

Combat Agility



Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack.
Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dexterity modifier. You must end the shift closer to the target than you were when you began the shift. Then make the following attack.

Target: The triggering enemy
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you knock the target prone.
 Level 21: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	FEATURE	

AT-WILL POWER

Grappling Strike



You hew your foe with a simple attack and then grab it with your empty hand to keep it from escaping.

Martial, Weapon

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 1[W] + Strength modifier damage, and you grab the target. The grab ends automatically at the end of your next turn.
 Level 21: 2[W] + Strength modifier damage.
Brawler Style: When making an opportunity attack, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

AT-WILL POWER

Slash and Pummel



You follow up a quick slash of your weapon with a powerful punch from your free hand.

Martial, Weapon

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 1[W] damage. Make a secondary attack against the target.
 Level 21: 2[W] damage.
Secondary Attack: Strength vs. Reflex (unarmed)
Hit: 3 + Strength modifier damage.
 Level 21: 8 + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

AT-WILL POWER

Threatening Rush



You storm into the midst of your foes, ensuring that their attacks are directed against you.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage, and you mark each enemy adjacent to you until the end of your next turn.
 Level 21: 2[W] damage.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

AT-WILL POWER

Bash and Pinion



You slam your weapon through your foe's defenses, creating an opening. You then step in and trap your enemy.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 1[W] + Strength modifier damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and until the grab ends, it takes a penalty to attack rolls equal to your Dexterity modifier. The grab ends automatically at the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

Hack and Hew



You hack an enemy with one stroke and then slash at another with your next swing.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

Serpent's Coil



Like a striking snake, your weapon flashes and catches the limbs of your foe.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Dexterity modifier.

Weapon: If you're wielding a flail, you grab the target. The grab ends automatically at the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

Surprising Stab



You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	Reflex
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: Strength modifier damage, and the target grants combat advantage to you until the end of your next turn. Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

Takedown Attack



You bash your foe with a vicious attack and then drag the creature down to the ground.

Martial, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR	vs	Fort
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 1[W] + Strength modifier damage, and you knock the target prone.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

Bristling Defense

You throw your arms wide and strike two foes, each with a different weapon.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 2[W] + Strength modifier damage. Until the end of your next turn, the primary target cannot gain combat advantage from flanking you.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 2[W] + Strength modifier damage. Until the end of your next turn, the secondary target cannot gain combat advantage from flanking you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Driving Attack

You drive back your adversary with a hail of blows.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.
Secondary Attack: Strength vs. Fortitude
Hit: 1[W] + Strength modifier damage, and you push the target 2 squares and knock it prone.
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Press of Steel

You attack your foe and then use your shield to pin it in place.

Martial, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
Hit: 2[W] + Strength modifier damage, and if the target is adjacent to you and to blocking terrain, it is restrained (save ends). The condition also ends if you are no longer adjacent to the target.
Miss: Half damage, and if the target is adjacent to you and to blocking terrain, it is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Seize and Stab

You grab your foe to make certain of your aim. Then you plunge your weapon into the creature.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 2[W] + Strength modifier damage, and you grab the target. The target cannot attempt to escape the grab until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Unstoppable Advance

You swing with such fury that your foes are steadily driven back with each blow.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, whenever you hit any creature with a melee weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Forceful Drag

You dig your fingers into a foe and drag the struggling opponent across the battlefield.

Martial

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Requirement: You must have a creature grabbed.
Effect: You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. At the end of the move, you can end the grab to knock the creature prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Full Extension

You lunge forward, hitting a spot well beyond where your foes thought you could reach.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: The reach of the next melee weapon attack you make before the end of your turn increases by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Mighty Leap

You gather your strength for a truly impressive jump.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: Until the end of your turn, you gain a +5 power bonus to Athletics checks to jump. In addition, any jump you make is considered to have a running start, and you can make an Athletics check instead of an Acrobatics check to reduce falling damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Quick Escape

You quickly try to shake off whatever's holding you.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: You make an escape attempt, or you make a saving throw against an effect that immobilizes or restrains you and that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Snagging Grip

When you're knocked off balance, you grab hold of the enemy in front of you and bring it staggering along with you.

Martial

KEYWORDS

Imm. Reaction			Close burst 10
ACTION	←		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: The triggering enemy in burst
Trigger: An enemy adjacent to you knocks you prone or forces you to move
Effect: If the target forced you to move, you can pull it to a square adjacent to you. If the target knocked you prone, you knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Bull Charge

You run into your enemy, taking a brutal swing. Your force knocks your enemy backward and to the ground, allowing you to step forward.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude

Hit: You knock the target prone.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Reaver's Hook

Your mighty swing embeds your weapon in your foe.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target moves before the end of your next turn, it takes extra damage equal to your Constitution modifier.

Weapon: If you're wielding an axe or a pick, you can shift 1 square after the attack. You pull the target to the square you vacated.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Shield Edge Block

You block your foe's attack with a quick slam of your shield's edge, striking a powerful blow in the process.

Martial

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
vs		The triggering enemy
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.

Trigger: An enemy adjacent to you hits or misses you with a close or a melee attack

Attack: Strength + 2 vs. Fortitude

Level 11: Strength + 4 vs. Fortitude

Hit: 2d6 + Strength modifier damage.

Effect: The target takes a -4 penalty to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Slamming Rush

You yank your grabbed foe across the battlefield. Upon reaching your destination, you slam it to the ground.

Martial, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR vs Fort		One creature grabbed by you
ATTACK	DEFENSE	TARGET

Effect: You move your speed. For each square you move, you slide the target 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the target during this movement.

Hit: 1[W] + Strength modifier damage, and you knock the target prone. If the target is adjacent to blocking terrain, add your Dexterity modifier to the damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Sweeping Slash

You whirl your main weapon in an overhead cut that forces your foes to step back. You then follow up with your other weapon.

Martial, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs Reflex		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.

Hit: You push the primary target 1 square.

Effect: You shift 1 square and make a melee secondary attack.

Secondary Target: One creature targeted by the primary attack

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Bare-Knuckled Rebuke

Your enemies leave themselves open to your powerful punches when they miss with their attacks.

Martial, Stance, Weapon

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, you can make the following attack.

Immediate Reaction Melee weapon

Trigger: An enemy adjacent to you misses you with a melee attack

Requirement: You must have a hand free.

Target: The triggering enemy.

Attack: Strength vs. AC (unarmed)

Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Crushing Foot

You grab your foe and smash it to the ground. You then place your foot on its neck to keep the creature down.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. Until the end of the encounter, the target cannot move if it was grabbed by you at the start of its turn.

Miss: 1[W] + Strength modifier damage.

Effect: You knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Dervish's Challenge

You hold your weapons close to your body, prepared to strike out when an enemy leaves you an opening.

Martial, Stance, Weapon

KEYWORDS

Minor		Personal
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.

Hit: 3[W] + Strength modifier damage.

Effect: Until the stance ends, whenever you are wielding two weapons and make a melee basic attack against a creature as an immediate action or an opportunity action, you can make a melee basic attack with your off-hand weapon against that creature as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Relentless Pressure

Jabbing and pushing with your shield, you force your foe into using rudimentary attacks.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
Hit: 1[W] + Strength modifier damage.
Effect: The target can use only basic attacks to attack while you are adjacent to it (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Makeshift Shield

You snatch a piece of furniture, a body, or a discarded item to block an enemy's attack.

Martial

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must have a hand free.
Trigger: An enemy hits you with a close or a melee attack
Effect: You gain a bonus to defenses against the attack equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Rejoin the Fray

Reinvigorated by an ally's healing, you rush back into the fray.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An ally uses a healing power on you
Effect: If you are prone, you stand up and shift 1 square. If you are standing, you instead shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Unbalancing Dodge

You duck out of the way of your foe's attack, putting the creature off balance.

Martial

KEYWORDS

Imm. Reaction	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An enemy misses you with a melee attack
Effect: The target takes a -2 penalty to attack rolls and all defenses until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Ready to Retaliate

You hold your weapon high overhead, ready to swing at any foe that attacks you.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you can use a free action to mark any enemy that makes a melee attack against you. The mark lasts until the end of the enemy's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Bloody the Field

You raise your weapon high, recognizing that the time has come to finish off your foe.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target is bloodied, it is dazed until the end of your next turn.
Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Bludgeoning Vise

Your weapon crunches down on your enemy's skull. You then drive your fist into your foe's face.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. Make a secondary attack against the target.
Secondary Attack: Strength vs. Fortitude (unarmed)
Hit: 1[W] damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Echoing Assault

You batter the foe with a mighty swing and prepare to catch it with the backswing if it doesn't have the sense to move.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target is adjacent to you at the start of your next turn, as a free action you can make a melee basic attack against the target as the first action you take during your turn.
Weapon: If you're wielding an axe, a hammer, or a mace, the attacks deal extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Hydra Charge

Your advance seems brash, but it's actually a flurry of perfectly timed strikes that bewilder your foes.

Martial, Weapon

KEYWORDS

Standard	↖	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Opportunist's Rend

You deliver a series of deadly blows to an enemy that lets its guard down.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 1[W] + Strength modifier damage.
Effect: Make a secondary attack against the target.
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] + Strength modifier damage.
Special: You can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	7

ENCOUNTER POWER

Bone Crusher

Your crushing blow leaves your enemy susceptible to other attacks.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: The target gains vulnerable 10 to weapon attacks (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	9

DAILY POWER

Hobbling Cut

You cripple your foe with painful wounds to its leg and its arm.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is slowed and weakened (save ends both).
Miss: Half damage, and the target is slowed and weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	9

DAILY POWER

One Against Many

When your enemies gang up on you, you have the advantage, for it means you have no shortage of targets.

