

BATTLE FURY STANCE

Fighter
Utility 2

You throw your full weight into each attack, ruining your defenses but scoring a crippling blow with each strike

Encounter ♦ Martial, Stance

Minor Action **Personal**

Effect: You enter the Battle Fury stance.

While you remain in the stance, you gain a +2 power bonus to damage rolls with Weapon attacks and melee and close Fighter attacks, but suffer a -2 penalty to AC.

Level 11: +4 power bonus to damage rolls.

Level 21: +6 power bonus to damage rolls.

Special: This stance immediately ends when you spend a healing surge or use *total defense*.

You can end this stance as a free action during your turn, but not on the same turn that you activated it.

BATTLE LEADER

Fighter
Utility 2

Your leadership experience lets you enable nearby allies to move safely through combat

Encounter ♦ Martial

Move Action **Close** burst 3

Level 21: **Close** burst 4

Prerequisite: You must have training in Diplomacy

Target: You, and each ally in the burst

Effect: Target allies can shift 1 square as a free interrupt, or 2 squares if they start or end the shift adjacent to you.

You then shift 1 square.

BOUNDLESS ENDURANCE STANCE

Fighter
Utility 2

You shake off the worst of your wounds

Daily ♦ Healing, Martial, Stance

Minor Action **Personal**

Effect: If you are bloodied, you regain hit points equal to 2 + your Constitution modifier.

You enter the Boundless Endurance stance.

While you remain in the stance, you have regeneration when you are bloodied. The regeneration equals 2 + your Constitution modifier. The regeneration is not suppressed by any damage types.

CLOSE THE GAP

Fighter
Utility 2

As your foe falls, you quickly move on to challenge a new enemy

Encounter ♦ Martial

Opportunity Reaction **Personal**

Trigger: An enemy marked by you and within your reach drops to 0 hit points or less

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

You can mark one enemy that is within your reach. The mark lasts until the end of your next turn.

CREATE OPENING

Fighter
Utility 2

You draw your enemy's attention, allowing an ally to slip away

Encounter ♦ Martial

Minor Action **Melee** 1

Target: One creature

Effect: You mark the target, and provoke an *opportunity attack* from it. You have a +2 bonus to defenses against this attack.

After the *opportunity attack* has been resolved, choose one ally adjacent to the target:

- If the attack was a hit, the ally can shift his or her speed as a free reaction.
- If the attack was a miss, the ally can move his or her speed as a free reaction.

CROWD FIGHTING

Fighter
Utility 2

You roll with your foe's feeble attack, causing it to lash out at another nearby enemy

Encounter ♦ Martial

Immediate Reaction **Melee** 1

Prerequisite: You must have training in Streetwise

Trigger: An enemy misses you with a melee attack

Target: One creature other than the triggering enemy

Effect: The target takes damage equal to your Dexterity modifier, or 4 + your Dexterity modifier if it is within the triggering enemy's reach.

Level 11: 3 + your Dexterity modifier damage, or 8 + your Dexterity modifier damage if within reach.

Level 21: 6 + your Dexterity modifier damage, or 12 + your Dexterity modifier damage if within reach.

DEFENSIVE STANCE

Fighter
Utility 2

Dropping into a cautious stance, you maneuver around your opponent's attacks to get into position

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: You enter the Defensive stance.

While you remain in the stance, you are slowed and gain a +2 power bonus to AC.

In addition, whenever an enemy misses you with a melee attack, you can shift 1 square as an opportunity reaction.

Special: You can end this stance as a free action during your turn, but not on the same turn that you activated it.

ELDRITCH TACTICS

Fighter
Utility 2

Using your talent for teleportation, you take an ally's place

Encounter ♦ Arcane, Martial, Teleportation

Move Action **Close** burst 3

Fey Step: If you know the *fey step* racial power and it is not expended, this power is **Close** burst 5 instead

Prerequisite: You must be eladrin

Target: You and one ally in the burst

Effect: Each target teleports, swapping positions.

If one target has a larger space than the other, the smaller target teleports into a position of your choice within the larger target's original space, and the larger target teleports into a position of your choice that fully covers the smaller target's original space.

FORCEFUL DRAG

Fighter
Utility 2

You dig your fingers into a foe and drag the struggling opponent across the battlefield

Encounter ♦ Martial

Move Action **Melee** touch

Requirement: You must have a creature grabbed

Target: One creature grabbed by you

Effect: You move up to your speed. For each square you move, you slide the target 1 square to a square adjacent to you.

The target remains grabbed, and you do not provoke an *opportunity attack* from it for this movement.

At the end of the move, you can end the grab to knock the target prone and slide it 1 square.

FULL EXTENSION

Fighter
Utility 2

You lunge forward, hitting a spot well beyond where your foes thought you could reach

Encounter ♦ Martial

Minor Action **Personal**

Effect: The reach of the next melee Weapon attack you make before the end of your current turn increases by 1.

GET OUT OF THERE

Fighter
Utility 2

You pull one of your allies into a more advantageous position

Encounter ♦ Martial

Move Action **Melee** 1

Target: One ally

Effect: You slide the target up to 2 squares to a square adjacent to you. You can slide the target through your own space.

GLOWERING THREAT

Fighter
Utility 2

Your intimidating glare distracts your enemies as they attempt to attack your allies

Encounter ♦ Fear, Martial

Minor Action **Close** blast 3

Prerequisite: You must have training in Intimidate

Target: Each enemy in the blast

Effect: Each target takes a -5 penalty to attack rolls against any creature other than you. This penalty lasts until the end of your next turn.

