

MARTIALIST

CLASS TRAITS

Role: Striker

Power Source: Martial.

Key Abilities: Strength, Dexterity, Constitution

Armor Proficiencies: Cloth, Leather.

Weapon Proficiencies: See *Implement of Doom* class feature

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at First Level: 12 + Constitution Score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Endurance. From the class skills list below, choose three more trained skills at 1st level. Class skills: Acrobatics (Dex), Athletics (Str), Intimidate (Cha), Stealth (Dex), Streetwise (Cha), Insight (Wis).

Build Options: Brawler, Brutal Grappler, Dextrous Grappler

Class Features: Expert Grapple, Implement of Doom, Armor of my Being, Martialist Approach

As a martialist, you have complete control of your body, and you use it to best advantage. You have practiced the use of force, balance, and momentum, and you are an expert at destroying joints, breaking bones, and crushing internal organs. You carry no visible weapons, but that does not mean that you aren't armed. In the proper circumstance, you can use your foot, your fist, your elbow, or even your head.

You might be a freedom fighter standing up to the well-armed troops of an oppressive baron, a street tough who guards your neighborhood from the chaos of the wider city, a wandering pilgrim seeking your destiny, or maybe even the local thug or the bodyguard of a sinister crime lord.

Those who don't know any better see your empty hands and take you for an easy mark. They would be well-served to pay attention to the manner in which you move, the strength of your fists, and the confidence with which you carry yourself. Their contempt doesn't bother you; in fact, it is to your advantage.

Creating a Martialist

Martialists rely on their strength and dexterity, although constitution and wisdom are also important attributes. The three martialist builds are the Brawler, the Brutal Grappler, and the Dextrous Grappler.

Brawler

You fight, and you fight hard. You punch, you kick, you claw, you gouge. Most of your powers rely on your fists and your feet for powerful punches and kicks. Select the striker technique martialist approach.

Suggested Feat: Toughened Fist (Human feat: Sturdy Strike)

Suggested Skills: Athletics, Endurance, Intimidate, Streetwise

Suggested At-Will Powers: Combination Strike, Weaponless Does Not Equal Weak

Suggested Encounter Power: Throat Strike

Suggested Daily Power: The Scythe

Brutal Grappler

You squeeze your enemy, you lock him, you shove him to the ground. You use momentum—your own—to punish your enemies. Strength should be your highest ability score as most of your attacks rely upon it. Select the wrestler technique martialist approach.

Dextrous Grappler

You are nimble on your feet, and combat to you is almost a dance. You use your enemies' momentum against them, to trip and confound. Your attacks rely on Dexterity, so it should be your highest ability score. Select the wrestler technique martialist approach.

Martialist Class Features

You have the following class features.

Expert Grapple. As an expert in close-quarters combat, you are skilled in grabbing opponents and controlling them. When you attempt to *grab* a target (See chapter 9 of the PHB), use the following rules instead:

Grapple: Standard Action

Target: You can attempt to grapple with one creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach.

Strength Attack: If you have one hand free, make a Strength attack + 4 vs. Reflex. If you have both hands free, make a Strength attack + 6 vs. Reflex.

Hit: The enemy is in your control until it escapes or you end the grapple. Your enemy can attempt to escape on its turn.

Effects of the Grapple: As long as you are controlling an enemy, you gain a +4 bonus to hit using any exploit that

has the Grapple keyword; you gain a + 2 bonus to hit using any exploit with the Fist, Weak-Hand, Head, or Foot keyword. If an enemy attempts to *escape* from you, you have a + 4 bonus to your defense.

Sustaining the Grapple: You sustain the grapple as a minor action. You can end the grapple as a free action.

Effects that End the Grapple: If you are affected by a condition that prevents you from taking opportunity actions, you immediately let go of a grappled enemy. If a push, pull, or slide moves you or the creature with which you are grappling out of your reach, you can attempt to *move* or move with the grappled target such that you remain adjacent to the target following the movement. See **Move Grappled Target** below. If you fail to *move* the target, the grapple ends.

