**Saif**

Human Ranger
Level 1
Unaligned

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

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

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Maximum Hit Points: 24

Bloodied: 12
Surge Value: 6
Surges / Day: 7 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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| Initiative: | 1d20 +4 | = + 4 [dexterity] |
| Base Strength Attack: | 1d20 +2 | = + 2 [strength] |
| Base Dexterity Attack: | 1d20 +4 | = + 4 [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: | 14 | = 10 + 4 [dexterity] |
| Fortitude Defense: | 14 | = 10 + 1 [Human] + 1 [ranger] + 2 [strength] |
| Reflex Defense: | 16 | = 10 + 1 [Human] + 1 [ranger] + 4 [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: +2 [base strength attack] vs AC; damage 1[W]=1d4+2 [strength bonus]
Careful Attack [melee] [see online revision] +2w [base strength attack] vs AC
Careful Attack [ranged] [see online revision] +4w [base dexterity attack] vs AC
Nimble Strike +4w [base dexterity attack] vs AC
Evasive Strike (melee) +2w [base strength attack] vs AC
Evasive Strike (ranged) +4w [base dexterity attack] vs AC
Split the Tree +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 | 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: | Tamwar |

Rituals Known:

Skills:

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| --- | --- | --- |
| Acrobatics: | +9 | = 4 [dexterity] +5 [class training] |
| Arcana: | +0 | = 0 [intelligence] |
| Athletics: | +2 | = 2 [strength] |
| 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: | +0 | = 0 [charisma] |
| Nature: | +8 | = 1 [wisdom] +5 [class training] + 2 [background] |
| Perception: | +6 | = 1 [wisdom] +5 [class training] |
| Religion: | +0 | = 0 [intelligence] |
| Stealth: | +9 | = 4 [dexterity] +5 [class training] |
| Streetwise: | +0 | = 0 [charisma] |
| Thievery: | +4 | = 4 [dexterity] |

Feats:

* Lethal Hunter: The extra damage dice from your Hunter’s Quarry class feature increase from d6s to d8s.
* Human Perseverance: +1 feat bonus to saving throws.

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+2 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+4 [dexterity bonus] [standard action]
Bull Rush: +2 [base strength attack] vs fortitude [standard action]
Grab: +2 [base strength attack] vs reflex [standard action]
Move grabbed target: +2 [base strength attack] vs fortitude [standard action]
Escape: +9 [acrobatics] vs reflex / +2 [athletics] vs fortitude [move action]
Hunter's Quarry [Ranger][minor action]: See class features



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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

Ranger

* Prime Shot: If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.
* Archer Fighting Style: +2 bonus to AC against opportunity attacks.
* Hunter's Quarry: Designate enemy nearest you as your quarry; once per round, deal +1d6 damage to quarry

Theme: Wasteland Nomad [Dark Sun]

* See source book for information

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Saif'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 Saif:

Level 2
Unaligned

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

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

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Maximum Hit Points: 29

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

Size: Medium
Speed: 6 squares
Vision: Normal

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| --- | --- | --- |
| Initiative: | 1d20 +6 | = 1 [half level] + 4 [dexterity] |
| Base Strength Attack: | 1d20 +4 | = + 1 [half level] + 2 [strength] + 1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +6 | = + 1 [half level] + 4 [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: | 15 | = 10 + 1 [half level] + 4 [dexterity] |
| Fortitude Defense: | 15 | = 10 + 1 [half level] + 1 [Human] + 1 [ranger] + 2 [strength] |
| Reflex Defense: | 17 | = 10 + 1 [half level] + 1 [Human] + 1 [ranger] + 4 [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: +3 [base strength attack] vs AC; damage 1[W]=1d4+2 [strength bonus]
Wasteland Fury +5w [best ability vs AC]
Careful Attack [melee] [see online revision] +3w [base strength attack] vs AC
Careful Attack [ranged] [see online revision] +5w [base dexterity attack] vs AC
Nimble Strike +5w [base dexterity attack] vs AC
Evasive Strike (melee) +3w [base strength attack] vs AC
Evasive Strike (ranged) +5w [base dexterity attack] vs AC
Split the Tree +5w [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 | 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: | Tamwar |

Rituals Known:

Skills:

