


## Dragon Breath

Dragonborn Racial



**Encounter ♦ Acid, Cold, Fire Lightning, or Poison**

**Minor Action**    **Close blast 3**

**Target:** All creatures in the area

**Attack:** Str, Dex, or Con +2 vs. Ref

**Hit:** 1d6 + Con damage.

Increase to +4 bonus and 2d6 + Constitution modifier damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier damage at 21st level.

**Special:** When you create your character, choose the damage type and the ability score to use for attacks.


+

vs. Ref

**Damage**


**Type**

*As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.*



## Cleave

Fighter Attack 1



**At-Will ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str damage, and an enemy adjacent to you other than the target takes damage equal to your Str.


Increase damage to 2[W] + Str at 21st level.

Str vs. AC

**Damage**


**Cleave Damage**

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



## Tide of Iron

Fighter Attack 1



**At-Will ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** Shield

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 1[W] + Str damage, and 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.

Increase damage to 2[W] + Str at 21st level.

Str vs. AC


**Damage**

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



## Passing Attack

Fighter Attack 1



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Primary Target:** One creature

**Attack:** Str vs. AC

**Hit:** 1[W] + Str damage, and you can shift 1 square. Make a secondary attack.

**Secondary Target:** One creature other than the primary target

**Secondary Attack:** Str + 2 vs. AC


**Hit:** 1[W] + Str damage.

Str vs. AC

**Damage**


**Secondary Atk**

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



## Comeback Strike

Fighter Attack 1



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

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage, and you can spend a healing surge.

Str vs. AC


**Damage**

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



## Unstoppable

Fighter Utility 2




**Daily ♦ Healing, Martial**

**Minor Action**    **Personal**

**Effect:** You gain temporary hit points equal to 2d6 + your Con.


Hit Points

*You let your adrenaline surge carry you through the battle.*



## Crushing Blow

Fighter Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 2[W] + Str damage.

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

Str vs. AC


**Damage**

*You wind up and deliver a devastating blow with your weapon.*



## Rain of Steel

Fighter Attack 5



**Daily ♦ Martial, Stance, Weapon**

**Minor Action**    **Personal**

**Effect:** Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.

Damage

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



## Combat Challenge

Fighter Feature



### At-Will

In combat, it's dangerous to ignore a fighter. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.