**Qiantha**

Human Fighter
Level 1
Unaligned

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| --- | --- | --- |
| Strength | 18 | (+4) |
| Constitution | 12 | (+1) |
| Dexterity | 14 | (+2) |
| Intelligence | 11 | (+0) |
| Wisdom | 13 | (+1) |
| Charisma | 10 | (+0) |

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| Height: | 6' 2" |
| Weight: | 220 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 32 [includes toughness]

Bloodied: 16
Surge Value: 8
Surges / Day: 10 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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| Initiative: | 1d20 +2 | = + 2 [dexterity] |
| Base Strength Attack: | 1d20 +4 | = + 4 [strength] |
| Base Dexterity Attack: | 1d20 +2 | = + 2 [dexterity] |
| Base Constitution Attack: | 1d20 +1 | = + 1 [constitution] |
| Base Intelligence Attack: | 1d20 +0 | = + 0 [intelligence] |
| Base Wisdom Attack: | 1d20 +1 | = + 1 [wisdom] |
| Base Charisma Attack: | 1d20 +0 | = + 0 [charisma] |

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| Armor Class: | 13 | = 10 + 2 [dexterity] + 1 [arena fighter] |
| Fortitude Defense: | 17 | = 10 + 1 [Human] + 2 [fighter] + 4 [strength] |
| Reflex Defense: | 13 | = 10 + 1 [Human] + 2 [dexterity] |
| Will Defense: | 12 | = 10 + 1 [Human] + 1 [wisdom] |

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: +4 [base strength attack] vs AC; damage 1[W]=1d4+4 [strength bonus]
Disrupting Advance +4w [best ability vs AC]
Footwork Lure +4w [base strength attack] vs AC
Vicious Offensive +4w [base strength attack] vs AC
Goading Maneuver:
Master's Edge:
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

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| Encumberance 4e

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| Normal Load:Heavy Load:Maximum Drag Load | 180 lb.360 lb.900 lb. |

 | Encumberance 3.5

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| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 100 lb. or less101-200 lb.201-300 lb.300 lb.600 lb.1500 lb. |

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| Languages: | Raamite |

Rituals Known:

Skills:

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

Feats:

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| Action Surge: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.  |
| Toughness: You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st level.) |

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+4 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+2 [dexterity bonus] [standard action]
Bull Rush: +4 [base strength attack] vs fortitude [standard action]
Grab: +4 [base strength attack] vs reflex [standard action]
Move grabbed target: +4 [base strength attack] vs fortitude [standard action]
Escape: +2 [acrobatics] vs reflex / +11 [athletics] vs fortitude [move action]



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| 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

Fighter

* Combat Challenge (mark enemy) [see online revision]
* This fighter chose Combat Superiority class feature.
* This fighter chose the arena style ["Dark Sun"][+2 proficiency bonus on attack rolls with improvised / untrained weapons; 1d8 damage one-handed, 1d10 damage two-handed; at least two free proficiencies with superior weapons "arena weapons"]

Level 2
Unaligned

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| --- | --- | --- |
| Strength | 18 | (+4) |
| Constitution | 12 | (+1) |
| Dexterity | 14 | (+2) |
| Intelligence | 11 | (+0) |
| Wisdom | 13 | (+1) |
| Charisma | 10 | (+0) |

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| --- | --- |
| Height: | 6' 2" |
| Weight: | 220 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 38 [includes toughness]

Bloodied: 19
Surge Value: 9
Surges / Day: 10 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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

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| Armor Class: | 14 | = 10 + 1 [half level] + 2 [dexterity] + 1 [arena fighter] |
| Fortitude Defense: | 18 | = 10 + 1 [half level] + 1 [Human] + 2 [fighter] + 4 [strength] |
| Reflex Defense: | 14 | = 10 + 1 [half level] + 1 [Human] + 2 [dexterity] |
| Will Defense: | 13 | = 10 + 1 [half level] + 1 [Human] + 1 [wisdom] |

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: +6 [base strength attack] vs AC; damage 1[W]=1d4+4 [strength bonus] +1 [fixed enhancement bonus
Footwork Lure +6w [base strength attack] vs AC
Vicious Offensive +5w [base strength attack] vs AC
Goading Manuever:
Master's Edge:
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

