

blades, flails, or spears. The weapon feats described in Chapter 6 that provide optimized abilities for specific groups of weapons favor the same ability score mixes, so the list below notes the melee weapon groups and the ability score that is most likely to help you optimize your fighter abilities with that weapon group.

Melee Weapon Groups and Associated Statistics
Axe: Constitution and higher than normal Strength (battleaxe, handaxe, greataxe, halberd)
Flail: Dexterity (flail, heavy flail, spiked chain)
Hammer: Constitution (maul, throwing hammer, warhammer)
Heavy Blade: Dexterity (bastard sword, falchion, glaive, greatsword, longsword, scimitar, scythe)
Light Blade: Dexterity alone is sometimes enough (dagger, katar, rapier, short sword, shuriken, sickle)
Mace: Constitution (club, great club, mace, morningstar)
Pick: Constitution [and rarely Dexterity] (war pick)
Polearm: Wisdom [and rarely Dexterity] (glaive, halberd, longspear)
Spear: Dexterity (javelin, longspear, spear)
Staff: Constitution (quarterstaff)

Most melee weapon groups, with the exception of light blades, require some element of Strength to access the weapon feats that improve their importance. (Light blades have some feats that require only Dexterity, though other light blade feats also require a modicum of Strength.) The list of weapon groups above mentions the ability score *other than Strength* that helps access the feats that improve a specific group of weapons, as well as fighter powers that are tied to specific groups of weapons.

Strength is mentioned in the list only if a weapon group has unusually high requirements for Strength.

A few weapons, including most polearms, are part of multiple groups and can therefore be approached from different optimal ability score builds.

FIGHTER POWERS

Your powers are called exploits. Some work better for great weapon fighters and some work better for guardian fighters, but you can choose any power you like when you reach a level that allows you to choose a new power. The choice of weapon you make also provides benefits to certain fighter powers.

LEVEL 1 AT-WILL EXPLOITS

Cleave Fighter Attack 1

You hit one enemy, then cleave into another.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you takes damage equal to your Strength modifier. Increase damage to 2[W] + Strength modifier at 21st level.

Reaping Strike Fighter Attack 1

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

Miss: Half Strength modifier damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier.

Sure Strike Fighter Attack 1

You trade power for precision.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 1[W] damage.

Increase damage to 2[W] at 21st level.

Tide of Iron Fighter Attack 1

After each mighty swing, you bring your shield to bear and use it to push your enemy back.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Increase damage to 2[W] + Strength modifier at 21st level.



LEVEL 1 ENCOUNTER EXPLOITS

Covering Attack Fighter Attack 1

You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.

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.

Passing Attack Fighter Attack 1

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Attack: Strength vs. AC

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

Secondary Target: One creature other than the primary target

Secondary Attack: Strength + 2 vs. AC

Hit: 1[W] + Strength modifier damage.

Spinning Sweep Fighter Attack 1

You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you knock the target prone.

Steel Serpent Strike Fighter Attack 1

You stab viciously at your foe's knee or foot to slow him down. No matter how tough he is, he's going to favor that leg for a time.

Encounter ♦ Martial, Weapon

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 end of your next turn.

LEVEL 1 DAILY EXPLOITS

Brute Strike Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ Martial, Reliable, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

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

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you can spend a healing surge.

Villain's Menace Fighter Attack 1

You strike your enemy hard and hound him with skilled parries and stern reprisals.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

LEVEL 2 UTILITY EXPLOITS

Boundless Endurance Fighter Utility 2

You shake off the worst of your wounds.

Daily ♦ Healing, Martial, Stance

Minor Action **Personal**

Effect: You gain regeneration 2 + your Constitution modifier when you are bloodied.

Get Over Here Fighter Utility 2

You pull one of your allies into a more advantageous position.

Encounter ♦ Martial

Move Action **Melee 1**

Target: One willing adjacent ally

Effect: You slide the target 2 squares to a square that is adjacent to you.

