

Warrior	
Role: Defender	
Power Source: Martial	
Key Abilities: Strength and Constitution	
Armor Proficiency: Cloth, leather, hide, chainmail, scale; heavy shields, light shields	
Weapon Proficiency: Simple melee, military melee, simple ranged	
Bonus to Defense: +2 Fortitude	
Hit Points at 1st Level: 15 + Constitution Score	
Bonus Hit Points per Level: 6	
Healing Surges per Day: 9 + Constitution Modifier	
Trained Skills: Choose three from your list of class skills.	
Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Streetwise (Cha).	
Class Features: Combat Expertise, Endure Pain, Power Strike, Warrior Bonus Feats, Weapon Talent	

Level 1:

COMBAT EXPERTISE

You gain the following three powers.

Battle Rage	[Martial]
Standard action	Personal
Requirement: You must be bloodied to use this power.	
Effect: You make a melee basic attack. If the attack hits, you deal extra damage equal to your Constitution modifier.	

Bull's Strike	[Martial, Weapon]
Standard action	Melee weapon
Target: One creature	Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier damage. If your attack interrupts a moving target, the target's movement ends and they are knocked prone. Level 21: 2[W] + Strength modifier damage.	
Special: You can use this power in place of an opportunity attack.	

Shield Bash	[Martial]
Opportunity action	Personal
Requirement: You must be using a shield.	
Trigger: You are hit by an attack.	
Effect: You get a +3 power bonus to AC and Reflex against the triggering attack, and you can make a melee basic attack against the attacker. If your attack hits, the target takes no damage but is instead knocked prone.	

ENDURE PAIN

When you use second wind or total defense as a standard action, you gain a number of temporary hit points equal to your healing surge value.

POWER STRIKE

You gain the **power strike** power.

Power Strike	[Martial, Weapon]
No action	Special
Trigger: You hit an enemy with a melee basic attack using a weapon.	
Effect: The triggering attack deals 1[W] extra damage. Level 17: 2[W] extra damage. Level 27: 3[W] extra damage.	

WARRIOR BONUS FEATS

You gain **Improved Initiative** and **Master at Arms** as bonus feats.

WEAPON TALENT

You gain a +1 bonus to the attack rolls of weapon attacks.

Level 2:

BATTLE SPRINT

You gain the **battle sprint** power.

Battle Sprint [Martial]	
Move action	Personal
Effect: You move a number of squares up to twice your speed. Your turn ends at the end of your movement and any unspent actions are lost.	

Level 3:

LEVEL 3 EXTRA POWER STRIKE

You gain an additional use of power strike per encounter, but you can still only use it once per turn.

Level 5:

WARRIOR'S CUNNING

When you miss every target with a melee weapon attack, each target takes damage equal to your Strength modifier.

Level 6:

EXTRA SECOND WIND

You gain an additional use of second wind per encounter, but you can use it only once per turn.

Level 7:

LEVEL 7 EXTRA POWER STRIKE

You gain an additional use of power strike per encounter, but you can still only use it once per turn.

Level 9:

BERSERKER STANCE

While you're bloodied, when you use second wind or total defense as a standard action, you can make a melee basic attack as a free action.

Level 10:

INEXORABLE WARRIOR

You gain a +1 bonus to all saving throws.