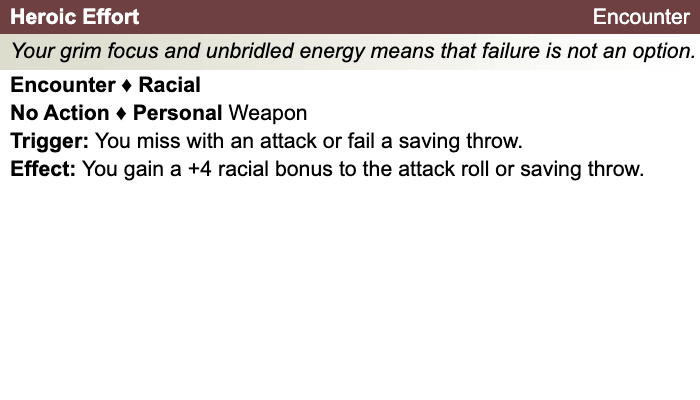
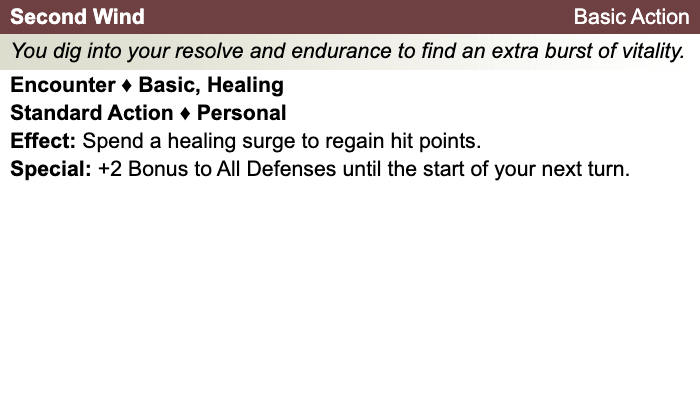
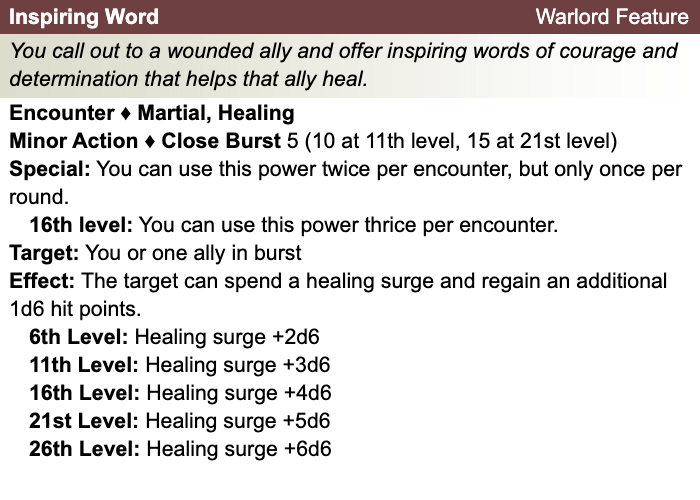
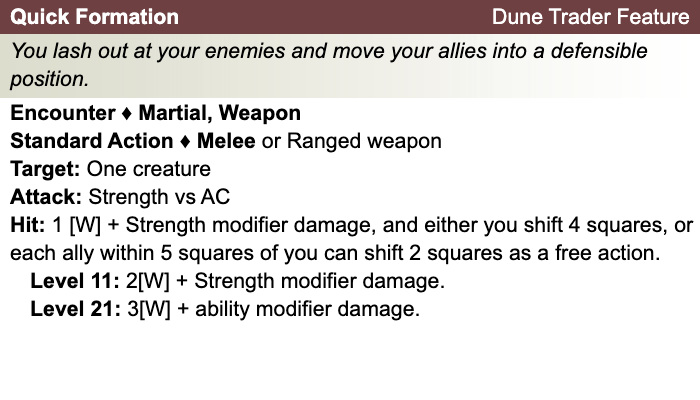
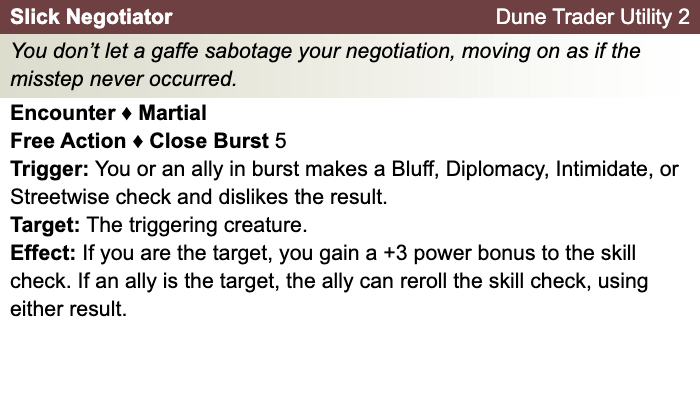
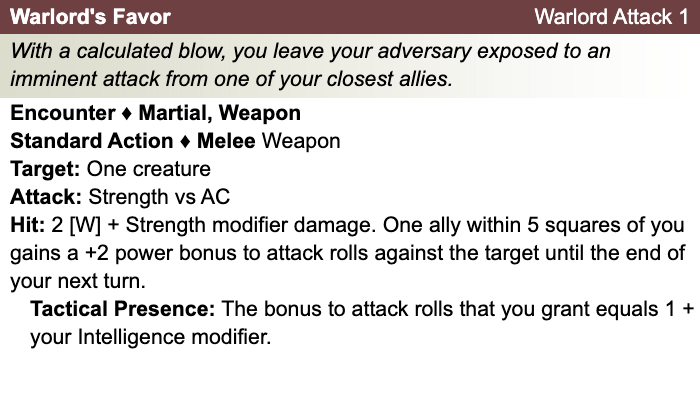
* Tactical Assault: When an ally who can see you spends an action point to make an attack, the attack’s damage roll gains a bonus equal to your Intelligence modifier.
* Weapon Focus (Light Blade): You gain a +1 feat bonus to damage rolls with Light Blades. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.
* Advantageous Formation: When one of your allies affected by your *quick formation* shifts adjacent to an enemy, he or she gains combat advantage against that enemy until the end of your next turn.
* Quick Defense: When you use your *quick formation*, any character who shifts as a result of the power gains a +2 bonus to all defenses until the end of your next turn.

