

SIMPLE 1ST LEVEL FIGHTER BUILDS

Dragonborn Great Weapon Fighter

Rivalling the damage of some strikers, you beat down and keep foes in the front lines of combat. Keep your targets within melee range and make good use of your combat challenge class feature by applying marks whenever possible. It may be a good idea to begin each encounter by using your *dragon breath* racial power to make and deal damage, eliminating the possible threat of minions, to a large cluster of enemies.

Use a two-handed weapon that deal large amounts of damage and can make use of your high Constitution score, such as a maul or greataxe. Choose powers with high weapon damage to make the most of your weapon choice. Recommended choices include *boundless endurance*, *crushing blow*, and *dizzying blow*.

Try to avoid being hit by attacks that target your low Reflex defense so be wary of controllers and artillery monsters. Taking lightning reflexes once you hit the paragon tier would not be a wasted feat choice.

Str: 18 Con: 16
Dex: 10 Int: 10
Wis: 10 Cha: 14

At-Will Powers: *Cleave*, *Reaping Strike*
Encounter Power: *Steel Serpent Strike*
Daily Power: *Brute Strike*

Feat: *Enlarged Dragon Breath*
Skills: *Endurance*, *Intimidate*, *Streetwise*

Elf Great Weapon Fighter

Despite not having the attack bonus, raw damage output, or hit points of your average great weapon fighter, you have one thing they do not: mobility. Use your ability to move around the battlefield, defending your allies, and marking foes. Don't be afraid to fight in difficult terrain, as your wild step racial ability will give you the advantage. Use the *Even Accuracy* racial power to reroll any missed encounter and daily attacks, this should be up for your lack attack bonus.

To make use of your high Dexterity and Wisdom modifiers, your main weapon should either be a glaive or longspear. Choose powers and feats that rely on these two abilities that most fighters wouldn't normally make use of, such as training in Dexterity is Wisdom based skill, such as *Acrobatics* or *Nature*. *Armor piercing thrust*, *rain of blows*, and *rain of blows* are good choices for powers to pick up later on in your career.

Unlike most fighters, you have a high enough dexterity to wear light armor and not have your AC be lacking. Consider wearing hide armor to further increase your mobility. If you do choose hide over scale armor, remember to boost your Dexterity, in addition to Strength, at level when you are able to increase your ability scores.

Str: 16 Con: 11
Dex: 16 Int: 10
Wis: 16 Cha: 10

At-Will Powers: *Cleave*, *Sure Strike*
Encounter Power: *Passing Attack*
Daily Power: *Villain's Menace*

Feats: *Eleven Precision*
Skills: *Athletics*, *Endurance*, *Heal*

Dwarf Guardian Fighter

Taking and absorbing damage is what you do best. You don't have the raw point of most fighters, but no one is going to be able to take you down any time soon. Grab a one-handed axe or hammer and get up there in the front lines to take hits, mark enemies, and make sure no monsters are able to break past your shield and into your party's back lines.

When choosing powers, look for those that inflict status effects, target multiple foes, or make use of your impressive Constitution score, such as *boundless endurance*, *crushing blow*, and *crack the shell*. Powers with high weapon damage may look appealing, but you won't get quite as much mileage out of them a great weapon fighter with a two-handed, high damage weapon.

Str: 16 Con: 18
Dex: 8 Int: 12
Wis: 14 Cha: 10

At-Will Powers: *Cleave*, *Tide of Iron*
Encounter Power: *Steel Serpent Strike*
Daily Power: *Brute Strike*

Feat: *Dwarven Weapon Training*
Skills: *Endurance*, *Heal*, *Streetwise*

Eladrin Guardian Fighter

Your shtick is to defend against large groups of enemies at once and attract them from range. By taking the wizard multiclass feats, you will be able to mark and damage enemies with ranged area blasts before ever engaging them in melee.

As you level up, pick up the rest of the multiclass feats to increase your arsenal of area blast powers, such as *shock sphere*, *fireball*, and *fire burst*. Remember that low damage and large blast area is more important than high damage with low blast area as the primary use for your multiclass powers is to be able to mark at range. At paragon tier, choose a wizard paragon path or further multiclass into wizard, either is a fair choice.

Wield with a spear or longsword and a shield; Eladrin Soldier should be one of the first feats you pick up. Once you come across a magic wizard implement, take the Quick Draw feat as to be able to switch from implement to weapon as a minor action.

Str: 16 Con: 10
Dex: 14 Int: 16
Wis: 12 Cha: 10

At-Will Powers: *Sure Strike*, *Tide of Iron*
Encounter Power: *Spinning Sweep*
Daily Power: *Comeback Strike*
Arcane Initiate: *Scorching Burst*

Feat: *Arcane Initiate*
Skills: *Arcana* (gained through the *Arcane Initiate* feat), *Athletics*, *Endurance*, *History*, *Heal*

Human Guardian Fighter

You are the typical sword and board fighter. Instead of dealing massive damage, make sure you're always hitting with your attacks. Find ways to increase your attack bonus, from feats like *Action Surge* to *sweeping blow*.

Additionally, focus on ways to keep your allies out of harm's way, either by inflicting status effects or choosing attacks that allow your allies to shift out of your enemy's reach. Powers such as *get over here*, *dizzying blow*, and *come and get it* will help you better control your enemy's actions and keep your ally.

Never let the enemy off his guard. Choose one target at a time and stick to him until he drops. Go after brutes and soldiers first, as they will cause the most trouble for the rest of the party if they get behind your defenses.

Str: 18	Con: 12
Dex: 14	Int: 10
Wis: 12	Cha: 10

At-Will Powers: *Cleave*, *Sure Strike*, *Tide of Iron*

Encounter Power: *Covering Attack*

Daily Power: *Villain's Menace*

Feat: *Action Surge*, *Weapon Focus*

Skills: *Athletics*, *Endurance*, *Heal*, *Intimidate*