



Metal Man

Player Name

Character Name

Character Details

Background

Theme

Mannerisms and Appearance

Personality Traits

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Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Main Hand

Waist

Armor

Tattoo

Ki Focus

Feet

Other Equipment

Total Weight (lbs.)

26

Carrying Capacity (lbs.)

Treasure

100 gp
0 gp banked

Normal

110

Heavy

220

Max

550

Metal Man



Player Name _____

Character Name _____

Racial Features

Bonus Feat

Choose an extra feat at 1st level.

Bonus Skill

Trained in one additional class skill.

Heroic Effort

Gain the Heroic Effort power

Human Defense Bonuses

+1 to Fortitude, Reflex, and Will.

Human Power Selection

Choose an option for your human character.

Class/Other Features

Ambush Expertise (Ranger)

When you make a stealth check, allies within 10 sq. gain a +2 to Stealth checks until your next turn's end.

Attack Finesse

May use Dex mod instead of Str mod for the attack and damage rolls of your melee basic attack

Mountain Guide (Ranger)

Your successful Athletics checks to climb reduce the DC of that climb by 2 for your allies who see you do it

Spinning Axe Mastery

You gain a +2 bonus to weapon damage rolls while you wield an axe in your off hand.

Feats

Axe Expertise

When using an axe: +1/2/3 (by tier) to attack rolls, may reroll one damage that results in a 1.

- Metal Blade 1 as battleaxe
- Metal Blade 2 as handaxe

Manticore's Fury

Extra damage when mixing melee and ranged attacks

Benefit: When you hit an enemy with a melee attack, you gain a +2 bonus to the damage roll of the next ranged attack you make against that enemy before the end of your next turn. When you hit an enemy with a ranged attack, you gain a +2 bonus to the damage roll of the next melee attack you make against that enemy before the end of your next turn.

Metal Man

Level 1 Human Ranger (Scout)

	SCORE	ABILITY	MOD	
HP	11	STR	0	AC
22				17
Spd	10	CON	0	Fort
6				12
Init	20	DEX	5	Ref
+5				17
	10	INT	0	Will
				13
	14	WIS	2	
	8	CHA	-1	
	12 Passive Insight			
	17 Passive Perception			

Skills

Acrobatics	Dexterity	•	10
Arcana	Intelligence		0
Athletics	Strength	•	5
Bluff	Charisma		-1
Diplomacy	Charisma		-1
Dungeoneering	Wisdom		2
Endurance	Constitution	•	5
Heal	Wisdom		2
History	Intelligence		0
Insight	Wisdom		2
Intimidate	Charisma		-1
Nature	Wisdom	•	7
Perception	Wisdom	•	7
Religion	Intelligence		0
Stealth	Dexterity	•	10
Streetwise	Charisma		-1
Thievery	Dexterity		5

• indicates a trained skill.

Action Point

Base action points: 1



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Player Name:

Dual Weapon Attack

At-Will ♦ Free Action

Metal Blade 1: +8 vs. AC, 1d10+7 damage

Metal Blade 2: +8 vs. AC, 1d6+7 damage

Melee weapon **Target:** One creature

You follow your successful swing with a quick strike from your off hand.

Keywords: Martial, Weapon

Requirement: You must be wielding two melee weapons.

Trigger: You hit with a melee basic attack on your turn.

Attack: Dexterity vs. AC (off-hand weapon)

Hit: 1[W] + Dex modifier (+5) damage.

Special: You can use this power only once per round.

Additional Effects

Ranger Attack

Melee Basic Attack

At-Will ♦ Standard Action

Metal Blade 1: +8 vs. AC, 1d10+7 damage

Metal Blade 2: +8 vs. AC, 1d6+7 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Metal Blade 2: +8 vs. AC, 1d6+7 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+5) damage.

Level 21: 2[W] + Dex modifier (+5) damage.

Additional Effects

Basic Attack

Power Strike

Encounter ♦ No Action

Special **Target:** The enemy you hit

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Keywords: Martial, Weapon

Trigger: You hit an enemy with a melee basic attack using a weapon.

Effect: The target takes 1[W] extra damage from the triggering attack.

Additional Effects

Multiple Class Attack

Used

Aspect of the Dancing...

At-Will ♦ Minor Action

Personal

You move like a snake, darting here and there, never remaining within reach of your foe.

Keywords: Primal, Stance

Effect: You assume a stance, the aspect of the dancing serpent. Until the stance ends, you gain the following benefits.

* You can take a free action at the end of each of your turns to shift 1 square.

* When you make a basic attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.

Additional Effects

Ranger Utility

Aspect of the Soaring...

At-Will ♦ Minor Action

Personal

You move through the battle like a hawk, carefully waiting for the best moment to strike, rising above all barriers that might restrict you.

Keywords: Primal, Stance

Effect: You assume a stance, the aspect of the soaring hawk. Until the stance ends, you gain the following benefits.

* You gain a +2 power bonus to speed.

* You ignore the penalty to attack rolls imposed by partial cover and partial concealment, and you take no worse than a -2 penalty to attack rolls against targets that have superior cover or total concealment.

* You gain a +2 power bonus to Perception checks.

Additional Effects

Ranger Utility

Heroic Effort

Encounter ♦ No Action

Personal

Your grim focus and unbridled energy means that failure is not an option.

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

Additional Effects

Human Racial Power

Used



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