

WARFORGED JUGGERNAUT

“Our of my way, flesh bags!”

Prerequisite: Warforged

You have dedicated yourself to physical perfection—to becoming an embodiment of strength and prowess. Perhaps you were on the front lines in an army of the Last War, or maybe you were created in the waning days of that conflict and yearn to explore your military nature. Whatever the case, you relish the act of rushing headlong into your enemies and driving them before you. As a warforged juggernaut, you are an unstoppable force, most at home on the battlefield surrounded by dozens of foes. When you choose to hold a position, you keep it. Your training and build have given you the ability to shake off attacks that would devastate your allies.



WARFORGED JUGGERNAUT PATH FEATURES

Charging Action (11th level): When you spend an action point to make a charge attack, you gain a +2 bonus to speed and to all defenses until the end of your next turn. In addition, you can take further actions after the charge.

Charging Strike (11th level): Whenever you charge a target and hit it, your attack deals 1d6 extra damage to the target and you push the target 1 square. In addition, you can shift 1 square into a square that the target vacated. The extra damage increases to 2d6 at 21st level.

Construct Perfection (16th level): You gain a +2 bonus to saving throws and Endurance checks.

Unstoppable (16th level): When you spend an action point, you can make a saving throw.

WARFORGED JUGGERNAUT POWERS

Ruinous Onslaught Warforged Juggernaut Attack 11

You end your reckless charge with a brutal blow that throws your enemy backward, rattling its nerves.

Encounter ♦ Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

Inexorable Momentum Warforged Juggernaut Utility 12

To attack your chosen adversary, you hurtle across the battlefield, shrugging off attacks.

Encounter

Minor Action

Personal

Effect: Until the end of your next turn, you ignore difficult terrain, can move through enemy spaces, and gain a +2 power bonus to AC against opportunity attacks.

Crag of Steel Warforged Juggernaut Attack 20

You lock yourself into position, holding your ground with a defensive posture and a series of deadly attacks.

Daily ♦ Stance, Weapon

Minor Action

Personal

Effect: Until the stance ends, you gain resist 5 to all damage, and whenever this reduces an attack's damage to 0, you also negate that attack's effect on you. Additionally, until the stance ends, you can reduce the distance you are pulled, pushed, or slid by 5 squares, and any enemy that starts its turn adjacent to you takes 1[W] damage while you are able to make opportunity attacks.

