

BRASH STRIKE

Fighter
Attack 1

With a battle cry, you throw your whole body behind your attack

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength +2 vs. AC

Hit: 1[W] + Strength modifier damage.

Weapon: If you are wielding a hammer or mace, the attack deals extra damage equal to your Constitution modifier.

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

Effect: You grant combat advantage to the target until the start of your next turn.

CLEAVE

Fighter
Attack 1

You hit one enemy, then cleave into another

At-Will ♦ **Martial, Weapon**

Standard Action

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and one enemy within your reach other than the target takes damage equal to your Strength modifier + your weapon's enhancement bonus.

Weapon: If you are wielding an axe, the attack deals extra damage equal to your Constitution modifier to the second enemy.

Weapon: If you are wielding a heavy blade, the attack deals extra damage equal to your Dexterity modifier to the second enemy.

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

CRUSHING SURGE

Fighter
Attack 1

The feel of your weapon crunching against an enemy puts your heart back in the fighting

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Prerequisite: You must have training in Endurance

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier + number of healing surges you have spent damage, and you gain temporary hit points equal to your Constitution modifier.

Level 11: 3 + Constitution modifier temporary hit points.

Level 21: 2[W] + Strength modifier + number of healing surges you have spent damage, and 6 + Constitution modifier temporary hit points.

DUAL STRIKE

Fighter
Attack 1

You lash out quickly and follow up faster, delivering small wounds to two foes

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding two melee weapons

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] (main) damage

Level 21: 2[W] (main) damage.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand)

Hit: 1[W] (off-hand) damage.

Level 21: 2[W] (off-hand) damage.

FOOTWORK LURE

Fighter
Attack 1

You press the attack, engaging your enemy before falling back and drawing it after you

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

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

Effect: You shift 1 square. If you hit the target, you slide it 1 square. The target must end this slide in the space you left or closer to it than it started.

GLIMMERING BLADE

Fighter
Attack 1

After a successful strike, you teleport away to appear where your enemy least expects

At-Will ♦ **Arcane, Martial, Teleportation, Weapon**

Standard Action **Melee** weapon

Prerequisite: You must be eladrin, and have the *fey step* power

Requirement: You must have *fey step* available

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and you teleport 2 squares to an unoccupied square adjacent to the target.

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

Miss: You teleport 1 square to an unoccupied square adjacent to the target.

GRAPPLING STRIKE

Fighter
Attack 1

You hew your foe with a simple attack and then grab it with your empty hand to keep it from escaping

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must have a hand free

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you grab the target. The grab ends automatically at the end of your next turn.

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

Brawler Style: You can use this power in place of a *melee basic attack* when you make an *opportunity attack*.

KNOCKDOWN ASSAULT

Fighter
Attack 1

You smash your weapon into your foe so hard that the enemy loses its footing

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: Strength modifier + your weapon's enhancement bonus damage, and you knock the target prone.

Level 21: 1[W] + Strength modifier damage.

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

MOBILE ASSAULT

Fighter
Attack 1

With practiced ease you maneuver over the battlefield

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Effect: You move a number of squares up to your Dexterity modifier.

Level 21: Up to 1 + your Dexterity modifier squares.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Weapon: If you are wielding a light blade or a spear, the attack deals extra damage equal to your Dexterity modifier.

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

Effect: If you did not move the full distance before, you can move the remaining squares.

REAPING STRIKE

Fighter
Attack 1

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

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

Miss: Strength modifier + your weapon's enhancement bonus damage.

If you are not wielding your weapon in two hands, halve this damage.

Level 21: 2 + Strength modifier + your weapon's enhancement bonus damage.

RESOLUTE SHIELD

Fighter
Attack 1

As you slash into your foe, you pull your shield into a defensive position between the two of you, guaranteeing that it absorbs at least some of the enemy's attack

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be using a shield

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

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

Effect: You gain resist all equal to your Wisdom modifier against the target's attacks until the end of your next turn.

Level 11: Equal to 3 + your Wisdom modifier.

Level 21: Equal to 6 + your Wisdom modifier.

SHIELD FEINT

Fighter
Attack 1

With subtle movements and misdirection, you use your shield to keep your opponent unsure about your next attack

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be using a shield

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you gain a +3 power bonus to your next attack roll against the target before the end of your next turn.

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

Miss: You gain a +1 power bonus to your next attack roll against the target before the end of your next turn.

SLASH AND PUMMEL

Fighter
Attack 1

You follow up a quick slash of your weapon with a powerful punch from your free hand

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must have a hand free

Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] damage.

Level 21: 2[W] damage.

Secondary Attack: Strength +2 vs. Reflex (no weapon)

Level 11: Strength +4

Level 21: Strength +6

Hit: 3 + Strength modifier damage.

Critical: Add one-half your level to the damage.

Level 11: 6 + Strength modifier damage.

Level 21: 9 + Strength modifier damage.

SURE STRIKE	Fighter Attack 1
<i>You trade power for certainty</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength +4 vs. AC	
Hit: 1[W] damage.	
<i>Level 21:</i> 2[W] damage.	
Miss: 1 + your weapon's enhancement bonus damage.	
<i>Level 21:</i> 2 + your weapon's enhancement bonus damage.	

THREATENING RUSH	Fighter Attack 1
<i>You storm into the midst of your foes, ensuring that their attacks are directed against you</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Melee weapon
Requirement: You must have training in Intimidate	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] damage, and you mark each enemy adjacent to you until the end of your next turn.	
<i>Level 21:</i> 2[W] damage.	
Miss: You mark one enemy adjacent to you until the end of your next turn.	
Special: When charging, you can use this power in place of a <i>melee basic attack</i> .	

TIDE OF IRON	Fighter Attack 1
<i>After each swing, you use your shield to shove your foe backward, and then step into the vacated space</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Melee weapon
Requirement: You must be using a shield	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage.	
<i>Level 21:</i> 2[W] + Strength modifier damage.	
Effect: You push the target 1 square if it is no more than one size category larger than you.	
If the attack hit, you shift the same number of squares to a square adjacent to the target.	
<i>Level 21:</i> Push 2 squares.	

VICIOUS OFFENSIVE	Fighter Attack 1
<i>You smash into your opponent with such force that a nearby enemy can't help but take notice</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage.	
You mark an enemy within 5 squares of you who can see and hear you. The mark lasts until the end of your next turn.	
<i>Level 21:</i> 2[W] + Strength modifier damage.	

WEAPON MASTER'S STRIKE	Fighter Attack 1
<i>You shift your tactics to match the situation, maximizing your weapon's advantage against your foe</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Melee weapon
Effect: You may sheathe a weapon and draw a different one.	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage.	
Weapon: If you are wielding an axe, the attack deals additional damage equal to your Constitution modifier.	
Weapon: If you are wielding a heavy blade, you gain a +1 bonus to AC and Reflex against the target's attacks until the end of your next turn.	
Weapon: If you are wielding a mace, you slide the target 1 square.	
Weapon: If you are wielding a spear or polearm, the target provokes <i>opportunity attacks</i> from you until the end of your next turn.	
<i>Level 21:</i> 2[W] + Strength modifier damage.	

WICKED STRIKE	Fighter Attack 1
<i>Your swing might be cumbersome, but it packs quite a punch when it connects</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Melee weapon
Target: One creature marked by you	
Attack: Strength -2 vs. AC	
Hit: 1[W] + twice your Strength modifier damage.	
<i>Level 21:</i> 2[W] + twice your Strength modifier damage.	
Special: You can use this power in place of a <i>melee basic attack</i> on your <i>enforce challenge</i> .	