

RACIAL VARIANT

In this variant, you use your character's race as your Core Class. At 11th level, you must continue along your racial path barring some very unusual circumstances.

HUMAN

HUMAN TRAITS

Key Ability: Choose one ability score.

Hit Points: 12 + Constitution at 1st level, 5 at each additional level

Healing Surges: 6 + Constitution Modifier

Skill Bonus: Gain a +2 class bonus to one skill of your choice from your career skill list.

Improved: Increase the bonus to +4.

Defense Bonus: +1 to either Fortitude, Reflex, or Will

Human Effort (Special Ability): Once per encounter when you miss with an attack roll or fail a saving throw, you can reroll the attack roll or saving throw with a +2 bonus.

Improved: You may use this ability twice per encounter, and the bonus increases to +4.

HUMAN POWERS

BRUTAL STRIKE

HUMAN NOVICE

You last out with a powerful hit, hoping to take your opponent down quickly.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Attack: Key Ability + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Key Ability modifier + 2 damage.

DASHING ATTACK

HUMAN NOVICE

You move quickly to a better position before you make your attack.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Effect: You can shift 2 squares before the attack.

Attack: Key Ability + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Key Ability modifier damage.

DEFENSIVE STRIKE

HUMAN NOVICE

Even when you are lashing out, you have your guard up.

At-Will * Martial, Weapon

Standard Action **Melee or Ranged** weapon

Target: One Creature

Attack: Key Ability + 1/2 your level + weapon accuracy vs. AC

Hit: 1[W] + Key Ability modifier damage, and gain +1 power bonus to a defense of your choice until the start of your next turn.

CLEVER MANEUVERING**HUMAN NOVICE**

Your foe thinks he has you, but you have positioned him right where you need him to be.

At-Will * Tactical

Move Action **Ranged 10**

Target: One Creature

Attack: Key Ability + 1/2 your level vs. Will

Hit: You may shift the target up to 1 + your Key Ability modifier squares.

BURST OF SPEED**HUMAN UTILITY**

You channel your days of track and field to sprint where you need to be.

Encounter * Martial

Move Action **Personal**

Effect: You can move your speed +4.

HARD TO KILL**HUMAN UTILITY**

You just don't know when to die.

Encounter * Martial, Healing

Immediate Reaction **Personal**

Trigger: You are reduced to 0 hit points by an attack.

Effect: You heal hit points equal to 10 + your Key Ability modifier.

UP TO THE CHALLENGE**HUMAN UTILITY**

You are adept at finding the solution to challenging tasks.

Encounter * Tactical

Free Action **Personal**

Effect: While engaged in a Skill Challenge, if you succeed at your next skill check it counts as two successes.

MORAL ENCOURAGEMENT**HUMAN UTILITY**

Your words help your ally succeed when failure is not an option.

Encounter * Tactical

Free Action **Personal**

Effect: One adjacent ally gains a +5 power bonus to his or her next skill check.

RAPID ATTACK**HUMAN EXPERT**

You trade accuracy for speed as you unleash a barrage of attacks.

Encounter * Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One, Two, or Three Creatures

Attack: Key Ability + 1/2 your level + weapon accuracy - 2 vs. AC

Hit: 1[W] damage, make up to three separate attacks.

READY FOR IT**HUMAN EXPERT**

After fighting your foe for a bit, you know exactly what to expect from him.

Encounter * Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One Creature

Attack: Key Ability + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] damage + Key Ability modifier damage.

Effect: You gain resist 10 to all damage from the target until the start of your next turn.

INSPIRING ATTACK**HUMAN EXPERT**

Your bold attack encourages your allies and keeps them fighting.

Encounter * Martial, Weapon

Standard Action

Melee or Ranged weapon

Target: One Creature

Attack: Key Ability + 1/2 your level + weapon accuracy vs. AC

Hit: 2[W] damage + Key Ability modifier damage, and allies within 5 squares may spend a healing surge.

RIGHT WHERE I WANT YOU**HUMAN EXPERT**

Although everyone else sees chaos, you know how to manipulate combat to give your allies the best chance.

Encounter * Tactical

Standard Action

Close Burst 2

Target: Creatures in Burst

Attack: Key Ability + 1/2 your level vs. Reflex

Hit: You slide target up to your Key Ability modifier squares and target grants combat advantage (save ends).