



Strength bonus 0 check 0 **11**  
**athletics + 5**

Constitution bonus 0 check 0 **10**  
**endurance + 5**

Dexterity bonus 5 check 5 **20**  
**acrobatics + 10**  
**stealth + 10**  
**thievery + 5**

Intelligence bonus 0 check 0 **10**  
arcana - 0  
history - 0  
religion - 0

Wisdom bonus 2 check 2 **14**  
dungeoneering + 2  
heal + 2  
insight + 2  
**nature + 7**  
**perception + 7**

Charisma bonus -1 check -1 **8**  
bluff - 1  
diplomacy - 1  
intimidate - 1  
streetwise - 1

Racial Traits

- Bonus Feat:** Choose an extra feat at 1st level.
- Bonus Skill:** Trained in one additional class skill.
- Robot Defense Bonuses:** +1 to Fortitude, Reflex, and Will.
- Robot Power Selection:** Choose an option for your human character.

Class 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.
- 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 Blade Mastery:** You gain a +2 bonus to weapon damage rolls while you wield a metal blade in your off hand.

Feats

- Metal Expertise:** When using a metal blade: +1/2/3 (by tier) to attack rolls, may reroll one damage that results in a 1.
- Manticore's Fury:** 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.

AC Fort Ref Will

17 12 17 13

Hit Points (Bloodied 11, Full 22) Intro

22

Action Points

0

Death Saves

0 0 0

Healing Surges (Value 5)

0 0 0 0 0 0 0

Melee Basic Attack At-Will

**Standard Action** **Melee weapon**  
**Target:** One creature **Attack:** +8 vs AC  
**Hit:** 1d10+Dexterity+2 damage.

Ranged Basic Attack At-Will

**Standard Action** **Ranged weapon**  
**Target:** One creature **Attack:** +3 vs AC  
**Hit:** 1d6+Dexterity+2 damage.

Aspect of the Dancing Serpent At-Will

**Minor Action** **Personal**  
**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.

Dual Weapon Attack At-Will

**Free Action** **Melee weapon**  
**Target:** One creature **Attack:** +8 vs AC  
**Trigger:** You hit with a melee basic attack on your turn.  
**Hit:** 1d6+Dexterity+2 damage.  
**Special:** You can use this power only once per round.

Heroic Effort Encounter

**Trigger:** You miss with an attack or fail a saving throw. **Personal**  
**Effect:** You gain a +4 racial bonus to the attack roll or the saving throw.

Power Strike Encounter

**Target:** The enemy you hit **Special**  
**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.

Aspect of the Soaring Hawk At-Will

**Minor Action** **Personal**  
**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.

Initiative **5**

Speed **6**