Do Something Awesome!!!

Action: Standard action
Attack: Ability/Skill/Attack Vs. AC/Fort/Ref/Will

Hit: Level 12:3d8 + Mod/4d10 + Mod
13-15: 3d10 + Mod/4d10 + Mod
16-18: 3d10 +Mod/4d12 + Mod
Effect: Target is Prone/Stun/Daze/etc until end of your next turn or Save Ends
Special: By spending a bit of personal vitality and a healing surge, you can convert a miss into a hit.
With a bit of flourish, style, energy and an Action Point, you can use the higher damage values and status effects are save ends.

With a bit of inspiration and quick thinking, you take advantage of the terrain to hit your opponent where it hurts.

encounter