Martial, Weapon

KEYWORDS

Standard	↔	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: Until the end of the encounter, you gain a +1 power bonus to all defenses while two or more enemies are adjacent to you. You also gain a +1 power bonus to weapon attack rolls while no allies are adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	9

DAILY POWER

Staggering Blow

You batter your enemy with a powerful blow and send it stumbling away from you.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 3[W] + Strength modifier damage, and you push the target 3 squares. The target is dazed (save ends).
Miss: Half damage, and you push the target 1 square. The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	9

DAILY POWER

Unstoppable Assault

You fend off an enemy's advance by striking hard and then jabbing the foe with the edge of your shield.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy moves during its turn to a square adjacent to you.
Requirement: You must be using a shield.
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of your next turn, the target cannot grab you, restrain you, or enter your space.
Sustain Minor: Choose one enemy adjacent to you. That creature cannot grab you, restrain you, or enter your space until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	9

DAILY POWER

Body Shield

You yank a foe into the path of an enemy's attack.

Martial

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One creature other than the triggering enemy
Trigger: An enemy hits you with a melee or a ranged attack
Requirement: You must have a hand free.
Effect: Make a grab attack against the target. If you grab the target, the triggering enemy's attack deals half damage to you and half damage to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	UTILITY	10

UTILITY POWER

Fighter's Grit

With pure determination, you ignore weakness and battle on.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: Until the end of your next turn, you ignore the effects of the dazed, immobilized, slowed, and weakened conditions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	UTILITY	10

UTILITY POWER

Steely Persuasion

Your skill with the blade is enough to daunt even stalwart foes.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Trigger: You make an Intimidate check or a Streetwise check
Requirement: You must be wielding a melee weapon.
Effect: You gain a bonus to the skill check equal to the weapon's proficiency bonus plus the weapon's enhancement bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	UTILITY	10

UTILITY POWER

Fist of Lightning

You clench your fist and prepare a rapid assault.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

Effect: Until the stance ends, your unarmed attacks deal extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Grappler's Stance

You wrench the limbs of your enemy, weakening its resolve.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

Effect: Until the stance ends, any creature grabbed by you is restrained until the grab ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Bash and Pummel

You hack down one enemy and then slash at another nearby with your next blow.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. You make the attack twice, distributing the attacks between the targets or making both attacks against one.
Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. If you hit the same target twice with this power, the second attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Battle Jump

You leap past your foe in a great bound, stabbing above its guard as you go.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before or after the attack, you jump 2 squares. You do not provoke opportunity attacks during the jump.
Hit: 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Hilt Smash

After a wide swing, you reverse your weapon and slam its grip against your foe's head.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.
Effect: Make a secondary attack against the target.
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn if you have combat advantage against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Stranglehold

While your foe is still reeling from your hit, you wrap your arm around its neck and squeeze.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 2[W] + Strength modifier damage, and you grab the target. The target is dazed until the grab ends. The grab ends automatically at the end of your next turn.
Special: When making an opportunity attack, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Eye Gouge

You deliver a quick strike to your foe and then go for its eyes, attempting to gouge them out with your free hand.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 2[W] + Strength modifier damage.
Effect: Make a secondary attack against the target.
Secondary Attack: Strength vs. Reflex (unarmed)
Hit: 2[W] + Strength modifier damage, and the target is blinded (save ends).
Miss: Half damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

No Room to Breathe

You press the attack with relentless intensity, leaving your foe no time to launch a proper counterattack.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is weakened until the end of your next turn.
Miss: The target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Relentless Headlock

After a preparatory strike with your weapon, you wrap your arm around your foe, leaving no room to escape.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 2[W] + Strength modifier damage, and you grab the target. Until the grab ends, the target grants combat advantage to you. Whenever the target fails to escape the grab, you can make an opportunity attack against it.
Miss: Half damage, and you grab the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Sudden Opportunity

When one of your allies hits an enemy, you take advantage of the foe's distraction to put it on the around with a quick attack.

Martial, Weapon

KEYWORDS

Free	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 2 squares of you is bloodied by your or your ally's attack or suffers a critical hit from you or your ally
Effect: Before the attack, you shift 3 squares.
Hit: 3[W] + Strength modifier damage, and the target is dazed (save ends).
Miss: Half damage.
Weapon: If you're wielding an axe, a hammer, a mace, or a pick, you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Twisting Escape

You twist your body like a contortionist, escaping even the tightest restraints.

Martial

KEYWORDS

Move		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Prerequisite: You must be trained in Athletics.
Requirement: You must be grabbed.
Effect: You attempt to escape a grab and gain a +5 bonus to the Athletics check to escape. If you escape, you can shift half your speed instead of the normal 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Painful Drag

You stride across the room, dragging an enemy behind you.

Martial

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must have a creature grabbed.
Effect: You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. The grabbed creature grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Tangle Up

When your enemy lowers its guard, you take the opportunity to tangle its feet and send it sprawling.

Martial

KEYWORDS

Free	↓	Melee weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: You hit or miss an enemy with an opportunity attack
Effect: You knock the target prone. You mark the target (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Battle Acumen

You absorb everything going on around you, and your enemies find it hard to catch you unaware.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you don't grant combat advantage while you are conscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Fury's Resurgence

The thrill of the kill is enough to shake off any ill effects.

Martial, Healing

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You score a critical hit or reduce an enemy to 0 hit points
Effect: You spend a healing surge and regain additional hit points equal to your Constitution modifier. You make a saving throw against each effect on you that a save can end, and you gain a bonus to the saving throws equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Battering Ram

You pick up the enemy you are grappling and run it headfirst into another foe.

Martial, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR vs Fort		One creature grabbed by you
ATTACK	DEFENSE	TARGET

Effect: You move your speed, pulling the target with you. The target remains grabbed, and you do not provoke an opportunity attack from the target for this movement.
Hit: 2[W] + Strength modifier damage, and you knock the target prone. If the target is adjacent to one or more of your enemies, it takes extra damage equal to 2 + your Dexterity modifier, and the enemies it is adjacent to are also knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Lunging Dervish

You take a long step forward, bending low as your leading arm delivers an arcing slash. You follow the attack with a quick cut from your off-hand weapon.

Martial, Weapon

KEYWORDS

Standard	←	Close burst 2
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 1[W] + Strength modifier damage, and you slide the primary target 1 square.
Effect: Make a secondary attack that is a close burst 1.
Secondary Target: Each enemy in burst you can see
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Minotaur Charge

You lower your head and charge your foe, sending it sprawling.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you push the target 1 square and shift 1 square to a square the target vacated. Make a secondary attack against the target.
Secondary Attack: Strength vs. Fortitude
Hit: You push the target 3 squares and knock it prone.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Punishing Shield Block

You catch your enemy's attack with your shield and then slam the shield back into your foe, knocking it down.

Martial

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
STR + 4 vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

Level 21: Strength + 6 vs. Fortitude

Requirement: You must be using a shield.

Trigger: An enemy adjacent to you hits or misses you with a close or a melee attack

Effect: The target takes a -2 penalty to the attack roll.

Hit: 2d6 + Strength modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Shifting Blade

You switch your weapon to your empty hand, catching your enemy completely off guard.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Effect: The target grants combat advantage to you until the end of your next turn.

Hit: 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Vicious Uppercut

You make a diversionary attack with your weapon to hide the real threat - an uppercut from your free hand.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude (unarmed)

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Battlefield Challenge

Roaring a war cry, you rush an enemy and prove that it is you that it should be attacking.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage.

Effect: Until the end of the encounter, whenever an enemy you can see makes an attack that does not include you as a target, you can mark that enemy as an opportunity action. The mark takes effect after the attack, and it lasts until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Iron Tornado

You sweep your weapon through nearby enemies. Then, while they're recovering, you seize a foe and hurl it away from you.

Martial, Weapon

KEYWORDS

Standard	↩	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.

Hit: 2[W] + Strength modifier damage, and the primary target is dazed until the end of your next turn. Make a melee secondary attack.

Secondary Target: One creature hit by the primary attack

Secondary Attack: Strength vs. Fortitude (unarmed)

Hit: You push the secondary target a number of squares equal to 1 + your Dexterity modifier and knock it prone.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Mighty Shield Slam

You slam your shield into your foe with a quick, powerful thrust.

Martial, Reliable

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
STR + 4 vs Fort		One creature
ATTACK	DEFENSE	TARGET

Level 21 : Strength + 6 vs. Fortitude

Requirement: You must be using a shield.

Hit: 2d6 + Strength modifier damage, and you push the target 1 square. The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Persistence of Blades

You are a whirl of steel and resolve. Nothing can deter you from striking your foe.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, once per turn when you miss with a melee attack roll, you can reroll the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Pugilist's Resolve

Your enemies leave themselves open to your powerful punches when they attack you but fail to hit.

Martial, Stance, Weapon

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.

Effect: Until the stance ends, you can make the following attack.

Immediate Reaction Melee weapon

Trigger: An enemy adjacent to you misses you with a melee attack

Requirement: You must have a hand free.

Target: The triggering enemy.

Attack: Strength vs. AC (unarmed)

Hit: Strength modifier + Dexterity modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Instant Getaway

You quickly try to shake off whatever's holding you.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You can make an escape attempt, or you can make a saving throw against an effect that immobilizes or restrains you and that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Undeniable Challenge

You call a creature out, and it has no choice except to focus its attention on you.

Martial

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One or two creatures marked by you
Effect: Until the end of your next turn, the target cannot make any attack that does not include you as a target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Hard to Kill

The tougher the battle becomes, the harder you fight. You shrug off minor wounds and resist even the worst effects.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a power bonus to saving throws equal to your Wisdom modifier, and while you are bloodied you gain resistance to all damage equal to 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Prescient Shield

You appear to raise your shield to block your foes' attacks even before the creatures swing.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must be using a shield
Effect: Until the stance ends, whenever an enemy adjacent to you hits you, you can gain a bonus to AC and Reflex against the attack equal to your Wisdom modifier as an immediate interrupt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Surprising Finish

As you release your grip on a foe, you smash your hand into its face, sending the creature reeling.