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| Encumberance 4e

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| Normal Load:Heavy Load:Maximum Drag Load | 180 lb.360 lb.900 lb. |

 | Encumberance 3.5

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| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 100 lb. or less101-200 lb.201-300 lb.300 lb.600 lb.1500 lb. |

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| Languages: | Raamite |

Rituals Known:

Skills:

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| --- | --- | --- |
| Acrobatics: | +3 | = 2 [dexterity] + 1 [half level] |
| Arcana: | +1 | = 0 [intelligence] + 1 [half level] |
| Athletics: | +12 | = 4 [strength] + 1 [half level] +5 [class training] + 2 [background] |
| Bluff: | +1 | = 0 [charisma] + 1 [half level] |
| Diplomacy: | +1 | = 0 [charisma] + 1 [half level] |
| Dungeoneering: | +2 | = 1 [wisdom] + 1 [half level] |
| Endurance: | +7 | = 1 [constitution] + 1 [half level] +5 [class training] |
| Heal: | +7 | = 1 [wisdom] + 1 [half level] +5 [class training] |
| History: | +1 | = 0 [intelligence] + 1 [half level] |
| Insight: | +2 | = 1 [wisdom] + 1 [half level] |
| Intimidate: | +6 | = 0 [charisma] + 1 [half level] +5 [class training] |
| Nature: | +2 | = 1 [wisdom] + 1 [half level] |
| Perception: | +2 | = 1 [wisdom] + 1 [half level] |
| Religion: | +1 | = 0 [intelligence] + 1 [half level] |
| Stealth: | +3 | = 2 [dexterity] + 1 [half level] |
| Streetwise: | +1 | = 0 [charisma] + 1 [half level] |
| Thievery: | +3 | = 2 [dexterity] + 1 [half level] |

Feats:

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| --- |
| Action Surge: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.  |
| Toughness: You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st level.)Disrupting Shove: When you hit a target with your *disrupting advance,* the target falls prone at the end of the push. |

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+4 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+2 [dexterity bonus] [standard action]
Bull Rush: +5 [base strength attack] vs fortitude [standard action]
Grab: +5 [base strength attack] vs reflex [standard action]
Move grabbed target: +5 [base strength attack] vs fortitude [standard action]
Escape: +3 [acrobatics] vs reflex / +12 [athletics] vs fortitude [move action]



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| --- | --- |
| 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

Fighter

* Combat Challenge: After attacking an enemy, choose to mark that target; mark lasts until the end of your next turn. While target is marked, it takes a -2 penalty to attack rolls for any attack that doesn’t include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
* Combat Superiority: Add Wisdom modifier to opportunity attacks; an enemy struck by your opportunity attacks stops moving, if a move provoked the attack.
* Arena Fighting: +2 proficiency bonus on attack rolls with improvised / untrained weapons; 1d8 damage one-handed, 1d10 damage two-handed; arena-training with Tortoise Blade and Carrikal.)

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Qiantha'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 Qiantha:

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Theme: Gladiator [Dark Sun]

* See source book for information

Level 3
Unaligned

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| --- | --- | --- |
| Strength | 18 | (+4) |
| Constitution | 12 | (+1) |
| Dexterity | 14 | (+2) |
| Intelligence | 11 | (+0) |
| Wisdom | 13 | (+1) |
| Charisma | 10 | (+0) |

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|  |  |
| --- | --- |
| Height: | 6' 2" |
| Weight: | 220 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 44 [includes toughness]

Bloodied: 22
Surge Value: 11
Surges / Day: 10 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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

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| Armor Class: | 14 | = 10 + 1 [half level] + 2 [dexterity] + 1 [arena fighter] |
| Fortitude Defense: | 18 | = 10 + 1 [half level] + 1 [Human] + 2 [fighter] + 4 [strength] |
| Reflex Defense: | 14 | = 10 + 1 [half level] + 1 [Human] + 2 [dexterity] |
| Will Defense: | 13 | = 10 + 1 [half level] + 1 [Human] + 1 [wisdom] |

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: +6 [base strength attack] vs AC; damage 1[W]=1d4+4 [strength bonus] +1 [fixed enhancement bonus]
Footwork Lure +6w [base strength attack] vs AC
Vicious Offensive +6w [base strength attack] vs AC
Goading Manuever:
Master's Edge:
Savage Sweep:
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

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| Encumberance 4e

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| Normal Load:Heavy Load:Maximum Drag Load | 180 lb.360 lb.900 lb. |

 | Encumberance 3.5

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| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 100 lb. or less101-200 lb.201-300 lb.300 lb.600 lb.1500 lb. |

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| --- | --- |
| Languages: | Raamite |

Rituals Known:

Skills:

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| --- | --- | --- |
| Acrobatics: | +3 | = 2 [dexterity] + 1 [half level] |
| Arcana: | +1 | = 0 [intelligence] + 1 [half level] |
| Athletics: | +12 | = 4 [strength] + 1 [half level] +5 [class training] + 2 [background] |
| Bluff: | +1 | = 0 [charisma] + 1 [half level] |
| Diplomacy: | +1 | = 0 [charisma] + 1 [half level] |
| Dungeoneering: | +2 | = 1 [wisdom] + 1 [half level] |
| Endurance: | +7 | = 1 [constitution] + 1 [half level] +5 [class training] |
| Heal: | +7 | = 1 [wisdom] + 1 [half level] +5 [class training] |
| History: | +1 | = 0 [intelligence] + 1 [half level] |
| Insight: | +2 | = 1 [wisdom] + 1 [half level] |
| Intimidate: | +6 | = 0 [charisma] + 1 [half level] +5 [class training] |
| Nature: | +2 | = 1 [wisdom] + 1 [half level] |
| Perception: | +2 | = 1 [wisdom] + 1 [half level] |
| Religion: | +1 | = 0 [intelligence] + 1 [half level] |
| Stealth: | +3 | = 2 [dexterity] + 1 [half level] |
| Streetwise: | +1 | = 0 [charisma] + 1 [half level] |
| Thievery: | +3 | = 2 [dexterity] + 1 [half level] |

Feats:

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| --- |
| Action Surge: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.  |
| Toughness: You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st level.)Disrupting Shove: When you hit a target with your *disrupting advance,* the target falls prone at the end of the push. |

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+4 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+2 [dexterity bonus] [standard action]
Bull Rush: +5 [base strength attack] vs fortitude [standard action]
Grab: +5 [base strength attack] vs reflex [standard action]
Move grabbed target: +5 [base strength attack] vs fortitude [standard action]
Escape: +3 [acrobatics] vs reflex / +12 [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

Fighter

* Combat Challenge: After attacking an enemy, choose to mark that target; mark lasts until the end of your next turn. While target is marked, it takes a -2 penalty to attack rolls for any attack that doesn’t include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
* Combat Superiority: Add Wisdom modifier to opportunity attacks; an enemy struck by your opportunity attacks stops moving, if a move provoked the attack.
* Arena Fighting: +2 proficiency bonus on attack rolls with improvised / untrained weapons; 1d8 damage one-handed, 1d10 damage two-handed; arena-training with Tortoise Blade and Carrikal.)

Qiantha'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 Qiantha:

Level 4
Unaligned

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|  |  |  |
| --- | --- | --- |
| Strength | 18 | (+4) |
| Constitution | 13 | (+1) |
| Dexterity | 14 | (+2) |
| Intelligence | 11 | (+0) |
| Wisdom | 14 | (+2) |
| Charisma | 10 | (+0) |

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|  |  |
| --- | --- |
| Height: | 6' 2" |
| Weight: | 220 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 51 [includes toughness]

Bloodied: 25
Surge Value: 12
Surges / Day: 10 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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| --- | --- | --- |
| Initiative: | 1d20 +4 | = 2 [half level] + 2 [dexterity] |
| Base Strength Attack: | 1d20 +7 | = + 2 [half level] + 4 [strength] + 1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +5 | = + 2 [half level] + 2 [dexterity] + 1 (fixed enhancement bonus) |
| Base Constitution Attack: | 1d20 +4 | = + 2 [half level] + 1 [constitution] + 1 (fixed enhancement bonus) |
| Base Intelligence Attack: | 1d20 +3 | = + 2 [half level] + 0 [intelligence] + 1 (fixed enhancement bonus) |
| Base Wisdom Attack: | 1d20 +5 | = + 2 [half level] + 2 [wisdom] + 1 (fixed enhancement bonus) |
| Base Charisma Attack: | 1d20 +3 | = + 2 [half level] + 0 [charisma] + 1 (fixed enhancement bonus) |

