

# Brannus

MALE HUMAN FIGHTER (SLAYER) / LEVEL 2 / UNALIGNED

“What does it pay?”

ABILITY SCORES MOD

|        |    |
|--------|----|
| STR 18 | +5 |
| CON 12 | +2 |
| DEX 16 | +4 |
| INT 10 | +1 |
| WIS 8  | +0 |
| CHA 12 | +2 |

DEFENSES

|         |
|---------|
| AC 18   |
| FORT 18 |
| REF 15  |
| WILL 13 |

INITIATIVE

|                       |
|-----------------------|
| +8                    |
| SPEED<br>(in squares) |
| 5                     |
| VISION<br>normal      |

LANGUAGES  
Common and Dwarven

SENSSES  
Passive Insight 10, Passive Perception 10

TRAINED SKILLS

|               |
|---------------|
| ATHLETICS +10 |
| ENDURANCE +7  |
| INTIMIDATE +7 |
| STREETWISE +7 |

HIT POINTS 33  
(Bloodied 16)

ACTION POINT

SECOND WIND

HEALING SURGES value 8

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 / Encounter



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 / Encounter



**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.

## +1 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.

