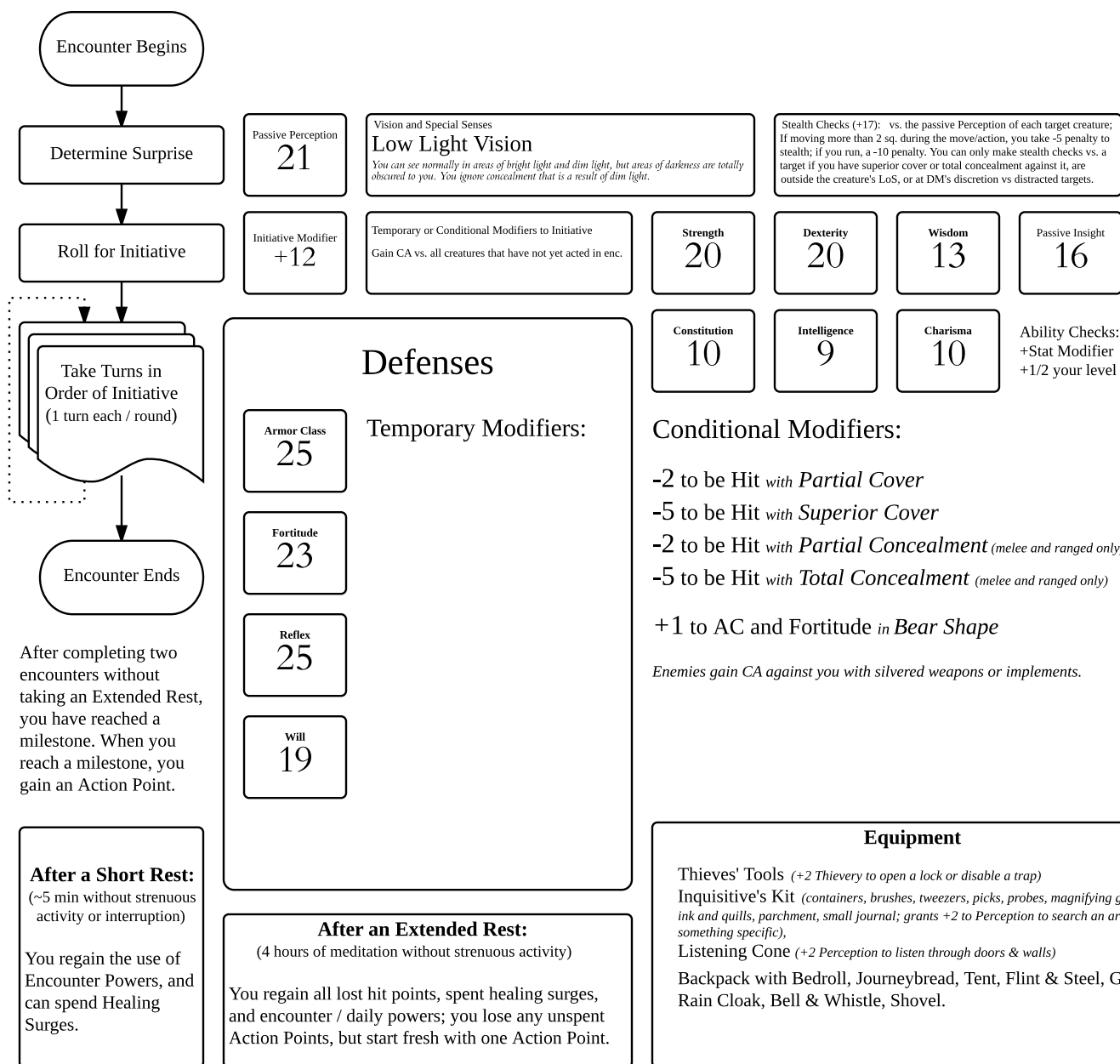


Grimsby



Opportunity Action

One Opportunity Action per Turn

Opportunity Attack

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.

Effect: You make a melee basic attack against that target: +18 vs AC

Hit: 1d6+10 damage

Conditional Modifiers: +3 to Hit, +1 to dmg
+2d8 +5 dmg 1/turn (Sneak Attack),
+1d10 in Bear Form
with Combat Advantage

Immediate Action

One Immediate Action per Round

Battle Awareness

Interrupt

Trigger: An enemy that is adjacent to you either shifts or makes an attack that doesn't include you as a target

Effect: You make a melee basic attack against that target: +18 vs AC **Hit:** 1d6+10 damage

Timely Dodge

Interrupt

Trigger: An enemy targets you with an attack.

Effect: You shift up to half your speed. The triggering enemy can choose a new target for the attack if you are now out of range.

Counter-Step

Reaction

Trigger: An enemy enters a square adjacent to you.

Effect: You can slide the target 1 square. You then shift up to 2 squares to a square adjacent to the target. You gain CA and a +2 power bonus to all defenses against the target until EoyNT.

Riposte Strike

Interrupt

Trigger: After hitting a target with Riposte Strike (Standard Action), the target attacks you before the start of your next turn and is within reach.
+18 vs AC **Hit:** 1d6+10 damage