Martial

KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The enemy you released
Trigger: You stop grabbing an enemy
Effect: You knock the target prone, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Behemoth Wrath

You rush your foe and drive the creature to its knees with a powerful blow.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier, and you knock the target prone.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Colossal Strike

You deal a mighty blow that sends your enemy staggering.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.

Weapon: If you're wielding an axe, a hammer, or a mace, you also knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Gut Punch

Your weapon is busy parrying the enemy's attacks, so you smash your fist into its vitals.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee touch
ACTION		RANGE
STR vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Trigger: An enemy misses you with a melee attack
Hit: 1[W] + Strength modifier damage, and the target is immobilized and weakened until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Opportunist's Trap

Your first foray against the enemy is ruse, ripening the foe for subsequent attacks.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage.

Effect: Until the end of your next turn, you can make the following attack against the target.

Opportunity Action Melee weapon
Trigger: The target makes an attack roll

Effect: Before your attack, you shift your speed.

Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Trollclaw Grip

You follow a hard cut from your weapon with an attempt to seize a nearby enemy in a debilitating grip.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.

Hit: 3[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. Reflex (unarmed)

Hit: 1[W] + Strength modifier damage, and you grab the target. The target grants combat advantage until the grab ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Blinking Provocation



You open a bleeding cut that obscures your enemy's vision. You then goad your sightless foe into attacking blindly.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target is blinded (save ends). Until the target is no longer blinded, whenever it misses with a melee attack, you can slide the target 1 square as an opportunity action, and the target then makes a melee basic attack against one creature of your choice as a free action.
Miss: Half damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

DAILY POWER

Deft Counterattack



You intercept the foe's weapon with such force that it becomes stuck in your shield. You then deliver a stinging counterattack.

Martial, Reliable, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
Trigger: An enemy misses you with a melee attack
Hit: 5[W] + Strength modifier damage, and the target drops one weapon it is wielding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (in your square). The target grants combat advantage to you (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

DAILY POWER

Hammering Pommel



You strike with your weapon and then use the weapon's pommel to knock your opponent backward, rattling its senses.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 4[W] + Strength modifier damage, and you push the target 3 squares. The target is stunned (save ends).
Miss: Half damage, and you push the target 1 square. The target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

DAILY POWER

Hold at Bay



You hack at your foe and then seize hold of it, preventing the creature from attacking effectively.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 5[W] + Strength modifier damage. Make an unarmed secondary attack against the target.
Secondary Attack: Strength vs. Reflex (unarmed)
Hit: You grab the target. In addition to the normal effects of a grab, the target is restrained until the grab ends.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

DAILY POWER

Impaling Knockdown



You knock your foe to the ground and drive your weapon into its gut.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 3[W] + Strength modifier damage, and you knock the target prone. Make a secondary attack against the target.
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] + Strength modifier damage, and ongoing 15 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

DAILY POWER

Blinking Cut



Your first attack causes your foe to double over in pain, allowing you to attack its eyes.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 3[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.
Effect: Make a secondary attack against the target.
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] + Strength modifier damage. If you have combat advantage against the target, it is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	27

ENCOUNTER POWER

Gash and Goad



A powerful blow attracts your foe's attention. When you move off and taunt the creature, it chases you.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.
Effect: After the attack, you shift 3 squares. If you hit the target, you pull it adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	27

ENCOUNTER POWER

Invigorating Fury



With a roar, you let out a flurry of attacks that invigorates you.

Martial, Invigorating, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	27

ENCOUNTER POWER

Wrenching Assault



Your weapon strikes your enemy and sends it spinning, leaving you free to move in and grapple.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.
Hit: 4[W] + Strength modifier damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and the target drops one weapon it is wielding. You can choose to catch the weapon in a free hand or have it land on the ground at your feet (in your square). If the target is not wielding a weapon, it instead grants combat advantage to you until the end of your next turn. The grab ends automatically at the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	27

ENCOUNTER POWER

Debilitating Bash

You deliver a series of shield bashes that keeps your enemy on the defensive and prevents it from unleashing any skilled attacks.

Martial

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
STR + 6	vs	Fort
ATTACK	DEFENSE	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.

Hit: 6d6 + Strength modifier damage, and you push the target a number of squares equal to your Strength modifier. The target can use only basic attacks to attack (save ends).

Miss: Half damage, and the target can use only basic attacks to attack until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

FIGHTER

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Exhilarating Assault

You rush at the enemy, feeling a fierce exhilaration that allows you to ignore your wounds.

Martial, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you can spend a healing surge.

Effect: You can make a saving throw against each effect on you that a save can end. Until the end of the encounter, you have regeneration 15 while you are bloodied.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

FIGHTER

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Neck Snap

After a wicked slash from your weapon, you seize your foe's throat and try to snap its neck.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must have a hand free.

Hit: 2[W] + Strength modifier damage, and you grab the target. The target is restrained until the grab ends. You can make the following secondary attack against the target as a standard action or as an immediate interrupt when the target attempts to escape the grab.

Secondary Attack: Strength vs. Fortitude (unarmed)

Hit: 6[W] + Strength modifier damage, and the grab ends.

Miss: 4[W] + Strength modifier damage, and the grab ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

FIGHTER

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Savage Butchery

You hack your enemies to pieces with a savage series of brutal cuts.

Martial, Invigorating, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals 1[W] extra damage against prone targets.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

FIGHTER

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Sudden Onslaught

When your ally lands a telling blow, you sense opportunity. You quickly leap in to finish off the foe.

Martial, Weapon

KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 2 squares of you is bloodied by your or your ally's attack or suffers a critical hit from you or your ally

Effect: You shift your speed to a square adjacent to the triggering enemy.

Hit: 5[W] + Strength modifier damage, and the target is dazed and weakened (save ends both).

Weapon: If you're wielding an axe, a hammer, a mace, or a pick, you also knock the target prone.

Miss: Half damage, and the target is dazed and weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

FIGHTER

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Fading Strike



You launch an attack against your foe and then back away for safety.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Dexterity modifier damage, and you shift 2 squares to a square that is not adjacent to the target.
Level 21: 2[W] + Dexterity modifier damage.
Hunter Fighting Style: When making an opportunity attack, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

AT-WILL POWER

Marauder's Rush



You rush forward, trusting instinct to guide your attack.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier + Wisdom modifier damage.
Level 21: 2[W] + Strength modifier + Wisdom modifier damage.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

AT-WILL POWER

Throw and Stab



You fling a weapon at one foe and then charge it or another enemy.

Martial, Weapon

KEYWORDS

Standard	↘	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding both a thrown weapon and a melee weapon.
Hit: 1[W] damage
Level 21: 2[W] damage.
Effect: You charge an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

AT-WILL POWER

Feral Ambush



You distract an enemy while your beast lunges for the creature and savages it.

Martial, Beast

KEYWORDS

Standard	↓	Melee beast 1
ACTION		RANGE
Beast's attack bonus vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[B] + beast's Strength modifier damage. If you and your beast companion are flanking the target, the attack deals 1[B] extra damage.
Beast: If your companion is a cat, a raptor, a serpent, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

ENCOUNTER POWER

Hunter's Pounce



You leap forward and strike with a single, well-aimed blow. The strike cuts deep and leaves your enemy reeling.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 2 squares.
Hit: 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

ENCOUNTER POWER

Hurling Charge



You hurl one of your weapons and then launch into a charge.

Martial, Weapon

KEYWORDS

Standard	↘	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding both a thrown weapon and a melee weapon.
Effect: Using your Hunter's Quarry, you designate the target as your quarry.
Hit: 1[W] + Strength modifier damage.
Effect: You charge the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

ENCOUNTER POWER

Precise Assault



You see an opening in an enemy's defense, and you break off your current attack to take advantage of the weakness.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR + 2 vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement.
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

ENCOUNTER POWER

Skirmish Shot



You rush across the battlefield and then let off a devastating shot.

Martial, Weapon

KEYWORDS

Standard	↘	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you move your speed.
Hit: 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

ENCOUNTER POWER

Commanding Confrontation



You launch an agonizing shot that continues to inhibit your foe with each subsequent attack you make.

Martial, Weapon

KEYWORDS

Standard	↘	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature designated as your quarry
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the target is no longer your quarry, your melee attacks against it deal extra damage equal to 2 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	1

DAILY POWER

Distracting Team

You distract your foe while your beast companion moves in for the kill.

Martial, Beast, Weapon

KEYWORDS

Standard	↓	Melee weapon (beast 1)
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. If this hit reduces the target to 0 hit points, this power is not expended.

Miss: Half damage.

Effect: Your beast companion moves its speed and makes a secondary attack against the target.

Secondary Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Strength modifier damage, and your beast companion knocks the target prone.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Isolation Strike

Your flurry of attacks knocks your opponents back, allowing you to focus on a single foe.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target is not your quarry, you can push it a number of squares equal to your Wisdom modifier.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Scything Blow

You lash out with your weapon in a wide arc, knocking two foes to the ground. You then drive your blade into them.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or DEX vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 1 squares.

Hit: 1[W] damage, and you knock the target prone.

Miss: Half damage.

Effect: Make a secondary attack against each target.

Secondary Attack: Strength or Dexterity vs. AC

Hit: 1[W] damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Skirmishing Stance

You adopt a defensive, highly mobile combat stance. Your speed helps you catch opponents unprepared and inflict greater damage.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, whenever you move at least 4 squares away from where you started your turn, you gain a +2 power bonus to AC and Reflex until the start of your next turn, and your next attack before the end of your next turn deals 1d8 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Sure Shot

You line up your shot with meticulous care to strike at your foe's vital organs.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC. You can reroll the attack roll but must use the second result.

Hit: 3[W] + Dexterity modifier damage. You can reroll each damage die once but must use the second result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Invigorating Stride

You back away from danger and catch your breath.

Martial, Healing

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You shift a number of squares equal to your Wisdom modifier and must not end the shift adjacent to any enemy. You can use your second wind.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Terrain Advantage

You use the terrain around you as your first line of defense.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you gain a +4 power bonus to all defenses while you occupy a square of difficult terrain.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Begin the Hunt

You quickly identify your prey and ready yourself to attack it.