Move Grappled Target: Standard Action

Strength Attack: Make a Strength attack + 2 vs. Fortitude.

Hit: Move up to half your speed and pull the grappled target with you. The grappled condition is maintained.

Miss: If you fail to move your grappled opponent, the grapple ends, and he can make an opportunity attack against you.

(OR)

Hit: If you or your target is the target of a push, pull, or slide, you both move together equal to the number of squares the movement was designed to move you minus one. The grappled condition is maintained.

Miss: The grapple ends, and the opponent with the higher initiative roll can make an opportunity attack against the other.

Implement of Doom. As a Martialist, you have molded your body into a weapon, or more accurately, a collection of weapons. The following table summarizes the ‘weapons’ that you have at your disposal at all times; they are Fist (including open hand, forearm, and elbow attacks), Weak-Hand (same as Fist), Foot (including stomp and knee attacks), and Head. All Martialists are proficient with their Fist and Head and receive the proficiency bonus accordingly. As part of the **Implement of Doom** class feature, you are able to select a third ‘weapon’ with which to be proficient, whether it is your Weak-Hand or Foot. (Further selecting the Weak-Hand or Foot Proficiency feat would enable you to be proficient in all four.) In all cases, whether or not you are proficient with a particular weapon, you do cause the damage listed in the table when conducting an attack.

Weapon	Proficiency	Damage
Fist	+3	1d8
Weak-Hand	+2	1d6
Foot	+2	1d10
Head	+3	1d6

The damage dice listed above are only the starting possibilities; various feats and exploits can increase the damage done by you with a particular Implement of Doom. Damage dice will always follow the progression below:

1d6 → 1d8 → 1d10 →
1d12 → 2d8 → 2d10 → 2d12

Additionally, racial characteristics may impact the damage dice used. The following table summarizes those cases where a character’s race modifies the starting die for each weapon.

Race	Weapon	Damage
Dragonborn	Fist	1d10
Dragonborn	Weak-Hand	1d8
Dragonborn	Head	1d8
Tiefling	Head	1d8
Dwarf	Head	1d8
Halfling	Foot	1d8

Armor of my Being. You are tough, your body hardened, your bones and muscles resistant to physical damage.

You gain a bonus to your Armor Class as a result of your continuing martial training. Additionally, you gain some resistance to normal damage. These advantages increase as your level increases.

Level	Bonus to AC	Resistance
1 – 5	Nil	Resist 1 normal
6 – 10	+ 1	Resist 1 normal
11 – 15	+ 2	Resist 2 normal
16 – 20	+ 3	Resist 3 normal
21 – 25	+ 4	Resist 4 normal
26 – 30	+ 5	Resist 5 normal

Martialist Approach. Martialists approach combat using a wide range of techniques. There are those that prefer to keep their enemies at arms length, at the far end of a clenched fist. Other martialists strive for full body contact, to squeeze, twist, or crush their foes. Choose one of the following techniques:

Striker Technique: Because of the skill with which you wield your fists, you gain Unarmed Brutality as a bonus feat. Additionally, you gain the benefit of the **Potent Strike** as detailed below:

Potent Strike. Once per round, when you have combat advantage against an enemy and are attacking with an exploit that has the Fist, Weak-Hand, Foot, or Head keyword (See below), the attack deals extra damage if the attack hits. You decide whether to apply the extra damage after making the damage roll. The extra damage is based on your level.

Level	Potent Strike Extra Damage
1 st -10 th	+1d6
11 th -20 th	+2d6
21 st -30 th	+3d6

Wrestler Technique: You enjoy drawing your enemy close and causing him to suffer; you gain Hold Tight as a bonus feat. You are also able to **Power Lock** your opponents; see below.

Power Lock. Once per round, if you attack an opponent with an exploit that has the Grapple keyword or attack an opponent that you hold in a grab at the start of the attack, the attack deals extra damage if it hits. You decide whether to apply the extra damage after making the damage roll. This extra damage increases as you advance in level.