MIGHTY LEAP

Fighter
Utility 2

You gather your strength for a truly impressive jump

Encounter ♦ Martial

Free Action **Personal**

Effect: Until the end of your current turn, you gain the following benefits:

- ▶ You gain a +5 power bonus to Athletics checks to jump.
- ▶ Any jump you make is considered to have a running start.
- ▶ You can use Athletics instead of Acrobatics to reduce falling damage.

Special: You can also use this power as a free interrupt with the following trigger and effect:

Trigger: You fall

Effect: You use Athletics instead of Acrobatics to reduce the damage from the triggering fall.

MINOR RESURGENCE

Fighter
Utility 2

Your ability to withstand hardship grants you a temporary boost in combat

Encounter ♦ Martial

Minor Action **Personal**

Prerequisite: You must have training in Endurance

Requirement: You must be bloodied

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier.

NO OPENING

Fighter
Utility 2

You raise your weapon or shield to block an opening in your defenses

Encounter ♦ Martial

Immediate Interrupt **Personal**

Trigger: An enemy attacks you and has combat advantage for the attack

Effect: You don't grant combat advantage to the triggering enemy until the end of its current turn.

PERFECT PASS

Fighter
Utility 2

With perfect timing, you slip by your foe without dropping your guard

At-Will ♦ **Martial**

Move Action **Personal**

Effect: Choose an enemy you can see, and move up to your speed.

As long as you end this movement in a square adjacent to the chosen enemy, your movement does not provoke *opportunity attacks* from it.

PUSH FORWARD

Fighter
Utility 2

Through careful timing and balanced footwork, you avoid your enemies' attacks as you advance

Encounter ♦ Martial

Move Action **Personal**

Prerequisite: You must have training in Athletics

Effect: You shift up to 3 squares to a square adjacent to an enemy.

QUICK ESCAPE

Fighter
Utility 2

You quickly try to shake off whatever's holding you

Encounter ♦ Martial

Minor Action **Personal**

Effect: You make an escape attempt, or make a saving throw against an effect that immobilizes or restrains you, even if it is not an effect that a save can end.

SHIELDED SIDES

Fighter
Utility 2

You whirl with your shield, concentrating on closing any holes in your defense

Encounter ♦ Martial

Minor Action **Personal**

Requirement: You must be using a shield

Effect: Until the end of your next turn, you gain a +2 power bonus to AC and Reflex, and cannot be flanked.

SHIELDING SHOVE

Fighter
Utility 2

You shove an ally out of harms way with your shield

Encounter ♦ Martial

Immediate Interrupt **Melee 1**

Requirement: You must be using a shield

Trigger: An enemy attacks an ally adjacent to you

Target: The triggering ally

Effect: You push the target 3 squares.

If the triggering enemy is within your reach, you mark it until the end of your next turn.

SHREWD REPOSITIONING

Fighter
Utility 2

An enemy's attack lands, but you spot a way to better your tactics

Encounter ♦ Martial

Opportunity Reaction **Personal**

Trigger: You are hit by an attack

Effect: You can shift a number of squares equal to your Dexterity modifier.

Until the end of your next turn, you have a +2 bonus to AC against the triggering enemy.

Shield: If you are using a shield, the bonus also applies to your Reflex.

SIDESTEP MANEUVER

Fighter
Utility 2

The enemy closes to strike, but you duck and ready a nasty counterstrike

Encounter ♦ Martial

Opportunity Reaction **Personal**

Trigger: An enemy ends its move in a square adjacent to you

Effect: You shift 3 squares to a square adjacent to the triggering enemy.

You gain a +2 power bonus to your next attack roll against the triggering enemy before the end of your next turn.

SINGLE OUT

Fighter
Utility 2

Your fury in battle causes a nearby foe to quake with fear

Encounter ♦ Fear, Martial

Minor Action **Ranged 5**

Prerequisite: You must have training in Intimidate

Target: One enemy that can see you

Effect: The target grants combat advantage to you until the end of your next turn.

If you scored a critical hit or reduced a nonminion enemy to 0 hit points or less on this turn, the enemy also grants combat advantage on the first attack by an ally before the end of your next turn.

SNAGGING GRIP

Fighter
Utility 2

When you're knocked off balance, you grab hold of the enemy in front of you and bring it staggering along with you

Encounter ♦ Martial

Immediate Interrupt **Melee 1**

Trigger: You are knocked prone or forced to move

Target: One enemy adjacent to you

Effect: If you were forced to move, for each square moved, you pull the target 1 square to a square adjacent to you.

If you were knocked prone, you knock the target prone.

SUDDEN SPRINT

Fighter
Utility 2

You put on a burst of speed as you launch yourself toward a foe

Encounter ♦ Martial

Minor Action **Personal**

Prerequisite: You must have training in Athletics

Effect: You move a number of squares up to your Dexterity modifier to a square adjacent to an enemy.

UNSTOPPABLE ADVANCE STANCE

Fighter
Utility 2

You swing with such fury that your foes are steadily driven back with each blow

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: You enter the Unstoppable Advance stance.

While you remain in the stance, whenever you hit any creature with a melee Weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

WHO'S NEXT?

Fighter
Utility 2

When the foe crumples, you move forward to find your next foe

Encounter ♦ Martial

Move Action **Personal**

Requirement: You must have reduced a nonminion enemy to 0 hit points or less during this turn

Effect: You shift up to your speed and gain a bonus to your next damage roll made before the end of your next turn. The bonus equals the number of squares you moved from your starting position.

Reaver Training: If you have Reaver Training, you can also use this power as a free reaction with the following trigger in place of the requirement:

Trigger: You reduce a nonminion enemy to 0 hit points or less with your *enforce challenge*