

## 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:** The additional dice increase from d8 to d10 while you are raging.

## 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 when 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, 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.