

COMBAT AGILITY	Fighter Attack
<i>Your foe might think it has escaped you, but in its moment of triumph you chase it down and make it pay</i>	
<b>At-Will</b> ♦ <b>Martial, Weapon</b>	
<b>Opportunity</b> Reaction <b>Melee</b> weapon	
<b>Trigger:</b> An enemy adjacent to you provokes an <i>opportunity attack</i>	
<b>Effect:</b> You shift a number of squares equal to your Dexterity modifier. You must end the shift closer to the target than you were when you began the shift.	
If the triggering enemy is within your reach, make a <i>melee basic attack</i> against it. You also knock the target prone on a hit.	
<b>Special:</b> This power counts as an <i>opportunity attack</i> .	

COMBAT SUPERIORITY	Fighter Attack
<i>Your eye for openings is such that enemies find it almost impossible to disengage from you</i>	
<b>At-Will</b> ♦ <b>Martial, Weapon</b>	
<b>Opportunity</b> Interrupt <b>Melee</b> weapon	
<b>Trigger:</b> An enemy adjacent to you provokes an <i>opportunity attack</i>	
<b>Effect:</b> Make a <i>melee basic attack</i> against the target, with a bonus to the attack roll equal to your Wisdom modifier.	
If a move triggered the attack, the target stops moving. If it has further actions remaining, it can use them to resume moving.	
<b>Special:</b> This power counts as an <i>opportunity attack</i> .	

ENFORCE CHALLENGE	Fighter Attack
<i>It is dangerous to ignore your challenge</i>	
<b>At-Will</b> ♦ <b>Martial, Weapon</b>	
<b>Immediate</b> Interrupt <b>Melee</b> weapon	
<b>Trigger:</b> An enemy marked by you either shifts or makes an attack that doesn't target you while within your reach	
<b>Target:</b> The triggering enemy	
<b>Effect:</b> You make a <i>melee basic attack</i> against the target.	

FEYWILD ENFORCEMENT	Fighter Attack
<i>You teleport from one place to the next to punish an enemy that ignores you</i>	
<b>At-Will</b> ♦ <b>Arcane, Martial, Teleportation, Weapon</b>	
<b>Immediate</b> Interrupt <b>Melee</b> weapon	
<b>Prerequisite:</b> You must be eladrin, and have the <i>fey step</i> power	
<b>Trigger:</b> An enemy marked by you either shifts or makes an attack that doesn't target you while within your reach	
<b>Target:</b> The triggering enemy	
<b>Effect:</b> You teleport up to 2 squares to an unoccupied square adjacent to the triggering enemy.	
<b>Attack:</b> Intelligence vs. AC	
<b>Hit:</b> 1[W] + Intelligence modifier damage.	
<i>Level 21:</i> 2[W] + Intelligence modifier damage.	
<b>Special:</b> This power counts as <i>enforce challenge</i> for feats and abilities that modify it.	