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| Armor Class: | 16 | = 10 + 2 [half level] + 2 [dexterity] + 1 [arena fighter] + 1 (fixed enhancement bonus) + 1 (fixed enhancement bonus) |
| Fortitude Defense: | 20 | = 10 + 2 [half level] + 1 [Human] + 2 [fighter] + 4 [strength] + 1 (fixed enhancement bonus) |
| Reflex Defense: | 16 | = 10 + 2 [half level] + 1 [Human] + 2 [dexterity] + 1 (fixed enhancement bonus) |
| Will Defense: | 16 | = 10 + 2 [half level] + 1 [Human] + 2 [wisdom] + 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: +6 [base strength attack] vs AC; damage 1[W]=1d4+4 [strength bonus]
Footwork Lure +6w [base strength attack] vs AC
Vicious Offensive +6w [base strength attack] vs AC
Goading Maneuver:
Master's Edge:
Savage Sweep:
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 vs 10

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| Encumberance 4e

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| --- | --- |
| Normal Load:Heavy Load:Maximum Drag Load | 180 lb.360 lb.900 lb. |

 | Encumberance 3.5

|  |  |
| --- | --- |
| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 100 lb. or less101-200 lb.201-300 lb.300 lb.600 lb.1500 lb. |

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| Languages: | Raamite |

Rituals Known:

Skills:

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| --- | --- | --- |
| Acrobatics: | +4 | = 2 [dexterity] + 2 [half level] |
| Arcana: | +2 | = 0 [intelligence] + 2 [half level] |
| Athletics: | +13 | = 4 [strength] + 2 [half level] +5 [class training] + 2 [background] |
| Bluff: | +2 | = 0 [charisma] + 2 [half level] |
| Diplomacy: | +2 | = 0 [charisma] + 2 [half level] |
| Dungeoneering: | +4 | = 2 [wisdom] + 2 [half level] |
| Endurance: | +8 | = 1 [constitution] + 2 [half level] +5 [class training] |
| Heal: | +9 | = 2 [wisdom] + 2 [half level] +5 [class training] |
| History: | +2 | = 0 [intelligence] + 2 [half level] |
| Insight: | +4 | = 2 [wisdom] + 2 [half level] |
| Intimidate: | +7 | = 0 [charisma] + 2 [half level] +5 [class training] |
| Nature: | +4 | = 2 [wisdom] + 2 [half level] |
| Perception: | +4 | = 2 [wisdom] + 2 [half level] |
| Religion: | +2 | = 0 [intelligence] + 2 [half level] |
| Stealth: | +4 | = 2 [dexterity] + 2 [half level] |
| Streetwise: | +2 | = 0 [charisma] + 2 [half level] |
| Thievery: | +4 | = 2 [dexterity] + 2 [half level] |

Feats:

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| --- | --- |
| Action Surge: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.  |  |
| Toughness: You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st level.)Disrupting Shove: When you hit a target with your *disrupting advance,* the target falls prone at the end of the push.Brutish Disruption: When you hit a target with your disruptingadvance, you push the target a number of squares equal to 2 + your Constitution modifier, instead of 2 squares. |  |

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+4 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+2 [dexterity bonus] [standard action]
Bull Rush: +5 [base strength attack] vs fortitude [standard action]
Grab: +5 [base strength attack] vs reflex [standard action]
Move grabbed target: +5 [base strength attack] vs fortitude [standard action]
Escape: +3 [acrobatics] vs reflex / +12 [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

Fighter

* Combat Challenge: After attacking an enemy, choose to mark that target; mark lasts until the end of your next turn. While target is marked, it takes a -2 penalty to attack rolls for any attack that doesn’t include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.
* Combat Superiority: Add Wisdom modifier to opportunity attacks; an enemy struck by your opportunity attacks stops moving, if a move provoked the attack.
* Arena Fighting: +2 proficiency bonus on attack rolls with improvised / untrained weapons; 1d8 damage one-handed, 1d10 damage two-handed; arena-training with Tortoise Blade and Carrikal.)

Qiantha'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 this character: