

### **Battle Guardian** Fighter Attack

*Ignoring you in battle leaves a foe open to a devastating assault.*

**At-Will** ♦ **Martial**

**Opportunity Action Personal**

**Trigger:** An enemy subject to your *defender aura* either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active *defender aura*.

**Effect:** You make an opportunity attack against the triggering enemy.

### **Cleave** Fighter Attack 1

*You hit one enemy, then cleave into another.*

**At-Will** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Target:** One adjacent creature other than the enemy you hit.

**Effect:** The targeted enemy takes damage equal to your Strength stat modifier.

### **Footwork Lure** Fighter Attack 1

*You press the attack, engaging your enemy before falling back and drawing him after you.*

**At-Will** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Effect:** You can shift 1 square and slide the target into the space you left.

### **Reaping Strike** Fighter Attack 1

*You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.*

**At-Will** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You miss an enemy with a melee basic attack using a weapon.

**Target:** The enemy you missed.

**Effect:** You deal half your Strength modifier in damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength stat modifier.

### **Sure Strike** Fighter Attack 1

*You trade power for precision.*

**At-Will** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Effect:** You target Reflex instead of AC.

### **Tide of Iron** Fighter Attack 1

*After each mighty swing, you bring your shield to bear and use it to push your enemy back.*

**At-Will** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Requirement:** You must be using a shield.

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Target:** The enemy you hit.

**Effect:** 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.

## **Encounter Powers**

### **Covering Attack** Fighter Attack 1

*You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Target:** The enemy you hit.

**Effect:** The target takes 1[W] extra damage from the triggering attack, and an ally adjacent to the target can shift 2 squares.

### **Passing Attack** Fighter Attack 1

*You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.*

**Encounter** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Effect:** You can shift 1 square.

**Target:** One creature other than the triggering enemy.

**Effect:** You make a free melee basic attack at +2 to the attack roll.

### **Spinning Sweep** Fighter Attack 1

*You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Target:** The enemy you hit.

**Effect:** You knock the target prone.

### **Steel Serpent Strike** Fighter Attack 1

*You stab viciously at your foe's knee or foot to slow him down. No matter how tough he is, he's going to favor that leg for a time.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack using a weapon.

**Target:** The enemy you hit.

**Effect:** The target takes 1[W] extra damage from the triggering attack, and the target is slowed and cannot shift until end of your next turn.

### **Armor-Piercing Thrust** Fighter Attack 3

*You drive your weapon through a weak point in your foe's defenses.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You target an enemy with a melee basic attack using a weapon.

**Effect:** You target Reflex instead of AC.

**Weapon:** If you're wielding a light blade or a spear, you gain a bonus to the attack roll and damage roll equal to your Dexterity modifier.

### **Crushing Blow** Fighter Attack 3

*Taking a full swing, you deliver a brutal blow to your foe.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack with a weapon.

**Target:** The enemy you hit.

**Effect:** The target takes 1[W] extra damage from the triggering attack.

**Weapon:** If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Constitution modifier.

### **Dance of Steel** Fighter Attack 3

*Testing your enemy's defenses as you weave your weapon in and out, you lash out with a sudden attack that leaves your foe in pain.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a melee basic attack with a weapon.

**Target:** The enemy you hit.

**Effect:** The target takes 1[W] extra damage from the triggering attack.

**Weapon:** If you're wielding a polearm or a heavy blade, the target is immobilized until the end of your next turn.

### **Precise Strike** Fighter Attack 3

*You trade damage for accuracy to make sure you land an attack on your opponent.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Effect:** You gain a +4 bonus to the attack roll, and you can target Reflex instead of AC.

### **Rain of Blows** Fighter Attack 3

*You become a blur of motion, raining a series of blows upon your opponent.*

**Encounter** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Target:** The enemy you targeted.

**Effect:** You make a free melee basic attack against the target.

**Hit:** 1[W] damage per attack. Increase damage to 2[W] at 21st level.

**Weapon:** If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

### **Come and Get It** Fighter Attack 7

*You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.*

**Encounter** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Effect:** Your melee basic attack becomes Close Burst 3.

**Target:** Each enemy you can see in the burst

**Effect:** You target Will instead of AC.

**Hit:** You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage. Increase damage to 2[W] at 21st level.

### **Griffon's Wrath** Fighter Attack 7

*You land a heavy blow on your foe, exposing a vulnerable spot in its defenses.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a basic attack.

**Target:** The enemy you hit.

**Effect:** The target takes 1[W] extra damage from the triggering attack, and the target takes a -2 penalty to AC until the end of your next turn.

### **Iron Bulwark** Fighter Attack 7

*You parry one blow after another, denying your foes the satisfaction of getting a solid hit.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a basic attack.

**Target:** The enemy you hit.

**Effect:** The target takes 1[W] extra damage from the triggering attack. You gain a +1 power bonus to AC, or a +2 power bonus if you're using a shield, until the end of your next turn.

### **Reckless Strike** Fighter Attack 7

*You trade precision for power.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Effect:** You gain a -2 penalty to the attack roll

**Hit:** The target takes 2[W] extra damage from the triggering attack.

**Sudden Surge** Fighter Attack 7

*You throw your weight into an attack, using the momentum of your swing to surge forward.*

**Encounter** ♦ **Martial, Weapon**

**Free Action Personal**

**Trigger:** You hit an enemy with a basic attack.

**Target:** The enemy you hit.

**Effect:** The target takes 1[W] extra damage from the triggering attack, and you move a number of squares up to your Dexterity modifier (minimum 1).

## Daily Powers

**Brute Strike** Fighter Attack 1

*You shatter armor and bone with a ringing blow.*

**Daily** ♦ **Exploit, Martial, Reliable, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Target:** The enemy you targeted.

**Hit:** The target takes 2[W] extra damage from the triggering attack.

**Comeback Strike** Fighter Attack 1

*A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.*

**Daily** ♦ **Exploit, Healing, Martial, Reliable, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Target:** The enemy you targeted.

**Hit:** The target takes 1[W] extra damage from the triggering attack, and you can spend a healing surge.

**Villain's Menace** Fighter Attack 1

*You strike your enemy hard and hound him with skilled parries and stern reprisals.*

**Daily** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack.

**Target:** The enemy you targeted

**Hit:** The target takes 1[W] extra damage from the triggering attack, 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.

**Crack the Shell** Fighter Attack 5

*Seeing an opportunity, you strike your foe hard and fast, delivering a painful bleeding wound that hampers its defenses.*

**Daily** ♦ **Exploit, Martial, Reliable, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack.

**Target:** The enemy you targeted

**Hit:** The target takes 1[W] extra damage from the triggering attack, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

**Dizzying Blow** Fighter Attack 5

*You crack your foe upside the head.*

**Daily** ♦ **Exploit, Martial, Reliable, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack.

**Target:** The enemy you targeted

**Hit:** The target takes 2[W] extra damage from the triggering attack, and the target is immobilized (save ends).

**Rain of Steel** Fighter Attack 5

*You constantly swing your weapon about, slashing and cutting into nearby enemies.*

**Daily** ♦ **Exploit, Martial, Stance, Weapon**

**Minor Action Personal**

**Effect:** You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

**Shift the Battlefield** Fighter Attack 9

*With supreme skill and great resolve, you maneuver your enemies where you want them.*

**Daily** ♦ **Exploit, Martial, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Effect:** Your melee basic attack becomes Close Burst 1.

**Target:** Each enemy you can see in the burst.

**Hit Hit:** The target takes 1[W] extra damage from the triggering attack, and you can slide the target 1 square.

**Miss:** Half damage.

**Thicket of Blades** Fighter Attack 9

*You sting and hinder nearby foes with a savage flurry of strikes aimed at their vulnerable areas.*

**Daily** ♦ **Exploit, Martial, Reliable, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack using a weapon.

**Effect:** Your melee basic attack becomes Close Burst 1.

**Target:** Each enemy you can see in the burst.

**Hit:** The target takes 2[W] extra damage from the triggering attack, and the target is slowed (save ends).

**Victorious Surge** Fighter Attack 9

*You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.*

**Daily** ♦ **Exploit, Healing, Martial, Reliable, Weapon**

**Free Action Personal**

**Trigger:** You make a melee basic attack.

**Target:** The enemy you targeted.

**Hit:** The target takes 2[W] extra damage from the triggering attack, and you regain hit points equal to your healing surge value.