

DEVASTATING STRIKE

Barbarian
Attack 1

You strike with awesome power, more concerned with offensive strength than defensive posturing

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier + 1d8 damage.

Level 11: 1[W] + Strength modifier + 2d8 damage.

Level 21: 2[W] + Strength modifier + 3d8 damage.

Raging: The additional dice increase from d8 to d12 while you are raging.

Effect: Until the start of your next turn, attacks against you gain a +2 bonus to the attack roll.

FOE TO FOE

Barbarian
Attack 1

Slaying your foe fills you with the rush of battle, allowing you to cut your way from one foe to the next with greater ease

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

If you have reduced at least one non-minion enemy to 0 hit points during this encounter, this attack deals an additional 1d8 damage, or an additional 2d8 damage if you reduced a non-minion enemy to 0 hit points since the start of your previous turn.

Level 11: 2d8 or 3d8 additional damage.

Level 21: 2[W] + Strength modifier damage, and 3d8 or 4d8 additional damage.

Raging: While you are raging, when you reduce a minion enemy to 0 hit points, you can immediately move one-half your speed, but must end this move adjacent to an enemy. When you reduce a non-minion enemy to 0 hit points or less, you can immediately move your speed, but must end this move adjacent to an enemy.

HOWL OF FURY

Barbarian
Attack 1

You strike a hearty blow, then unleash an ear-splitting battle cry

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you make the howl attack. You must include the primary target in the howl attack's area.

Level 21: 2[W] + Strength modifier damage.

HOWL ATTACK

Automatic ♦ **Primal, Thunder**

Nonaction **Close** blast 3

Howl Target: Each enemy in the blast, other than the primary target

Raging: While you are raging, the primary target is also a howl target

Effect: Each target takes thunder damage equal to your Constitution modifier.

Level 11: 4 + your Constitution modifier thunder damage.

Level 21: 8 + your Constitution modifier thunder damage.

HOWLING STRIKE

Barbarian
Attack 1

With a blood-freezing scream, you throw yourself into the fray

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a melee weapon in two hands

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier + 1d6 damage.

Level 11: 1[W] + Strength modifier + 2d6 damage.

Level 21: 2[W] + Strength modifier + 3d6 damage.

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

Raging: While raging, your speed increases by 2 squares when you charge and use *howling strike*.

JARRING SMASH

Barbarian
Attack 1

You slam your weapon into your enemy, causing it to reel at the force of your blow

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a melee weapon in two hands

Target: One creature

Attack: Strength vs. AC

Raging: While you are raging, you can target Fortitude instead

Hit: 1[W] damage, and the target grants combat advantage until the end of your next turn.

Level 11: 1[W] + 1d6 damage.

Level 21: 2[W] + 2d6 damage.

PRESSING STRIKE

Barbarian
Attack 1

You push lesser foes from your path, moving through the lines of battle at will

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Effect: You shift up to 2 squares. You can move through an enemy's space during the shift, but you can't end there.

Level 21: Shift up to 3 squares.

Raging: While you are raging, you can shift 1 additional square.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square.

Level 11: 1[W] + Strength modifier + 1d6 damage.

Level 21: 2[W] + Strength modifier + 2d6 damage.

Raging: While you are raging, you can push the target 1 additional square.

RECUPERATING STRIKE

Barbarian
Attack 1

Nothing raises your spirit more than slamming your weapon into a foe, each crushing swing giving you will to press on

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a melee weapon in two hands

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier.

If this attack reduces a non-minion enemy to 0 hit points or less, the power gains the Healing keyword and you regain hit points instead of gaining temporary hit points.

Level 11: 1[W] + Strength modifier + 1d6 damage, and 3 + your Constitution modifier temporary hit points or healing.

Level 21: 2[W] + Strength modifier + 2d6 damage, and 6 + your Constitution modifier temporary hit points or healing.

Raging: While you are raging, you gain an additional +5 temporary hit points or healing.

RUN DOWN

Barbarian
Attack 1

You smash your enemy in a vulnerable place, slowing it and keeping it from escaping you

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is slowed until the end of your next turn.

Level 11: 1[W] + Strength modifier + 1d6 damage.

Level 21: 2[W] + Strength modifier + 2d6 damage.

Raging: While you are raging, the target is also unable to shift while it remains slowed.

SAVAGE REACH

Barbarian
Attack 1

Your great strength and the reach of your weapon allow you to smash enemies aside with each blow

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a two-handed reach weapon

Target: One creature

Attack: Strength vs. AC

+2 to attack if the target is not adjacent to you

Hit: 1[W] + Strength modifier damage, and you slide the target 1 square. If the target is adjacent to you, you can push it 2 squares instead.

Level 11: 1[W] + Strength modifier + 1d6 damage.

Level 21: 2[W] + Strength modifier + 2d6 damage, and slide 2 squares or push 3 squares.

Raging: While you are raging, you increase the forced movement by 1 square.

WHIRLING REND

Barbarian
Attack 1

You strike out in two directions, drawing blood from different enemies

At-Will ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons

Target: One creature

Attack: Strength vs. AC (main hand)

Hit: 1[W] (main) + Strength modifier damage, and an enemy adjacent to you other than the target takes 1[W] (off-hand) damage.

Level 21: 2[W] (main) + Strength modifier damage, and 2[W] (off-hand) damage.

Raging: While you are raging, you add your Dexterity modifier to both damage rolls.