Level	Power Lock Extra Damage
1 st -10 th	+1d6
11 th -20 th	+2d6
21 st -30 th	+3d6

Martialist Exploits

Martialist exploits make use of several new keywords. An explanation of each follows:

Fist: When determining damage for an exploit that uses this keyword, use your **Implement of Doom** 'Fist' damage. Also, there are several feats and paragon paths that affect exploits with this keyword.

Weak-Hand: When determining damage for an exploit that uses this keyword, use your **Implement of Doom** 'Weak-Hand' damage. Also, there are feats and paragon paths that affect exploits with this keyword. When attacking with your Weak-Hand, you only receive a proficiency bonus if you selected Weak-Hand as part of the class feature or have the Weak-Hand Proficiency feat.

Foot: When determining damage for an exploit that uses this keyword, use your **Implement of Doom** 'Foot' damage. Also, there are feats and paragon paths that affect exploits with this keyword. When attacking with your Weak-Hand, you only receive a proficiency bonus if you selected Weak-Hand as part of the class feature or have the Foot Proficiency feat.

Head: When determining damage for an exploit that uses this keyword, use your **Implement of Doom** 'Head' damage. Also, there are feats and paragon paths that affect exploits with this keyword.

Grapple: When determining damage for an exploit that uses this keyword, use your **Implement of Doom** 'Fist' damage. Assume 'fist' proficiency when making attack rolls. Also, there are feats and paragon paths that affect exploits with this keyword.

Humanoid: Exploits that contain this keyword can only be used against 'humanoid' targets, i.e. targets that have two arms, two legs, and a head in roughly human proportions, and that are smaller, the same size or one size category larger than you. Various feats and paragon paths expand upon these powers.

For those exploits that list only **Weapon**, the Martialist shall roll for damage based upon his Fist Implement of Doom. Finally, some exploits list **Fist (Foot)** as keywords. In these cases, the exploit is *Fist or Foot*. When initially selecting the exploit, you must decide which version you are choosing. This will be yours for the length of your life unless you choose to retrain.

Level 1 At-Will Exploits

Attack to Defend Martialist Attack 1

The strength of your attack prevents your foe from retaliating.

At-Will • Martial, Weapon

Standard Action

Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage

Effect: The target suffers a -1 penalty to attack rolls when attacking you until the end of your next turn.

Increase damage to 2[W] + Strength modifier damage at 21st level. Additionally at 21st level, the target's attack penalty increases to -2.

Combination Strike Martialist Attack 1

Your fists strike your opponent almost as if one.

At-Will • Martial, Fist, Weak-Hand

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC, two attacks

Hit: 1[W] damage (Fist) for first attack. 1[W] damage (Weak-Hand) for second attack.

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

Dance of Death Martialist Attack 1

Grabbing your enemy, you spin him to stand where only moments before you stood.

At-Will • Martial, Grapple, Humanoid

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage and you switch places with the target.

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

Forceful Shove	Martialist Attack 1
<i>With you innate understanding of force and momentum, you drive your opponent away from you.</i>	
At-Will • Martial, Weapon	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier damage, and you <i>push</i> the target one square.	
Increase damage to 2[W] + Strength modifier damage at 21 st level and push the target two squares.	

Weaponless Does Not Equal Weak	Martialist Attack 1
<i>Without weapon in hand you appear harmless, but a powerful strike quickly dissuades that notion.</i>	
At-Will • Martial, Fist, Foot	
Standard Action	Melee
Target: One creature	
Attack: Strength + 2 vs. AC	
Hit: 1[W] + Strength modifier damage + Dexterity modifier damage	
Increase damage to 2[W] + Strength modifier damage + Dexterity modifier damage at 21 st level.	

Level 1 Encounter Exploits

Blow to the Knee	Martialist Attack 1
<i>A swift kick to your opponent's knee temporarily cripples him.</i>	
Encounter • Martial, Foot	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Reflex	
Hit: 1[W] + Strength modifier damage and the target is <i>slowed</i> until the end of your next turn.	

Redirect his Effort	Martialist Attack 1
<i>You step aside as your foe charges and then laugh as you shove him to the ground.</i>	
Encounter • Martial, Weapon	
Immediate Interrupt	Melee
Trigger: You are attacked by a creature that charged you or that moved or slid adjacent to you just prior to this attack during this round.	
Target: The attacking creature	
Attack: Dexterity vs. Reflex	
Hit: 1[W] + Dexterity modifier damage and you <i>push</i> the target one square and it is knocked <i>prone</i> .	

Throat Strike	Martialist Attack 1
<i>A blow to the throat leaves your enemy gasping for breath.</i>	
Encounter • Martial, Weapon, Humanoid	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 1[W] + Strength modifier damage and the target is <i>dazed</i> until the end of your next turn.	

Vault	Martialist Attack 1
<i>You attack the enemy and then use his body to propel yourself into the air.</i>	
Encounter • Martial, Weapon	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Reflex	
Hit: 1[W] + Strength modifier damage and then you <i>jump</i> . Add the following to your distance jumped horizontally and distance cleared vertically, based upon your enemy's size: Small – 3 feet, Medium – 5 feet, Large – 8 feet, Huge – 12 feet, Gargantuan – 15 feet. For creatures that fill more than one square, assume your distance jumped horizontally begins at the center of their occupied space.	
Special: If you charge, you may use this power in place of a basic melee attack, use a Running Start to calculate your jump, and you inflict an additional 1[W] of damage.	

Level 1 Daily Exploits

Head to the Face	Martialist Attack 1
<i>A violent headbutt to the face destroys your enemy's concentration as surely as it destroys his nose.</i>	
Daily • Martial, Head, Humanoid	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 2[W] + Strength modifier damage and the target suffers a -2 penalty to its attack rolls until the end of your next turn.	

Quick Jab	Martialist Attack 1
<i>Sacrificing power for quickness, you jab at your opponent before he expects it and sting him with your weak hand.</i>	
Daily • Martial, Weak-Hand	
Immediate Interrupt	Melee
Trigger: An adjacent enemy makes an attack	
Target: The triggering enemy	
Attack: Dexterity vs. Reflex	
Hit: 1[W] damage and the target is stunned until the beginning of his next turn.	
Miss: 1[W] damage.	

The Scythe	Martialist Attack 1
<i>A swing of your arm through your opponent's throat sends him crashing to the ground at your feet.</i>	
Daily • Martial, Fist, Humanoid	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 2[W] + Strength modifier damage and your opponent is knocked <i>prone</i> .	
Miss: You grant combat advantage to the target until the beginning of your next turn.	

Two Fist (Foot) Focus Martialist Attack 1

Your intense concentration sees you through challenges that would humble those lesser than yourself, and you attack just the same.

Daily • Healing, Martial, Fist (Foot)

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage, and you can spend a healing surge. Also, you may attempt a saving throw against one condition with which you are currently afflicted.

Level 2 Utility Exploits

Bat from the Air Martialist Utility 2

You strike at the weapon flying directly toward you, and it falls harmlessly to the ground.

Encounter • Martial

Immediate Interrupt **Personal**

Trigger: You are hit by an attack with a ranged weapon.

Effect: Gain a +4 power bonus to your defense against the triggering attack.

Block the Attack Martialist Utility 2

You concentrate on your enemy and devote all of your effort to blocking his next strike.

Encounter • Martial

Minor Action **Melee 1**

Target: One creature

Effect: Gain a +4 power bonus to all defenses against attacks from the target until the end of your next turn. Grant combat advantage to all other enemies making melee attacks against you.

Crack My Knuckles Martialist Utility 2

You crack your knuckles and stretch your arms and shoulders in anticipation of the pain you are about to inflict. If wearing them, you tug on your gloves to ensure their fit.

Daily • Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, you deal an additional 1d10 damage when you attack an opponent with an exploit that has the Fist or Weak-Hand keyword.

Martialist Tough Martialist Utility 2

Drawing upon your innate toughness, you gird yourself for further battle.

Encounter • Martial

Minor Action **Personal**

Effect: You gain temporary hit points equal to 5 + your Constitution modifier.

Stomp It Out Martialist Utility 2

You stomp your feet and grind your soles into the dirt at your feet. You bend down and verify your footwear is fitting properly.

Daily • Martial, Stance

Standard Action **Personal**

Effect: Until the stance ends, you deal an additional 1d10 damage when you attack an opponent with an exploit that has the Foot keyword.

Level 3 Encounter Exploits

Boot to the Head Martialist Attack 3

A kick to the side of his head dazes your opponent and sends him reeling.

Encounter • Martial, Foot

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and the target is *dazed* until the end of your next turn. Additionally, you push the target two squares.

Constraining Chop Martialist Attack 3

With one hand you control your opponent and prevent his escape; with the other, you pound repeatedly at his chest, his shoulder, and his head.

Encounter • Martial, Grapple

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and you *grapple* the target in accordance with the class feature.

Deafening Strike Martialist Attack 3

You pound your opponent on the side of his head, sending him reeling and leaving him temporarily deaf.

Encounter • Martial, Fist (Foot)

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and the target is *deafened* (save ends). Additionally, you push the target one square.

Destroy his Jaw Martialist Attack 3

His jawbone shattered, your opponent can no longer speak.

Encounter • Martial, Weapon, Humanoid

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the target is unable to speak (save ends).

Leaping Blow Martialist Attack 3

Jumping high into the air, you assault your foe from above with a mighty fist.

Encounter • Martial, Fist

Standard Action **Melee**

Target: One creature

Special: As part of this exploit and prior to the attack, you *jump* (as if from a running start) to land in a square adjacent to the target. If you fail to land adjacent to the target, you may not attack, however, you do not lose the use of this encounter power.

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage.

Level 5 Daily Exploits

Blinding Elbow	Martialist Attack 5
<i>The elbow to the face blinds as surely as it hurts.</i>	
Daily • Martial, Fist	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 3[W] + Strength modifier damage and the target is <i>blinded</i> (save ends).	

Enfeebling Embrace	Martialist Attack 5
<i>You wrap your opponent in an embrace that slowly drains his vigor.</i>	
Daily • Martial, Grapple, Humanoid	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 2[W] + Strength modifier damage, and you <i>grapple</i> the target in accordance with the class feature.	
Sustain Standard: The target automatically suffers 2[W] damage each round that the embrace is maintained.	

Overpowering Rush	Martialist Attack 5
<i>With incredible focus, you drive your foe backward and to the ground.</i>	
Daily • Martial, Weapon	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 1[W] + Strength modifier damage and you push the target one square and shift into the vacated space. Make a secondary attack against the target.	
Miss: Half damage.	
Secondary Attack: Strength + 2 vs. Fortitude	
Hit: The target is knocked <i>prone</i> .	

Quick Strike	Martialist Attack 5
<i>You lash out with your strong arm, quicker than even your allies expected, and score a painful blow.</i>	
Daily • Martial, Fist	
Immediate Interrupt	Melee
Trigger: An adjacent enemy makes an attack	
Target: The triggering enemy	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage.	
Miss: 1[W] + Strength modifier damage.	

Level 6 Utility Exploits

Certain Freedom	Martialist Utility 6
<i>You are as talented at escaping from the grasp of your enemy as you are at trapping him in your embrace.</i>	
Encounter • Martial	
Move Action	Personal
Prerequisite: You must be trained in Acrobatics or Athletics.	
Effect: You gain a +4 power bonus to <i>escape</i> from a grab.	

Gather Myself	Martialist Utility 6
<i>Before entering the fray, you pause, focus your mind and body, and prepare to wreak havoc.</i>	
Daily • Healing, Martial, Stance	
Standard Action	Personal
Effect: You regain hit points equal to 10 + your Constitution modifier. Until the stance ends, you gain a +2 power bonus to all attacks and deal additional damage equal to your Wisdom modifier.	

Share the Advantage	Martialist Utility 6
<i>You and your ally move to stand where the other just stood.</i>	
Encounter • Martial	
Minor Action	Personal
Effect: You trade places with a willing adjacent ally.	

Stand My Ground	Martialist Utility 6
<i>You become as an immovable object, firmly planted to the ground.</i>	
Encounter • Martial	
Minor Action	Personal
Effect: Until the end of your next turn, when an effect forces you to move, via a pull, a push, or a slide, you can move 2 squares less than the effect dictates.	

Unflappable Resolve	Martialist Utility 6
<i>Just as the tide turns against you, a burst of resolve floods your mind and body.</i>	
Daily • Martial	
Immediate Interrupt	Personal
Trigger: You are bloodied by an attack.	
Effect: You spend a healing surge. You gain a +4 power bonus to all attacks until the end of your next turn.	

Level 7 Encounter Exploits

Disarm my Enemy	Martialist Attack 7
<i>You catch your enemy's weapon in your hands and attempt to wrestle it from his grasp.</i>	
Encounter • Martial, Weapon	
Immediate Interrupt	Melee
Trigger: An adjacent enemy hits you with a melee attack	
Target: The triggering enemy	
Primary Attack: Strength vs. Fortitude	
Hit: 1[W] + Strength modifier damage and you gain resist 5 to the triggering attack. Make a secondary attack against the same target.	
Secondary Attack: Strength vs. Fortitude	
Hit: 1[W] damage and the target is dazed until the end of his next turn.	

Furious Flip	Martialist Attack 7
<i>Strike, control, lift and drop. Your enemy is powerless to prevent himself from landing prone beside you.</i>	
Encounter • Martial, Grapple	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 1[W] + Strength modifier damage, and you slide the target to any square adjacent to you and knock him prone. Additionally, the target grants you combat advantage until the end of your next turn.	

Pluck from the Sky	Martialist Attack 7
<i>The weapon flies and its aim is true, but you pluck it from the sky and send it back at your attacker.</i>	
Encounter • Martial, Weapon	
Immediate Interrupt	Ranged 10
Trigger: An enemy hits you with a ranged weapon attack	
Target: The triggering enemy if in range or the furthest enemy within range	
Attack: Dexterity vs. AC	
Hit: 1[W] and you suffer no damage from the triggering attack.	
Miss: You suffer no damage from the triggering attack.	

Study My Enemy	Martialist Attack 7
<i>You confront your opponent on the battlefield, study his attacks and defenses, and gain insight into his abilities. Taking advantage of what you have learned, you attack without mercy.</i>	
Encounter • Martial, Weapon	
Standard Action	Melee
Target: One creature	
Primary Attack: Wisdom vs. Reflex	
Hit: 1[W] damage. Make a secondary attack against the same target.	
Secondary Attack: Strength +4 vs. Reflex	
Hit: 2[W] + Strength modifier damage.	
Effect: The target grants you combat advantage until the end of your next turn.	

Level 9 Daily Exploits

Inspiring Assault	Martialist Attack 9
<i>You wade forward into the battle and your compatriots are inspired by your courage.</i>	
Daily • Martial, Weapon	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 2[W] + Strength modifier damage.	
Effect: Until the start of your next turn, any ally that can see you gains a +2 power bonus to attack rolls.	

Quick Combination	Martialist Attack 9
<i>Your hands move in a blur, and your enemy knows only the pain of a double strike.</i>	
Daily • Martial, Weak-Hand	
Immediate Interrupt	Melee
Trigger: An adjacent enemy makes an attack	
Target: The triggering enemy	
Primary Attack: Dexterity vs. Reflex	
Hit: 1[W] damage and the target is stunned until the beginning of his next turn. Make a secondary attack against the same target.	
Miss: Dexterity modifier damage.	
Secondary Attack: Strength vs. AC	
Special: Use your Fist Implement of Doom when rolling for damage with this secondary attack.	
Hit: 2[W] + Strength modifier damage.	
Miss: 1[W] + Strength modifier damage.	

Revenge for its Own Sake	Martialist Attack 9
<i>He may have gotten the better of you previously, but your opponent is not prepared for what comes next.</i>	
Daily • Martial, Reliable, Weapon	
Immediate Reaction	Melee
Trigger: An adjacent enemy hits you with a melee attack	
Target: The triggering enemy	
Attack: Strength + 2 vs. Fortitude	
Hit: 3[W] + Strength modifier damage.	

