

Juggernaut

"Do what you want, but the giant in back is mine!"

Role: Striker. You get in close and hammer on a foe until it drops. You are neither as mobile nor as effective at range as most strikers, but you can generally plow your way through to your desired target.

Power Source: Martial. Rather than manipulate strange and esoteric energies, you focus on learning to do normal, real things very, very well.

Primary Abilities: Strength, Constitution

Armor Training: Leather, hide, scale, chain, plate, small shield, large shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defense: +2 Fortitude

Trained Skills: Athletics. From the class skills list, choose four more trained skills at 1st level.

Class Skills: Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Streetwise (Cha)

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 8 + Constitution modifier

Build Options: Sword-and-Board, Great Weapon Warrior

Class Features: Fighting Style, Brace, Immoveable

Juggernauts are heavily armed, heavily armored warriors who focus on smashing through enemy lines and soaking up the damage it takes to do so. They are the first warriors into the breach at a siege, the vanguard of an offensive into an enemy formation, and the battlefield champions taking on enemy giants and dragons.

Creating a Juggernaut

Juggernauts depend on Strength and Constitution. Nothing is as important to a juggernaut as being strong and tough, and those two abilities form the basis of almost all their powers. There are two basic builds of juggernaut, one focusing on two-handed weapons (great weapon warrior) and one based on fighting with a weapon in one hand and shield in the other (sword-and-board).

Juggernaut Overview

- **Characteristics:** You combine the toughness and resilience of a defender with a striker's normal hard-hitting damage output. You are not nimble, subtle or swift, but you are a force to be reckoned with. You march into battle in the heaviest armor and biggest weapons you can acquire, and keep slugging until you're the only one left standing.
- **Religion:** Juggernauts often worship gods of war, storms, leadership, and violence. More rarely a juggernaut might serve a deity that represents what the juggernaut is fighting for — peace, healing, love or even a nation. Some are extremely devout or superstitious, never going into battle without making an offering to their patron, while other juggernauts pay only lip service to their chosen deity.
- **Races:** Dwarves and dragonborn make excellent juggernauts, but eladrin, elves, humans, and tieflings can all serve the role well.

Juggernaut Class Features

Your class features depend largely on the build and fighting style you choose.

Fighting Style

Choose one of the following fighting styles and gain its benefits.

Sword-And-Board Style: Despite the name, this style can be used with any melee weapon held in one hand, not just swords. Due to your focus on fighting with a one-handed weapon and shield, you gain Weapon Focus as a bonus feat and you gain the Shield Bash class feature.

Great Weapon Style: You depend on the high damage output from wielding a single weapon two-handed to bring you victory, ignoring any possible defensive benefit of a shield. Because you have trained to take down your foe as fast as possible, you gain Power Attack as a bonus feat and you gain the Spinning Strike class feature.

Shield Bash

If you choose the sword-and-board fighting style, you can use the Shield Bash exploit as an encounter power.

Shield Bash	Juggernaut Class Feat
<i>In your hands a shield isn't always a defensive device.</i>	
Encounter • Martial, Weapon	
Immediate reaction	Melee weapon (shield)
Special: If you happen to have a shield with an enhancement bonus, you may add it to the attack roll and damage roll of this power.	
Target: One creature	
Trigger: A foe misses you with a melee attack.	
Attack: Strength vs. Reflex	
Hit: 1d6 + Strength modifier damage and if the target is your size or smaller, push 1.	
Increase damage to 2d6 + Strength modifier at 21 st level.	

Spinning Strike

If you select the great weapon fighting style, you can use the Spinning Strike exploit as an encounter power.

Spinning Strike	Juggernaut Class Feat
<i>You foe grins as you swing wide, but as you spin your whole body back around you wipe the grin off its face.</i>	
Encounter • Martial, Weapon	
Free action	Melee weapon
Special: You may only use this power if you miss with a melee attack that fails to do damage, and only once per round.	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1d8 + Strength modifier damage.	
Increase damage to 2d8 + Strength modifier at 21 st level.	

Braced Blow

When you manage to set your feet firmly under you, you can throw extra power into your blows. Because of this, foes quickly learn the last thing they want to do is slug it out with you toe-to-toe.

You can set for a braced blow as a move action. This adds 1d8 damage to the next melee attack made before the start of your next turn. This increases to 2d8 at 11th level, and to 3d8 at 21st level.

Immoveable

You may make choose to make an immediate saving throw to remain where you are any time you are subject to a pull, push or slide. If you save, you do not move.

Juggernaut Powers

Your powers are bold exploits derived from your relentless training in melee weapons and constant focus on hardening your body. Some of your powers also have special effects, as noted below.

2H: Some of your exploits have an additional effect when you are using a two-handed weapon.

Shield: Some of your exploits have an additional effect when you are fighting with a shield.

Stance: When you activate a stance power, it lasts until the end of the encounter or until you activate another stance.

Level 1 At-Will Exploits

Backswing	Juggernaut Attack
<i>You make swift forward-and-back slices, hammering at your foe's defenses and trading power for speed.</i>	
At-Will • Martial, Weapon	
Standard Action	Melee or Ranged weapon
Target: One creature	
Attack: Strength vs. AC	
Special: Make two attack rolls. If either hits, your attack hit.	
Hit: 1[W] damage	
Increase damage to 2[W] at 21st level.	
2H: If you are using a two-handed weapon, add your Strength modifier to damage.	

Block and Slice	Juggernaut Attack
<i>You block an enemy attack, and use the opening to strike at a vulnerable point.</i>	
At-Will • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. Reflex	
Hit: 1[W] + Strength modifier damage.	
Increase damage to 2[W] + Strength modifier at 21st level.	
Shield: If you are fighting with a shield, you may forgo your shield bonus to AC and Reflex defense until the beginning of your next turn, and add that bonus to your attack roll.	

Irresistible Force	Juggernaut Attack
<i>You bull your way forward, deeper into the fray.</i>	
At-Will • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage and the target is pushed 1. You may shift 1 toward the target.	
Increase damage to 2[W] + Strength at 21st level.	

Smash	Juggernaut Attack
<i>You put the full weight of your body behind a single mighty smash.</i>	
At-Will • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier + Constitution modifier damage	
Increase damage to 2[W] + Strength modifier + Constitution modifier damage at 21st level.	

Level 1 Encounter Exploits

Crush	Juggernaut Attack
<i>With a flex of your muscles, you hammer down your weapon.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength +2 vs. AC	
Hit: 2[W] + Strength modifier damage.	
2H: Also add your Constitution modifier to damage.	

Overrun	Juggernaut Attack
<i>You don't have time for this target, so you're going through it.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Attack: Strength vs. AC	
Special: You may make this attack at the end of a charge.	
Hit: 1[W] + Strength modifier and target is knocked prone if it is no more than one size larger than you.	
Shield: If you knock the target prone, you may also slide it up to 2.	

Slice and Dice	Juggernaut Attack
<i>You slash your weapon in an arc, slicing your foe with both the upward and downward swings.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Two attacks; Strength vs. AC.	
Special: If you miss with both attacks, this power is not expended for the encounter (as if it were a reliable power).	
Hit: 1[W] + Strength modifier damage per attack.	

Sweep	Juggernaut Attack
<i>Long, mighty swings clear you some fighting room.</i>	
Encounter • Martial, Weapon	
Standard Action Close burst 1	
Targets: Up to three foes in burst	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage.	

Level 1 Daily Exploits

Beat Back	Juggernaut Attack
<i>You hammer your weapon into your foe again, and again, and again.</i>	
Daily • Martial, Stance, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Three attacks against the same target, Strength vs. AC each	
Hit: 1[W] damage each hit.	
Effect: Each time you hit the target, you may push it 1 square, and shift into its vacated square. You also gain a +2 power bonus to all melee weapon damage rolls until the end of the encounter, or you take another stance.	

Bloody Blow	Juggernaut Attack
<i>If you can't kill your foe in a single slice, you'll bleed him until he falls.</i>	
Daily • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage and ongoing 5 (save ends).	
Miss: Ongoing 5 (save ends).	

Head Shot	Juggernaut Attack
<i>You may not decapitate your foe, but you're going to ring its bell!</i>	
Daily • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage and the target is deafened and blinded (save ends both conditions).	
Miss: Half damage, and target is deafened (save ends).	

Mighty Blow	Juggernaut Attack
<i>You put all your energy into a single killing blow.</i>	
Daily • Martial, Reliable, Weapon	
Standard Action Ranged weapon	
Target: One creature	
Attack: One creature	
Hit: 3[W] + Strength modifier damage.	

Level 2 Utility Exploits

Armor Specialist	Juggernaut Utility
<i>It's heavy and hot, but it's not as bad as everyone makes it out to be. Not once you get used to it.</i>	
At-will • Martial	
Free action Personal	
Effect: Reduce the armor check penalty you suffer by 1 (minimum +0).	

Body Block	Juggernaut Utility
<i>It may have stabbed you, but you have no intention of giving its weapon back!</i>	
Encounter • Martial, Weapon	
Immediate Reaction	Melee Weapon
Trigger: An enemy hits you with a melee weapon attack	
Target: Triggering enemy.	
Attack: Strength vs. Reflex	
Hit: You grab the weapon, keeping it in your body. The attacker cannot make an attack with that weapon until it Escapes. You take ongoing 5 damage as long as you keep the weapon. If the attacker drops the weapon, you may remove it as a move action.	

Unbowed	Juggernaut Utility
<i>You shall kneel to no one, and nothing.</i>	
Daily • Martial	
Immediate Reaction	Personal
Trigger: You are knocked prone.	
Effect: You remain standing.	

Level 3 Encounter Exploits

Arm Shot	Juggernaut Attack
<i>If it can't fight back, you can kill it faster.</i>	
Encounter • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage and target is at –2 to all weapon and melee attack rolls until the end of your next turn.	
2H: The foe's penalty to attacks is –4.	

Face Me!	Juggernaut Attack
<i>You punish a foe that dares ignore you.</i>	
Encounter • Martial, Weapon	
Immediate Interrupt	Melee weapon
Trigger: An ally is attacked by a target adjacent to you.	
Target: 1 creatures	
Attack: Strength +2 vs. AC	
Hit: 1[W] + Strength modifier damage.	
Shield: You ally gets a +2 shield bonus to AC and Reflex until the end of your next turn.	

Focused Blow	Juggernaut Attack
<i>Hitting harder is good but sometimes you must sacrifice everything just to make sure you hit.</i>	
Encounter • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength +4 vs. AC	
Hit: 1[W] + Strength modifier damage and you take a –2 penalty to AC until the end of your next turn.	

The Old One-Two	Juggernaut Attack
<i>You knock your foe out of position, then deliver a mighty blow to a weak spot.</i>	
Encounter • Martial, Weapon	
Standard Action	Melee or Ranged weapon
Attack: Strength +2 vs. AC	
Hit: Strength modifier damage and secondary attack	
<i>Secondary attack:</i> Strength +2 vs. AC	
<i>Secondary damage:</i> 2[W] + Strength modifier.	

Level 5 Daily Exploits

Knockdown	Juggernaut Attack
<i>The bigger they are...</i>	
Daily • Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage and targets is slowed until the end of your next turn, and knocked prone.	
Miss: Half damage, target is knocked prone if it is no more than one size larger than you.	

Refocusing Blow	Juggernaut Attack
<i>You focus through the distractions of combat, and surge up to smash your enemy.</i>	
Daily • Martial, Stance, Weapon	
Standard Action	Melee weapon
Targets: 1 creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage and you may make an immediate saving throw against any one effect a save can end. You also gain a +2 power bonus to all saving throws until the end of the encounter or you take another stance.	
Miss: Half damage, no saving throw granted. You also gain a +1 power bonus to all saving throws until the end of the encounter or you take another stance.	

Throw Blade	Juggernaut Attack
<i>It's not meant to be a ranged weapon, but you can make it one!</i>	
Daily • Martial, Reliable, Weapon	
Standard Action	Ranged 15, melee weapon
Target: One creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage. Though this is a ranged attack, you use the bonuses and properties of your thrown melee weapon.	
Special: If you miss with this reliable attack, you don't actually throw your weapon (realizing the shot is impossible.) If you do hit, your weapon falls to the ground in the square of your target. Any time you are in the square, you may recover your weapon as a free action (if no one else has picked it up first).	

Level 6 Utility Exploits

Battlemaster	Juggernaut Utility
<i>You can make complex attacks with even the slightest opening.</i>	
At-will • Martial	
Effect: Any time you take an opportunity attack, you may use an at-will juggernaut attack you know instead of the normal basic attack.	

Tough as Nails	Juggernaut Utility
<i>Pain and damage rarely get past the first surge of adrenaline you feel as battle begins.</i>	
Encounter • Martial	
Effect: You begin every encounter with temporary hit points equal to 3 + your Constitution modifier.	
Increase temporary hit points to 6 + your Constitution modifier at 21st level.	

Weapon Bond	Juggernaut Utility
<i>You and your weapon connect at a deep level.</i>	
Daily • Martial	
Free Action	
Special: You must spend an action point to use this exploit. If you cannot spend an action point this encounter, you may not use this exploit.	
Effect: You can use a daily power from a weapon without it counting against the number of daily powers you may activate from items today.	

Level 7 Encounter Exploits

Disrupting Shot	Juggernaut Attack
<i>You'd like to see your foe keep up its fancy moves now!</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 1[W] + Strength modifier damage and target cannot use an aura, daily power, or recharge power until the end of your next turn. If the creature has any powers active it can sustain, it loses the option to sustain them.	

Impale	Juggernaut Attack
<i>Run it through!</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Targets: 1 creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage and secondary attack	
<i>Secondary attack:</i> Strength vs. Fortitude	
<i>Secondary hit:</i> Target is grabbed by you (even if you do not have a hand free). You are +2 to all attack rolls made with this weapon against this target, until it escapes or you attack a different target.	
2H: Add a power bonus equal to your Constitution modifier to your secondary attack roll, and to any Strength attack you make to move the grabbed foe.	

Piercing Blow	Juggernaut Attack
<i>You look for the opportunity to land a blow a little harder, and a little deeper.</i>	
Encounter • Martial, Reliable, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage (melee)	

War Cry	Juggernaut Attack
<i>Your defiant bellow shocks the minor foes before you, allowing you to race past them to get at your true target.</i>	
Encounter • Fear, Martial	
Minor Action Close burst 10	
Special: You gain a +4 power bonus to attack rolls against minions.	
Target: All creatures in burst	
Attack: Constitution or Charisma vs. Will	
Hit: Target cannot take an opportunity attack against you until the end of your next turn.	

Level 9 Daily Exploits

Block-Strike	Juggernaut Attack
<i>You intercept your foe's attack, and strike at his exposed position.</i>	
Daily • Martial, Weapon	
Standard Action Melee weapon	
Target: 1 creature	
Attack: Strength vs. AC.	
Hit: 3[W] + Strength modifier damage.	
Special: If you ready to use this attack when a creature hits you with a melee attack, and your attack hits, you negate the attack that hit you.	
Miss: Half damage.	

Hamstring	Juggernaut Attack
<i>If it can't run, it can't get away from you.</i>	
Daily • Martial, Reliable, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. Reflex	
Hit: 2[W] + Strength modifier damage, and the target is slowed for the rest of the encounter or for 1 minute.	

Take Its Measure	Juggernaut Attack
<i>You probe at your foe, learning its defenses to better kill it with following attacks.</i>	
Daily • Martial, Stance, Weapon	
Standard Action Melee weapon	
Target: 1 creature	
Attack: Strength vs. AC attacks.	
Hit: 2[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and damage rolls against this target until you use another stance.	
Miss: Half damage, and you gain a +1 power bonus to attack rolls and damage rolls against this target until you use another stance.	

Level 10 Utility Exploits

Armor Bond	Juggernaut Utility
<i>You and your armor connect at a deep level.</i>	
Daily • Martial	
Free Action	
Special: You must spend a healing surge to use this exploit. If you cannot spend a healing surge, you may not use this exploit.	
Effect: You can use a daily power from your armor or shield without it counting against the number of daily powers you may activate from items today.	

Hit it Harder	Juggernaut Utility
<i>When you fail to harm you foe, it angers you enough to gain a burst of strength and speed.</i>	
Encounter • Martial	
Free Action Personal	
Effect: If you miss with an attack roll, and you are able to spend an action point this encounter, you may spend an action point to re-roll the attack. You gain a +4 power bonus to this attack roll.	

Suck It Up	Juggernaut Utility
<i>Your not one of those pansy crybabies that always complains with things go badly.</i>	
Daily • Martial	
Minor Action Personal	
Effect: You stop taking any ongoing damage, and may make an immediate saving throw against any one effect that can be ended by a save.	

Level 13 Encounter Exploits

Guarded Blow	Juggernaut Attack
<i>You turn blade and armor to deflect some of your foe's attacks, seeking to wear down your opponent.</i>	
Encounter • Martial, Stance, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage, and you gain resist 5 all until the end of your next turn.	
Sustain move: This stance only lasts until the end of your next move, unless you sustain it (and thus the resist all), by re-setting yourself — which requires a move action each round. You can't sustain this stance on a turn you use another stance.	
Shield: Add your shield bonus to AC to the value of your resist all.	

Pain Strike	Juggernaut Attack
<i>You hit your target where it hurts.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 2[W] + Strength modifier damage and target is slowed, and takes a –2 penalty to all attack rolls and skill checks, until the end of your next turn.	

Powerful Blow	Juggernaut Attack
<i>You haul back and put your back into a single swing.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage.	
2H: Also add your Constitution modifier to damage.	

Storm of Blows	Juggernaut Attack
<i>You swing at every foe in reach!</i>	
Encounter • Martial, Weapon	
Standard Action Close burst 1	
Targets: 1, 2, or 3 creatures in burst	
Attack: One attack per target, Strength vs. AC	
Special: If you attack just one creature, you gain a +3 power bonus to your attack roll, if you attack two creatures you gain a +1 power bonus to each attack roll.	
Hit: 1[W] + Strength modifier damage.	

Level 15 Daily Exploits

Gut Shot	Juggernaut Attack
<i>You swing for the foe's vitals.</i>	
Daily • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Special: This attack is a critical hit if the natural attack roll is a 16, 17, 18, 19, or 20 and the attack hits.	
Hit: 3[W] + Strength modifier. If you roll a natural 20 on your attack roll, add +1[W].	
Miss: Half damage.	

Lay On!	Juggernaut Attack
<i>You smash at every foe that gets close to you.</i>	
Daily • Martial, Stance, Weapon	
Standard Action Close burst 1	
Targets: All enemies in burst	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage.	
Effect: You gain reach 2 with melee weapon attacks until the end of the encounter or you take another stance.	

Overwhelming Blow	Juggernaut Attack
<i>One powerful blow to fell your foe.</i>	
Daily • Martial, Reliable, Weapon	
Standard Action Melee weapon	
Targets: 1 creature	
Attack: Strength vs. AC	
Hit: 4[W] + Strength modifier damage.	

Level 16 Utility Exploits

Blood Lust	Juggernaut Utility
<i>Your bloodlust kicks in best when it's your blood being spilled.</i>	
Daily • Martial	Personal
Immediate Interrupt	
Trigger: When you are first bloodied in this encounter.	
Effect: For the rest of this encounter, or until you are no longer bloodied, you add 1d8 + Charisma modifier to all weapon damage you deal.	

Moat Jumper	Juggernaut Utility
<i>When your adrenaline is pumping, you can leap past enemy formations, over moats, and down cliffs to get into the fray.</i>	
Daily • Martial	Personal
Move Action	
Effect: Fly up to 6 squares. You must move in a straight line, and cannot get more than 2 squares higher than your starting position. If you do not land on firm footing by the end of your move, you fall.	

Parry	Juggernaut Utility
<i>When your enemy launches his attack, you strike at his attack to block it.</i>	
Daily • Martial, Reliable	Personal
Immediate Interrupt	
Trigger: An enemy hits you with a melee attack	
Effect: Make an attack roll with your melee weapon. If your attack roll exceeds the attack roll that hit you, you negate that attack. If you have a shield, you may add your shield bonus to AC and Reflex defense to your attack roll.	

Level 17 Encounter Exploits

Best Defense	Juggernaut Attack	
<i>If it's busy trying not to be cut in half, your foe is less likely to hit you.</i>		
Encounter • Martial, Weapon	Melee weapon	
Immediate Interrupt		
Trigger: A creature makes a melee attack against you		
Target: Creature attacking you		
Attack: Strength vs. AC		
Hit: 1[W] + Strength modifier damage.		
Effect: The target takes a –2 penalty to his attack against you.		
Shield: The target instead takes a –4 penalty to his attack against you.		

Breach	Juggernaut Attack
<i>You run up to the line of battle, and punch a hole in the enemy formation.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Targets: 1, 2, or 3 creatures	
Attack: 3 attacks; Strength vs. AC	
Special: You may make this attack instead of a basic melee attack at the end of a charge.	
Hit: 1[W] + Strength modifier damage per attack. A target you hit once is knocked prone and pushed up to 4. A target you hit twice is pushed up to 3. A target you hit once is pushed up to 2.	
2H: You may push any target 1 square further.	

Head-Butt	Juggernaut Attack
<i>You don't have to hold a weapon to do considerable damage.</i>	
Encounter • Martial	
Standard Action Melee touch	
Target: One creature	
Attack: Strength vs. Reflex	
Hit: 3d10 + Strength modifier damage and if the target has anyone grabbed (including you), the grabbed character escapes.	
Special: If you are not wearing armor, you take 1d10 damage if you hit with this attack.	

Pommel Strike	Juggernaut Attack
<i>For some reason, no one expects you to strike out with anything but your weapon's blade. That makes it easy to hit with a pommel strike, heat-butt, gauntleted fist, or whatever else you can hurt a foe with.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage, and secondary attack.	
Secondary Attack: Strength +2 vs. AC	
Secondary Hit: 1d10 + Strength modifier and another secondary attack.	
Special: As long as you keep hitting, you can make up to 4 secondary attacks against the target.	

Level 19 Daily Exploits

Conquering Blow	Juggernaut Attack
<i>You focus all your strength into a single massive strike.</i>	
Daily • Martial, Reliable, Weapon	
Standard Action Melee weapon	
Targets: 1 creature	
Attack: Strength vs. AC	
Hit: 5[W] + Strength modifier damage.	

Guarded Stance	Juggernaut Attack
<i>You keep your vitals covered and your weapon guard high, to ensure no wild swings connect with you.</i>	
Daily • Martial, Stance, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage. In addition, the target takes a –2 to all attacks against you until the end of the encounter.	
Effect: Increase your armor bonus to AC by +2, and if you have a shield increase its bonus to AC and Reflex defense by +1. These bonuses remain until the end of the encounter, or you take another stance.	
Miss: Half damage, and you gain only a +1 increase to your armor bonus to AC.	

Bedlam	Juggernaut Attack
<i>In the heat of combat, you take advantage of the chaos around you to make several quick, disabling attacks.</i>	
Daily • Martial, Weapon	
Standard Action Melee weapon	
Target: 1, 2, or 3 creatures	
Attack: Strength vs. AC, three attacks	
Hit: 2[W] + Strength modifier damage per attack. If you hit a target once it is slowed (save ends). If you hit it twice it is dazed (save ends). If you hit a target three times, it is stunned (save ends).	
Miss: Half damage per attack and no other effect.	

Level 22 Utility Exploits

Fool's Guard	Juggernaut Utility
<i>You hold your weapon low, apparently exposing yourself to high attacks but actually preparing for a mighty underhand attack.</i>	
Daily • Martial	
Minor Action	Personal
Effect: Until the end of your next move, a foe that can attack you must make an Insight check (DC 15 + your character level) to make an attack that does not include you as a target. You gain +2 power bonus to your next melee weapon attack roll.	

Thrill of Victory	Juggernaut Utility
<i>Each individual conflict won is one step closer to ultimate victory.</i>	
Encounter • Martial	
Immediate interrupt	
Trigger: An attack of your drops a foe.	
Effect: Take an immediate standard action.	

Unburdened	Juggernaut Utility
<i>You can force yourself forward at full speed, even when barely able to lift the weight you carry.</i>	
At-Will • Martial	
Free action	Personal
Effect: Your move rate is not slowed by armor or encumbrance.	

Level 23 Encounter Exploits

Furious Assault	Juggernaut Attack
<i>You don't intend to give your foe any chance to think about anyone else in this fight!</i>	
Encounter • Martial, Weapon	
Standard Action Ranged weapon	
Target: One creature	
Attack: Dexterity vs. Fortitude	
Hit: 2[W] + Strength modifier damage, and you mark the target. The target remains marked until you end a round without attacking it, or someone else marks it.	
Special: While you have the target marked, if it makes an attack that does not include you as a target, or leaves a square you can attack into, you may make an immediate basic melee attack against it.	
Shield: Any ally adjacent to you may add your shield bonus to their AC and Reflex defense as long as you have the target marked.	

Half-Sword	Juggernaut Attack
<i>You grab your weapon midway up its length, to give you extra leverage to pierce your foe's armor.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength +4 vs. AC	
Hit: 2[W] + Strength modifier damage and target takes ongoing 5 (save ends).	
2H: Ongoing damage is 10 (save ends).	

Perfected Maneuver	Juggernaut Attack
<i>Once difficult for you to set up, this maneuver is now easy to pull off in a variety of circumstances.</i>	
Select a Juggernaut melee daily attack of 15th or lower level. Your perfected maneuver is an encounter power that otherwise works as the daily power you select. Once you select this daily power you cannot change it (although you can use the retraining rules to replace this encounter power with a perfected maneuver based on a different daily power).	

Take the Opening	Juggernaut Attack
<i>When your targets don't pay attention to you, they suffer.</i>	
Encounter • Martial, Weapon	
Immediate Reaction	Melee weapon
Target: One creature that just attacked an ally	
Attack: Strength +2 vs. AC	
Hit: 3[W] + Strength modifier damage.	

Level 25 Daily Exploits

Awesome Blow	Juggernaut Attack
<i>You haul off with the most powerful blow you've ever attempted.</i>	
Daily • Martial, Reliable, Weapon	
Standard Action Melee weapon	
Targets: 1 creature	
Attack: Strength vs. AC	
Hit: 6[W] + Strength modifier damage.	

Bleed Them All	Juggernaut Attack
<i>Crimson droplets splatter as you slash into all nearby foes.</i>	
Daily • Martial, Weapon	
Standard Action Close burst 1	
Targets: All enemies in area	
Attack: Two attacks per target; Strength vs. AC	
Hit: 1[W] + Strength modifier damage per attack. If you hit the target once, it takes ongoing 5 bleed damage (save ends). If you hit the target twice, it takes ongoing 10 bleed damage (save ends).	
Miss: Half damage per attack, and no ongoing damage.	

Unrelenting Assault	Juggernaut Attack
<i>You work yourself into a frenzy of mighty blows.</i>	
Daily • Martial, Stance, Weapon	
Standard Action Personal	
Targets: 1 creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage.	
Effect: While this stance is in effect, you deal additional damage equal to your Constitution modifier with each melee attack you make.	

Level 27 Encounter Exploits

Signature Attack	Juggernaut Attack
<i>This maneuver is yours, and yours alone.</i>	
Select a melee encounter attack of 26th or lower level you already have or could have taken before 27th level. Your signature attack is the same, except you deal additional damage on a hit. If the power you select is 1st through 7th level, you deal an additional 2[W]. If it is 8th through 17th level, you deal an additional 1 [W]. If it is 18th through 26th level, you deal an additional 1d8.	

Skilled Blow	Juggernaut Attack
<i>A practiced attack that can either damage your foe, or set them up for the same attack on your next swing.</i>	
Encounter • Martial, Reliable, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage.	
Special: If you miss with this reliable attack, and you use it on your next turn, you gain a +1 power bonus to your attack roll. If you continue to miss, and use this attack on each turn, this bonus increased by +1 each time (to a maximum of +5). If you spend a turn not using this attack, you lose your attack bonuses.	
2H: You gain a power bonus to damage rolled with this attack equal to the power bonus to hit this attack grants you.	

Twist the Blade	Juggernaut Attack
<i>You won't just kill your foe, you'll hurt it so badly it can't fight back.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 1[W] + Strength modifier damage per attack and target is stunned until the end of your next turn.	

Unbalancing Strike	Juggernaut Attack
<i>You don't need to kill it, if you can leave it open to your allies' attacks.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 3[W] + Strength modifier damage and target grants combat advantage to your allies until the end of your next turn.	
Shield: Target is also knocked prone.	

Level 29 Daily Exploits

Killing Blow	Juggernaut Attack
<i>Now, it dies.</i>	
Daily • Martial, Reliable, Weapon	
Standard Action Melee weapon	
Targets: 1 creature	
Attack: Strength vs. AC	
Hit: 7[W] + Strength modifier damage.	
Special: A target reduced to 9 or fewer hit points by this attack is dead.	

Shrug Them Off	Juggernaut Attack
<i>You fight your way across the battlefield, slamming into minor foes and shoving them out of your way.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Special: You can shift up to your move rate while making this attack.	
Targets: All enemies you are adjacent to at any point during your shift.	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage and push the target 2 if it is no more than one size bigger than you.	
Special: As long as this stance is in effect, you can push 2 any target you hit with a melee attack that is no more than 1 size larger than you.	

Vortex of Blades	Juggernaut Attack
<i>You become a whirling cyclone of steel death, slicing deep into all enemies within striking range.</i>	
Daily • Martial, Stance, Weapon	
Standard Action Close burst 1	
Target: All foes in burst	
Attack: Strength vs. Reflex	
Hit: 4[W] + Strength modifier damage	
Effect: Until the end of the encounter or you take another stance, any enemy that begins its turn adjacent to you automatically takes damage equal to 5 + your Strength modifier.	
Special: You can't use this power if you are dazed or prone. If you are dazed or prone while this power is in effect, it ends immediately.	

Juggernaut Paragon Paths

Hellblade

Path Features: Hellsword, Flashfire, Hellknight

Prerequisite: Juggernaut

You are more than just another sword-swinging, you are an elemental warrior drawing on the hottest of all fires, the burning energies of hell itself. You may be a devil-worshipping tyrant, or an agent of retribution and righteous vengeance calling forth the flames of eternal damnation to punish the wicked.

Hellblade Path Features

All Hellblades have these path features.

Hellsword (11th level): As a minor action, you can cause your weapon to burst into flames for the rest of the encounter. Any damage done by the weapon while it

burns is fire damage. You can end this effect as a minor action.

Flashfire (11th level): Every time you spend an action point, all foes within 3 squares of you take 5 fire damage.

Helknight (16th level): You gain resist 5 fire. This increases to resist 10 fire at 21st level.

Hellblade Exploits

Retributive Strike	Hellblade Attack
<i>No one knows revenge better than the warriors of hell.</i>	
Encounter • Fire, Martial, Weapon	
Immediate Reaction	
Trigger: A foe hits you with an attack.	
Target: The creature making the triggering attack.	
Attack: Constitution vs. Reflex	
Hit: 2d10 + Constitution modifier fire damage.	

Fiendish Vitality	Hellblade Utility
<i>One enemy falls, and those that remain are about to learn what heroism is all about.</i>	
Encounter • Martial	
Immediate Reaction	
Trigger: You deal fire damage to a foe.	
Effect: You regain hit points equal to 2d6 + your Constitution modifier.	

Blazing Torment	Hellblade Attack
<i>You wreath your weapon in the scalding blaze of hell, and use it to engulf your foe.</i>	
Daily • Fire, Martial, Stance, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 3[W] + Constitution modifier fire damage and ongoing 10 fire damage. First save reduces this to ongoing 5 fire damage, and the second save ends the effect.	
Miss: Half damage and ongoing 5 fire (save ends).	
Special: Your melee attacks deal an additional 1d8 fire damage until the end of the encounter, or you take another stance.	

Soldier

Path Features: Field Pack, Move It!, Team Player

Prerequisite: Juggernaut class

You are more than just a warrior, you are a trained, experienced and skilled soldier. You know the ebb of flow of war is influenced by tactics, supply, luck, and morale.

Soldier Path Features

All Soldiers have these path features.

Field Pack (11th level): Your encumbrance is determined as if your Strength was 5 higher.

Move It! (11th level): If you spend an action point, all allies within 5 squares of you may immediately take a move action.

Team Player (16th level): Once per encounter, if an adjacent ally misses with an attack roll, you may spend a healing surge to allow that ally to reroll the attack with a bonus equal to your Charisma modifier (minimum +1, minimum +2 at 21st or higher level).

Soldier Exploits

Break Formation	Soldier Attack
<i>You force your foe out of place, setting them at a tactical disadvantage.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] damage, target is pushed up to 4 and is at –2 to all defenses until the end of your next turn.	

Squad Tactics	Soldier Utility
<i>You can make the whole greater than the sum of its parts.</i>	
Daily • Martial	
Immediate Interrupt	
Trigger: An ally grants you a bonus to attacks, defenses, damage, or temporary hit points.	
Targets: All allies in burst	
Effect: All allies in the burst gain the same bonus, which expires after the normal duration or the end of your next turn (whichever comes first).	

Regroup!	Soldier Attack
<i>You rally your allies and swing the tide of battle back to your side's favor.</i>	
Daily • Healing, Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage.	
Effect: All allies within 10 squares of you gain +2 to all defenses until the end of your next turn, gain +2d8 temporary hit points, and may immediately make a basic attack.	

Gatekeeper

Prerequisite: Juggernaut class

You are what every walled city needs, a warrior able to hold one point in on the battlefield against all efforts to move you.

Gatekeeper Path Features

All Gatekeepers have these path features.

Vigilante Defense (11th level): If you have already used a Gatekeeper encounter attack, utility, or daily attack, you may regain its use as a minor action by expending a power of the same frequency and type of the same or higher level. (For example, a 17th level Gatekeeper who has already used *push comes to shove* but has *best defense* available (an encounter attack power of higher level than *push comes to shove*) may take a minor action to lose the ability to use *best defense* in the encounter but regain *push comes to shove*.)

