

BRISTLING DEFENSE

Fighter
Attack 1

You throw your arms wide and strike two foes, each with a different weapon

Daily ♦ **Martial, Reliable, 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: 2[W] (main) + Strength modifier damage, and the primary target cannot flank you until the end of your next turn.

Secondary Target: One creature other than the primary target

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

Hit: 2[W] (off-hand) + Strength modifier damage, and the secondary target cannot flank you until the end of your next turn.

Recharge: If you miss both attacks, you regain the use of this power at the start of your next turn.

BRUTE STRIKE

Fighter
Attack 1

You deliver a powerful blow that rends flesh and shatters bone

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Critical: This power deals +1[W] damage on a critical hit.

Miss: Strength modifier + your weapon's enhancement bonus damage damage, and you immediately regain the use of this power.

COMEBACK STRIKE

Fighter
Attack 1

A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on

Daily ♦ **Healing, Martial, Reliable, Weapon**

Standard Action **Melee** weapon

Target: One creature either marked by you or that bloodied you since the end of your last turn

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you can spend a healing surge to regain hit points equal to your healing surge value.

Critical: You also gain temporary hit points equal to your Strength modifier on a critical hit.

Miss: You gain temporary hit points equal to your Strength modifier, and regain the use of this power at the start of your next turn.

DRIVING ATTACK

Fighter
Attack 1

You drive back your adversary with a hail of blows

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 2 squares.

You gain temporary hit points equal to your Constitution modifier.

Miss: Half damage, and you push the target 1 square.

Effect: You shift the same number of squares you pushed the target, to a square adjacent to it.

Secondary Attack: Strength vs. Fortitude

If the primary attack missed, you gain a +2 bonus to the attack roll

Hit: 1[W] + Strength modifier + the number of healing surges you have spent damage, and you push the target 1 square and knock it prone.

Miss: Half damage, and you push the target 1 square.

FLANKING ASSAULT

Fighter
Attack 1

The presence of so many enemies overwhelms your foe, giving you the opportunity to land a vicious attack

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature you're flanking

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

For each ally adjacent to the target, the attack deals +5 additional damage.

Miss: Half damage.

HARRIER'S PLOY

Fighter
Attack 1

Your forceful attack promises your foe a pursuit that can end only when one of you is victorious

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Prerequisite: You must know either *combat agility* or *combat superiority*

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, enemies provoke *opportunity attacks* from you when they shift.

In addition, you gain a +2 power bonus to triggered attack rolls against the target.

KNEE BREAKER

Fighter
Attack 1

By smashing into your opponent's legs, you make even the thought of moving painful for him

Daily ♦ **Martial, Weapon**

Standard Action **Melee** Weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is slowed (save ends).

If the target is already slowed, it is instead immobilized (save ends).

Miss: Half damage, and the target is slowed until the end of its next turn.

LASTING THREAT

Fighter
Attack 1

Following up your challenge with a solid attack, you force your enemy to engage you

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

You gain a +2 bonus to the attack roll if the target is marked by you

Hit: 3[W] + Strength modifier damage, and the target is marked until the end of the encounter or until you are knocked unconscious, whichever comes first.

No mark can supersede this mark. If an effect would allow the target to remove a mark on it, it must succeed on a saving throw to remove this mark.

Miss: You mark the target until the end of your next turn.

You regain the use of this power at the start of your next turn.

Effect: While the target remains marked by this power, you deal +1[W] damage with *enforce challenge* against it.

MASTER'S EDGE

Fighter
Attack 1

Your extensive experience helps you pick out the flaws in your opponent's technique, letting you move to meet the enemy's attacks

Daily ♦ **Martial**

Minor Action **Ranged** 5

Target: One enemy

Effect: You focus on the target until the end of the encounter.

