

RAVAK THE UNCHAINED

Attack Powers

Cleave Fighter Attack 1

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC

Hit: 2d6+11 damage, and an enemy adjacent to you other than the target takes 6 damage. Crit: 23+3d6 necrotic damage

Reaping Strike Fighter Attack 1

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC

Hit: 2d6+11 damage. Crit: 23+3d6 necrotic damage.

Miss: 6 damage.

All Bets are Off Pit Fighter Attack 11

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC

Hit: 4d6+11 damage. Crit: 35+3d6 necrotic damage. Make a secondary attack vs. the same target.

Secondary Attack: +15 vs. AC

Hit: 1d6+6 damage, and the target is dazed until the end of your next turn.

Chains of Sorrow Fighter Attack 13

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC

Hit: 6d6+11 damage, and the target takes a -3 penalty to all defenses until the end of your next turn. Crit: 47+3d6 necrotic damage.

Rain of Blows Fighter Attack 3

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC, two attacks

Hit: 2d6+11 damage, and make a secondary attack. Crit: 23+3d6 necrotic damage.

Secondary Target: The same or a different target.

Secondary Attack: +19 vs. AC

Hit: 2d6+11 damage. Crit: 23+3d6 necrotic damage.

Reckless Strike Fighter Attack 7

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +17 vs. AC

Hit: 6d6+11 damage. Crit: 47+3d6 necrotic damage.

Brute Strike Fighter Attack 1

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC

Hit: 6d6+11 damage. Crit: 47+3d6 necrotic damage.

Crack the Shell Fighter Attack 5

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC

Hit: 4d6+11 damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both). Crit: 35+3d6 necrotic damage.

Victorious Surge Fighter Attack 9

Daily ♦ Healing, Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +19 vs. AC

Hit: 6d6+11 damage, and you regain hp as if you had spent a healing surge. Crit: 47+3d6 necrotic damage.

Utility and Item Powers

Furious Assault Half-Orc Racial Power

Encounter

Free Action Personal

Trigger: You hit an enemy.

Effect: The attack deals 2d6+5 extra damage if it's a weapon attack or 1d8 extra damage if it isn't. The target takes a -1 penalty to all defenses until the end of your next turn.

Trigger (Alternate): You miss with an attack.

Effect: The target takes 2d6+5 damage if it's a weapon attack or 1d10 damage if it isn't.

Unbreakable Fighter Utility 6

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: You are hit by an attack.

Effect: Reduce the damage by 9 points.

Boundless Endurance Fighter Utility 2

Daily ♦ Healing, Martial, Stance

Minor Personal

Effect: You gain regeneration 6 when you are bloodied.

Deadly Payback Pit Fighter Utility 12

Daily ♦ Martial, Weapon

Immediate Reaction Personal

Trigger: You take damage from a melee attack.

Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the foe that damaged you.

Last Ditch Evasion Fighter Utility 10

Daily ♦ Martial

Immediate Interrupt Personal

Trigger: You are hit by an attack.

Effect: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

Battlestrider Greaves Level 12

Property: Gain a +1 item bonus to speed while wearing heavy armor.

Black Iron Scale +3 Level 14

Property: Resist 10 fire and resist 10 necrotic.

Bracers of Defense Level 7

Power (Daily): Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt by 10.

Dust of Appearance Level 13

Power (Encounter): Standard Action. Creates a close blast 3 that becomes a zone that lasts until the end of the encounter. Invisible creatures and objects within or entering the zone become visible again until the end of the encounter.

Lifedrinker Heavy Flail +3 Level 15

Property: When you drop a foe to 0 hp or fewer with a melee attack made with this weapon, gain 10 temporary hp.

Safewing Amulet +1 Level 3

Property: When falling, reduce the distance by 10 feet for the purpose of calculating damage. You always land on your feet after a fall.

Thundering Longbow +1 Level 3

Power (Daily ♦ Thunder): Free Action. Use this power when you hit with the weapon. Deal 1d8 thunder damage and push 1 square.

Class Features

Combat Challenge: Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt. This attack deals +4 damage.

Combat Superiority: You gain a +2 bonus to opportunity attacks. An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.