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| --- | --- | --- |
| Acrobatics: | +10 | = 4 [dexterity] + 1 [half level] +5 [class training] |
| Arcana: | +1 | = 0 [intelligence] + 1 [half level] |
| Athletics: | +3 | = 2 [strength] + 1 [half level] |
| 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: | +1 | = 0 [charisma] + 1 [half level] |
| Nature: | +9 | = 1 [wisdom] + 1 [half level] +5 [class training] + 2 [background] |
| Perception: | +7 | = 1 [wisdom] + 1 [half level] +5 [class training] |
| Religion: | +1 | = 0 [intelligence] + 1 [half level] |
| Stealth: | +10 | = 4 [dexterity] + 1 [half level] +5 [class training] |
| Streetwise: | +1 | = 0 [charisma] + 1 [half level] |
| Thievery: | +5 | = 4 [dexterity] + 1 [half level] |

Feats:

* Lethal Hunter: The extra damage dice from your Hunter’s Quarry class feature increase from d6s to d8s.
* Human Perseverance: +1 feat bonus to saving throws.
* Dune’s Advantage: When you hit a target granting combat advantage to you with your *wasteland fury*, the target is dazed until the end ofyour next turn.

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+2 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+4 [dexterity bonus] [standard action]
Bull Rush: +2 [base strength attack] vs fortitude [standard action]
Grab: +2 [base strength attack] vs reflex [standard action]
Move grabbed target: +2 [base strength attack] vs fortitude [standard action]
Escape: +9 [acrobatics] vs reflex / +2 [athletics] vs fortitude [move action]
Hunter's Quarry [Ranger][minor action]: See class features



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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

Ranger

* Prime Shot: If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.
* Archer Fighting Style: +2 bonus to AC against opportunity attacks.
* Hunter's Quarry: Designate enemy nearest you as your quarry; once per round, deal +1d6 damage to quarry

Theme: Wasteland Nomad [Dark Sun]

* See source book for information

Saif’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 Saif:

Level 3
Unaligned

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

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

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Maximum Hit Points: 34

Bloodied: 17
Surge Value: 8
Surges / Day: 7 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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| Initiative: | 1d20 +6 | = 1 [half level] + 4 [dexterity] |
| Base Strength Attack: | 1d20 +4 | = + 1 [half level] + 2 [strength] + 1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +6 | = + 1 [half level] + 4 [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: | 15 | = 10 + 1 [half level] + 4 [dexterity] |
| Fortitude Defense: | 15 | = 10 + 1 [half level] + 1 [Human] + 1 [ranger] + 2 [strength] |
| Reflex Defense: | 17 | = 10 + 1 [half level] + 1 [Human] + 1 [ranger] + 4 [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: +3 [base strength attack] vs AC; damage 1[W]=1d4+2 [strength bonus]
Wasteland Fury +5w [best ability vs AC]
Careful Attack [melee] [see online revision] +3w [base strength attack] vs AC
Careful Attack [ranged] [see online revision] +5w [base dexterity attack] vs AC
Nimble Strike +5w [base dexterity attack] vs AC
Evasive Strike (melee) +3w [base strength attack] vs AC
Evasive Strike (ranged) +5w [base dexterity attack] vs AC
Split the Tree +5w [base dexterity attack] vs AC
Stalking the Prey:
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: | Tamwar |

Rituals Known:

Skills:

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| --- | --- | --- |
| Acrobatics: | +10 | = 4 [dexterity] + 1 [half level] +5 [class training] |
| Arcana: | +1 | = 0 [intelligence] + 1 [half level] |
| Athletics: | +3 | = 2 [strength] + 1 [half level] |
| 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: | +1 | = 0 [charisma] + 1 [half level] |
| Nature: | +9 | = 1 [wisdom] + 1 [half level] +5 [class training] + 2 [background] |
| Perception: | +7 | = 1 [wisdom] + 1 [half level] +5 [class training] |
| Religion: | +1 | = 0 [intelligence] + 1 [half level] |
| Stealth: | +10 | = 4 [dexterity] + 1 [half level] +5 [class training] |
| Streetwise: | +1 | = 0 [charisma] + 1 [half level] |
| Thievery: | +5 | = 4 [dexterity] + 1 [half level] |

Feats:

* Lethal Hunter: The extra damage dice from your Hunter’s Quarry class feature increase from d6s to d8s.
* Human Perseverance: +1 feat bonus to saving throws.
* Dune’s Advantage: When you hit a target granting combat advantage to you with your *wasteland fury*, the target is dazed until the end of your next turn.