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 against you

Effect: Cancel the combat advantage you were about to grant to the attack.

Unstoppable Fighter Utility 2

You let your adrenaline surge carry you through the battle.

Daily ♦ Healing, Martial

Minor Action **Personal**

Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier.

LEVEL 3 ENCOUNTER EXPLOITS

Armor-Piercing Thrust Fighter Attack 3

You drive your weapon through a weak point in your foe's defenses.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Weapon: If you're wielding a light blade or a spear, you gain a bonus to the attack roll equal to your Dexterity modifier.

Hit: 1[W] + Strength modifier damage.

Weapon: If you're wielding a light blade or a spear, you gain a bonus to the damage roll equal to your Dexterity modifier.

Crushing Blow Fighter Attack 3

You wind up and deliver a devastating blow with your weapon.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Weapon: If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Constitution modifier.

Dance of Steel Fighter Attack 3

Weaving your weapon in a graceful figure-eight, you lash out with a sudden attack.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Weapon: If you're wielding a polearm or a heavy blade, the target is slowed until the end of your next turn.

Precise Strike Fighter Attack 3

You trade damage for accuracy when you really want to land an attack on your opponent.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 4 vs. AC

Hit: 1[W] + Strength modifier damage.

Rain of Blows Fighter Attack 3

You become a blur of motion, raining a series of blows upon your opponent.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC, two attacks

Hit: 1[W] + Strength modifier damage.

Weapon: If you're wielding a light blade, a spear, or a flail and have Dexterity 15 or higher, make a secondary attack.

Secondary Target: The same or a different target

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Sweeping Blow Fighter Attack 3

You put all your strength into a single mighty swing that strikes many enemies at once.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Weapon: If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Strength modifier.

Hit: 1[W] + Strength modifier damage.

LEVEL 5 DAILY EXPLOITS

Crack the Shell Fighter Attack 5

You break through your enemy's armor and deal a painful bleeding wound.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

Dizzying Blow Fighter Attack 5

You crack your foe upside the head.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is immobilized (save ends).

Rain of Steel Fighter Attack 5

You constantly swing your weapon about, slashing and cutting into nearby enemies.

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Effect: Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.

LEVEL 6 UTILITY EXPLOITS

Battle Awareness

Fighter Utility 6

No villain or monster can get the drop on you!

Daily ♦ Martial

No Action **Personal**

Effect: You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.

Defensive Training

Fighter Utility 6

With a soldier's discipline, you fend off attacks that would overcome a lesser person.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Gain a +2 power bonus to your Fortitude, Reflex, or Will defense.

Unbreakable

Fighter Utility 6

You steel yourself against a brutal attack.

Encounter ♦ Martial

Immediate Reaction **Personal**

Trigger: You are hit by an attack

Effect: Reduce the damage from the attack by 5 + your Constitution modifier.

LEVEL 7 ENCOUNTER EXPLOITS

Come and Get It

Fighter Attack 7

You call your opponents toward you and deliver a blow they will never forget.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 3**

Target: Each enemy in burst you can see

Effect: Each target must shift 2 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (close burst 1).

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Griffon's Wrath

Fighter Attack 7

You rain several heavy overhand blows down on your foe. They force him to raise his guard high to meet your attack, exposing a vulnerable spot for your next attack—the underarm, side, or belly.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.

Iron Bulwark

Fighter Attack 7

You use your weapon or shield to parry one blow after another, denying your foes the satisfaction of getting in a solid hit against you.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You gain a +1 power bonus to AC (or a +2 bonus if you're using a shield) until the end of your next turn.

Reckless Strike

Fighter Attack 7

You trade precision for power.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength -2 vs. AC

Hit: 3[W] + Strength modifier damage.

Sudden Surge

Fighter Attack 7

You throw your weight into a strike, using the momentum of the swing to surge forward.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Move a number of squares equal to your Dexterity modifier (minimum 1).

