

ADVANCING POISE

Warlord
Attack

Your words allow your friends to drive back your enemies

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ When you or an ally in the aura hits with a melee attack, that character can push the target 1 square. If the attack already pushes, increase the push by 1 square instead.

BRASH POISE

Warlord
Attack

Your bold tactics leave you open to an enemy's counterattack, but that's just what you want

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ If an enemy makes a melee attack against you, the first attack against that enemy by an ally in the aura before the start of the enemy's next turn gains combat advantage.
- ▶ If an enemy critically hits you and deals damage, all allies in the aura gain combat advantage on their first attack against that enemy before the start of the enemy's next turn.

BULL'S-EYE POISE

Warlord
Attack

By making a ranged attack against a target, you guide your allies' ranged attack to strike true

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effects:

- ▶ When you make a ranged attack, until the end of your next turn, your allies gain a +2 power bonus to ranged attack rolls against that target.
- ▶ If you also hit with your ranged attack, the first ranged damage roll against the target gains a bonus equal to your Intelligence modifier or Wisdom modifier.
Level 11: 2 + your Intelligence modifier or Wisdom modifier.
Level 21: 4 + your Intelligence modifier or Wisdom modifier.

FURIOUS POISE

Warlord
Attack

Your ferocious attack inspires your allies to match your fervor

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ Each time you hit an enemy with a *basic attack*, all allies in the aura add your Intelligence modifier or Wisdom modifier to their first melee damage roll against that enemy before the end of your next turn.
Level 11: 2 + your Intelligence modifier or Wisdom modifier.
Level 21: 4 + your Intelligence modifier or Wisdom modifier.

MOBILITY POISE

Warlord
Attack

Your encouragement allows your allies to move that one step further towards triumph

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ When an ally in the aura uses a power that allows them to move or shift, or one of your powers allows an ally to move or shift, the distance increases by 1 square.

OVERWHELMING TIDE POISE

Warlord
Attack

You direct your allies to attack your enemies relentlessly, like an incoming tide

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ Allies gain a bonus to damage rolls when they charge an enemy that is in the aura. The bonus equals your Intelligence modifier or Wisdom modifier.
Level 11: 2 + your Intelligence modifier or Wisdom modifier.
Level 21: 4 + your Intelligence modifier or Wisdom modifier.

ROUSING POISE

Warlord
Attack

Your presence inspires confidence in your allies, allowing them to persevere longer

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ When an ally in the aura spends a healing surge to regain hit points, they also gain temporary hit points equal your Wisdom modifier or Charisma modifier. If they already have temporary hit points, those temporary hit points instead increase by this amount.
Level 11: 3 + your Wisdom modifier or Charisma modifier temporary hit points.
Level 21: 6 + your Wisdom modifier or Charisma modifier temporary hit points.

VIPER'S POISE

Warlord
Attack

Your tactical eye gives an ally a chance to strike despite the care shown by the enemy

At-Will ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

- ▶ When an enemy you can see shifts inside the aura, choose one ally. The enemy's shift provokes an *opportunity attack* from that ally.

WOLF PACK POISE

Warlord
Attack

Step by step, you and your team surround and overwhelm the enemy

At-Will

♦ Martial

Minor Action

Personal

Effect:

Until the end of the encounter or until you use another warlord at-will attack, your *warlord's aura* gains the following effect:

► When an ally in the aura hits with a melee attack, you can slide that ally 1 square as an opportunity reaction.

► Additionally, you and your allies gain combat advantage against enemies in the aura that are flanked by any of your allies.