Martial

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You roll initiative

Effect: You gain a +2 bonus to the initiative check, and using your Hunter's Quarry, you designate one creature you can see as your quarry. You gain a +2 power bonus to attack rolls against that creature until it is no longer your quarry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Avenging Charge

You take advantage of an enemy's opening while it focuses on your ally.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: An enemy attacks your ally

Effect: You charge the triggering enemy and make the following attack in place of a melee basic attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RANGER

POWER TYPE
ATTACK

LEVEL
3

ENCOUNTER POWER

Encircle the Prey



You lure your enemy into position. Then, your beast companion lunges.

Martial, Beast, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you slide the target 1 square. You can shift 1 square.
Effect: Your beast companion makes a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	3

ENCOUNTER POWER

Parting Strike



You slash your enemy across the legs and then withdraw, leaving your foe hobbled.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.
Effect: After the attack, you shift your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	3

ENCOUNTER POWER

Stalking Strike



You strike quickly and then disappear, leaving your foe searching for the source of the attack.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC. If you are hidden when you attack, you can make a Stealth check to remain hidden if you have any cover or any concealment.
Hit: 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	3

ENCOUNTER POWER

Sustaining Strike



If your first attack fells your enemy, you retain your strength for a future attack.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 1[W] + Strength modifier damage. If this attack reduces the target to 0 hit points, this power is not expended, and you gain a +2 power bonus to the next attack roll you make with this power before the end of the encounter.
Effect: Make a secondary attack against the target.
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	3

ENCOUNTER POWER

Upending Throw



Your muscles strain as you unleash a mighty ranged attack that knocks your foe down.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon.
Hit: 2[W] + Strength modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	3

ENCOUNTER POWER

Bloody Throw



You drive your weapons into a nearby enemy and then hurl a weapon into the face of another foe.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon in your off hand and a melee weapon in your main hand.
Hit: 1[W] + Strength modifier damage.
Effect: Make a secondary attack against the primary target.
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 1[W] + Strength modifier damage.
Effect: Make a ranged tertiary attack. This attack does not provoke opportunity attacks.
Tertiary Target: One creature other than the primary target
Tertiary Attack: Strength vs. AC (thrown weapon)
Hit: 2[W] + Strength modifier damage, and the tertiary target takes a -2 penalty to attack rolls (save ends).
Miss: You do not expend this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	5

DAILY POWER

Coordinated Charge



With a silent gesture, you signal your beast, and you both go charging into the fray.

Martial, Beast, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: Using your Hunter's Quarry, you designate the target as your quarry. You and your beast companion charge the target. You can make the following attack in place of a melee basic attack.
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	5

DAILY POWER

Hunter's Confrontation



Each of your attacks tests your foes' defenses until you find where to hit to make it count.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature designated as your quarry
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, you knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	5

DAILY POWER

Snarling Wolf Stance



Like an animal backed into a corner, you become deadlier in your desperation.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an opportunity action. You can then shift 3 squares but must not end the shift adjacent to any enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	5

DAILY POWER

Tracing Shot

You hit your foe in a weak spot and use that wound to guide your subsequent attacks.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Dexterity modifier + Wisdom modifier damage.
Effect: Until the end of the encounter, you gain a power bonus to melee damage rolls against the target equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	5

DAILY POWER

Wounded Beast

You answer an enemy's strike with a snarl and an attack. The rage inside you provides new vigor.

Martial, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: You can spend a healing surge.
Special: You can use this power as an immediate reaction when an enemy adjacent to you bloodyies you or scores a critical hit against you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	5

DAILY POWER

Clever Teamwork

You maneuver around your enemies, thanks to your collaboration with your allies.

Martial

KEYWORDS

Move	↖	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and one ally in burst
Effect: Each target shifts 1 square as a free action.
Beast: If your beast companion is a target, add your Wisdom modifier to the number of squares it can shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	6

UTILITY POWER

Healing Herbs

You aid a wounded companion by quickly applying a poultice of healing herbs.

Martial, Healing

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: You make a Heal check. The target regains hit points equal to half the result of your check. The target can make a saving throw against one poison effect on him or her that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	6

UTILITY POWER

Off-Hand Defense

You keep your off-hand weapon ready to block enemy attacks.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +1 power bonus to AC while you are conscious and wielding two melee weapons. If you do not make an off-hand attack during your turn, the bonus is instead +2 until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	6

UTILITY POWER

Stealthy Escape

You slip into the shadows, too smoothly for anyone to notice.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Prerequisite: You must be trained in Stealth.
Trigger: You make a Stealth check and dislike the result
Effect: Reroll the Stealth check with a bonus equal to your Wisdom modifier. You can use the higher of the two rolls. If the second result is lower than the first, you do not expend this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	6

UTILITY POWER

Assess and Strike

A brush with your off-hand weapon marks a spot on your enemy for a more accurate thrust from your main weapon.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be Wielding two melee weapons.
Hit: 1[W] damage. Make a secondary attack against the target. You ignore any attack roll penalties to the secondary attack.
Secondary Attack: Strength vs. AC (main weapon)
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	7

ENCOUNTER POWER

Fetch

After your weapon strikes a foe, your beast grabs the creature and drags it away.

Martial, Beast, Weapon

KEYWORDS

Standard	↗	Ranged weapon (beast 1)
ACTION		RANGE
STR vs AC		One creature adjacent to your beast companion
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon.
Hit: 2[W] + Strength modifier damage, and your beast companion makes a secondary attack against the target.
Secondary Attack: Beast's attack bonus vs. AC
Hit: Your beast companion shifts a number of squares equal to your Wisdom modifier and pulls the target adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	7

ENCOUNTER POWER

Finishing Cut

You execute a swift attack against a foe, attempting to finish off the creature.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Dexterity modifier damage. If the target is bloodied or prone, the attack deals 2[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	7

ENCOUNTER POWER

Surprising Throw

You launch your weapon at your foe while your ally distracts it.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

combat advantage to you if it is adjacent to an ally of yours who can take free actions.
Requirement: You must be wielding a thrown weapon.
Hit: 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	7

ENCOUNTER POWER

Toppling Rush

You dart forward and slash at your foe's legs, unbalancing the creature.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you move your speed.
Hit: 3[W] + Strength modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	7

ENCOUNTER POWER

Bounding Beast

Your beast pushes back one foe and then charges forth.

Martial, Beast

KEYWORDS

Standard	↓	Melee beast 1
ACTION		RANGE
Beast's attack bonus vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[B] + beast's Strength modifier damage, and your beast companion pushes the target 1 square.
Miss: Half damage.
Effect: Your beast companion charges one creature other than the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	9

DAILY POWER

Furious Fling

You lob your weapon at your foe, grievously injuring it.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon.
Effect: Using your Hunter's Quarry, you designate the target as your quarry.
Hit: 3[W] + Strength modifier damage. If the target is your quarry, it takes ongoing 5 damage (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	9

DAILY POWER

Invigorating Confrontation

Each strike you deliver against your quarry bolsters you.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature designated as your quarry
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, you gain temporary hit points equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	9

DAILY POWER

Marked for Death

A carefully aimed shot imperils your quarry.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
(If loaded or DRK ranged) vs AC		One creature designated as your quarry
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and you mark the target until the end of your next turn. Until the end of the encounter, your Hunter's Quarry deals two extra dice of Hunter's Quarry damage against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	9

DAILY POWER

Shocking Assault

You rush your opponent, and before it can react, you pin the creature in place with steel.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is immobilized (save ends).
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	9

DAILY POWER

Springback Shot

As an enemy rushes your position, you spring back suddenly and fire an arrow at it, discouraging it from approaching.

Martial, Weapon

KEYWORDS

Imm. Interrupt	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy moves during its turn to a square adjacent to you
Effect: Before the attack, you shift 2 squares and must not end the shift adjacent to the triggering enemy.
Hit: 2[W] + Dexterity modifier damage.
Effect: The target is immobilized (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	9

DAILY POWER

Agile Escape

Nothing can slow you down.

Martial

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Trigger: You are hit by an attack that makes you slowed, immobilized, restrained, or dazed
Effect: You gain a +4 power bonus to all defenses against the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	10

UTILITY POWER

Padfoot Advance

You glide over the ground like a stalking cat.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your turn, you don't take a penalty to Stealth checks for moving, and if you don't hit with an attack while you are hidden, you remain hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Resume the Hunt

You drop a foe and then sprint away in search of the next fight.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You reduce an enemy to 0 hit points
Effect: You move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement. Until the end of your next turn, you gain a +2 bonus to all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Weathered Resilience

Each setback, stumble, or wound bolsters your determination to succeed.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain resistance to all damage equal to your Wisdom modifier while you are bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Answer with Steel

You instantly attack when an enemy comes too close. You then quickly step away.

Martial, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
DEX vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy moves during its turn to a square adjacent to you
Hit: 2[W] + Dexterity modifier damage, and you shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Quick Throw

You sling a weapon at a foe, catching the creature off guard.

Martial, Weapon

KEYWORDS

Minor	✈	Ranged weapon
ACTION		RANGE
STR vs AC		One creature you have not attacked during this turn
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon.
Effect: Before the attack, you shift 1 square.
Hit: 3[W] + Strength modifier damage, and you cannot attack the target again until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Ravaging Tide

Your enraged beast lashes out at any enemies that are around it.

Martial, Beast

KEYWORDS

Standard	↓	Melee beast 1
ACTION		RANGE
Beast's attack bonus VS AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[B] + beast's Strength modifier damage, and any enemy adjacent to your beast companion takes damage equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Thread the Needle

You take a shot and then dash toward your foe to engage it in melee.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Dexterity modifier damage. You shift a number of squares equal to your Wisdom modifier.
Effect: If the target starts its next turn adjacent to you, you can make a melee basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Barreling the Fish

Your quick movement exposes your foe to a punishing attack. While the creature is recovering, you launch a weapon at a different enemy.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

score a critical hit on a roll of 16-20.
Requirement: You must be wielding a thrown weapon.
Effect: Before the attack, you shift 2 squares.
Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: You shift 2 squares and make a ranged secondary attack. This attack doesn't provoke opportunity attacks.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC (thrown weapon). The attack can score a critical hit on a roll of 16-20.
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Deadly Nightshade

You apply a dose of poison to your arrow or blade. When you strike, you temporarily debilitate your foe.

Martial, Poison, Reliable, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
(Bladed or DEX ranged) VS AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength (melee) or Dexterity (ranged) modifier damage. The target is weakened and takes ongoing 10 poison damage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Fearsome Beast

Your beast savages an enemy, making that creature its prey. When it grows bored, the beast launches itself at a new foe, drawing that creature's attention.

Martial, Beast

KEYWORDS

Standard	↓	Melee beast 1
ACTION		RANGE
Beast's attack bonus	VS	AC
ATTACK	DEFENSE	One creature
		TARGET

Hit: 3[B] + beast's Dexterity modifier damage.
Miss: Half damage.

Effect: Your beast companion gains 10 temporary hit points, and your beast companion marks the target until the end of the encounter or until your beast companion attacks a creature other than the target. Until the end of the encounter, whenever your beast companion makes an attack roll against any creature, it marks that creature until the end of the encounter or until it makes an attack roll against a different creature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	15

DAILY POWER

OvelWhelming Confrontation

You strike your enemy from afar and leave it reeling. The best is yet to come, though.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX	VS	AC
ATTACK	DEFENSE	One creature designated as your quarry
		TARGET

Hit: 2[W] + Dexterity modifier damage, and the target is dazed (save ends).
Miss: Half damage.

Effect: The next time you hit the target with a melee attack before the end of the encounter, the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	15

DAILY POWER

Reactive Shot

You quickly fire at the first sign of combat.

Martial, Weapon

KEYWORDS

No Action	↗	Ranged weapon
ACTION		RANGE
078 (Hitman) request on D&D	VS	AC
ATTACK	DEFENSE	One creature
		TARGET

Trigger: You roll initiative

Effect: Using your Hunter's Quarry, you designate the target as your quarry.

Hit: 3[W] + Strength (thrown weapon) or Dexterity modifier damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	15

DAILY POWER

Trick Shot

You take several chaotic shots, which strike various parts of your foes' bodies, inhibiting the creatures in different ways.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX	VS	AC
ATTACK	DEFENSE	One, two, or three creatures
		TARGET

Hit: 2[W] + Dexterity modifier damage.

Effect: Roll a d4 to determine the effect of each attack.

- 1 - You knock the target prone.
- 2 - The target is slowed (save ends).
- 3 - The target is dazed (save ends).
- 4 - The target is immobilized (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	15

DAILY POWER

Ranger's Parry

You use your off-hand weapon to deflect an enemy attack.

Martial, Weapon

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be wielding two melee weapons.

Trigger: An enemy hits you with a melee or a ranged attack

Effect: You gain a +4 bonus to AC and Reflex against the attack, and you gain 10 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	16

UTILITY POWER

Tree Runner

You're accustomed to battling on precarious surfaces, and your sure footing lends you aid as you dart around the terrain.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you can move at full speed while climbing or balancing, or you can jump a distance up to your speed. You do not grant combat advantage while climbing or balancing, and you can jump down a number of squares equal to your speed without having to make an Acrobatics check to reduce falling damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	16

UTILITY POWER

Blade and Bow

You switch between fighting in melee and at range, confusing your foe and leaving it vulnerable to both techniques.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you hit your quarry with a melee attack, your next ranged attack against your quarry before the end of the encounter deals extra damage equal to your Wisdom modifier. Whenever you hit your quarry with a ranged attack, your next melee attack against your quarry before the end of the encounter deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	16

UTILITY POWER

Vengeful Oath

Seeing a foe wound one of your allies fills you with vigor and hardens your resolve against the offender.

Martial, Healing

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: An enemy bloodies your ally or reduces your ally to 0 hit points or fewer

Effect: You can spend a healing surge and can make a saving throw against an effect that a save can end. Using your Hunter's Quarry, you designate the triggering enemy as your quarry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	UTILITY	16

UTILITY POWER

Duck and Draw

You duck beneath your enemy's attack and then step away, striking at range.

Martial, Weapon

KEYWORDS

Imm. Interrupt	↗	Ranged weapon
ACTION		RANGE
DEX	VS	AC
ATTACK	DEFENSE	The triggering enemy
		TARGET

Trigger: An enemy makes a melee attack against you

Effect: You shift a number of squares equal to your Wisdom modifier.

Hit: 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	17

ENCOUNTER POWER

Reproving Strike



Your attack brings vengeance to enemies that have hurt your friends.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX	VS	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 3[W] + Strength modifier damage. If a bloodied ally is adjacent to the target, you push the target 1 square and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Suppressing Shots



You shower enemies with arrows, pinning them down. Any foes that try to move through the area you threaten will suffer the consequences.

Martial, Weapon

KEYWORDS

Standard	↓	✱	Area burst 1 within 20 squares
ACTION			RANGE
DEX	VS	AC	Each enemy in burst
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.
Effect: Until the end of your next turn, you can make a ranged basic attack as an opportunity action against any enemy that moves into the area of the burst during its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Wolverine Claw Strike



You dart among your foes in a low crouch, striking out on both sides.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX	VS	AC	One creature
ATTACK	DEFENSE		TARGET

Effect: Before the attack, you shift 2 squares.
Hit: 2[W] + Dexterity modifier damage.
Effect: You shift 2 squares and make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Dexterity vs. AC Hit: 2[W] + Dexterity modifier damage.
Effect: You gain a bonus to AC equal to your Wisdom modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Barbed Arrows



You loose a couple of shots at nearby enemies. When your opponents pull out the projectiles, chunks of flesh come with them.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX	VS	AC	One or two creatures
ATTACK	DEFENSE		TARGET

Attack: Dexterity vs. AC. Make two attack rolls and use the higher result.
Hit: 2[W] + Dexterity modifier damage, and the target is weakened (save ends).
Aftereffect: The target takes ongoing 10 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Crippling Spiral



Your arrow injures your enemy, knocking it to the ground or pinning it in place. Once your foe is hampered, your beast companion leaps into action.

Martial, Beast, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon (beast 1)
ACTION			RANGE
STR (thrown weapon)	VS	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a thrown weapon.
Hit: 3[W] + Strength modifier damage, and the target is immobilized (save ends). In addition, the target loses its fly speed (save ends).
Miss: Half damage, and the target loses its fly speed until the end of its next turn.
Effect: Your beast companion shifts its speed and makes a secondary attack against the target.
Secondary Attack: Beast's attack bonus vs. AC
Hit: 2[B] + beast's Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Frantic Assault



Your shot marks the target you intend to kill. As you confront your foe in melee, your weapons flash in a whirlwind of steel, threatening other enemies as well.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX	VS	AC	One creature designated as your quarry
ATTACK	DEFENSE		TARGET

Hit: 4[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, any enemy adjacent to you takes damage equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Ring the Bell



You come up behind your enemy and drive your weapon against its head, leaving it senseless.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	VS	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 3[W] + Strength modifier damage, and ongoing 5 damage (save ends). If you have combat advantage against the target, it is also dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Unrestrained Aggression



Your volley of arrows rains down across your enemies. Among the targets, you pick out a single opponent to kill.

Martial, Weapon

KEYWORDS

Standard	↓	✱	Area burst 3 within 10 squares
ACTION			RANGE
DEX	VS	AC	Each enemy in burst
ATTACK	DEFENSE		TARGET

Effect: Using your Hunter's Quarry, you designate one target you can see as your quarry.
Hit: 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Daunting Agility



You leap through the air with remarkable skill and speed.

Martial

KEYWORDS

Move			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Prerequisite: You must be trained in Athletics.
Effect: You shift your speed and have a +10 power bonus to Athletics checks to jump during the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Fade from Sight

You step back and disappear amid the darkness or foliage.

Martial

KEYWORDS

Minor	Personal
ACTION	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY

Effect: You shift 1 square. You can then make a Stealth check to become hidden if you have any cover or any concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Fleet of Foot

You sprint through the battle with such speed that you're already gone by the time your enemies swing.

Martial, Stance

KEYWORDS

Minor	Personal
ACTION	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you do not provoke opportunity attacks for moving. In addition, you don't take a penalty to attack rolls or grant combat advantage for running.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Sharpen the Senses

You hone your senses and note the tiniest details around you.

Martial, Stance

KEYWORDS

Minor	Personal
ACTION	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +5 power bonus to Perception checks. In addition, you can see invisible creatures unless they are invisible as a result of being hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Tested Analysis

Each swing or shot instructs you on how best to anticipate your foe's movement.

Martial, Stance

KEYWORDS

Minor	Personal
ACTION	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you miss your quarry with an attack, you gain a +2 power bonus to attack rolls against it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Avalanche of Fury

You cut wide with your two weapons, and if the strategy doesn't work, you save it for use later in the fight.

Martial, Reliable, Weapon

KEYWORDS

Standard	Melee weapon
ACTION	RANGE
STR vs AC	One creature
ATTACK DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 2[W] + Strength modifier damage.
Effect: Make a secondary attack against the target.
Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 3[W] + Strength modifier damage.
Miss: You do not expend this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Flickering Blades

You whirl your weapon in a dazzling butterfly pattern. The flash of steel momentarily disorients any enemy you strike.

Martial, Weapon

KEYWORDS

Standard	Melee weapon
ACTION	RANGE
DEX vs AC	One, two, or three creatures
ATTACK DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Ricochet Throw

As you unleash your weapon, it strikes one foe and then ricochets toward another, hitting that creature as well.