LEVEL 9 DAILY EXPLOITS

Shift the Battlefield

Fighter Attack 9

With supreme skill and great resolve, you beat your enemies back.

Daily ♦ Martial, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

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

Miss: Half damage.

Thicket of Blades

Fighter Attack 9

You sting and hinder nearby foes with a savage flurry of strikes aimed at their legs.

Daily ♦ Martial, Reliable, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is slowed (save ends).

Victorious Surge Fighter Attack 9

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.

Daily ♦ Healing, Martial, Reliable, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you regain hit points as if you had spent a healing surge.

LEVEL 10 UTILITY EXPLOITS

Into the Fray Fighter Utility 10

You unleash a fierce battle cry as you leap boldly into the fray.

Encounter ♦ Martial

Minor Action Personal

Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy.

Last Ditch Evasion Fighter Utility 10

Thanks to a combination of skill and luck, you narrowly avoid an attack but leave yourself perilously exposed.

Daily ♦ Martial

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

Stalwart Guard Fighter Utility 10

Your thoughts turn to defense as you begin using your weapon or shield to protect nearby allies.

Daily ♦ Martial

Minor Action Close burst 1

Target: Each ally in burst

Effect: The targets gain a +1 shield bonus to AC until the end of the encounter. If you are using a shield, increase the bonus to +2 and apply it to your allies' Reflex defense as well.

LEVEL 13 ENCOUNTER EXPLOITS

Anvil of Doom Fighter Attack 13

Your weapon makes a satisfying clunk as it connects with your enemy's skull.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Weapon: If you're wielding a hammer or a mace, the target is stunned rather than dazed.

Chains of Sorrow Fighter Attack 13

You deliver a ferocious blow and catch your enemy's armor, shield, or claws with your weapon as you draw back for another attack. Your recovery wrenches your enemy out of place.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Weapon: If you're wielding a flail, the target's takes a penalty to all defenses equal to your Dexterity modifier.

Giant's Wake Fighter Attack 13

You lay about with heavy, sweeping blows, hewing your enemies left and right.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Make a secondary attack.

Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

Secondary Target: Each enemy adjacent to the primary target and within your melee reach

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

Silverstep Fighter Attack 13

You trip your enemies, knocking them back. As they recover, you shift to a more advantageous position.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Targets: One or two creatures

Attack: Strength vs. AC, one attack per target

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

Weapon: If you're wielding a spear or a polearm, you push the target a number of squares equal to your Dexterity modifier.

Effect: You shift 1 square.

Weapon: If you're wielding a spear or a polearm, you can shift a number of squares equal to your Dexterity modifier.

Storm of Blows

Fighter Attack 13

You duck and weave between your enemies while slashing at them ferociously.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Weapon: If you're wielding a heavy blade or a light blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square.

Talon of the Roc

Fighter Attack 13

Like the deadly talon of a great raptor, your steel pierces your foe and pins him in place.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is slowed until the end of your next turn.

Weapon: If you're wielding a pick or a spear, the target also cannot shift until the end of your next turn.

LEVEL 15 DAILY EXPLOITS**Dragon's Fangs**

Fighter Attack 15

You strike twice in rapid succession.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Targets: One or two creatures

Attack: Strength vs. AC, two attacks against one target or one attack against each target

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Serpent Dance Strike

Fighter Attack 15

You weave through the battlefield, striking like a hungry serpent and sweeping the feet out from under your enemies.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is knocked prone if it is your size or smaller.

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can shift and repeat the attack up to three times against different targets.

Unyielding Avalanche

Fighter Attack 15

You twirl your weapon about and test the defenses of nearby foes while expertly parrying their blows.

Daily ♦ Healing, Martial, Stance, Weapon

Minor Action **Personal**

Effect: You gain regeneration equal to your Constitution modifier, a +1 power bonus to AC, and a +1 power bonus to saving throws. Any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, as long as you are able to make opportunity attacks.

