

Brute Strike
 Martial, Weapon, Reliable

 **Reliable:** If you miss with this power, you do not expend its use.

Standard Action **Melee weapon**

Target: One creature

Attack: Melee vs. AC

Hit: 3(W) + STR damage.

You shatter armor and bone with a ringing blow.

Fighter Attack 1 Quindia Studios

Cleave
 Martial, Weapon

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

Target: One creature

Attack: Melee vs. AC

Hit: 1(W)+ STR damage, and an enemy adjacent to the target takes STR damage.

You hit one enemy, then cleave into another.

Fighter Attack 1 Quindia Studios

Combat Challenge
 Martial, Weapon



- When you attack you may mark the enemy, giving a -2 to attack targets other than you. Only one mark per enemy, new mark supersedes old ones.
- When an adjacent enemy shifts, make an immediate melee basic attack against them.

Basic Attack: Melee vs. AC
Hit: 1(W) + STR damage

Fighter Feature Quindia Studios

Combat Superiority
 Martial, Weapon



You gain a +2 bonus to opportunity attacks, and enemies hit stop moving if a move provoked the attack.

Fighter Feature Quindia Studios

Passing Attack
 Martial, Weapon

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

Primary Target: One creature

Attack: Melee vs. AC

Hit: 1(W) + STR damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Melee +2 vs. AC

Hit: 1(W) + STR damage.

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

Fighter Attack 1 Quindia Studios

Tide of Iron
 Martial, Weapon

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

Requirement: You must be using a shield.

Target: One creature

Attack: Melee vs. AC

Hit: 1(W) + STR 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.

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

Fighter Attack 1 Quindia Studios