**Tija**

Human Rogue
Level 1
Unaligned

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| --- | --- | --- |
| Strength | 13 | (+1) |
| Constitution | 11 | (+0) |
| Dexterity | 16 | (+3) |
| Intelligence | 12 | (+1) |
| Wisdom | 10 | (+0) |
| Charisma | 16 | (+3) |

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|  |  |
| --- | --- |
| Height: | 6' 0" |
| Weight: | 190 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 23

Bloodied: 11
Surge Value: 5
Surges / Day: 6

Size: Medium
Speed: 6 squares
Vision: Normal

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

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| Armor Class: | 13 | = 10 + 3 [dexterity] |
| Fortitude Defense: | 12 | = 10 + 1 [Human] + 1 [strength] |
| Reflex Defense: | 16 | = 10 + 1 [Human] + 2 [rogue] + 3 [dexterity] |
| Will Defense: | 14 | = 10 + 1 [Human] + 3 [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: +1 [base strength attack] vs AC; damage 1[W]=1d4+1 [strength bonus]
Poisoned Strike +3w [best ability vs AC]
Deft Strike +3w [base dexterity attack] vs AC
Sly Flourish +3w [base dexterity attack] vs AC
Positioning Strike +3w [base dexterity attack] vs AC
Trick Strike +3w [base dexterity attack] vs AC
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 +1 [human perseverence] vs 10

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| Encumberance 4e

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| Normal Load:Heavy Load:Maximum Drag Load | 130 lb.260 lb.650 lb. |

 | Encumberance 3.5

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| --- | --- |
| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 50 lb. or less51-100 lb.101-150 lb.150 lb.300 lb.750 lb. |

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| --- | --- |
| Languages: | Tyrian, Tamwar |

Rituals Known:

Skills:

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

Feats:

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| --- | --- |
| Backstabber: The extra damage die from your Sneak Attack class feature increases from d6s to d8s. |  |
| Human Perseverance: +1 feat bonus to saving throws |  |

At-Will:

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

Rogue

* First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.
* Rogue Weapon Talent: When you wield a chatchka, your weapon damage die increases by one size. When you wield a Widow’s Knife, you gain a +1 bonus to attack rolls.
* Artful Dodger: Add your charisma modifier to AC against opportunity attacks.
* Sneak Attack: Once per round with combat advantage (using light blade, hand crossbow. sling, or short bow), add +2d8 damage to a successful attack.

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Theme: Athasian Minstrel [Dark Sun]

* See source book for information

Tija'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 Tija:

Level 2
Unaligned

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|  |  |  |
| --- | --- | --- |
| Strength | 13 | (+1) |
| Constitution | 11 | (+0) |
| Dexterity | 16 | (+3) |
| Intelligence | 12 | (+1) |
| Wisdom | 10 | (+0) |
| Charisma | 16 | (+3) |

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|  |  |
| --- | --- |
| Height: | 6' 0" |
| Weight: | 190 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 28

Bloodied: 14
Surge Value: 7
Surges / Day: 6

Size: Medium
Speed: 6 squares
Vision: Normal

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

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| --- | --- | --- |
| Armor Class: | 14 | = 10 + 1 [half level] + 3 [dexterity] |
| Fortitude Defense: | 13 | = 10 + 1 [half level] + 1 [Human] + 1 [strength] |
| Reflex Defense: | 17 | = 10 + 1 [half level] + 1 [Human] + 2 [rogue] + 3 [dexterity] |
| Will Defense: | 15 | = 10 + 1 [half level] + 1 [Human] + 3 [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: +2 [base strength attack] vs AC; damage 1[W]=1d4+1 [strength bonus]
Poisoned Strike +4w [best ability vs AC]
Deft Strike +4w [base dexterity attack] vs AC
Sly Flourish +4w [base dexterity attack] vs AC
Positioning Strike +4w [base dexterity attack] vs AC
Trick Strike +4w [base dexterity attack] vs AC
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 +1 [human perseverence] vs 10

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| Encumberance 4e

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| --- | --- |
| Normal Load:Heavy Load:Maximum Drag Load | 130 lb.260 lb.650 lb. |

 | Encumberance 3.5

|  |  |
| --- | --- |
| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 50 lb. or less51-100 lb.101-150 lb.150 lb.300 lb.750 lb. |

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| --- | --- |
| Languages: | Tyrian, Tamwar |

Rituals Known:

Skills:

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

Feats:

|  |  |
| --- | --- |
| Backstabber: The extra damage die from your Sneak Attack class feature increases from d6s to d8s. |  |
| Human Perseverance: +1 feat bonus to saving throwsStinging Poison: If you hit your target with your *poisoned strike*, the target takes a -2 penalty to saving throws until the end of your next turn. |  |

At-Will:

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

Rogue

* First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.
* Rogue Weapon Talent: When you wield a chatchka, your weapon damage die increases by one size. When you wield a Widow’s Knife, you gain a +1 bonus to attack rolls.
* Artful Dodger: Add your charisma modifier to AC against opportunity attacks.
* Sneak Attack: Once per round with combat advantage (using light blade, hand crossbow. sling, or short bow), add +2d8 damage to a successful attack.

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Theme: Athasian Minstrel [Dark Sun]

* See source book for information

Tija'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 Tija:

Level 3
Unaligned

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|  |  |  |
| --- | --- | --- |
| Strength | 13 | (+1) |
| Constitution | 11 | (+0) |
| Dexterity | 16 | (+3) |
| Intelligence | 12 | (+1) |
| Wisdom | 10 | (+0) |
| Charisma | 16 | (+3) |

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|  |  |
| --- | --- |
| Height: | 6' 0" |
| Weight: | 190 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 33

Bloodied: 16
Surge Value: 8
Surges / Day: 6

Size: Medium
Speed: 6 squares
Vision: Normal

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

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| --- | --- | --- |
| Armor Class: | 14 | = 10 + 1 [half level] + 3 [dexterity] |
| Fortitude Defense: | 13 | = 10 + 1 [half level] + 1 [Human] + 1 [strength] |
| Reflex Defense: | 17 | = 10 + 1 [half level] + 1 [Human] + 2 [rogue] + 3 [dexterity] |
| Will Defense: | 15 | = 10 + 1 [half level] + 1 [Human] + 3 [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: +2 [base strength attack] vs AC; damage 1[W]=1d4+1 [strength bonus]
Poisoned Strike +4w [best ability vs AC]
Deft Strike +4w [base dexterity attack] vs AC
Sly Flourish +4w [base dexterity attack] vs AC
Positioning Strike +4w [base dexterity attack] vs AC
Trick Strike +4w [base dexterity attack] vs AC
Fever Poison:
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 +1 [human perseverence] vs 10

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| Encumberance 4e

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| Normal Load:Heavy Load:Maximum Drag Load | 130 lb.260 lb.650 lb. |

 | Encumberance 3.5

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| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 50 lb. or less51-100 lb.101-150 lb.150 lb.300 lb.750 lb. |

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| Languages: | Tyrian, Tamwar |

Rituals Known:

Skills:

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

Feats:

|  |  |
| --- | --- |
| Backstabber: The extra damage die from your Sneak Attack class feature increases from d6s to d8s. |  |
| Human Perseverance: +1 feat bonus to saving throwsStinging Poison: If you hit your target with your *poisoned strike*, the target takes a -2 penalty to saving throws until the end of your next turn. |  |

At-Will:

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

Rogue

* First Strike: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.
* Rogue Weapon Talent: When you wield a chatchka, your weapon damage die increases by one size. When you wield a Widow’s Knife, you gain a +1 bonus to attack rolls.
* Artful Dodger: Add your charisma modifier to AC against opportunity attacks.
* Sneak Attack: Once per round with combat advantage (using light blade, hand crossbow. sling, or short bow), add +2d8 damage to a successful attack.

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Theme: Athasian Minstrel [Dark Sun]

* See source book for information

Tija'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 Tija:

Level 4
Unaligned

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|  |  |  |
| --- | --- | --- |
| Strength | 14 | (+2) |
| Constitution | 12 | (+1) |
| Dexterity | 16 | (+3) |
| Intelligence | 12 | (+1) |
| Wisdom | 10 | (+0) |
| Charisma | 16 | (+3) |

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|  |  |
| --- | --- |
| Height: | 6' 1" |
| Weight: | 195 lb |
| Skin: |  |
| Eyes: |  |
| Hair: |  |

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Maximum Hit Points: 39

Bloodied: 19
Surge Value: 9
Surges / Day: 7 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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| Initiative: | 1d20 +5 | = 2 [half level] + 3 [dexterity] |
| Base Strength Attack: | 1d20 +4 | = + 2 [half level] + 1 [strength] +1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +6 | = + 2 [half level] + 3 [dexterity] +1 (fixed enhancement bonus) |
| Base Constitution Attack: | 1d20 +3 | = + 2 [half level] + 0 [constitution] +1 (fixed enhancement bonus) |
| Base Intelligence Attack: | 1d20 +4 | = + 2 [half level] + 1 [intelligence] +1 (fixed enhancement bonus) |
| Base Wisdom Attack: | 1d20 +3 | = + 2 [half level] + 0 [wisdom] +1 (fixed enhancement bonus) |
| Base Charisma Attack: | 1d20 +6 | = + 2 [half level] + 3 [charisma] +1 (fixed enhancement bonus) |

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| Armor Class: | 16 | = 10 + 2 [half level] + 3 [dexterity] +1 (fixed enhancement bonus) |
| Fortitude Defense: | 16 | = 10 + 2 [half level] + 1 [Human] + 2 [strength] +1 (fixed enhancement bonus) |
| Reflex Defense: | 19 | = 10 + 2 [half level] + 1 [Human] + 2 [rogue] + 3 [dexterity] +1 (fixed enhancement bonus) |
| Will Defense: | 17 | = 10 + 2 [half level] + 1 [Human] + 3 [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: +4 [base strength attack] vs AC; damage 1[W]=1d4+2 [strength bonus]
Poisoned Strike +5w [best ability vs AC]
Deft Strike +5w [base dexterity attack] vs AC
Sly Flourish +5w [base dexterity attack] vs AC
Positioning Strike +5w [base dexterity attack] vs AC
Trick Strike +5w [base dexterity attack] vs AC
Fever Poison:
w Weapon-based power. Apply adjustments for proficiency, situation, feats, magic, etc.

Base Saving throw: d20 +1 [human perseverence] vs 10

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| Encumberance 4e

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| Normal Load:Heavy Load:Maximum Drag Load | 140 lb.280 lb.700 lb. |

 | Encumberance 3.5

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| Light load:Medium load:Heavy load:Lift over head:Lift off ground:Push or drag: | 58 lb. or less59-116 lb.117-175 lb.175 lb.350 lb.875 lb. |

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| Languages: | Tyrian, Tamwar |

Rituals Known:

Skills:

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| Acrobatics: | +5 | = 3 [dexterity] + 2 [half level] |
| Arcana: | +3 | = 1 [intelligence] + 2 [half level] |
| Athletics: | +4 | = 2 [strength] + 2 [half level] |
| Bluff: | +10 | = 3 [charisma] + 2 [half level] +5 [class training] |
| Diplomacy: | +5 | = 3 [charisma] + 2 [half level] |
| Dungeoneering: | +7 | = 0 [wisdom] + 2 [half level] +5 [class training] |
| Endurance: | +3 | = 1 [constitution] + 2 [half level] |
| Heal: | +2 | = 0 [wisdom] + 2 [half level] |
| History: | +3 | = 1 [intelligence] + 2 [half level] |
| Insight: | +7 | = 0 [wisdom] + 2 [half level] +5 [class training] |
| Intimidate: | +10 | = 3 [charisma] + 2 [half level] +5 [class training] |
| Nature: | +2 | = 0 [wisdom] + 2 [half level] |
| Perception: | +2 | = 0 [wisdom] + 2 [half level] |
| Religion: | +3 | = 1 [intelligence] + 2 [half level] |
| Stealth: | +10 | = 3 [dexterity] + 2 [half level] +5 [class training] |
| Streetwise: | +12 | = 3 [charisma] + 2 [half level] +5 [class training] + 2 [background] |
| Thievery: | +10 | = 3 [dexterity] + 2 [half level] +5 [class training] |

Feats:

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| Backstabber: The extra damage die from your Sneak Attack class feature increases from d6s to d8s. |  |
| Human Perseverance: +1 feat bonus to saving throwsStinging Poison: If you hit your target with your *poisoned strike*, the target takes a -2 penalty to saving throws until the end of your next turn.Inescapable Poison: Your *poisoned strike* deals 2 extra poison damage. In addition, when you miss a target with, your poisoned strike, that target takes 7 poison damage. |  |

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+1 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+3 [dexterity bonus] [standard action]
Bull Rush: +1 [base strength attack] vs fortitude [standard action]
Grab: +1 [base strength attack] vs reflex [standard action]
Move grabbed target: +1 [base strength attack] vs fortitude [standard action]
Escape: +3 [acrobatics] vs reflex / +1 [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
* This human chose the Heroic Effort human encounter utility -- +4 to any attack roll, ability check, saving throw, or skill check in order to turn a failure to a success. Forego the extra at-will class attack power to use this ability.

Rogue

* First Strike
* Rogue Weapon Talent -- per update, dagger must be used as a weapon
* This rogue chose the rogue weapon talent [PH1].
* This rogue chose the artful dodger style. Remember to add your charisma modifier to AC against opportunity attacks.
* Sneak Attack [+2d8 at level 4] [once per round with combat advantage; using light blade, hand crossbow. sling, or short bow]
* Essentials rules appear to consider shortbow a principal rogue weapon like the crossbow.

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Theme: Athasian Minstrel [Dark Sun]

* See source book for information

Tija'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 Tija: