



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

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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

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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

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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

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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

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