## Bash and Pinion

Fighter
Attack 1

*You slam your weapon through your foe's defenses, creating an opening and stepping in to trap your enemy*

**Encounter** ◆ **Martial, Weapon**

**Standard** Action    **Melee** weapon

**Requirement:** You must have a hand free

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] damage, and you slide the target 1 square to a square adjacent to you.

**Effect:** You grab the target until the end of your next turn.

Until the grab ends, the target takes a penalty to attack rolls equal to your Dexterity modifier.

## Bell Ringer

Fighter
Attack 1

*You smash your weapon into your enemy, jarring its vitals*

**Encounter** ◆ **Martial, Weapon**

**Standard** Action    **Melee** weapon

**Prerequisite:** You must have training in Endurance

**Target:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** Strength modifier + your weapon's enhancement bonus + number of healing surges you have spent damage, and the target is dazed until the end of your next turn.

You gain temporary hit points equal to your Constitution modifier.

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

**Miss:** Half damage, and the target cannot take triggered actions until the end of your next turn.

## Covering Attack

Fighter
Attack 1

*You launch a ferocious attack at your enemy, allowing one of your allies to safely retreat from it*

**Encounter** ◆ **Martial, Weapon**

**Standard** Action    **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and an ally adjacent to the target can shift 2 squares as a free reaction

**Miss:** An ally adjacent to the target can shift 1 square as a free reaction.

**Effect:** Until the end of your next turn, if the target makes an attack against the ally you allowed to shift, your *enforce challenge* gains the following benefits:

► You can trigger *enforce challenge* even if the target's attack includes you.

► If the target's attack does not include you, you gain a +2 bonus to the attack roll and deal half damage even on a miss.

## Distracting Spate

Fighter
Attack 1

*Your flurry of feints and strikes leaves your foe's defenses unstead*

**Encounter** ◆ **Martial, Weapon**

**Standard** Action    **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage.

**Weapon:** If you are wielding two melee weapons, the attack deals extra damage equal to your Dexterity modifier.

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

If your attack hit, you can choose for the target to instead grant combat advantage to an ally of your choice.

## Funneling Flurry

Fighter
Attack 1

*With snake-like strikes, you force two of your enemies to move where you want them*

**Encounter** ◆ **Martial, Weapon**

**Standard**    **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 you slide the target 1 square.

**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 you slide the target 1 square.

## Goading Maneuver

Fighter
Attack 1

*After a swift strike, you step to the side and draw more foes into your trap*

**Encounter** ◆ **Martial, Weapon**

**Standard** Action    **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you shift 2 squares.

**Miss:** You shift 1 square.

**Effect:** You mark any enemies adjacent to you until the end of your next turn.

## Hack and Hew

Fighter
Attack 1

*You hack an enemy with one stroke and then slash at another with your next swing*

**Encounter** ◆ **Invigorating, Martial, Weapon**

**Standard** Action    **Melee** weapon

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage

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

**Secondary Target:** One creature other than the primary target

**Secondary Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

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

## Lunging Strike

*You lunge at a foe that thought it was beyond your reach*

**Encounter ◆ Martial, Weapon**

**Standard** Action          **Melee** weapon, +1 reach

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage.

   **Weapon:** If you are wielding a polearm, the attack deals additional damage equal to your Wisdom modifier.

## Passing Attack

*You strike at one foe, allowing your momentum to carry you forward into a second strike at another enemy*

**Encounter ◆ Martial, Weapon**

**Standard** Action          **Melee** weapon

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and you can shift 1 square. Make the secondary attack.

### Secondary Attack

**Automatic ◆ Martial, Weapon**

**Nonaction**          **Melee** weapon

**Secondary Target:** One creature other than the primary target

**Secondary Attack:** Strength +4 vs. AC

**Hit:** 1[W] + Strength modifier damage.

## Power Strike

*By pushing yourself beyond your limits, you unleash your full wrath against a foe*

**Encounter ◆ Martial, Weapon**

**Nonaction** Interrupt     **Special**

**Trigger:** You hit an enemy with a *melee basic attack* or a Fighter at-will attack

**Effect:** The triggering attack deals +1[W] damage.

**Special:** *Power strike* exists at all levels where you gain an encounter attack, allowing you to use it more than once per encounter. You cannot use more than one *power strike* on a given attack, and you should keep track separately of different levels of the power that deal increased damage.

