BRUTE STRIKE

STANDARD ACTION

MELEE WEAPON

MELEE vs. AC

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

Target: One creature

Hit: 3[W] + STR damage.

You shatter armor and bone with a ringing blow.

MARTIAL, WEAPON, RELIABLE
FIGHTER ATTACK 1

CLEAVE

STANDARD ACTION

MELEE WEAPON

MELEE vs. AC

Target: One creature

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

You hit one enemy, then cleave into another.

MARTIAL, WEAPON
FIGHTER ATTACK 1

COMBAT CHALLENGE

• 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

MARTIAL, WEAPON
FIGHTER FEATURE

COMBAT SUPERIORITY

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

MARTIAL, WEAPON
FIGHTER FEATURE

PASSING ATTACK

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.

MARTIAL, WEAPON
FIGHTER ATTACK 1

TIDE OF IRON

STANDARD ACTION

MELEE WEAPON

MELEE vs. AC

Requirement: You must be using a shield.

Target: One creature

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.

MARTIAL, WEAPON
FIGHTER ATTACK 1