

ADVANCING POISE

Warlord
Attack

Your words allow your friends to drive back your enemies

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ When you or an ally in the aura hits with a melee attack, that character can push the target 1 square. If the attack already pushes, increase the push by 1 square instead.
- ▶ When an enemy in the aura is subject to 2 or more squares of forced movement, you can use an opportunity reaction to choose one ally within 10 squares of you. That ally gains a +2 power bonus to their first attack roll against the moved enemy. The attack must come before the end of the ally's next turn.

BRASH POISE

Warlord
Attack

Your bold tactics leave you open to an enemy's counterattack, but that's just what you want

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ If an enemy makes a melee attack against you, the first attack against that enemy by an ally in the aura before the start of the enemy's next turn gains combat advantage.
- ▶ If an enemy critically hits you and deals damage, all allies in the aura gain combat advantage on their first attack against that enemy before the start of the enemy's next turn.

BULL'S-EYE POISE

Warlord
Attack

By making a ranged attack against a target, you guide your allies' ranged attack to strike true

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ When you make a ranged attack, until the end of your next turn, your allies gain a +1 power bonus to ranged attack rolls against that target.
- ▶ If you also hit with your ranged attack, the first ranged damage roll against the target gains a bonus equal to your Intelligence modifier or Wisdom modifier.

Level 11: 2 + your Intelligence modifier or Wisdom modifier.

Level 21: 4 + your Intelligence modifier or Wisdom modifier.

DOUBLETEAM POISE

Warlord
Attack

Under your guidance your allies combine their efforts

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ When an ally in your aura is adjacent to you or another ally in the aura, both gain a +1 power bonus to AC and Will.
- ▶ When you or an ally misses all targets of an attack, you can choose another ally in the aura as an opportunity reaction. The first attack that the chosen ally makes against any target of the missing attack gains a +2 power bonus to the attack roll. This attack must come before the end of the chosen ally's next turn.

FURIOUS POISE

Warlord
Attack

Your ferocious attack inspires your allies to match your fervor

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ Each time you hit an enemy with a *basic attack*, all allies in the aura add one-half your Intelligence modifier or one-half your Wisdom modifier to their first melee damage roll against that enemy before the end of your next turn.

Level 11: Your Intelligence modifier or your Wisdom modifier.

Level 21: 2 + your Intelligence modifier or your Wisdom modifier.

- ▶ When you miss with a *melee basic attack*, the first attack by an ally in the aura gains a +2 power bonus to the attack roll. The attack must come before the start of your next turn.

MOBILITY POISE

Warlord
Attack

Your encouragement allows your allies to move that one step further towards triumph

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ When an ally in the aura uses a power that allows them to move or shift, or one of your powers allows an ally to move or shift, the distance increases by 1 square.
- ▶ Allies in the aura gain a bonus to damage rolls with powers that allow them to move, shift, or otherwise change positions. The bonus equals one-half your Intelligence modifier or one-half your Wisdom modifier.

Level 11: Your Intelligence modifier or your Wisdom modifier.

Level 21: 2 + your Intelligence modifier or your Wisdom modifier.

OVERWHELMING TIDE POISE

Warlord
Attack

You direct your allies to attack your enemies relentlessly, like an incoming tide

At-Will

◆ Martial

Minor

Action

Personal

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ Allies gain a bonus to damage rolls when they charge an enemy that is in the aura. The bonus equals your Intelligence modifier or Wisdom modifier.
Level 11: 2 + your Intelligence modifier or Wisdom modifier.
Level 21: 4 + your Intelligence modifier or Wisdom modifier.

ROUSING POISE

Warlord
Attack

Your presence inspires confidence in your allies, allowing them to persevere longer

At-Will

◆ Martial

Minor

Action

Personal

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ When an ally in the aura regains hit points and is no longer bloodied because of it, they gain a +1 bonus to their first attack roll before the end of their next turn. This bonus is immediately lost if the ally becomes bloodied again.
- ▶ When an ally in the aura spends a healing surge to regain hit points, they also gain temporary hit points equal your Wisdom modifier or Charisma modifier. If they already have temporary hit points, those temporary hit points instead increase by this amount.
Level 11: 3 + your Wisdom modifier or Charisma modifier temporary hit points.
Level 21: 6 + your Wisdom modifier or Charisma modifier temporary hit points.

VIPER'S POISE

Warlord
Attack

Your tactical eye gives an ally a chance to strike despite the care shown by the enemy

At-Will

◆ Martial

Minor

Action

Personal

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ When an enemy you can see shifts inside the aura, choose one ally as a free interrupt. The enemy's shift provokes an *opportunity attack* from that ally.
- ▶ Allies in the aura gain a bonus to damage rolls with triggered attacks, including *opportunity attacks*. The bonus equals your Intelligence modifier or Wisdom modifier.
Level 11: 3 + your Intelligence modifier or Wisdom modifier.
Level 21: 6 + your Intelligence modifier or Wisdom modifier.

WOLF PACK POISE

Warlord
Attack

Step by step, you and your team surround and overwhelm the enemy

At-Will

◆ Martial

Minor

Action

Personal

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ When an ally in the aura hits with a melee attack, you can slide that ally 1 square as an opportunity reaction.
- ▶ Additionally, you and your allies in the aura gain combat advantage against enemies in the aura that are flanked by your or any of your allies.