

Knight

Combat Role: Defender

Power Source: Elemental

Key Ability: Dexterity

Armor Proficiency: Cloth, leather, hide armor.

Weapon Proficiency: Simple, hunting, military weapons.

Defense Bonus: +2 Fortitude

Base Hit Points: 15 + Constitution score

Bonus Hit Points: +6 per level gained

Class Features:

crushing surge, second wind, steely resolve, valiant strike,

Level 1:

CRUSHING SURGE

You gain the **crushing surge** power.

Crushing Surge

[Weapon]

Standard action * At-will

Melee 1

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. You gain twice the number of temporary hit points from this attack.

Level 21: 2[W] + Dexterity modifier damage.

SECOND WIND

You gain the **second wind** power.

Second Wind

[Healing]

Minor action * Encounter

Personal

Requirement: You must be bloodied.

Effect: Regain hit points equal to your healing factor. Gain temporary hit points equal to your healing factor.

Special: You can use this power only once per turn.

STEELY RESOLVE

When you deal damage to an enemy with a weapon while you're wearing light armor or no armor, you gain 2 temporary hit points. The number of temporary hit points gained increases to 5 at 11th level, and 8 at 21st level.

Temporary hit points aren't cumulative, you benefit only from the highest number of temporary hit points received. Temporary hit points don't count toward your maximum hit points or bloodied value.

Temporary hit points last until removed by damage, or until the end of the encounter. When you take damage, any temporary hit points are lost first.

VALIANT STRIKE

You gain the **valiant strike** power.

Valiant Strike

[Weapon]

Standard action * At-will

Melee 1

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If you have temporary hit points, you may choose to take damage equal to your Dexterity modifier to gain a power bonus to the damage roll of the attack equal to the damage you take.

Level 21: 2[W] + Dexterity modifier damage.

Special: You can use this power instead of a melee basic attack.