

## Level 1 Exploits

### Grab and Hold Martialist Attack 1

*You lock your opponent in a wrenching embrace and refuse to let go.*

**At-Will • Martial, Grapple, Humanoid**

**Standard Action** **Melee**

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** 1[W] and the target is *grappled* in accordance with the class feature.

Increase damage to 2[W] at 21<sup>st</sup> level.

### Bloodied Embrace Martialist Attack 1

*Feeling your opponent's resolve start to waiver, you redouble your efforts to inflict pain.*

**Encounter • Martial, Grapple**

**Standard Action** **Melee**

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1[W] + Dexterity modifier damage. If this attack bloodies the target, the attack then deals an additional 1[W] + Dexterity modifier damage.

### Forge the Vulnerability Martialist Attack 1

*Your vicious attack leaves your foe vulnerable to what you are about to bring.*

**Encounter • Martial, Grapple**

**Standard Action** **Melee**

**Target:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Strength modifier damage and the target gains vulnerability 5 to any attacks made by you until the end of your next turn.

### Gliding Assault Martialist Attack 1

*Gliding in and out of combat, you subject your opponent to savage wounds that won't soon heal.*

**Daily • Martial, Grapple, Humanoid**

**Standard Action** **Melee**

**Target:** One creature

**Special:** You can shift a number of squares equal to your Dexterity modifier before this attack.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage, and the target takes ongoing 5 damage (save ends). You can shift one square.

**Miss:** Dexterity modifier damage and no ongoing damage.

### One on One Martialist Attack 1

*Wrapping your opponent in a powerful embrace, you drive him into the ground and knock the air from his lungs.*

**Daily • Martial, Grapple, Humanoid**

**Standard Action** **Melee**

**Target:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** 2[W] + Strength modifier damage and your opponent is *dazed* until the end of your next turn and knocked *prone*. Also, you end this exploit *prone* in any unoccupied square adjacent to your opponent.

**Miss:** Half damage. You are not *prone*, but you grant combat advantage to the target until the beginning of your next turn.