Until the end of the encounter, you can use the Master Movement action, below:

MASTER MOVEMENT

At-Will ♦ **Martial**

Opportunity Interrupt **Personal**

Trigger: The target you are focusing on willingly enters a square adjacent to an ally of yours

Effect: You make a *melee basic attack* against the target, or charge the target.

PRESS OF STEEL

Fighter
Attack 1

You attack your foe and then use your shield to pin it in place

Daily ♦ **Martial, Weapon**

Standard Action **Melee** 1

Requirement: You must be using a shield

Target: One creature

Attack: Strength vs. AC

You gain a +2 bonus to the attack roll if the target is between you and blocking terrain

Hit: 2[W] + Strength modifier damage.

If the target is adjacent to you and blocking terrain, it is restrained (save ends). The condition also ends if you or the blocking terrain is no longer adjacent to the target.

Miss: Half damage.

If the target is adjacent to you and blocking terrain, it is immobilized until the end of your next turn. The condition also ends if you or the blocking terrain is no longer adjacent to the target.

RUINOUS ASSAULT

Fighter
Attack 1

Your weapons move with incredible speed and open deep gashes in your opponent

Daily ♦ **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) + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

Secondary Target: One creature other than the primary target

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

Hit: 1[W] (off-hand) + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

SAVAGE ADVANCE

Fighter
Attack 1

Your enemy falls back beneath your savage attack, but you pursue to finish the job

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a two-handed weapon

Target: One creature

Effect: You slide the target 1 square, and you shift into a square the target vacated.

Attack: Strength - 2 vs. AC

Hit: 3[W] + twice your Strength modifier damage.

Miss: Half damage.

SEIZE AND STAB

Fighter
Attack 1

You grab your foe to make certain of your aim, then plunge your weapon into the creature

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee** touch

Requirement: You must have a hand free

Target: One creature

Effect: You grab the target.

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage.

The target cannot escape your grab before the end of its next turn.

Miss: You regain the use of this power at the start of your next turn.

If the target is still grabbed by you at the start of your next turn, you can use this power against it without having a hand free and gain a +2 bonus to the attack roll during that turn.

SHOVE AND SLAP

Fighter
Attack 1

As you push away the foe in front of you, you greet another with the cold surface of your shield

Daily ♦ **Martial**

Standard Action **Melee** 1

Requirement: You must be using a shield

Primary Target: One creature

Primary Attack: Strength +3 vs. Fortitude

Level 11: Strength +6

Hit: 2d10 + Strength modifier + Wisdom modifier damage, and you push the primary target a number of squares equal to 1 + your Wisdom modifier. Additional +1d10 damage on a critical hit.

You can shift 1 square into the space your target occupied.

Level 11: 3d10 + Strength modifier + Wisdom modifier damage. Additional +2d10 damage on a critical hit.

Miss: Half damage, and you push the primary target 1 square.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength +3 vs. Fortitude

Level 11: Strength +6

Hit: Strength modifier + Wisdom modifier damage, and the secondary target is dazed (save ends). Additional +1d10 damage on a critical hit.

Level 11: 4 + Strength modifier + Wisdom modifier damage. Additional +2d10 damage on a critical hit.

TEMPEST DANCE

Fighter
Attack 1

You lunge from enemy to enemy, giving each a taste of your weapon as you pass

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

Effect: You can shift 1 square, or 2 squares if the primary attack hit.

Secondary Target: One creature

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

Effect: You can shift 1 square, or 2 squares if the secondary attack hit.

Tertiary Target: One creature

Tertiary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

VILLAIN'S MENACE

Fighter
Attack 1

Choosing a worthy foe, you wound it with a strong initial attack, and then continue to harry it for the rest of the battle

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

You gain a +2 power bonus to attack rolls, a +4 power bonus to damage rolls and a +2 power bonus to Will against the target until the end of the encounter.

Miss: Half damage.

You gain a +1 power bonus to attack rolls, a +2 power bonus to damage rolls and a +2 power bonus to Will against the target until the end of the encounter.