LEVEL 16 UTILITY EXPLOITS**Interposing Shield**

Fighter Utility 16

Using your weapon or shield, you block an attack made against a close ally.

Encounter ♦ Martial

Immediate Interrupt **Melee 1**

Trigger: An adjacent ally is hit by an attack

Effect: The ally gains a +2 power bonus to AC and Reflex defense against the triggering attack. If you are using a shield, increase the bonus to +4.

Iron Warrior

Fighter Utility 16

Like a tankard of bad ale, you don't go down easy.

Daily ♦ Healing, Martial

Minor Action **Personal**

Effect: You spend a healing surge, regain additional hit points equal to 2d6 + your Constitution modifier, and make a saving throw against one effect that a save can end.

Surprise Step

Fighter Utility 16

You dog your enemy's footsteps, refusing to yield.

Encounter ♦ Martial

Immediate Reaction **Personal**

Trigger: An adjacent enemy moves away from you

Effect: Shift into the square that the enemy vacated. You have combat advantage against that enemy until the end of your next turn.

LEVEL 17 ENCOUNTER EXPLOITS

Exacting Strike

Fighter Attack 17

You trade damage for accuracy to land a much-needed hit on your opponent.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 6 vs. AC

Hit: 2[W] + Strength modifier damage.

Exorcism of Steel

Fighter Attack 17

You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and the target drops one weapon it is holding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (in your square).

Harrying Assault

Fighter Attack 17

You frustrate your enemy, landing a calculated blow and then moving away before he can retaliate.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: After the attack, you can move a number of squares equal to your Dexterity modifier and make a melee basic attack after your move.

Mountain Breaking Blow

Fighter Attack 17

You land a ringing blow, then push your enemy back without giving other nearby enemies the opportunity to strike you.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 3 squares.

Effect: After the attack, you can shift the same distance you pushed the target. You must end your move adjacent to the target.

Vorpal Tornado

Fighter Attack 17

You become a whirling cyclone of death, spinning your weapon about as you strike one foe after another, pushing them back and knocking them down.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. You push the target 1 square, and it is knocked prone.

Warrior's Challenge

Fighter Attack 17

You land a mighty blow that causes your foe to stagger backward. With a wicked grin, you hoist your weapon and flash it menacingly at other enemies nearby.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 2 squares.

Special: All of your enemies within 2 squares of the target are marked until the end of your next turn.



FIGHTER

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LEVEL 19 DAILY EXPLOITS

Devastation's Wake

Fighter Attack 19

You thrash your foes with a devastating array of strikes, and then unleash your fury a second time against anyone left standing.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Primary Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the start of your next turn, adjacent enemies are subject to a secondary attack.

Secondary Target: Any enemy that moves adjacent to you or starts its turn adjacent to you

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Reaving Strike

Fighter Attack 19

You swing your weapon in a terrific arc, hitting with such force that your foe stumbles backward.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength damage, and you push the target 1 square.

Strike of the Watchful Guard

Fighter Attack 19

After landing a tremendous blow, you dog your enemy and make him think twice about turning his back on you.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, you can make a melee basic attack against the target as a free action if you are adjacent to it and it either shifts or attacks one of your allies.

LEVEL 22 UTILITY EXPLOITS

Act of Desperation

Fighter Utility 22

The sight of one of your friends dying propels you into sudden action.

Daily ♦ Martial

Minor Action Personal

Requirement: An ally within 10 squares is dying.

Effect: You gain an action point that you must spend during your current turn.

No Surrender

Fighter Utility 22

You refuse to go down, turning a death blow into one last chance for victory.

Daily ♦ Healing, Martial

Immediate Reaction Personal

Trigger: Your hit points drop to 0 or lower

Effect: You regain enough hit points to bring you to one-half your maximum hit points. However, you take a -2 penalty to attack rolls until the end of the encounter.

LEVEL 23 ENCOUNTER EXPLOITS

Cage of Chains

Fighter Attack 23

After landing a decisive blow, you skillfully use your weapon to entangle and restrain your opponent.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 4[W] + Strength modifier damage.

Weapon: If you're wielding a flail and are adjacent to the target at the end of your turn, the target is restrained until the start of your next turn.

Fangs of Steel

Fighter Attack 23

You lunge forward and draw blood from one enemy, then spin around and strike another foe with deadly ferocity.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Make a secondary attack.

Weapon: If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

Secondary Target: One creature adjacent to the primary target and within your melee reach

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Weapon: If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

Hack 'n' Slash

Fighter Attack 23

You swing your weapon in deadly arcs, mercilessly hacking and slashing at your foe's armor until finally you break through.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

Paralyzing Strike

Fighter Attack 23

With a sharp thrust of your weapon, you leave your enemy nearly paralyzed with pain.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Weapon: If you're wielding a pick, a polearm, or a spear, you can score a critical hit on a roll of 18–20.

Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Skullcrusher

Fighter Attack 23

You bring your weapon down upon your enemy's skull with a loud crack that leaves him dazed and reeling.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Weapon: If you're wielding a hammer or a mace, you gain a bonus to the damage roll equal to your Constitution modifier, and your enemy is blinded until the end of your next turn.

Warrior's Urging

Fighter Attack 23

You call your opponents toward you and strike out with lashing blows.

Encounter ♦ Charm, Martial, Weapon

Standard Action Close burst 4

Target: Each enemy in burst you can see

Effect: Each target must shift 3 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (close burst 1).

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

LEVEL 25 DAILY EXPLOITS

Reaper's Stance

Fighter Attack 25

Every enemy within your reach falls victim to the ruthless precision of your attacks and suffers bleeding wounds.

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Effect: Whenever you use a fighter power, you can score a critical hit on a roll of 19–20, and you gain a power bonus to damage rolls equal to your Dexterity modifier. Any enemy that starts its turn adjacent to you takes 1[W] damage and ongoing 10 damage (save ends), as long as you are able to make opportunity attacks.

Reign of Terror

Fighter Attack 25

After smashing your weapon into a foe with amazing force, you cast your baleful glare upon the enemies that still stand before you.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage, and all of your enemies you can see are marked until the end of your next turn.

Supremacy of Steel

Fighter Attack 25

Your weapon blurs as you attack your foe a dozen times in the blink of an eye. You have an answer for every parry and every counterattack. Under your incredible assault, your enemy can do little more than defend itself.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage, and until the end of your next turn the only attacks the target can make are basic attacks.

LEVEL 27 ENCOUNTER EXPLOITS

Adamantine Strike

Fighter Attack 27

Your weapon breaks through shields and armor like they're made of parchment.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 4[W] + Strength modifier damage, and the target takes a –2 penalty to AC until the end of your next turn.

Cruel Reaper

Fighter Attack 27

You spin your weapon about, carving into adjacent foes and causing them to scream in agony. Without warning, you slip through their blockade and make another spinning sweep.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Primary Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You can shift 2 squares, and then make a secondary attack.

Secondary Target: Each enemy in close burst 1

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Diamond Shield Defense

Fighter Attack 27

Your shield becomes your staunchest ally.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you take half damage from the target's attacks until the end of your next turn.

Effect: You gain a +2 power bonus to AC until the end of your next turn.

Indomitable Battle Strike

Fighter Attack 27

You will not be denied your enemy's blood, and other foes that witness your savage attack know the ill fate that awaits them.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: All of your enemies within 10 squares of you are marked until the end of your next turn.

LEVEL 29 DAILY POWERS

Force the Battle

Fighter Attack 29

With the slightest flick of your weapon and minimal movement, you control the battle and turn your enemies' thoughts from conquest to survival.

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Effect: You deal an extra 1[W] damage with your at-will and encounter fighter powers. If an enemy starts its turn adjacent to you, you can use an at-will fighter power against it as a free action at the start of its turn, as long as you are able to make opportunity attacks.

No Mercy

Fighter Attack 29

Let nothing stand between a warrior and the object of his wrath.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage.

Storm of Destruction

Fighter Attack 29

You knock aside your enemies' weapons, creating holes in their defenses that enable you to strike deadly blows against two of them at once.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Targets: One or two creatures

Attack: Strength vs. AC, one attack per target

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

PARAGON PATHS

IRON VANGUARD

"With every attack I make, I grow stronger and more confident."

Prerequisite: Fighter class

You become a vision of physical perfection, mighty in body and ruthless in your pursuit of victory over every foe. No one defends the front line of battle better than you do, easily taking ground and pushing the enemy to and fro.

IRON VANGUARD PATH FEATURES

Enduring Warrior (11th level): When you drop an enemy to 0 hit points or fewer, you regain hit points equal to your Constitution modifier.

Ferocious Reaction (11th level): When you are reduced to 0 hit points or fewer, as an immediate interrupt before you fall unconscious, you can spend an action point to take an extra action. In addition, whenever you spend an action point to take an extra action, you also gain a +4 bonus to all defenses until the start of your next turn.

Trample the Fallen (16th level): When you push a creature or knock a creature prone, it takes damage equal to your Constitution modifier.

IRON VANGUARD EXPLOITS

Frontline Surge

Iron Vanguard Attack 11

You beat back your enemy, allowing you and your allies to seize new ground.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You can shift into the square formerly occupied by the target. If you do so, each ally within 2 squares of you can shift 1 square as well.

Inexorable Shift

Iron Vanguard Utility 12

You throw yourself at your enemy and knock him back.

Encounter ♦ Martial

Move Action Personal

Effect: Shift into any adjacent square. If a creature occupies the square into which you shift, you push that creature 1 square.

Indomitable Strength Iron Vanguard Attack 20

A mighty blow sends your opponent flying through the air and gives you a few seconds to regain your composure.

Daily ♦ Healing, Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, and you push the target 1 square and it is knocked prone. In addition, the target is dazed until the end of your next turn.
Miss: Half damage.
Effect: You can spend a healing surge.

KENSEI

“My weapon and I are as one.”

Prerequisite: Fighter class

You study an ancient form of martial training that makes you one with your chosen weapon, creating a combination of destruction that few foes can long stand against.

KENSEI PATH FEATURES

Kensei Control Action (11th level): You can spend an action point to reroll one attack roll, damage roll, skill check, or ability check, instead of taking an extra action.

Kensei Focus (11th level): You gain a +1 bonus to attack rolls with a melee weapon of your choice.

Kensei Mastery (16th level): You gain a +4 bonus to damage rolls with the same weapon you selected for Kensei Focus. If you ever use a different type of weapon, you lose this benefit, and the benefit for Kensei Focus, until you take a short rest, during which time you reattune yourself to your chosen weapon with a short meditation.

KENSEI EXPLOITS

Masterstroke Kensei Attack 11

An unerring strike foretells your enemy’s demise.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength + 2 vs. AC
Hit: 2[W] + Strength modifier damage.

Ultimate Parry Kensei Utility 12

With a whirl of your weapon, you expertly deflect an enemy’s attack.

Daily ♦ Martial
Immediate Reaction Personal
Trigger: You take damage from an attack
Effect: Reduce the damage by an amount equal to your level.

Weaponsoul Dance Kensei Attack 20

You leap from one foe to the next, striking with ever-increasing accuracy while negotiating your way through your enemies’ thicket of swords.

Daily ♦ Martial, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn.
Effect: You can shift 5 squares, and then make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength + 2 vs. AC
Hit: 2[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn.
Effect: You can shift 5 squares, and then make a tertiary attack.
Tertiary Target: One creature other than the primary and secondary targets
Tertiary Attack: Strength + 3 vs. AC
Hit: 1[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn.

PIT FIGHTER

“I fight dirty, and I fight to win.”

Prerequisite: Fighter class

You have learned to fight in dungeons and brawling pits, picking up every survival trick along the way. It might not be the prettiest or most elegant fighting style around, but it gets the job done.

PIT FIGHTER PATH FEATURES

Armor Optimization (11th level): You have learned to make the most of the armor you wear, positioning it to better absorb and deflect blows. You gain a +1 bonus to AC whenever you wear any kind of armor.

Extra Damage Action (11th level): When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn.

Dirty Fighting (16th level): Using tricks and techniques you have learned in constant battles, you know how to add an extra level of pain to every hit you deliver. Increase the damage you deal when using a weapon by a number equal to your Wisdom modifier (minimum +1).

PIT FIGHTER EXPLOITS

All Bets Are Off

Pit Fighter Attack 11

After landing a solid blow, you belt your enemy in the face with your fist.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Make a secondary attack against the same target.

Secondary Attack: Strength + 2 vs. AC

Hit: 1d6 + Strength modifier damage, and the target is dazed until the end of your next turn.

Deadly Payback

Pit Fighter Utility 12

You react viciously to an enemy that just hurt you.

Daily ♦ Martial, Weapon

Immediate Reaction **Personal**

Trigger: You take damage from a melee attack

Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the enemy that damaged you.

Lion of Battle

Pit Fighter Attack 20

You skewer yet another unworthy foe and let loose a terrifying roar of triumph when he falls.

Daily ♦ Fear, Martial, Weapon

Standard Action **Melee weapon**

Primary Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. If the target was bloodied before the attack, it takes +2[W] damage.

Miss: Half damage.

Effect: If you reduce the target to 0 hit points or fewer, you can make a secondary attack.

Secondary Target: Each enemy within 5 squares of you

Secondary Attack: Strength vs. Will

Hit: The target moves its speed away from you.

SWORDMASTER

"My blade is exquisite and deadly, as much a work of art as it is a weapon. And in my hands, it is unstoppable."

Prerequisite: Fighter class

You and your blade are as one. You are a master of the sword, able to employ your steel in ways that no lesser warrior can even imagine.

SWORDMASTER PATH FEATURES

Steel Defense Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to AC and Reflex defense until the start of your next turn.

Steel Grace (11th level): When you charge with a light blade or a heavy blade that is not a polearm, you can use Containing Strike or Reaping Strike instead of your melee basic attack.

Steel Blitz (16th level): When you score a critical hit with a light blade or a heavy blade, you regain the use of a fighter encounter power you've already used in the encounter.

SWORDMASTER EXPLOITS

Precision Cut

Swordmaster Attack 11

You slip your blade past your enemy's armor and slice him just so, leaving a bleeding gash.

Encounter ♦ Martial, Weapon

Standard Action (Special)

Melee weapon

Special: This power can be used as an opportunity attack.

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage.

Fantastic Flourish

Swordmaster Utility 12

With perfect timing, you flick one enemy's blood into the eyes of another.

Encounter ♦ Martial

Minor Action

Ranged 5

Requirement: You make a successful melee attack with a light blade or heavy blade (not a polearm)

Target: One enemy other than the one you just hit

Effect: The target is marked until the end of your next turn.

Crescendo Sword

Swordmaster Attack 20

With a tremendous roar, you swing your blade over your head and make lunging strikes at all nearby enemies. At the end of the flurry, you regain some of your power.

Daily ♦ Martial, Weapon

Standard Action

Close burst 1

Requirement: You must be wielding a light blade or a heavy blade (not a polearm).

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: If you hit at least one of your enemies, you regain one daily power you have already used. If you miss all enemies, you regain one encounter power you have already used.