Keep Them Back (11th Level): Any time you spend an action point, you may slide one adjacent foe up to 3 squares, two adjacent foes up to 2 squares, or three adjacent foes 1 square.

Hold the Line (16th level): When you hit an enemy and it takes extra damage from your Braced Blow, you gain temporary hit points equal to the amount of damage you rolled on your Braced Blow dice plus your Constitution modifier.

Gatekeeper Exploits

Push Comes to Shove	Gatekeeper Attack
<i>When enemies try to push you, they discover you push back.</i>	
Encounter • Martial, Weapon	
Immediate Interrupt	
Trigger: An attack pushes, pulls or slides you.	
Target: One creature	
Attack: Constitution vs. Reflex	
Hit: 1[W] + Constitution modifier damage and your push the target up to a number of squares equal to 1 + your Constitution modifier.	
Effect: You ignore the push, pull or slide that triggered this attack.	

None Shall Pass	Gatekeeper Utility
<i>When you set yourself to guard one spot, even invisible targets can't sneak past you.</i>	
Daily • Martial	
Minor Action Personal	
Effect: Until the end of your next turn, foes adjacent to you do not gain the benefits of concealment of any kind against you.	
Sustain minor: You can maintain this power until the end of the encounter or five minutes as long as you take a minor action each round. If you move from the square you initiated this power in, you can no longer sustain it.	

Body Check	Gatekeeper Attack
<i>Any foe that tries to run around you is going to discover that's no easier than running through you.</i>	
Daily • Martial, Weapon	
Standard Action Melee weapon	
Target: One creature	
Attack: Constitution vs. AC	
Hit: 3[W] + Constitution modifier damage and the target is immobilized until the end of the encounter.	
Special: The immobilized target may move directly back the route it used to reach the square it was in when you made this attack, but as long as you do not move from the square you are in the target becomes immobilized again if it becomes adjacent to you in this encounter.	
Effect: Foes must treat the squares around you as difficult terrain.	

Giant Killer

Path Features: The Bigger They Are, Pin Them Down, Inside Fighting

Prerequisite: Juggernaut class

The giant killer if focused on dealing a lot of damage against a big foe. The bigger, the better.

Giant Killer Path Features

All Giant Killers have these path features.

The Bigger They Are (11th level): You gain a +1 attack bonus and +2 damage bonus to melee attacks made against targets that are size Large or bigger. If you have a power that moves or knocks prone foes of a given size or less, those powers work for you against targets one size larger than normal.

Pin Them Down (11th level): When you spend an action point to make a melee attack against a foe of size Large or bigger, on a successful hit you immobilize the target until the end of your next turn. Each turn if you hit the foe with a melee attack, it is immobilized for an additional round.

Inside Fighting (16th level): You gain a +4 bonus to AC against any melee attack made from more than 1 square away (melee attacks made with reach).

Giant Killer Exploits

Ride Along	Giant Killer Attack 11
<i>You leap onto your target, grabbing hold and riding it wherever it goes as you tear into it with your weapon.</i>	
Encounter • Martial, Weapon	
Standard Action Melee weapon	
Targets: One creature at least one size larger than you	
Attack: Strength vs. Reflex	
Hit: 1[W] + Strength modifier damage and you move into the same squares as your target. Until it escapes from you, you go where it goes (though it does not count as grabbed). Add +8 to your Fortitude defense for purposes of your target's effort to escape you.	
Special: If you move away from the target, the ride-along effect ends.	

Underfoot	Giant Killer Utility 12
<i>Blade up, you threaten and harry your target's feet.</i>	
Encounter • Martial	
Minor Action Personal	
Effect: For the rest of the encounter, creatures of size Large or bigger must spend three squares of movement to enter your square or those adjacent to you.	

The Harder They Fall	Giant Killer Attack
<i>With a battle cry you leap into your foe's chest, impaling it and driving it to the ground.</i>	
Daily • Martial, Reliable	
Standard Action Melee weapon	
Targets: One target	
Attack: Strength vs. AC	
Hit: 3[W] + Strength modifier damage per attack and target is knocked prone. For the rest of the encounter if the target attempts to stand, you may make an opportunity attack. If you hit, the target may not stand until the beginning of its next turn.	
Special: You may make this attack at the end of a charge.	

Juggernaut Feats

Bruiser [Juggernaut Multiclass]

Heroic Tier

Prerequisite: Strength 13

Benefit: You gain training in one skill selected from the Juggernaut class skill list.

Additionally, twice per encounter you may set for a braced blow as a move action, dealing an additional 1d8 points of damage to your first melee attack made before the start of your next turn.

Massive Momentum

Heroic Tier

Prerequisite: Juggernaut Class

Benefit: When you use a power that pushes or slides a foe, you may push or slide them 1 square farther than the power normally allows.

Wide Stance

Heroic Tier

Prerequisite: Juggernaut Class

Benefit: The extra dice of damage you do with a braced blow are d10s, rather than d8s.