

## Martialist Exploits

### Level 9 Daily Exploits

<b>Inspiring Assault</b>	<b>Martialist Attack 9</b>
<i>You wade forward into the battle and your compatriots are inspired by your courage.</i>	
<b>Daily • Martial, Weapon</b>	
<b>Standard Action</b>	<b>Melee</b>
<b>Target:</b> One creature	
<b>Attack:</b> Strength vs. Fortitude	
<b>Hit:</b> 2[W] + Strength modifier damage. Until the start of your next turn, any ally you can see you gains a +2 power bonus to attack rolls.	
<b>Quick Combination</b>	<b>Martialist Attack 9</b>
<i>Your hands move in a blur, and your enemy knows only the pain of a double strike.</i>	
<b>Daily • Martial, Weak-Hand</b>	
<b>Immediate Interrupt</b>	<b>Melee</b>
<b>Trigger:</b> An adjacent enemy makes an attack	
<b>Target:</b> The triggering enemy	
<b>Primary Attack:</b> Dexterity vs. Reflex	
<b>Hit:</b> 1[W] + Dexterity modifier damage and the target is dazed until the beginning of your next turn. Make a secondary attack against the same target.	
<b>Miss:</b> 1[W] damage.	
<b>Secondary Attack: Strength vs. AC</b>	
<b>Special:</b> Use your <b>Fist</b> Implement of Doom when rolling for damage with this secondary attack.	
<b>Hit:</b> 2[W] + Strength modifier damage.	
<b>Miss:</b> 1[W] + Strength modifier damage.	
<b>Revenge for its Own Sake</b>	<b>Martialist Attack 9</b>
<i>He may have gotten the better of you previously, but your opponent is not prepared for what comes next.</i>	
<b>Daily • Martial, Weapon</b>	
<b>Immediate Reaction</b>	<b>Melee</b>
<b>Trigger:</b> An adjacent enemy hits you with a melee attack	
<b>Target:</b> The triggering enemy	
<b>Attack:</b> Strength + 2 vs. Fortitude	
<b>Hit:</b> 3[W] + Strength modifier damage.	
<b>Sleeping Grasp</b>	<b>Martialist Attack 9</b>
<i>With one arm around your opponent's throat, you fog his brain and drive him toward unconsciousness.</i>	
<b>Daily • Martial, Grapple</b>	
<b>Standard Action</b>	<b>Melee</b>
<b>Target:</b> One creature	
<b>Attack:</b> Strength vs. Fortitude	
<b>Hit:</b> 2[W] + Strength modifier damage, and you <i>grapple</i> the target in accordance with the class feature. Make a secondary attack against the same opponent.	
<b>Secondary Attack:</b> Strength +2 vs. Fortitude	
<b>Hit:</b> 1[W] and the target must make a saving throw or be rendered unconscious.	