

Warfighter (Fighter)

Role: Striker

Power Source: Martial

Key Abilities: Strength and Constitution

Armor Proficiency: Cloth, leather, hide, chainmail, scale, plate; heavy shields, light shields

Weapon Proficiency: Simple melee, military melee, simple ranged, military 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), Intimidate (Cha).

Class Features: Fighter Bonus Feats, Great Cleave, Heroic Fighter, Momentum Strike, Weapon Talent

Level 1:

FIGHTER BONUS FEATS

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

GREAT CLEAVE (FIGHTER)

When you hit an adjacent enemy with a weapon attack, you deal damage to another enemy adjacent to the target. This damage equals your Strength modifier, and receives the bonus from your heroic fighter class feature.

HEROIC FIGHTER

You gain a bonus to the damage rolls of weapon attacks. The bonus equals your Constitution modifier.

MOMENTUM STRIKE

When you reduce an adjacent enemy to 0 hit points or less with a weapon attack, you can shift up to 1 square and make a basic attack as a free action.

WEAPON TALENT

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

Level 2:

HALE AND HEARTY

When you spend a healing surge to regain hit points, you can add your Constitution modifier to your healing surge value.

Level 3:

BLIND-FIGHTING

You don't grant combat advantage to enemies invisible to you.

Level 5:

MIGHTY FIGHTER

The bonus to weapon damage rolls granted by your heroic fighter class feature increases to 2 + your Constitution modifier.

Level 6:

RAPID RECOVERY

You can use your second wind as a minor action. In addition, when you use total defense, you can spend a healing surge and regain hit points equal to your healing surge value.

Level 7:

IMPROVED BLIND-FIGHTING

Your melee attacks take no penalties due to partial concealment or total concealment.

Level 9:

HEROIC FIGHTER STRIKE

When you use a standard action to make a basic weapon attack, you can make an additional attack with the same weapon against the same, or a different target, as part of the same action.

Level 10:

INEXORABLE FIGHTER

You gain a +1 bonus to saving throws.

Level 11:

RELIABLE ACTION

If you miss with an attack granted by your action point, the action point isn't spent, and you can use it against this encounter.

Level 12:

GLORIOUS VICTORY

When you reduce an enemy to 0 hit points or fewer with a weapon attack, you gain an action point that you must spend before the end of your next turn. You are still restricted to using one action point per encounter.

Level 13:

LIVE FOR BATTLE

When you roll initiative, you gain temporary hit points equal to your healing surge value.

Level 15:

PARAGON FIGHTER

The bonus to weapon damage rolls granted by your heroic fighter class feature increases to 5 + your Constitution modifier.

Level 16:

PARAGON RECOVERY

When you spend a healing surge, you can make a saving throw.

Level 17:

FURIOUS ANGER

When you score a critical hit with a weapon attack, you can make a basic attack as a free action.

Level 19:

PARAGON FIGHTER STRIKE

The number of basic weapon attacks you can make with your heroic fighter strike increases by one, for a total of two additional attacks.

Level 20:

KEEP FIGHTING

You do not fall unconscious when you are reduced to 0 hit points. While you are affected by the dying condition you are instead dazed. You still die if your hit points are reduced to your negative bloodied value.

Level 21:

LEGENDARY FIGHTER

You gain a +2 bonus to each your Strength and Constitution scores.

Level 22:

ALWAYS READY

You are never surprised. You never grant combat advantage.

Level 23:

FIGHTER SUPREMACY

You don't automatically miss when you roll a natural 1 with a weapon attack.

Level 25:

EPIC FIGHTER

The bonus to weapon damage rolls granted by your heroic fighter class feature increases to 8 + your Constitution modifier.

Level 26:

UNDENIABLE FIGHTER

You can take immediate actions and opportunity actions even when you are dazed or stunned.

Level 27:

SUPERIOR RECOVERY

You succeed on death saving throws when you roll 10 or higher.

Level 29:

EPIC FIGHTER STRIKE

The number of basic weapon attacks you can make with your heroic fighter strike increases by one, for a total of three additional attacks.

Level 30:

NEVER SAY DIE

You can't die as a result of hit point loss during a combat encounter. If your hit point total is less than or equal to your negative bloodied value at the end of a combat encounter and you have no healing surges, you immediately die.