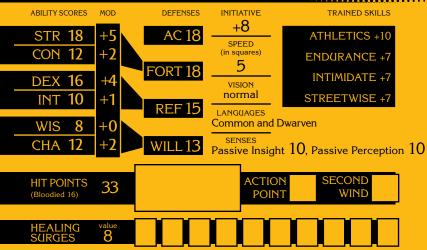


Brannus

MALE HUMAN FIGHTER (SLAYER) / LEVEL 2 / UNALIGNED

"What does it pay?"



EQUIPMENT

+1 vicious greatsword

3 javelins

scale armor adventurer's kit

OTHER EQUIPMENT



Melee Basic Attack Standard / Melee Weapon / At-Will

Requires greatsword; +11 vs. AC; 1d10 + 9 damage.

Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires javelin; Ranged 10/20; +8 vs. AC; 1d6 + 7 damage.

Battle Fury

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +2 power bonus to the damage rolls of melee weapon powers.

Poised Assault

Minor / Stance / At-Will

Until you assume a different stance or until the end of the encounter, you gain a +1 power bonus to the attack rolls of melee weapon powers.

Power Strike

Free / Personal / Encounte



Requires greatsword. Trigger: You hit with a melee weapon attack power. Effect: The triggering attack power deals 1d10 extra damage.

Singled Out

Minor / Ranged 5 / Encounter



Effect: The target grants combat advantage to you until the end of your next turn.

Heroic Effort

No Action / Personal / Encounte



Trigger: You miss with an attack of fail a saving throw. Effect: You gain a +4 racial bonus to the attack roll or saving throw.

Vicious Greatsword

+1d12 Critical

OTHER ABILITIES*

Heavy Blade Expertise: When wielding a heavy blade (greatsword) you gain +2 bonus to all defenses against opportunity attacks.

*Some character options not present on character sheet for brevity.

