

Name:

Race: Half-Elf

Class: Fighter

Level: 5

Init: 2

Speed: 5

HP: 61 30

Surges: 12

Str: 19

Con: 17

Dex: 10

Int: 10

Wis: 11

Cha: 10

Resist:

Poison 5

Feats:

Armor Proficiency (Plate)

Toughness

Weapon Focus (Axe)

AC: 24

Fort: 19

Ref: 15

Will: 13

SKILLS:

ACROBATICS*

ARCANA

ATHLETICS*

BLUFF

DIPLOMACY

DUNGEON.

ENDURANCE*

HEAL

HISTORY

INSIGHT

INTIMIDATE

NATURE

PERCEPTION

RELIGION

STEALTH*

STREETWISE

THIEVERY*

TRAIN:

TOTAL:

	-2
	2
x	7
	2
	4
	2
x	6
	2
	2
	4
x	7
	2
	2
	2
	2
	-2
	2
	-2

Class/Race Features:

Low-light Vision

Dilettente: Valiant Strike

Dual Heritadge: You can take feats that have either elf or human as a prerequisite (as well as those specifically for half-elves), as long as you meet any other requirements.

Group Diplomacy: You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

Combat Challenge: Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

Combat Superiority: In addition, 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 You gain a bonus to opportunity attacks equal to your Wisdom modifier (0). An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

Fighter Weapon Talent: When using a one-handed weapon, you gain a +1 bonus to attack rolls.

Powers:**A-W**

Cleave	Weapon	SA	Melee weapon	One creature	+10 vs AC	Hit: 1d10+6 damage, and an enemy adjacent to you, other than the target, takes 4 damage.
Reapong Strike	Weapon	SA	Melee weapon	One creature	+10 vs AC	Hit: 1d10+6 damage. Miss: 2 damage.
Lightning Weapon	Lightning	Free	-	-	-	All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.

Encounter:

Crushing Blow	Weapon	SA	Melee weapon	One creature	+10 vs AC	Hit: 2d10+9 damage.
Crushing Blow	Weapon	SA	Melee weapon	One creature	+10 vs AC	Hit: 2d10+9 damage.
Valiant Strike	Weapon	SA	Melee weapon	One creature	+10 vs AC	Attack: Strength + 1 per enemy adjacent to you vs. AC Hit: 1d10+6 damage.

Daily:

Dizzying Blow	Reliable, Weapon	SA	Melee weapon	One creature	+10 vs AC	Hit: 3d10+6 damage, and the target is immobilized (save ends).
Rain of Steel	Stance, Weapon	Minor	Personal	You	-	Effect: Any enemy that starts its turn adjacent to you takes 1d10 damage, as long as you are able to make opportunity attacks.

Unstoppable	Healing	Minor	Personal	You	-	Effect: You gain temporary hit points equal to 2d6+3.
Shield of Protection	-	SA	Personal	You and adjacent ally	-	You and an adjacent ally gain resist 10 to all damage until the end of your next turn.
Lightning Weapon	Lightning	Free	-	-	-	Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage.

Equip:

Mundane Equipment
Heavy Shield
Plate +2
Battle Axe +1 Lightning
Amulet of Health +1
Shield of Protection
3 Potions of Healing
10 gp