

## Brutal Fencer

Choosing to be a Brutal Fencer replaces your regular Fighter Weapon Talent bonus. Instead gain the following benefits.

### Brutal Fencer

When using a versatile weapon and holding no other weapon or shield, you gain the following:

Increase the damage bonus from wielding a versatile weapon in two hands from +1 damage to +1 damage per [W].

Gain +1 Armor Class and +1 Reflex Defense.

Gain +1 to melee attack rolls when wielding a versatile weapon.

### Grab Hold

At Will

Level 1

*You cut at your enemy, and grasp him with your free hand.*

Martial, Weapon

Standard Action, Melee Weapon

Target: One creature

Requirement: You must have at least one hand that is holding nothing.

Attack: Strength v AC

Hit: 1[W]+Strength modifier damage, and the target is grabbed.

### Gut

Encounter

Level 7

*You've grabbed his collar, now run him through.*

Martial, Weapon

Standard Action, Melee Weapon

Target: One creature grabbed by you.

Attack: Strength v AC

Hit: 3[W]+Strength modifier damage.

### Sudden Throw

Encounter

Level 17

*Your reach on the battlefield extends further than simply the end of your arm.*

Martial, Weapon

Standard Action, Thrown Weapon

Target: One creature.

Attack: Strength v AC.

Hit: 4[W]+Strength.

Special: You may draw a thrown weapon as a part of this attack. You do not provoke opportunity attacks for making this attack.

### Drag them Down

Encounter

Level 27

*Throw your foe to the earth, and end him.*

Martial, Weapon

Standard Action, Melee Weapon

Target: One creature, grabbed by you, of Large size or smaller.

Attack: Strength v Fortitude.

Hit: The target is knocked prone and then struck for 5[W]+Strength. Your foe may not rise from prone until the grab is terminated.

## Paragon Path

### Brutal Duelist

Prerequisite: Fighter Class, Brutal Fencer

You have mastered a style of combat that focuses on deadly close quarters grappling. You are the master of controlling your opponent's actions, and once you catch hold of an enemy, you can throw them about like a rag doll.

### Brutal Duelist Path Features

**Rag Doll (Level 11):** If you are grabbing a creature of Large size or smaller you may spend a move action to slide that creature to any space adjacent to you.

**Ferocious Action (Level 11):** When you spend an action point, gain +4 on attack rolls for one round.

**Inescapable (Level 16):** Targets you grab are restrained instead of immobilized, except with respect to your attacks and powers. Efforts at escaping your grabs receive a -2 penalty.

### Choke Hold

Encounter

Level 11

*Best place to hold on.*

Martial, Weapon

Standard Action, Melee Weapon

Target: One creature grabbed by you.

Attack: Strength v Fortitude

Hit: 3[W]+Strength modifier damage and ongoing damage equal to your strength bonus. The ongoing damage continues until your grab ends.

### Bum Rush

Utility (Encounter)

Level 12

*What's the difference between an orc and a billy club? The whining.*

Martial

Move Action

Effect: Shift up to 3 spaces, and slide a grabbed creature of Large size or smaller up to 5 spaces to any space adjacent to your destination. Your grabbed creature's path may travel through spaces occupied by enemies (though it may not end in one). If so, they must make a saving throw or be knocked prone.

### Take it to the Ground

Daily

Level 20

*Only one gets back up.*

Martial, Weapon

Standard Action, Melee Weapon

Target: One creature of Large size or smaller grabbed by you.

Attack: Strength v Fortitude

Hit: 5[W]+Strength. Both you and your target are immediately prone. Your target may not stand from prone until you do, or the grab ends. Until this occurs, you and your foe may only attack each other, and your foe is Weakened.

## **Feats**

### **Shove Away**

Heroic Tier

Benefit: When you voluntarily end a grab, you may spend a move action to Push the grabbed foe one space. After level 11, you may instead choose to knock the foe Prone. After level 21, you may instead choose to both Push the foe one space and knock the foe Prone.

Special: You may not use the benefits of this feat in the same turn in which you initiated the grab.

### **Defensive Control**

Paragon Tier

Benefit: A creature you are grabbing receives a -2 penalty on all attack rolls against you until the grab ends.

### **Offensive Control**

Paragon Tier

Benefit: A foe you have grabbed grants you combat advantage until the grab ends.

## **Comments on Design, Rules and Strategy**

I had two goals with this build design. First, I wanted to create a Fighter build with a combat style that felt visceral and personal. Second, I wanted to fill what I felt was an empty niche in 4e design- the way that the Versatile weapon quality isn't particularly useful.

That is, a versatile weapon might be used, but it will almost always be used as a purely one handed weapon with a shield in the other hand. This build was intended to provide benefits for a character who chooses to wield a versatile weapon with one hand free, and to provide motivation to switch back and forth between one and two handed combat.

I set the Encounter powers associated with this build at levels 7, 17, and 27 so that they wouldn't conflict with your ability to customize your Fighter through powers associated with weapon choice, as those are available at levels 3, 13, and 23.

Remember that switching between a one and two handed grip is a free action. This means that you can obtain the damage bonus for wielding a versatile weapon two handed on basically every attack that you make other than one that involves grabbing a foe or striking a grabbed foe.

Your foes are going to escape your grabs. Its not that hard to do. This is ok. A foe which uses up its move action to escape your grab is less mobile. A foe which uses up both its move action and its standard action to escape your grab has just lost its entire turn. When a foe fails to escape your grab, you can punish it with many of the powers listed above.

You are not required to attack a foe you have grabbed. You can grab one foe, then attack another.

You should look towards feats and items that improve your Fortitude and Reflex defenses, as this will make your grabs more difficult to escape.

If you take the Brutal Duelist paragon path, you will have a lot of ways to forcibly move your enemies. Make sure to pay attention to terrain, particularly hazardous terrain, into which you can throw your foes.

## **Comments on Specific Powers**

### **Grab Hold**

This is the power that makes everything else here function. The ability to attack an enemy and grab them at the same time is quite powerful.

### **Gut**

A basic follow up attack that lets you capitalize on a foe not escaping your grab. Use it early or you may not get the chance. That potential to lose the ability to use this power if you don't successfully grab a foe is the reason that I upped the damage slightly above what other powers of

that level grant. You will notice that theme in a lot of the powers below.

### **Sudden Throw**

Grabbing isn't the only thing that you can do with a free hand. I really like the mental image of a fighter dueling one foe, then whirling to fling a dagger into the back of another. This power works reasonably well for Great Weapon Fighters as well as Brutal Fencers.

### **Drag them Down**

The cinematic image of throwing a foe to the ground and then stabbing them is just great.

### **Rag Doll**

One way to get into a flanking position is to move. The other way is to move your foe.

### **Ferocious Action**

Kind of generic, but functional, and a lot of paragon paths use identical action point benefits.

### **Inescapable**

Sooner or later I had to give out something that made it harder to escape your grabs. Restrained instead of Immobilized means that not even outside forces can wrest your grabbed foe from your grasp. Remember, if you *want* outside forces to move your grabbed foe, you can let go as a free action even when it is not your turn.

### **Choke Hold**

The logical evolution of Gut. Might be worth retraining Gut once you get this power.

### **Bum Rush**

This one makes sense when you visualize it, but has difficult rules text. I had to limit the distance you could slide your grabbed foe so that you couldn't slide him in strange, unrealistic patterns in order to knock down as many enemies as possible. It's a lot of fun though.

### **Take it to the Ground**

I wanted this to be a brutal, personal, one on one duel. I think I captured that feel.

### **Shove Away**

Sometimes you aren't going to want to continue grabbing the same foe. It seemed like you should get some compensation for successfully maintaining a grab for an entire round.

### **Defensive Control**

These two feats seemed like logical ways to improve your combat style.

### **Offensive Control**

These two feats seemed like logical ways to improve your combat style.