

Martialist Exploits

Level 5 Daily Exploits

Blinding Elbow Martialist Attack 5

The elbow to the face blinds as surely as it hurts.

Daily • Martial, Fist

Standard Action Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier damage and the target is *blinded* (save ends).

Enfeebling Embrace Martialist Attack 5

You wrap your opponent in an embrace that slowly drains his vigor.

Daily • Martial, Grapple, Humanoid

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.

Sustain Standard: The target automatically suffers 2[W] damage each round that the embrace is maintained.

Overpowering Rush Martialist Attack 5

With incredible focus, you drive your foe backward and to the ground.

Daily • Martial, Weapon

Standard Action Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage, you *bull rush* the target, and make a secondary attack against the target.

Miss: Half damage.

Secondary Attack: Strength + 2 vs. Fortitude

Hit: The target is knocked *prone*.

Quick Strike Martialist Attack 5

You lash out with your strong arm, quicker than even your allies expected, and score a painful blow.

Daily • Martial, Fist

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Special: When attacking with this exploit, add a +2 power bonus 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] + Strength modifier damage.

Level 6 Utility Exploits

Certain Freedom Martialist Utility 6

You are as talented at escaping from the grasp of your enemy as you are at trapping him in your embrace.

Encounter • Martial

Move Action Personal

Prerequisite: You must be trained in Acrobatics or Athletics.

Effect: You gain a +4 power bonus to *escape* from a grab.

Gather Myself Martialist Utility 6

Before entering the fray, you pause, focus your mind and body, and prepare to wreak havoc.

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

You and your ally move to stand where the other just stood.

Encounter • Martial

Minor Action Personal

Effect: You trade places with a willing adjacent ally.

Stand My Ground Martialist Utility 6

You become as an immovable object, firmly planted to the ground.

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

Just as the tide turns against you, a burst of resolve floods your mind and body.

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.