At-Will:

Melee Basic Attack: By weapon, damage 1[W]+2 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+4 [dexterity bonus] [standard action]
Bull Rush: +2 [base strength attack] vs fortitude [standard action]
Grab: +2 [base strength attack] vs reflex [standard action]
Move grabbed target: +2 [base strength attack] vs fortitude [standard action]
Escape: +9 [acrobatics] vs reflex / +2 [athletics] vs fortitude [move action]
Hunter's Quarry [Ranger][minor action]: See class features



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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

Ranger

* Prime Shot: If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.
* Archer Fighting Style: +2 bonus to AC against opportunity attacks.
* Hunter's Quarry: Designate enemy nearest you as your quarry; once per round, deal +1d6 damage to quarry

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Theme: Wasteland Nomad [Dark Sun]

* See source book for information

Saif'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 Saif:

Level 4
Unaligned

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

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

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Maximum Hit Points: 40

Bloodied: 20
Surge Value: 10
Surges / Day: 7 [includes constitution modifier]

Size: Medium
Speed: 6 squares
Vision: Normal

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| Initiative: | 1d20 +6 | = 2 [half level] + 4 [dexterity] |
| Base Strength Attack: | 1d20 +5 | = + 2 [half level] + 2 [strength] + 1 (fixed enhancement bonus) |
| Base Dexterity Attack: | 1d20 +7 | = + 2 [half level] + 4 [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 +4 | = + 2 [half level] + 1 [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: | 17 | = 10 + 2 [half level] + 4 [dexterity] + 1 (fixed enhancement bonus) |
| Fortitude Defense: | 17 | = 10 + 2 [half level] + 1 [Human] + 1 [ranger] + 2 [strength] + 1 (fixed enhancement bonus) |
| Reflex Defense: | 19 | = 10 + 2 [half level] + 1 [Human] + 1 [ranger] + 4 [dexterity] + 1 (fixed enhancement bonus) |
| Will Defense: | 15 | = 10 + 2 [half level] + 1 [Human] + 1 [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: +4 [base strength attack] vs AC; damage 1[W]=1d4+2 [strength bonus]
Wasteland Fury +6w [best ability vs AC]
Careful Attack [melee] [see online revision] +4w [base strength attack] vs AC
Careful Attack [ranged] [see online revision] +6w [base dexterity attack] vs AC
Nimble Strike +6w [base dexterity attack] vs AC
Evasive Strike (melee) +4w [base strength attack] vs AC
Evasive Strike (ranged) +6w [base dexterity attack] vs AC
Split the Tree +6w [base dexterity attack] vs AC
Stalking the Prey:
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: | Tamwar |

Rituals Known:

Skills:

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| Acrobatics: | +11 | = 4 [dexterity] + 2 [half level] +5 [class training] |
| Arcana: | +2 | = 0 [intelligence] + 2 [half level] |
| Athletics: | +4 | = 2 [strength] + 2 [half level] |
| 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: | +2 | = 0 [charisma] + 2 [half level] |
| Nature: | +11 | = 2 [wisdom] + 2 [half level] +5 [class training] + 2 [background] |
| Perception: | +9 | = 2 [wisdom] + 2 [half level] +5 [class training] |
| Religion: | +2 | = 0 [intelligence] + 2 [half level] |
| Stealth: | +11 | = 4 [dexterity] + 2 [half level] +5 [class training] |
| Streetwise: | +2 | = 0 [charisma] + 2 [half level] |
| Thievery: | +6 | = 4 [dexterity] + 2 [half level] |

Feats:

* Lethal Hunter: The extra damage dice from your Hunter’s Quarry class feature increase from d6s to d8s.
* Human Perseverance: +1 feat bonus to saving throws.
* Dune’s Advantage: When you hit a target granting combat advantage to you with your *wasteland fury*, the target is dazed until the end of your next turn.
* Drag to Death: When you hit with your *wasteland fury*, after the attack you can slide the target 2 squares to a square that is not adjacent to one of your allies. You can then shift 3 squares to a square adjacent to the target.

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At-Will:

Melee Basic Attack: By weapon, damage 1[W]+2 [strength bonus] [standard action]
Ranged Basic Attack: By weapon, damage 1[W]+4 [dexterity bonus] [standard action]
Bull Rush: +2 [base strength attack] vs fortitude [standard action]
Grab: +2 [base strength attack] vs reflex [standard action]
Move grabbed target: +2 [base strength attack] vs fortitude [standard action]
Escape: +9 [acrobatics] vs reflex / +2 [athletics] vs fortitude [move action]
Hunter's Quarry [Ranger][minor action]: See class features



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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

Ranger

* Prime Shot: If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.
* Archer Fighting Style: +2 bonus to AC against opportunity attacks.
* Hunter's Quarry: Designate enemy nearest you as your quarry; once per round, deal +1d6 damage to quarry.

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Theme: Wasteland Nomad [Dark Sun]

* See source book for information

Saif’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: