

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.

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, the you only receive a proficiency bonus if you selected Weak-Hand as part of the class feature.

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.

Weapon: When determining damage for an exploit that uses this keyword, use your **Implement of Doom** 'Fist' damage. Also assume 'fist' proficiency when making attack rolls.

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.

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

Weaponless Does Not Equal Weak

Martialist Attack 1

Without weapon in hand you appear harmless, but a powerful strike quickly dissuades that notion.

At-Will • Martial, Fist, Foot

Standard Action

Melee

Target: One creature

Attack: Strength + 1 vs. AC

Hit: 1[W] + Strength modifier damage

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

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.

Forceful Shove

Martialist Attack 1

With you innate understanding of force and momentum, you drive your opponent away from you.

At-Will • Martial, Weapon

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you *push* the target one square if it is your size, smaller than you, or one size category larger.

Increase damage to 2[W] + Strength modifier damage at 21st level and push the target two squares.

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] + Strength modifier damage at 21st level.

Level 1 Encounter Exploits

Blow to the Knee Martialist Attack 1

A swift kick to your opponent's knee temporarily cripples him.

Encounter • Martial, Foot

Standard Action Melee

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage and the target is *slowed* until the end of your next turn.

Throat Strike Martialist Attack 1

A blow to the throat leaves your enemy gasping for breath.

Encounter • Martial, Weapon, Humanoid

Standard Action Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage and the target is *dazed* until the end of your next turn.

Redirect his Effort Martialist Attack 1

You step aside as your foe charges and then laugh as you shove him to the ground.

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 *push* the target one square and it is knocked *prone*.

Vault Martialist Attack 1

You attack the enemy and then use his body to propel yourself into the air.

Encounter • Martial, Weapon

Standard Action Melee

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage and then you *jump*. Add the height of your target to both the distance jumped horizontally and distance cleared vertically.

Special: If you charge, you may use this power in place of a basic melee attack. Also, use a Running Start to calculate your jump.

Level 1 Daily Exploits

The Scythe Martialist Attack 1

A swing of your arm through your opponent's throat sends him crashing to the ground at your feet.

Daily • Martial, Fist, Humanoid

Standard Action Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier damage and your opponent is knocked *prone*.

Head to the Face Martialist Attack 1

A violent headbutt to the face destroys your enemy's concentration as surely as it destroys his nose.

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

Sacrificing power for quickness, you jab at your opponent before he expects it and sting him with your weak hand.

Daily • Martial, Fist (Weak Hand)

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Special: When attacking with this exploit, add +2 to your initiative during this turn. (Note: This bonus to initiative *does not* apply to your move action or minor action during this turn.)

Hit: 1[W] damage.

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

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 1d4 damage when you strike a target using your fist or weak hand. You can end this stance as a free action.

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 1d4 damage when you strike a target using your foot. You can end this stance as a free action.

Bat from the Air	Martialist Utility 2
<i>You strike at the weapon flying directly toward you, and it falls harmlessly to the ground.</i>	
Encounter • Martial	
Immediate Interrupt	Personal
Trigger: You are hit by an attack with a ranged weapon	
Effect: Gain a +2 power bonus to your defense against the triggering attack.	

Block the Attack	Martialist Utility 2
<i>You concentrate on your enemy and devote all of your effort to blocking his next strike.</i>	
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. Suffer a -2 penalty to melee attacks from all other creatures until the end of your next turn.	

Martialist Tough	Martialist Utility 2
<i>Drawing upon your innate toughness, you gird yourself for further battle.</i>	
Encounter • Martial	
Minor Action	Personal
Effect: You gain temporary hit points equal to 5 + your Strength modifier.	

Level 3 Encounter Exploits

Boot to the Head	Martialist Attack 3
<i>A kick to the side of his head dazes your opponent and sends him reeling.</i>	
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
<i>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.</i>	
Encounter • Martial, Grapple, Fist	
Standard Action	Melee
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 3[W] + Strength modifier damage, and you grab that target.	

Deafening Strike	Martialist Attack 3
<i>You pound your opponent on the side of his head, sending him reeling and leaving him temporarily deaf.</i>	
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
<i>His jawbone shattered, your opponent can no longer speak.</i>	
Encounter • Martial, Weapon	
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
<i>Jumping high into the air, you assault your foe from above with a mighty fist.</i>	
Encounter • Martial, Fist	
Standard Action	Melee
Target: One creature	
Special: As part of this exploit and prior to the attack, you jump and land in a square adjacent to the target.	
Attack: Strength vs. Fortitude	
Hit: 1[W] + Strength modifier damage.	