

endolin (Scott) **Kalid Ibn Zulal**

Encounter Attack Powers

Funnelling Flurry

Fighter Attack 1

Encounter ♦ Martial, Weapon

MP, pg. 8

Standard ActionMelee weapon

Requirement: You must be wielding two melee weapons

Target: Two creatures (one attack per target)

⚔ Shortsword Atk: +12 vs. ACHit: 1d6+7 damage (Crit: 13+1d8) and⚔ Handaxe Atk: +11 vs. ACHit: 1d6+7 damage (Crit: 13+1d6)

Effect: With each hit you slide the target 1 square.

Disruptive Strike

Ranger Attack 3

Encounter ♦ Martial, Weapon

PHB, pg. 106

Immediate InterruptMelee or Ranged weapon

Trigger: You or an ally is attacked by a creature

Target: The attacking creature

⚔ Shortsword Atk: +12 vs. ACHit: 1d6+7 damage (Crit: 13+1d8)

OR

⚔ Handaxe Atk: +8 vs. ACHit: 1d6+3 damage (Crit: 9+1d6).

Effect: If you hit, the target takes a -6 penalty to its attack roll for the triggering attack.

Daily Attack Powers

Two-Wolf Pounce

Ranger Attack 5

Daily ♦ Martial, Weapon

PHB, pg. 107

Standard ActionMelee weapon

Requirement: You must be wielding two melee weapons

Special: You can shift 2 squares before making this attack

Primary Target: One creature (two attacks, man and off-hand)

⚔ Shortsword Atk: +12 vs. ACHit: 2d6+7 damage (Crit: 19+1d8) and⚔ Handaxe Atk: +11 vs. ACHit: 1d6+7 damage (Crit: 13+1d6)

Effect: After attacking the primary target, you can shift 2 squares and make a secondary attack.

Secondary Target: One creature other than the primary target

⚔ Handaxe Atk: +11 vs. ACHit: 2d6+7 damage (Crit: 19+1d6)

Villain's Menace

Fighter Attack 1

Daily ♦ Martial, Weapon

PHB, pg. 78

Standard ActionMelee weapon

Target: One creature

⚔ Shortsword Atk: +12 vs. ACHit: 2d6+7 damage (Crit: 19+1d8), and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Utility Powers

Longtooth Shifting

Shifter Racial Power

Encounter ♦ Healing

PHB2, pg. 16

Minor ActionPersonal

Requirement: You must be bloodied

Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.

Yield Ground

Ranger Utility 2

Encounter ♦ Martial

PHB, pg. 106

Immediate ReactionPersonal

Trigger: An enemy damages you with a melee attack

Effect: You can shift 3 squares. Gain a +2 power bonus to all defenses until the end of your next turn.

Magic Item Notes

+1 Battle Harness

Dragon Magazine 368

Property: As a free action, you can draw a sheathed weapon or retrieve a stowed item.

Property: You gain a power bonus to initiative equal to the item's enhancement bonus.

+1 Battlecrazed Hand Axe

AV, pg. 64

Property: While you are bloodied, you deal +1d6 damage when you hit with this weapon.

Power (Daily): Minor Action. Deal damage to yourself equal to half your level, ignoring any resistances. You are considered bloodied for all purposes (including beneficial effects, such this weapon's property) until the end of your next turn.

+1 Short Sword Luckblade

AV, pg. 71

Power (Daily): Free Action. Reroll an attack roll you just made. Use the second result even if it's lower.

