

THE RAMPART SOLDIER

A 4th edition D&D Fighter class

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RAMPART SOLDIER

Martial Striker

Key Abilities: Strength, Dexterity

Not every man or woman who can shoot a crossbow is a skilled ranger. Some are just soldiers, the same as any guard with a greatsword, or a battleaxe and shield.

Rampart soldiers are masterful archers and spearmen specially trained in the use of Ranged and Thrown weapons. The strength they can put behind pulling a bowstring, turning a cranequin, or throwing a weapon makes them as dangerous as any hunter on the field of battle.

Strong races appreciate the rampart soldier for his ingenuity in combat. Fighters of this kind don't wait for a perfect shot or a moment when they can gain some special advantage. Instead, they take action; often shooting first and asking questions later. That may not always be the best answer, but it gets the job done.

CREATING A RAMPART SOLDIER

This section walks you through the steps of creating a rampart soldier. As you build your character, remember to consider how your choices affect your background, personality, and plans for the future.

As a fighter build, many of the melee options remain for the rampart soldier. If you want a swath of choices when enemies close in, you can always consider powers from the Slayer (see D&D Essentials: *Heroes of the Fallen Lands*) or the Tempest Fighter (*Martial Power*). Multiclassing as an archery ranger (*D&D 4E Player's Handbook*) also provides more power choices, though they are primarily Dexterity-based.

RACE

Plenty of races, particularly those who view strength as an asset over agility or cunning, utilize rampart soldiers to guard the outer walls of their cities and the borders of their settlements. Dragonborn, Dwarves, and Half-Orcs are all viable races to choose when playing a rampart soldier. When playing in a setting that allows them, Genasi, Minotaurs, Thri-kreen, and War-forged also make good racial choices.

CLASS TRAITS

Hit Points: You start with hit points equal to 15 + Constitution score. You gain 6 hit points each time you gain a level.

Bonus to Defenses: +2 to Fortitude

Healing Surges per Day: 9 + Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail, scale

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Perception (Wis), Streetwise (Cha)

Trained Skills: Three from the list of class skills

Dragonborn

True soldiers in every sense, dragonborn are rarely found out in the wilds, hunting for a quarry or deftly navigating the different environments of the world. Instead, those who learn how best to use Ranged weapons prefer the path of the rampart soldier.

Dwarves

In dwarven cities, rampart soldiers are used to protect the mountain paths or tunnel entrances that lead into the common areas where innocents live. They act as a first line of defense, and their crossbows and spears make great weapons for holding off dangerous enemies in close quarters before they move in.

Half-Orcs

Half-orcs were the original race to train Rampart Soldiers. They did so in order to make themselves more useful to the cities that considered hiring them over another, usually more accepted race, to guard the walls and outer areas. With a specialized regiment of their own, the half-orcs were able to sell themselves as equally beneficial hunters and soldiers.

SKILLS

Unlike most fighter builds, the rampart soldier gains Perception as a class skill. This is primarily due to their focus on seeing enemies at a distance,

but it also serves to help the fighter’s general attentiveness, whereas other members of the class may have little need or care for such a skill.

CLASS FEATURES AND POWERS

The rampart soldier doesn’t protect his group like other fighters. Instead, he focuses on taking out enemies with reckless attacks from a distance. When an enemy draws near, the rampart soldier can quickly change to melee or move back to allow for a clean shot.

FEATS

There are plenty of ranged feat options that do not require being a ranger. Bow, Crossbow, and Sling Expertise make great choices for a rampart soldier, depending on his preference of weapon. Thrown Weapon Expertise (detailed below) is likewise a good option. Weapon focus is always a good choice, and any quick reaction feat (detailed in D&D Essentials) will aid the rampart soldier in his adventures.

HEROIC RAMPART SOLDIER

In the heroic tier, you learn the basics of weapon mastery and tactics. These techniques will prove useful in your training as you progress into the paragon and epic tiers.

Level	Class Features and Powers
1	Powerful Shot/Throw, Weapon Talent, Fighter Stance, Wild Shot
2	Utility Power
3	Encounter Attack Power
4	Quick Swap
5	Daily Attack Power
6	Utility Power
7	Encounter Attack Power, Weapon Specialization
8	
9	Daily Attack Power
10	Utility Power

LEVEL 1: POWERFUL SHOT/THROW

As a ranged fighter, you rely on your strength to strike down enemies from afar, while your Dexterity adds potency to the damage you deal.

Benefit: You use your Strength modifier to determine the attack and damage of ranged basic attacks. In addition, you gain a bonus equal to your Dexterity modifier to damage you deal with weapon attacks.



LEVEL 1: WEAPON TALENT

Your specialized training grants you a +1 bonus to weapon attacks. This bonus increases to +2 at 11th level and +3 at 21st level.

LEVEL 1: FIGHTER STANCE

This feature acts exactly like the Slayer class feature, and you can pick your additional stances from that list.

Prepared Archer’s Stance

Though named for the group of soldiers who first learned and later taught this stance to their allies, the prepared archer is likewise a good choice for spear, sling, or thrown weapon wielders.

Prepared Archer’s StanceFighter Feature

You set yourself up so that you can shoot quickly and get out of the way.

At-Will • Martial, Stance

Minor ActionPersonal

Effect: While you remain in this stance, you can shift up to 1 square once per round as a free action on your turn or after a creature makes a melee attack against you (hit or miss).

LEVEL 1: WILD SHOT

In the heat of combat, you don’t always have time to stand still and launch a perfect attack from a distance, so you make the best with what you have.

Wild ShotFighter Attack 1

You fire blindly into the battle and hope for the best.

Encounter • Martial, Weapon

Standard ActionRanged or Thrown weapon

Special: This power counts as a basic attack.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and up to 1 creature adjacent to the target takes damage equal to your Strength modifier.
Level 11: 3[W] + Strength modifier damage.
Level 21: 4[W] + Strength modifier damage.

Miss: Half damage and the adjacent creature takes damage equal to one-half your Strength modifier, rounded down.

LEVEL 2: UTILITY POWER

You have trained yourself to be more versatile in and out of combat. This training is represented by your choice of Utility power below.

Agile FighterFighter Utility 2

You maneuver yourself into a position where you’re able to keep up with enemies or get away quickly as the situation dictates.

Encounter * Martial

Minor ActionPersonal

Prerequisite: Trained in Athletics

Effect: Until the end of your next turn, you get a +2 power bonus to your speed. When you shift, you can shift 1 extra square.

Sustain Minor: The effect persists.

Combat InsightFighter Utility 2

You recognize an immediate threat to your allies and call for them to get to safety.

Encounter * Martial

Move ActionClose burst 2

Effect: Each ally in the burst can shift up to 1 square as a free action.

False BravadoFighter Utility 2

Even when the chips are down, you can stand up straight and look your foe in the eye.

Encounter * Martial

Minor ActionPersonal

Effect: You spend a healing surge, but regain no hit points. Instead, you gain 10 temporary hit points.
Level 12: 25 temporary hit points.
Level 22: 40 temporary hit points.

LEVEL 3: ENCOUNTER ATTACK POWER

Your talents have improved, and you learn more exploits that you can use against your enemies.

Benefit: Choose one of the encounter attacks below. Alternatively, you can gain another use of your Wild Shot class feature.

Covering Assault	Fighter Attack 3
<i>You fire at your enemy, drawing his attention to you while one of your allies safely retreats.</i>	

Encounter • Martial, Weapon
Standard Action **Ranged** or **Thrown** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and an ally adjacent to the target can shift 2 squares.
Weapon: If you're wielding a thrown weapon, your ally can shift a number of squares up to your Dexterity modifier instead.

Rapid Fire	Fighter Attack 3
<i>You are able to strike quickly while keeping your distance.</i>	

Encounter • Martial, Weapon
Standard Action **Ranged** or **Thrown** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage and you can shift up to 1 square. Make a ranged basic attack with a +2 power bonus against another target within range.
Weapon: If you're wielding a bow, you can shift a number of squares up to your Dexterity instead.

Achilles Shot	Fighter Attack 3
<i>Your well-placed bolt hinders your foe and prevents him from continuing momentarily.</i>	

Encounter • Martial, Weapon
Standard Action **Ranged** or **Thrown** weapon
Target: One creature
Weapon: If you're wielding a crossbow, you gain a bonus to the attack roll equal to your Dexterity modifier.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target is slowed and cannot shift until the end of your next turn.

LEVEL 4: QUICK SWAP

When you've thrown your weapon, you can't always get it back. Similarly, should you run out of arrows or an enemy gets too close for comfort, the ability to change your weapon or draw another quickly is a valuable talent.

Benefit: Once per round, as a free action, you can stow up to 1 weapon you're wielding and draw another.

LEVEL 5: DAILY ATTACK POWER

The daily attack powers you gain are sometimes infrequent occasions in which you can gain a unique advantage. Other times, these exploits are taxing on you physically, so you require more than just a short break to prepare your body for them again.

Benefit: Choose one of the daily attacks below. Alternatively, you can choose another 5th level fighter class feature available to you.

Dispatch	Fighter Attack 5
<i>You can bring down even the toughest of opponents.</i>	

Daily • Martial, Reliable, Weapon
Standard Action **Ranged** or **Thrown** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.

Menacing Barrage	Fighter Attack 5
<i>You harry your enemy repeatedly over the course of the battle.</i>	

Daily • Martial, Weapon
Standard Action **Ranged** or **Thrown** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

LEVEL 6: UTILITY POWER

You have trained yourself to be more versatile in and out of combat. This training is represented by your choice of Utility power.

Ricochet	Fighter Utility 6
<i>You bounce your attack off of another creature to hit your target.</i>	

Encounter • Martial
Free Action **Personal**
Trigger: A creature you are aware of is not within your line of sight.
Effect: Make your attack against another creature or object that has line of sight to the triggering creature. If your attack hits, resolve the same attack roll normally against the primary target. The secondary target takes no damage from this effect.

LEVEL 7: ENCOUNTER ATTACK POWER

Your talents have improved, and you learn more exploits that you can use against your enemies.

Benefit: Choose one of the encounter attacks below. Alternatively, you can gain another use of your Wild Shot class feature.

Pierce Armor	Fighter Attack 7
<i>You recognize and exploit a weakness in your enemy's armor.</i>	
Encounter • Martial, Weapon	
Standard Action	Ranged or Thrown weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.	
Weapon: If you're wielding a thrown weapon, the penalty to AC equals your Dexterity modifier instead.	
Expend Minor: You can spend a minor action on your turn to regain this power.	

Sweep the Area	Fighter Attack 7
<i>You fire into the surrounding area to keep yourself safe from potentially hidden enemies.</i>	
Encounter • Martial, Weapon	
Standard Action	Close blast 3
Target: Each creature in the blast	
Weapon: If you're wielding a bow or a crossbow, you can choose to target each enemy in the blast you can see instead.	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage	
Sustain Minor: You can repeat the attack as a standard action.	

LEVEL 7: WEAPON SPECIALIZATION

It takes dedication to hone your talents to a specific type of weapon, but that dedication pays off in the long run.

Benefit: This ability functions as the Slayer class feature. As a Rampart Soldier, you can choose Brutal Marksman in addition to the other choice provided by that feature.

Brutal Marksman: Choose a ranged or thrown weapon you can use. That weapon gains the brutal 1 property.

LEVEL 9: DAILY ATTACK POWER

The daily attack powers you gain are sometimes infrequent occasions in which you can gain a unique advantage. Other times, these exploits are taxing on you physically, so you require more than just a short break to prepare your body for them again.

Benefit: Choose one of the daily attacks below. Alternatively, you can choose another 9th level fighter class feature available to you.

Thicket of Arrows	Fighter Attack 9
<i>Your volley makes getting around difficult.</i>	
Daily • Martial, Weapon	
Standard Action	Area burst 1 in 10 squares
Requirements: You must be wielding a bow or a crossbow.	
Target: Each creature in the burst	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage, and the target is slowed (save ends).	

Auspicious Throw	Fighter Attack 9
<i>As you hurl your weapon at an enemy, your adrenaline keeps up your stamina.</i>	
Daily • Healing, Martial, Weapon	
Standard Action	Thrown weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage, and you regain hit points as if you had spent a healing surge.	
Miss: Half damage, and you can spend a healing surge.	

LEVEL 10: UTILITY POWER

You have trained yourself to be more versatile in and out of combat. This training is represented by your choice of Utility power.

Persistent Threat	Fighter Utility 10
<i>Even from a distance, your enemies need fear your reprimand.</i>	
At-Will • Martial, Weapon	
Minor Action	Personal
Target: One creature	
Effect: Until the start of your next turn, you threaten the target as though you were adjacent to it in the square or squares (if you are large size or larger) directly between both of you. You must still be within weapon range to take opportunity actions against the target. The target knows that you threaten it in this way.	



PARAGON RAMPART SOLDIER

As a paragon, you are at the top of your game. Few others compare to your abilities, and stronger enemies seek to stop you before you can come after them.

Level	Class Features and Powers
11	Improved Weapon Talent, Improved Wild Shot, Paragon Path: Territorial Stalker (Implacable Snare, Weapon Combat Mastery, Stalker's Action)
12	Territorial Stalker Utility (Born to Hunt)
13	Encounter Attack Power
14	
15	Daily Attack Power
16	Utility Power, Territorial Stalker Feature (Weapon Focus)
17	Encounter Attack Power
18	
19	Daily Attack Power
20	Territorial Stalker Power (Test Their Mettle)

CHARACTER OPTIONS

The following are new options for Fighters, Rampart Soldiers and other ranged characters.

FEATS

COMBAT FEATS

These feats are available to any character who can meet the requirements, but they are tailored to the Rampart Soldier class.

OUT OF HARM'S WAY [FIGHTER]

You have honed your skill enough that you are less likely to harm your allies with your wild attacks.

Benefit: When one of your fighter powers would deal damage to an ally, it deals half that damage instead.

STRONG SHOT [FIGHTER]

You can literally throw your strength around.

Requirements: Strength 15+, Powerful Shot class feature

Benefit: You can take a -2 penalty when making a ranged attack and deal +2 damage with that attack. The damage bonus increases to +3 at 11th level and +4 at 21st level.

THROWN WEAPON EXPERTISE

You are an expert with thrown weapons, able to accurately strike your enemies at greater distance and with more power.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a thrown weapon and increase the normal and long range of all thrown weapons you wield by 5 squares. In addition, you can throw any spear as you would a javelin. The bonus to attacks increases to +2 at 11th level and +3 at 21st level.

MULTICLASS FEATS

These feats are available for characters who want to pick up some training as a Rampart Soldier.

Version Notes

2/4: Updated Wild Shot to target one creature with extra damage now a bonus for more than 1 adjacent creature. Updated the wording on powers to match standard D&D interpretations such as the use of Ranged or Thrown weapons. Added powers for levels 2, 3, 5, 6, 7, and 9. Updated Weapon Specialization to actually match the Slayer class feature.

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