Martial, Weapon

KEYWORDS

Standard	Ranged weapon
ACTION	RANGE
STR vs AC	One creature
ATTACK DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon.
Hit: 3[W] + Strength modifier damage. Make a secondary attack that uses the same thrown weapon you used for the primary attack.
Secondary Target: One creature within 5 squares of the primary target
Secondary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Windwalk Strike

You glide across the ground as if you were the wind. Your swift movement catches your foes by surprise.

Martial, Weapon

KEYWORDS

Standard	Melee or Ranged weapon
ACTION	RANGE
DEX vs AC	One or two creatures
ATTACK DEFENSE	TARGET

Attack: Dexterity vs. AC. The target grants combat advantage to you for this attack.
Effect: Before the attack, you shift your speed.
Hit: 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Wolf Howl Strike

You dart into sight and strike your foe as you howl.

Martial, Weapon

KEYWORDS

Standard	Melee or Ranged weapon
ACTION	RANGE
(Strength or DEX vs AC) VS AC	One creature.
ATTACK DEFENSE	TARGET

Attack: Strength (melee) or Dexterity (ranged) vs. AC. If the target couldn't see you before you moved, it grants combat advantage to you for this attack.
Effect: Before the attack, you move your speed.
Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Aid the Beast

You unleash a barrage of attacks from a distance, granting your beast the advantage.

Martial, Beast, Stance, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
STR vs AC		One creature adjacent to your beast companion
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon.

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the stance ends, you can make a ranged basic attack once per round as a minor action against one creature adjacent to your beast companion. If you hit the target, it grants combat advantage to your beast companion until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Circling Cascade

You circle your opponent, striking hard. Your blows leave your enemy bruised, bloody, and reeling from the ferocious onslaught.

Martial, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.

Effect: Before the attack, you shift 2 squares.

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You shift 2 squares and make a secondary attack against the target. The target grants combat advantage to you for this attack.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You shift 2 squares and make a tertiary attack against the target. The target grants combat advantage to you for this attack.

Tertiary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage. If all three attacks hit the target, it is dazed (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Deadly Sidestep

When your enemy approaches, you deliver a single deadly thrust and then twist aside. You allow your foe's momentum to send the creature tumbling.

Martial, Weapon

KEYWORDS

Imm. Interrupt		Melee weapon
ACTION		RANGE
DEX vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy moves during its turn to a square adjacent to you

Hit: 4[W] + Dexterity modifier damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: You slide the target a number of squares equal to 1 + your Wisdom modifier and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Incapacitating Confrontation

Your shot incapacitates an enemy, giving you the advantage in melee combat.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
DEX vs AC		One creature designated as your quarry
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Dexterity modifier damage.

Effect: Until the target is no longer your quarry, whenever you hit it with a melee attack, the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Pulverizing Shot

You loose arrow after arrow at an approaching foe, piercing metal, flesh, and bone.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: Make the following attack four times against the target.

Attack: Dexterity vs. Reflex. The attack can score a critical hit on a roll of 18-20.

Hit: 10 + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Rolling Fire

You sprint across the battlefield, dodging enemy attacks. When you stop, you unleash a pair of well-timed shots.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
DEX vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC. This attack doesn't provoke opportunity attacks.

Effect: Before the attack, you shift a number of squares equal to your Wisdom modifier.

Hit: 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Skewering Shot

Your shot leaves an enemy with a gaping wound that oozes blood whenever the creature moves.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a thrown weapon.

Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. Until the immobilized condition ends, the target takes 15 damage whenever it teleports or is pulled, pushed, or slid.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Steel Breeze

You rush into the middle of your enemies and unleash a cyclone of steel that shocks your foes.

Martial, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 3 squares.

Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Two-Beast Strike

You strike at your foe, distracting it while your beast moves in for the kill.

Martial, Beast, Weapon

KEYWORDS

Standard		Melee weapon (beast 1)
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to your beast companion until the end of your next turn.

Effect: Your beast makes a secondary attack against the target.

Secondary Attack: Beast's attack bonus vs. AC

Hit: 3[B] + beast's Strength modifier damage.

Miss: You do not expend this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Brutal Tempest



Your beast becomes a flurry of teeth and claws, rending flesh and breaking bone.

Martial, Beast

KEYWORDS	
Standard	Close burst 1 (beast)
ACTION	RANGE
Beast's attack bonus VS AC	Each enemy in burst
ATTACK	TARGET

Hit: 5[B] + beast's Strength modifier damage.
Miss: Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	29

DAILY POWER

Culling Out



You hook your target with your weapon after you hit, and quickly drag it away from its allies.

Martial, Weapon

KEYWORDS	
Standard	Melee weapon
ACTION	RANGE
STR VS AC	One creature
ATTACK	TARGET

Hit: 5[W] + Strength modifier damage.
Miss: Half damage.
Effect: You shift a number of squares equal to your Wisdom modifier and pull the target adjacent to you.
Special: When charging, you can use this power in place of a melee basic attack.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	29

DAILY POWER

Gauntlet of Steel



You move effortlessly through ranks of enemies, cutting them down as you approach a target you have marked for death.

Martial, Weapon

KEYWORDS	
Standard	Melee weapon
ACTION	RANGE
STR VS AC	One creature
ATTACK	TARGET

Requirement: You must be Wielding two melee weapons.
Effect: Before the attack, you shift your speed. During this movement, you can shift through enemies' squares. Make a melee basic attack against each enemy whose space you enter. No enemy can be attacked more than once from a single use of this power.
Hit: 4[W] + Strength modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	29

DAILY POWER

True Arrow



The important arrow in your quiver is the one that finishes your foe.

Martial, Weapon

KEYWORDS	
Standard	Ranged weapon
ACTION	RANGE
DEX VS AC	One creature
ATTACK	TARGET

Hit: 6[W] + Dexterity modifier damage. If you reduce the target to 0 hit points, this power is not expended.
Miss: Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	29

DAILY POWER

Ultimate Confrontation



You study your foe's movements, and as combat grows fiercer, your knowledge allows you to deliver deadlier blows with each hit.

Martial, Weapon

KEYWORDS	
Standard	Ranged weapon
ACTION	RANGE
DEX VS AC	One creature designated as your quarry
ATTACK	TARGET

Hit: 4[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, you deal 1 [W] extra damage. The extra damage increases by 1[W] each time you hit the target with a melee attack, up to a maximum of 5[w] extra damage. If you miss the target with a melee attack, the extra damage decreases to 1[W].



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RANGER	ATTACK	29

DAILY POWER

Acrobatic Strike

You flip and twist as you attack, confounding your foe.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Prerequisite: You must be trained in Acrobatics.
Requirement: You must be wielding a light blade.
Hit: 1[W] + Dexterity modifier damage. If you are grabbed, you escape the grab.
Level 21: 2[W] + Dexterity modifier damage.
Effect: Before or after the attack, you shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

AT-WILL POWER

Gloaming Cut

From the shadows you strike, and into the shadows you flee.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Attack: Dexterity vs. AC
Hit: 1[W] damage.
Level 21: 2[W] damage.
Effect: You shift a number of squares equal to your Intelligence modifier, and you can make a Stealth check to become hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

AT-WILL POWER

Preparatory Shot

You feint and nick the target, inhibiting its movement to set up an even deadlier attack.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: Dexterity modifier + Intelligence modifier damage, and the target grants combat advantage to you until the end of your next turn.
Level 21: 5 + Dexterity modifier + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

AT-WILL POWER

Acrobat's Blade Trick

You flip into a spinning acrobatic display of flashing blades. Then the display transforms into a deadly attack.

Martial, Weapon

KEYWORDS

Standard	↩	Close burst 1
ACTION		RANGE
DEX vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Prerequisite: You must be trained in Acrobatics.
Requirement: You must be wielding a light blade.
Hit: 1[W] + Dexterity modifier damage
Effect: After the attack, you can shift a number of squares equal to the number of enemies you hit with this attack. During the shift, you can move through squares occupied by enemies you hit with this attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Distracting Shot

Your attack draws your enemy's attention long enough to give your ally an opening.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be Wielding a crossbow, a light blade, or a sling.
Cunning Sneak: If you are hidden when you attack, you can make a Stealth check to remain hidden if you have superior cover or total concealment.
Hit: 1[W] + Dexterity modifier damage. Until the end of your next turn, the target grants combat advantage to one of your allies adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

One-Two Punch

You stab your blade into the back of a foe and then plunge it into the chest of another.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 1[W] damage. If you hit both targets, you can deal your Sneak Attack damage to each target instead of just one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Shadow Strike

You emerge from the darkness, delivering a quick strike before retreating back into the shadows.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC. If you are hidden when you attack, you can make a Stealth check to remain hidden after the attack.
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 1[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Skip the Rock

Your sling stone skips off the first target and smashes into another one.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a sling.
Hit: 1[W] + Dexterity modifier damage. Make a secondary attack.
Secondary Target: One creature within 10 squares of the primary target
Secondary Attack: Dexterity vs. AC
Hit: Dexterity modifier damage, and the secondary target is dazed until the end of your next turn.
Cunning Sneak: The secondary attack deals extra damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Hounding Assault

Your vicious attack rends flesh and courage alike, leaving your foe quivering.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 2[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, your melee attacks have the rattling keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

DAILY POWER

Scattering Shot

Enemies flee from the target of your attack, each fearing it will be your next victim.

Martial, Weapon

KEYWORDS

Standard				Ranged weapon
ACTION				RANGE
DEX	vs	AC		One creature
ATTACK		DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 2[W] + Dexterity modifier damage.
Miss: You do not expend this power if you were hidden from the target when you made the attack.
Effect: Each enemy adjacent to the target takes a -2 penalty to attack rolls (save ends). In addition, each enemy adjacent to the target is pushed 1 square away from the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 1

DAILY POWER

Spinning Blade Leap

You leap into the air, landing atop your foe. You stab down and then leap off.

Martial, Weapon

KEYWORDS

Standard				Melee weapon
ACTION				RANGE
DEX	vs	AC		One creature
ATTACK		DEFENSE		TARGET

Requirement: You must be Wielding a light blade.
Effect: Before and after the attack, you shift your speed.
Hit: 2[W] + Dexterity modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 1

DAILY POWER

Twilight Menace

Your assault menaces your foe, causing it to flinch and look away as you continue your relentless attack.

Martial, Weapon

KEYWORDS

Standard				Melee weapon
ACTION				RANGE
DEX	vs	AC		One creature
ATTACK		DEFENSE		TARGET

Requirement: You must be wielding a light blade.
Hit: 2[W] + Dexterity modifier damage, and the target treats you as having concealment (save ends).
Miss: Half damage, and the target treats you as having concealment until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 1

DAILY POWER

Switcheroo

You pull the old switcheroo to put your enemies off guard.

Martial

KEYWORDS

Move				Close burst 1
ACTION				RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

Target: You and one ally in burst
Effect: The targets swap places.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Deadly Knowledge

You twist your weapon or adjust your aim, hurting your foe a little more than usual.

Martial

KEYWORDS

Free				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

Trigger: Your attack bloodies an enemy or scores a critical hit against an enemy
Effect: The triggering attack deals extra damage equal to your Intelligence modifier to the enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Lurker's Cloak

You maximize the benefit of the obstacle or shadows hiding you.

Martial

KEYWORDS

Minor				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY		

Effect: Until the end of your next turn, you gain a +2 power bonus to all defenses while you have any concealment or any cover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Arm and Edge

You sharpen your aim and flex your arm, preparing to hurl your dagger at a distant foe.

Martial, Stance

KEYWORDS

Minor				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Effect: Until the stance ends, whenever you make a ranged attack with a thrown weapon or a sling, you double the normal range and the long range.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Cunning Step

You cut corners and dodge obstacles, making it seem as though you move with unnatural speed.

Martial, Stance

KEYWORDS

Minor				Personal
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

Effect: Until the stance ends, you gain a power bonus to speed equal to half your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Brutal Trick

You create an opening that lulls your foe into a false sense of security. Then you unleash a devastating attack.

Martial, Rattling, Weapon

KEYWORDS

Standard				Melee weapon
ACTION				RANGE
DEX	vs	AC		One creature
ATTACK		DEFENSE		TARGET

Attack: Dexterity vs. AC. This attack provokes an opportunity attack from the target. If the target misses with the opportunity attack, you target the lower of its AC or Reflex.

Ruthless Ruffian: If the target misses or does not make the opportunity attack, you can target the lower of its AC, Fortitude, or Reflex.

Requirement: You must be wielding a light blade.
Hit: 3[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Flailing Shove



The enemy recoils from your slashing blade and accidentally strikes its allies.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 1[W] + Dexterity modifier damage. You push the target 1 square, and after the push, each enemy adjacent to the target takes 3 damage.
Brutal Scoundrel: Each enemy instead takes damage equal to 2 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

ENCOUNTER POWER

Flattening Shot



Your sling's stone careens toward an enemy and hits with a crack, knocking it over.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a sling.
Hit: 2[W] + Dexterity modifier damage, and you push the target 1 square and knock it prone.
Cunning Sneak: The attack deals extra damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

ENCOUNTER POWER

Fleeting Spirit Strike



You dart from shadow to shadow, striking out along the way.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be Wielding a crossbow, a light blade, or a sling.
Effect: Before the attack, you shift 3 squares.
Cunning Sneak: After the shift, you can make a Stealth check to become hidden.
Hit: 2[W] + Dexterity modifier damage. You shift 3 squares.
Cunning Sneak: After the shift, you can make a Stealth check to become hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

ENCOUNTER POWER

Jumping Blade Assault



You deliver a flying kick to the face of your foe, knocking it to the ground. You then plunge your blade into its vitals.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Artful Dodger: If you use this power as part of a charge, you can target Reflex instead of AC.
Requirement: You must be wielding a light blade.
Effect: You knock the target prone.
Hit: 2[W] + Dexterity modifier damage.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

ENCOUNTER POWER

Maneuvering Strike



Ducking to the side, you drive your weapon upward. You force your opponent to step away or face a devastating follow-up attack.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 2[W] + Dexterity modifier damage, and you slide the target 1 square. If you slide the target, it grants combat advantage to one ally you can see until the end of your next turn. If you don't slide the target, it grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

ENCOUNTER POWER

Shadow Steel Roll



You roll from shadow to shadow, your blade carving a path through your foes.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC. If you are hidden when you attack, you remain hidden after the attack.
Requirement: You must be Wielding a crossbow, a light blade, or a sling.
Effect: Before the attack, you shift your speed, and you can make a Stealth check to become hidden.
Hit: 1[W] + Dexterity modifier damage.
Cunning Sneak: The attack deals extra damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

ENCOUNTER POWER

Bat Aside



You ram into your foe, sending it flying into one of its allies.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 3[W] + Dexterity modifier damage.
Effect: You slide the target 5 squares to a square adjacent to one or more of its allies. You knock the target prone and also knock prone each one of its allies adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	5

DAILY POWER

Bloodbath



You slice your foe's artery, inflicting a gushing wound.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be Wielding a crossbow, a light blade, or a sling.
Hit: 1[W] + Dexterity modifier damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).
Effect: 1[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	5

DAILY POWER

Go for the Eyes



You strike at your foe's face, attempting to blind the creature. If you miss, the creature would do well to find you before you repeat your attack.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 2[W] + Dexterity modifier damage, and the target is blinded and can't shift until the end of your next turn.
Aftereffect: Until the end of the encounter, whenever you damage the target, it takes a -2 penalty to attack rolls and can't shift until the end of your next turn.
Miss: If you were hidden from the target before the attack, you do not expend this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	5

DAILY POWER

Hobble

You slash at your foe with a brutal attack that cripples it.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX vs AC			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 2[W] + Dexterity modifier damage.
Effect: You knock the target prone. The target can't stand up (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 5

DAILY POWER

Lurker's Assault

Shadows mask your movement, helping you to shuffle into position and deliver a wicked attack.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX vs AC			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Effect: If you are hidden from the target, you can shift a number of squares equal to your Intelligence modifier before the attack. You remain hidden during this movement.
Hit: 2[W] + Dexterity modifier damage. You shift a number of squares equal to your Intelligence modifier.
Cunning Sneak: After the shift, you can make a Stealth check to become hidden.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 5

DAILY POWER

Mocking Strike

You mimic your foe's movements, causing the creature to second guess itself.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX vs Will			One creature
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Dexterity modifier damage, and the target takes a -3 penalty to all defenses against your attacks until the end of the encounter.
Miss: Half damage, and the target takes a -3 penalty to all defenses against your attacks (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 5

DAILY POWER

Blind Spot Advantage

You take advantage of your enemy's blind spot to ensure that you won't be hit.

Martial

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You gain concealment against one enemy you can see until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Perfect Feint

Your feint takes everyone by surprise.

Martial

KEYWORDS

Minor			Close burst 1
ACTION	↖		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: Each enemy in burst you can see
Prerequisite: You must be trained in Bluff.
Effect: Each target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Ugly Finish

A bloody display of force rattles nearby enemies.

Martial, Fear

KEYWORDS

Free			Close burst 5
ACTION	↖		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Target: Each enemy in burst
Prerequisite: You must be trained in Intimidate.
Trigger: You score a critical hit against an enemy with a melee attack or reduce an enemy to 0 hit points with a melee attack
Effect: Each target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Double Fall

With a flourish of your weapon, you strike at two foes, attempting to bring each down.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX vs AC			One or two creatures
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light blade.
Hit: 1[W] + Dexterity modifier damage, and you knock the target prone.
Artful Dodger: You shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Killer's Ambush

Your enemy doesn't see you until it's too late, and by then, you've left it a gaping wound to remember you by.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX vs AC			One creature from which you are hidden
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage. You shift 1 square.
Cunning Sneak: You shift a number of squares equal to your Intelligence modifier, and you can make a Stealth check to become hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Leg-Breaker

You deliver a crushing strike to your enemy's limb that causes it to crumple in pain.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX vs Fort			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light blade.
Hit: 2[W] + Dexterity modifier damage. If the target moves 2 squares or more during its next turn, it takes damage equal to your Dexterity modifier.
Brutal Scoundrel or Ruthless Ruffian: The damage the target takes for moving equals your Strength modifier + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Painful Shot

You hit your foe in a vital spot, causing it to reel in pain.

Martial, Weapon

KEYWORDS

Standard	↕	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a sling.
Hit: 3[W] + Dexterity modifier damage.

Cunning Sneak: The target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Pinning Blade

You jam your weapon into your foe's foot, pinning it to the ground.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Hit: 1[W] + Dexterity modifier damage, and the target is restrained until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Shadow Boxer

You attack from your foe's shadow, confounding the creature as you slip in and out of sight.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and until the end of your next turn, the target grants superior cover to you while you are adjacent to it.

Effect: You can make a Stealth check to become hidden.

Cunning Sneak: You gain a bonus to the Stealth check equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Aerial Assault

You launch yourself at your foe in a display of aerial finesse. The creature stands awestruck until you sink your weapon into it.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex. The target grants combat advantage to you for the attack if you jumped 3 squares or more before the attack.
Requirement: You must be wielding a light blade.

Effect: Before the attack, you move your speed and can make an Athletics check to jump with a +10 bonus to the check. You do not provoke opportunity attacks during the jump.

Hit: 3[W] + Dexterity modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 9

DAILY POWER

Bewildering Assault

You attack from the darkness and deliver a blow that unbalances your foe. You then retreat to the shadows.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature from which you are hidden
ATTACK	DEFENSE	TARGET

Cunning Sneak: If you have total concealment or superior cover, you remain hidden after the attack.

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 2[W] + Dexterity modifier damage, and you slide the target 2 squares. The target gains vulnerable 5 to all damage (save ends).
Miss: Half damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 9

DAILY POWER

One Hundred Knives

Your blade blurs as you plunge it into your foe over and over.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Hit: 2[W] + Dexterity modifier damage.

