

Yuka

Mul Fighter (Brawling, Defender) – Wasteland Nomad

Level 2 XP 1,000 (Next Level at 2,250)

Player:

RPGA/DCI Number:

DM:

Abilities			Defenses	Movement
18	Str	+5	Fortitude	Initiative
14	Con	+3	17	+4
16	Dex	+4	Reflex	Speed
10	Int	+1	15	5
10	Wis	+1	Will	Special Movement
10	Cha	+1	11	
			AC	Action Points
			19	

Condition

HP	Bloodied	Surge Value	Surges per Day
34	17	8	11
Current HP			Surges Used

Temp HP

Current Conditions & Effects

Saving Throws

Resistances

Senses

Passive	Passive	Vision	Languages
Insight	Perception	Normal	Common
11	11		Dwarven
Special Senses			

Racial Traits

Born of Two Races: Select either human or dwarf. You can take feats that have your choice as a prerequisite (as well as those specifically for muls), as long as you meet any other requirements.

Mul Vitality: Increase your number of healing surges by one.

Tireless: You need to sleep 6 hours in a 72-hour period (instead of a 24-hour period) to gain the benefit of an extended rest.

Incredible Toughness: You have the *Incredible Toughness* power.

Class Features

Armor Proficiencies: cloth, leather, hide, chainmail, scale; heavy shields, light shields

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

Brawler Style: While you wield a weapon in your primary hand and your off hand is free or grabbing a creature, you gain a +1 bonus to AC and a +2 bonus to Fortitude. In addition, you gain a +2 enhancement bonus to the attack rolls of unarmed attacks and a +2 bonus to the attack rolls of grab attacks and attacks to move a creature you're grabbing.

Combat Agility: You gain the *Combat Agility* power.

Combat Challenge: Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. In addition, you gain the *Combat Challenge* power.



Skills

Acrobatics	+4
Arcana	+1
Athletics	+10
Bluff	+1
Diplomacy	+1
Dungeoneering	+1
Endurance	+10
Heal	+1
History	+1
Insight	+1
Intimidate	+1
Nature	+1
Perception	+1
Religion	+1
Stealth	+4
Streetwise	+8
Thievery	+4

Action Index

Move:

Minor:

Full Extension
Unstoppable Advance

Standard:

Grappling Strike
Serpent's Coil
Threatening Rush
Wasteland Fury

Immediate:

Combat Challenge

Free:

Opportunity:

Combat Agility

Feats

Brawler Guard: You gain a +1 shield bonus to AC and Reflex while you wield a weapon in one hand and your other hand is free or grabbing a creature.

Wrenching Grasp: Whenever you miss an enemy with an attack that would allow you to grab it, you deal 4 damage to that enemy.

Gear

Armor:

id fiend scale
(+7;-1;heavy)

Weapons:

bone alhulak
(+3;1d8;-;flail;versatile)
obsidian short sword
(+3;1d6;-;light blade;off-hand)

Implements:

Other:

Magic Items:

Treasure:

Yuka

Player:

Appearance & Mannerisms

Size	Sex	Height	Weight	Age
Medium	Male			

Alignment	Deity
Unaligned	

Notes

Hardened by his life, Yuka looks ten years older than he is. Bald, like most muls, he lost most of his teeth in brawls over the years, and has fashioned his own wooden teeth as replacements. His back and chest are sand-scarred, bright red and hairless. He prefers his bone Alhulak, a wooden pommel with a length of rope attached to a four-bladed grappling hook sharpened for deadly effect. His armor is made from the dark scales of a giant lizardlike terror known as an id fiend.

Personality

Social Interactions	Decision Points	Dire Straights
Fearless	Driven	Intense

Background

Yuka is a creature of the wastes born of the union of two nomads. When the last great silt storm hit the southern wastes, his family was taken from him and he did what they always said: travel north, trust no one, and you will find peace in the green forest.

Companions and Allies

Campaign & Session Log

Player:

Basic Attacks

⚔ Alhulak (standard; at-will) – Weapon

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

Melee 1 (one creature): +9 vs. AC

Hit: 1d8 + 5 damage.

Special: Versatile (Versatile weapons are one-handed, but you can use them two-handed. If you do, you deal an extra 1 point of damage when you roll damage for the weapon.)

⚔ Grappling Strike

Special: When making an opportunity attack, you can use the Grappling Strike power in place of a melee basic attack.

⚔ Short Sword (standard; at-will) – Weapon

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

Melee 1 (one creature): +9 vs. AC

Hit: 1d6 + 5 damage.

⚔ Threatening Rush

Special: When charging, you can use the Threatening Rush power in place of a melee basic attack.

At-Will

⚔ Combat Agility (opportunity action; at-will) – Martial, Weapon

Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack

Effect: After the triggering enemy completes the action, you shift 3 squares. You must end the shift closer to the target than you were when you began the shift. Then make the following attack:

Melee 1 (the triggering enemy) +9 vs. AC

Hit: 1d8 + 5 damage, and you knock the target prone.

⚔ Combat Challenge (immediate interrupt; at-will) – Martial, Weapon

Melee

Effect: Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy.

⚔ Grappling Strike (standard; at-will) – Martial, Weapon

You hew your foe with a simple attack and then grab it with your empty hand to keep it from escaping.

Requirement: You must have a hand free

Melee touch (one creature) +8 vs. AC

Hit: 1d8 + 5 damage, and you grab the target. The grab ends automatically at the end of your next turn.

⚔ Threatening Rush (standard; at-will) – Martial, Weapon

You storm into the midst of your foes, ensuring that their attacks are directed against you.

Melee 1 (one creature) +9 vs. AC

Hit: 1d8 + 1 damage, and you mark each enemy adjacent to you until the end of your next turn.

Encounter

Incredible Toughness (no action; encounter) –

Through dogged determination and sheer physical hardiness, you shrug off an effect that would daunt a lesser person.

Personal

Trigger: You start your turn.

Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.

⚔ Serpent's Coil (standard; encounter) – Martial, Weapon

Like a striking snake, your weapon flashes and catches the limbs of your foe.

Melee 1 (one creature): +9 vs. AC

Hit: 1d8 + 5 damage. Until the end of your next turn, the target takes a -3 penalty to attack rolls.

Weapon: If you're wielding a flail, you grab the target. The grab ends automatically at the end of your next turn.

⚔ Wasteland Fury (standard; encounter) – Primal, Weapon

You catch the merciless sun's cruel radiance in your weapon and redirect it to dazzle your foe, covering your movement.

Effect: If you use this power while you are not adjacent to any of your allies, you can shift 1 square before or after the attack.

Melee 1 (one creature): +9 vs. AC

Hit: 1d8 + 5 damage. If you have combat advantage against the target, you deal 4 extra damage.

Daily

Unstoppable Advance (minor; encounter) – Martial, Stance

You swing with such fury that your foes are steadily driven back with each blow.

Personal

Effect: Until the stance ends, whenever you hit any creature with a melee weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

Utility

Full Extension (minor; encounter) – Martial

You lunge forward, hitting a spot well beyond where your foes thought you could reach.

Personal

Effect: The reach of the next melee weapon attack you make before the end of your turn increases by 1.

Yuka

Player:

Magic Items

Rituals