## Punishing Charge

*As you charge into battle, your weapon opens a path to your chosen foe*

**Encounter ◆ Martial, Weapon**

**Standard** Action          **Melee** weapon

**Requirement:** You must be wielding a two-handed melee weapon.

**Effect:** Any enemy that attacks you with a melee attack triggered by your charge takes damage equal to your Constitution modifier + your weapon's enhancement bonus.

**Effect:** Your charge movement cannot be stopped. If a triggered attack places a condition on you that would prevent you from completing this attack, you can make a saving throw to ignore that condition until this attack is completed.

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier + Constitution modifier damage

**Special:** This power can only be used when charging, in place of a *melee basic attack*.

## Serpent's Coil

*Like a striking snake, your weapon flashes and catches the limbs of your foe*

**Encounter ◆ Martial, Weapon**

**Standard** Action          **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** 2[W] damage, and until the end of your next turn, the target takes a penalty to attack rolls equal to your Dexterity modifier.

   **Weapon:** If you are wielding a flail, you grab the target without needing a free hand. The grab ends automatically at the end of your next turn.

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

## Shield Bash

*You knock your adversary off balance with your shield and follow up with a takedown*

**Encounter ◆ Martial**

**Standard** Action          **Melee** 1

**Requirement:** You must be using a shield

**Target:** One creature

**Attack:** Strength +2 vs. Fortitude

   *Level 11:* Strength +4

**Hit:** 1d10 + Strength modifier + Wisdom modifier damage, and you push the target 1 square and knock it prone. Additional +1d10 damage on a critical hit.

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

**Special:** When charging, you can use this power in place of a *melee basic attack*.
   If you are a dwarf, you can use this power in place of a *melee basic attack* when making an *opportunity attack*.

## Shield Riposte

*Sweeping an attack aside, you strike with your shield while your foe is out of position*

**Encounter ◆ Martial**

**Immediate** Reaction     **Melee** 1

**Requirement:** You must be using a shield

**Trigger:** An enemy adjacent to you hits or misses you or an ally with a melee attack

**Target:** The triggering enemy

**Effect:** You push the target 1 square and shift 2 squares to a square adjacent to the target.

**Attack:** Strength +3 vs. Reflex

   *Level 11:* Strength +6

**Hit:** 1d10 + Strength modifier damage. Additional +1d10 damage on a critical hit.

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

## Spinning Sweep

*You spin beneath your enemy's guard with a slashing strike and then sweep your leg, knocking them to the ground*

**Encounter ◆ Martial**

**Standard** Action          **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** 1[W] + Strength modifier damage.

**Effect:** You knock the target prone.

## Steel Serpent Strike

*You lash out with the speed of a striking serpent, hitting your foe in a vulnerable area that hinders their movement*

**Encounter ◆ Martial**

**Standard** Action          **Melee** weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and the target is slowed and cannot shift until the end of your next turn.

**Miss:** Target cannot shift until the end of your next turn.

## Surprising Stab

*You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike*

**Encounter ◆ Martial**

**Standard** Action          **Melee** weapon

**Requirement:** You must be wielding two melee weapons

**Target:** One creature

**Primary Attack:** Strength vs. Reflex (main weapon)

**Hit:** Strength modifier + your weapon's enhancement bonus damage, and the target grants you combat advantage until the end of this turn. Make a secondary attack.

   **Secondary Attack:** Strength +2 vs. AC (off-hand weapon)

   **Hit:** 2[W] (off-hand) + Strength modifier damage.

## Takedown Attack

*You bash your foe with a vicious attack and then drag the creature down to the ground*

**Encounter ◆ Martial**

**Standard** Action          **Melee** 1

**Requirement:** You must have a hand free

**Target:** One creature

**Primary Attack:** Strength vs. Fortitude

**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. The target cannot stand up until the end of your next turn or until you are no longer adjacent to it, whichever comes first.

**Miss:** You knock the target prone.

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