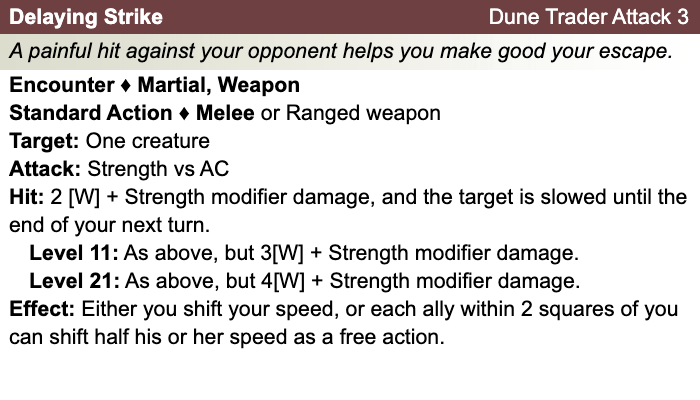
At-Will:

Melee Basic Attack: By weapon, damage 1[W]+3 [strength bonus] [standard action]  
Ranged Basic Attack: By weapon, damage 1[W] [standard action]  
Bull Rush: +3 [base strength attack] vs fortitude [standard action]  
Grab: +3 [base strength attack] vs reflex [standard action]  
Move grabbed target: +3 [base strength attack] vs fortitude [standard action]  
Escape: +0 [acrobatics] vs reflex / +8 [athletics] vs fortitude [move action]  
  


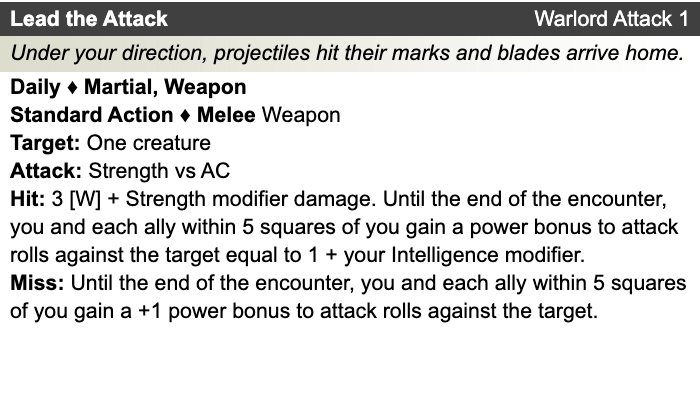
|  |  |
| --- | --- |
| Other Standard Actions: | Administer a potion; Aid another [revised: skill check vs. 10+level/2, success helps +2, failure hurts -1]; Charge [+1 to basic melee attack or bull rush]; Coup de grace; Equip / stow shield; Ready an action; Total defense; Sustain standard action; Some skills during combat (i.e., Acrobatics -- fast escape; Bluff, Heal -- first aid (use second wind DC10, stabilize the dying DC15, grant a saving throw DC15), Intimidate, Thievery depending on circumstances); |
| Other Move Actions: | Crawl; Run [speed 8]; Stand up; Shift; Squeeze; Walk; may include some skills during combat (i.e., Acrobatics, Athletics); half of a Double Move (if taken in place of a standard action) |
| Other Minor Actions: | Draw / sheathe weapon; Drink a potion; Drop prone; Load a crossbow; Open / close a door; Pick up an item; Retrieve / stow an item; Perception -- active (as per revision), Sustain minor action; Some skills during combat (i.e., Insight) |
| Other Immediate Actions: | Readied action |
| Other Opportunity Actions: | Opportunity attack |
| Other Free Actions: | Drop held items; End a grab; Talk |
| Other Non-Actions: | Delay; Endurance checks; Insight to counter Bluff; Knowledge checks; Perception -- passive |
| Short rest: | Healing surges as available |
| Five minutes: | Normal escape from restraints (Acrobatics) |
| One hour: | Forage; Streetwise check |

Encounter Powers:  
Spend an Action Point [free action, not in surprise round]



Daily Powers:



Human

* One bonus feat at 1st level (already included)
* One bonus skill from the skill class list (already included)
* +1 to fortitude, reflex, and will defenses

Warlord

* Combat Leader (+2 initiative for self and all allies within ten squares who see & hear you)
* This warlord chose the tactical presence. Any ally in sight who spends an action point to attack gets a bonus on attack roll equal to half your intelligence modifier. Can receive benefit from only one warlord at a time.
* Inspiring Word (target spends healing surge and gains an additional1d6 at level 3)

Theme: Dune Trader [Dark Sun]

* See source book for information

Bethiah's Equipment: Bandages, Rags

Magic items:

Weapon:  
Weapon:  
Weapon:  
Weapon:  
Armor:  
Shield:  
Arms:  
Feet:  
Hands:  
Head:  
Neck:  
Ring:  
Ring:  
Waist:  
   
   
   
   
   
   
 

Resistances:

Action Point Tally:

Daily Item Powers Per Day: Heroic Tier           Milestones:  /  /  /

Death Saving Throw Failures:

More about Bethiah: