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| Xavros Demonbane | Level 1 Defender |
| Minotaur Fighter | XP 720 |
| HP 27; Bloodied 13 | Initiative +1 |
| Surge Value 6; Surges/Day 11 | Passive Perc 16 |
| AC 19, Fort 17, Ref 14, Will 15 | Passive Insight 14 |
| Speed 5 | |

Traits

Combat Challenge (Fighter)

Mark foes you attack. They get -2 to attacks not including you. Make basic melee attack against adjacent marked foe who shifts or makes attack not including you. Mark lasts until end of your next turn or marked by other.

Combat Superiority (Fighter)

Add Wis mod to opportunity attacks. Hit ends foe's movement (if any) this action.

Ferocity (Minotaur)

Make melee basic attack when dropped to 0 hp

Heedless Charge (Minotaur)

+2 AC against opportunity attacks while charging.

Amulet of Physical Resolve +1

+2 item bonus against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

Standard Actions

Basic Melee Attack * At-Will

Attack: +8 vs AC
Hit: 1d8 + 4 damage.

Basic Ranged Attack * At-Will

Attack: Ranged 10/20; +7 vs AC
Hit: 1d6 + 4 damage.

Threatening Rush * At-Will

Attack: +8 vs AC
Hit: 1d8 damage, and you mark each enemy adjacent to you until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

Tide of Iron * At-Will

Requirement: You must be using a shield.
Attack: +8 vs AC
Hit: 1d8 + 4 damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Goring Charge * Encounter

Effect: You charge and make the following attack in place of a basic attack.
Attack: +8 vs AC
Hit: 1d6 + 4 damage, and you knock the target prone.

| HIT POINTS | SURGES |
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Passing Attack * Encounter

Attack: +8 vs AC
Hit: 1d8 + 4 damage, and you can shift 1 square. Make a secondary attack.
Secondary Attack: (one creature other than primary) +8 vs AC
Hit: 1d8 + 4 damage.

Driving Attack * Daily

Attack: +8 vs AC
Hit: 2d8 + 4 damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.
Secondary Attack: +8 vs Fort
Hit: 1d8 + 4 damage, and you push the target 2 squares and knock it prone.
Miss: Half damage, and you push the target 1 square.

Second Wind * Encounter

Effect: You spend a healing surge and regain 6 hit points. You gain +2 bonus to all defenses until the start of your next turn.

Triggered Actions

Combat Challenge * At-Will

Trigger: An enemy marked by you is adjacent to you and shifts or makes an attack that does not include you.
Effect (Immediate Interupt): Make a melee basic

Goring Charge * At-Will

Trigger: An enemy provokes an opportunity attack from you.
Attack: +12 vs AC
Hit: 1d6 + 4 damage, and you knock the target prone.

Str 18 (+4) **Dex** 12 (+1) **Wis** 18 (+4)

Con 12 (+1) **Int** 8 (-1) **Cha** 10 (+0)

Alignment good **Languages** Common, Giant

Acrobatics -1 **Heal** 9* **Religion** -1

Arcana -1 **History** -1 **Stealth** -1

Athletics 7* **Insight** 4 **Streetwise** 0

Bluff 0 **Intimidate** 5* **Thievery** -1

Diplomacy 0 **Nature** 6

Endurance -1 **Perceptions** 6