

# NAME \_\_\_\_\_

MALE GOLIATH (HALF-GIANT) ARENA FIGHTER

THEME: NOBLE ADEPT

LEVEL 1 UNALIGNED

ABILITY SCORE MOD + 1/2 LEVEL

**STRENGTH** 20 +5

*Athletics +12*

**CONSTITUTION** 13 +1

*Endurance +1*

**DEXTERITY** 14 +2

*Acrobatics +2, Stealth +2, Thievery +2*

**INTELLIGENCE** 10 +0

*Arcana +0, History +0, Religion +0*

**WISDOM** 8 -1

*Dungeoneering -1, Heal -1, Insight -1, Nature +1, Perception -1*

*Passive Insight 9, Passive Perception 9*

**CHARISMA** 10 +0

*Bluff +0, Diplomacy +0, Intimidate +5, Streetwise +5*

**AC** 17 **FORTITUDE** 17

**REFLEX** 12 **WILL** 11

**HIT POINTS** 28 **BLOODIED** 14

**SURGES** 10 **HP HEALED** 7

**SECOND WIND**  **ACTION POINT**

**INITIATIVE** +2 **SPEED** 5

**VISION** NORMAL

**LANGUAGES** COMMON, GIANT

## OTHER ABILITIES

**Powerful Athlete:** When making an Athletics check to jump or climb, roll twice and take the better result.

**Combat Challenge:** When you make an attack against an enemy, you can choose to mark the target. The mark lasts until the end of your next turn. While marked, the enemy takes a -2 penalty to attack rolls if its attack doesn't include you as a target. A creature can only be subject to one mark at a time.

**Combat Superiority:** Whenever you hit an enemy with an opportunity action, you stop their movement (if any).

**Power Points:** 1. You can spend your power point to augment your adept's insight power once per encounter.

## EQUIPMENT

Iron bastard sword, bone gauntlet axe (wielded in the off-hand, keeps hand free), mekillot (giant reptilian pack-beast) scale armor



### Iron Bastard Sword Melee Basic Attack

At-Will **Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +8 vs. AC

Hit: 1d10 + 5 damage.

Versatile: If you use this weapon two-handed, gain +1 damage when you roll damage.

### Bone Gauntlet Axe Melee Basic Attack

At-Will **Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 1d8 + 5 damage.

### Improvised Weapon Melee Basic Attack

At-Will **Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: +7 vs. AC

Hit: 1d8 + 5 damage (one-handed weapon) or 1d10 + 5 damage (two-handed weapon).

## POWERS

All weapon attack powers assume use of the iron bastard sword as the main weapon and the bone gauntlet axe as the off-hand weapon. If you are using the bone gauntlet axe as the main weapon, change the attack modifier to +7 and the damage die to a d8. If you are using improvised weapons, change the attack modifier to +7 (if needed) and change the damage die to a d8 for one-handed weapons and a d10 for two-handed weapons.

### Combat Challenge Fighter Feature

You punish your enemy for diverting attention away from you.

**At-Will** **Weapon**

**Immediate Interrupt** **Melee weapon**

**Effect:** Whenever an enemy marked by you is adjacent to you and shifts or makes an attack that doesn't include you, you can make a melee basic attack against that enemy.

### Cleave Fighter Attack 1

You hit one enemy, then cleave into another.

**At-Will** **Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 1d10 + 5 damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier.

### Dual Strike Fighter Attack 1

You lash out quickly and follow up faster, delivering two small wounds.

**At-Will** **Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** You must be wielding two melee weapons.

**Target:** One creature

**Attack:** +8 vs. AC (main weapon) and +7 vs. AC (off-hand weapon), two attacks

**Hit:** 1d10 damage with main weapon and 1d8 damage with off-hand weapon.

### Stone's Endurance Goliath Racial Power

Your foes' attacks bounce off your stony hide.

**Encounter**

**Minor Action** **Personal**

**Effect:** You gain resist 5 to all damage until the end of your next turn.

### Adept's Insight Noble Adept Feature

With a mental focus, you enhance the undeniability of your actions.

**Encounter** **Psionic**

**Free Action** **Close burst 5**

**Trigger:** You or an ally in burst makes an attack roll, saving throw, or skill check.

**Effect:** You add 1 to the triggering roll.

**Augment 1**

**Effect:** You instead add 1d4+1 to the triggering roll.

### Steel Serpent Strike Fighter Attack 1

You stab viciously at your foe's knee or foot to slow him down. No matter how tough he is, he's going to favor that leg for a time.

**Encounter** **Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 2d10 + 5 damage, and the target is slowed and cannot shift until end of your next turn.

### Master's Edge Fighter Attack 1

Your extensive experience helps you pick out the flaws in your opponent's technique, letting you move to meet its attacks.

**Daily** **Martial, Weapon**

**Minor Action** **Melee weapon**

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 1d10 + 5 damage.

**Effect:** Until the end of the encounter, whenever the target willingly moves to a square adjacent to one of your allies, you can use an opportunity action either to make a melee basic attack against the target or to charge the target.