Sleeping Grasp	Martialist Attack 9
<i>With one arm around your opponent's throat, you fog his brain and drive him toward unconsciousness.</i>	
Daily • Martial, Grapple	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 2[W] + Strength modifier damage, and you <i>grapple</i> the target in accordance with the class feature. Make a secondary attack against the target.	
Secondary Attack: Strength +2 vs. Fortitude	
Hit: 1[W] and the target must make a saving throw or be rendered unconscious (save ends).	

Level 10 Utility Exploits

Broad Shield	Martialist Utility 10
<i>You protect yourself, and your allies adjacent, from the attacks of your enemies.</i>	
Encounter • Martial	
Minor Action	Personal
Effect: Choose two allies adjacent to you who are also adjacent to each other. They each gain a +5 power bonus to AC until the end of your next turn as long as they remain adjacent to you and each other. You gain this bonus as well. If one of the shielded allies moves, the bonus to their AC immediately ends.	

Dance Around My Foe	Martialist Utility 10
<i>Relying upon your knowledge of balance and momentum, you confuse your enemy as you swing around him.</i>	
Encounter • Martial	
Minor Action	Personal
Effect: Choose one enemy adjacent to you. You may shift up to 3 + your Dexterity modifier squares as long as you remain adjacent to him throughout the movement. Additionally, you do not provoke opportunity attacks from other enemies as a result of this movement.	

Immoveable Object	Martialist Utility 10
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You are planted firmly to the ground and move only when you want to move.

Daily • Martial, Stance, Weapon

Minor Action

Personal

Prerequisite: You must be trained in Athletics.

Effect: When an effect forces you to move, via a pull, a push, or a slide, you can move 2 squares less than the effect dictates. If you are attacked while maintaining this stance, you may retaliate as described below.

Special: If you choose to move, this stance immediately ends.

Immediate Interrupt

Melee

Trigger: An adjacent enemy attacks you

Target: The triggering enemy

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage

Miss: 1[W] + Strength modifier damage

Understand the Enemy	Martialist Utility 10
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You pause before entering the fray, examine your opponent, and size him up. With this new found knowledge, you attack with the advantage.

Daily • Martial

Minor Action

Personal

Effect: Choose an enemy that you can see. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.

Sustain Minor: Each round that you sustain this power, without attacking your target or any other enemies, your power bonus to attack rolls increases by an additional +2.

Feats

Ambidextrous Striker

Prerequisite: Martialist

Benefit: You permanently increase by one die the damage done by your Weak-Hand as part of your **Implement of Doom** class feature.

Weak-Hand Proficiency

Prerequisite: Martialist

Benefit: You gain proficiency in the use of your Weak-Hand.

Foot Proficiency

Prerequisite: Martialist

Benefit: You gain proficiency in the use of your Foot.

Toughened Fist

Prerequisite: Martialist

Benefit: You permanently increase by one die the damage done by your Fist and Weak-Hand as part of your **Implement of Doom** class feature.

Toughened Foot

Prerequisite: Martialist

Benefit: You permanently increase by one die the damage done by your Foot as part of your **Implement of Doom** class feature.

Toughened Head

Prerequisite: Martialist

Benefit: You permanently increase by one die the damage done by your Head as part of your **Implement of Doom** class feature.

Dragon Brow

Prerequisite: Dragonborn, martialist

Benefit: You permanently increase by one die the damage done by your Head as part of your **Implement of Doom** class feature.

Horned Attack

Prerequisite: Tiefling, martialist

Benefit: You permanently increase by one die the damage done by your Head as part of your **Implement of Doom** class feature.

Hold Tight

Prerequisite: Martialist, Expert Grapple class feature

Benefit: You gain a +1 feat bonus to grapple a target.

Unarmed Brutality

Prerequisite: Str 13

Benefit: You gain a +1 feat bonus to damage rolls when conducting an unarmed attack. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

Sturdy Strike

Prerequisite: Martialist, Striker Technique class feature

Benefit: The extra damage dice from your Potent Strike increases from d6s to d8s.