Effect: Make the following secondary attack twice against the target.

Secondary Attack: Dexterity vs. AC
Hit: Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 9

DAILY POWER

Profit from Weakness

You step aside as the enemy's attack sweeps toward you. You then slide your blade into a place where the foe is vulnerable.

Martial, Rattling, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
DEX vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Trigger: An enemy adjacent to you hits you with a melee attack

Effect: You gain a +4 bonus to all defenses against the attack. The triggering enemy grants combat advantage to you until the end of your next turn.

Hit: 2[W] + Dexterity modifier damage.
Miss: Half damage.

Effect: You knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 9

DAILY POWER

Raining Death

From the shadows, you send out a barrage of attacks, raining death upon your foes.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
DEX vs AC		Each enemy from which you are hidden
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Hit: 1[W] + Dexterity modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 9

DAILY POWER

Daring Gamble

Putting yourself at risk gives you the opening you need to bring this battle to its close.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the start of your next turn, any enemy that attacks you grants combat advantage to you until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Deadly Sacrifice

Your threat draws your enemy's attack. If you survive, you can be certain the foe will pay.

Martial

KEYWORDS

Imm. Interrupt	↓	Melee touch
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

Target: The triggering ally
Trigger: An ally adjacent to you is hit by an enemy's melee attack
Effect: You and the target swap places. The attack hits you instead of the target. The enemy grants combat advantage to you until the end of the encounter. In addition, your Sneak Attack deals extra damage against the enemy equal to your Intelligence modifier until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Fitting Demise

You emerge from the shadows to deliver a deadly attack. You then retreat back to the darkness, as if you had been there all along.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature from which you are hidden
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage. You can make a Stealth check to remain hidden after the attack.
Cunning Sneak: The attack deals extra damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Numbing Shot

Your sling bullet strikes a nerve, causing your enemy to crumple.

Martial, Weapon

KEYWORDS

Standard	↓	Ranged weapon
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a sling.
Hit: 2[W] + Dexterity modifier damage, you knock the target prone, and the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Strike of Dancing Shadows

The shadows seem to swirl around you as your blades rip through your foes.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade and be hidden.
Effect: Before the attack, you shift 1 square and remain hidden during the shift.
Cunning Sneak: Add your Intelligence modifier to the number of squares you shift.
Hit: 2[W] + Dexterity modifier damage. You shift 1 square and remain hidden during the attack and the shift.
Cunning Sneak: Add your Intelligence modifier to the number of squares you shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Veiled Missile

Your weapon flies through the air, catching your foe in the head and causing blood to obscure its vision.

Martial, Weapon

KEYWORDS

Standard	↓	Ranged weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage. You gain concealment against the target until the end of your next turn.
Cunning Sneak: You can make a Stealth check to become hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Wicked Reminder

Each time the enemy feels the bite from your allies' attacks, it recalls the injury you dealt it last.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Ruthless Ruffian: If the target is already suffering the effect of the rattling keyword, this attack targets Reflex instead of AC.
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 1[W] + Dexterity modifier damage.
Effect: The target gains vulnerability to weapon attacks equal to your Strength modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Arterial Slice

You nick one of your enemy's major arteries, creating a wound that spurts blood.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 15

DAILY POWER

Courage Breaker

You strike a crippling blow to an enemy, inspiring fear in that creature's allies.

Martial, Fear, Rattling, Reliable, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 4[W] + Dexterity modifier damage, and the target is slowed (save ends). Until the target is no longer slowed by this power, any enemy adjacent to the target takes a -2 penalty to attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 15

DAILY POWER

Lurker's Threat

You emerge from hiding like a ghost. You stab your foe and send it careening toward nearby enemies.

Martial, Fear, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature from which you are hidden
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 3[W] + Dexterity modifier damage, you slide the primary target 2 squares, and the primary target is dazed (save ends). Make a secondary attack that is a close burst 3.
Secondary Target: Each enemy in burst
Secondary Attack: Dexterity vs. Will
Hit: The secondary target grants combat advantage until the end of your next turn.
Miss: Half damage, and the primary target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 15

DAILY POWER

Vicious Slash

Your vicious assault overcomes your foe with pain, leaving it unable to attack accurately.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage. The target takes a -2 penalty to attack rolls and ongoing 10 damage (save ends both).
Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 15

DAILY POWER

Whirlwind of Blades

You leap and spin past your foe, nicking it with dozens of cuts.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Effect: Before and after the attack, you move your speed. This movement does not provoke opportunity attacks from the target.
Hit: 3[W] + Dexterity modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 15

DAILY POWER

Trap Master

You have learned the ways of locks and traps, so when presented with one, you can disable it with extraordinary speed.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Prerequisite: You must be trained in Thievery.
Effect: You make a Thievery check to open a lock or disable a trap.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Clever Move

An explosion momentarily dazzles your opponents so you can make a quick getaway.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy makes an area or a close attack against you
Effect: You shift your speed. You must end this shift in a square where you have cover, superior cover, concealment, or total concealment against the triggering enemy. After this shift, you can make a Stealth check to become hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Dishonorable Tactics

After your attack, you duck back under cover and hide.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You make an attack roll against an enemy from which you are hidden
Effect: You remain hidden from the enemy until the end of your next turn or until you no longer have superior cover or total concealment from the enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Shadow Master

Careful movements and deft positioning keep your enemies' attention elsewhere.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you can make a Stealth check to become hidden if you have any concealment or any cover except that provided by intervening allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Dazing Shot

Your sling bullet slams into your target's head and leaves the enemy reeling.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Ranged weapon
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a sling.
Hit: 2[W] + Dexterity modifier damage, and the target is dazed until the end of its next turn.
Cunning Sneak: If the target moves or attacks before the end of its next turn, it falls prone at the end of that action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Excruciating Reminder

You strike your foe, leaving a painful reminder that if it attacks you or an ally again, it will pay the price.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage. If the target misses with an attack before the start of your next turn, you can make a ranged or a melee basic attack against the target with combat advantage as an opportunity action.
Ruthless Ruffian: If you hit with the basic attack, the target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Leaping Dagger Kick

You leap through the air, crushing into your foe and slashing at it.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Effect: You knock the target prone.
Hit: 3[W] + Dexterity modifier damage.
Artful Dodger: If you charged the target, it is dazed until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Surprising Assault

You deliver a swift smash to your opponent's head, surprising the foe with the brutality of your attack.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 2[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.
Cunning Sneak: The target is stunned instead of dazed if you were hidden from the target when you made the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Unerring Shot

From your hiding place, you deliver an attack. If you miss, you feel assured you'll strike your target next time.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage.
Miss: You do not expend this power if you were hidden from the target when you made the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Blurring Assault

Your blades lash out to strike anyone you pass as you dart across the battlefield.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light blade.
Effect: You shift half your speed. Make the following attack against each enemy you move adjacent to. No enemy can be attacked more than once from a single use of this power.
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: You slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 19

DAILY POWER

Demoralizing Shot

Your shot strikes with such potency and accuracy that you daunt foes near the target of your attack.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 4[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Each enemy within 3 squares of the target grants combat advantage until the end of your next turn and is pushed 1 square away from the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 19

DAILY POWER

Hilt Slam

You brutally slam the blunt end of your weapon into your foe's head, sending the creature staggering.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light blade.
Hit: 3[W] + Dexterity modifier damage, and the target is stunned (save ends). You push the target 5 squares, and you grant combat advantage until the end of your next turn.
Miss: Half damage, and the target is dazed (save ends). You push the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 19

DAILY POWER

Maiming Strike

You deliver a crippling strike that promises to leave your opponent hampered for a while.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 4[W] + Dexterity modifier damage.
Effect: You knock the target prone. The target is slowed, cannot shift, and cannot charge (save ends all).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 19

DAILY POWER

Merciless Cut

You slip up behind your enemy and slash across its back.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX	vs	Reflex	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be Wielding a light blade.
Effect: Before the attack, you shift your speed.
Hit: 4[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 19

DAILY POWER

Somersault Dodge

You flip away from your foe as its attack flies wide.

Martial

KEYWORDS

Imm. Reaction			Personal
ACTION			RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Prerequisite: You must be trained in Acrobatics.
Trigger: An enemy misses you with a melee or a ranged attack
Effect: You shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Clinging Shadows

The shadows seem to follow your every step.

Martial

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Requirement: You must have concealment or total concealment.
Effect: Your concealment or total concealment lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Killer's Instinct

Sensing weakness in your foe, you close the gap between you and it.

Martial

KEYWORDS

Imm.	Reaction			Personal
ACTION		RANGE		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> DAILY

Trigger: An enemy you can see becomes bloodied.
Effect: You shift your speed and must end this shift closer to the triggering enemy. If you end this shift adjacent to the triggering enemy, it grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Uncanny Aim

Everything around you fades away momentarily as you focus on a distant target.

Martial

KEYWORDS

Minor				Personal
ACTION		RANGE		
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> DAILY

Effect: You increase the normal range and the long range of your next ranged attack before the end of your turn by 20 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Indomitable Agility

When you want to be free, no force can stop you.

Martial

KEYWORDS

Free				Personal
ACTION		RANGE		
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> DAILY

Effect: You are no longer dazed, grabbed, immobilized, marked, restrained, or slowed. In addition, you shift your speed and can move through enemies' squares during the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Cutthroat's Rebuke

You slash at your foe and take up a defensive posture. You assure your foe that it will suffer dire consequences if it attacks you again.

Martial, Weapon

KEYWORDS

Standard	↓			Melee weapon
ACTION		RANGE		
DEX vs AC				One creature
ATTACK	DEFENSE	TARGET		

Requirement: You must be wielding a light blade.
Hit: 4[W] + Dexterity modifier damage.
Ruthless Ruffian: This power gains the rattling keyword.
Effect: The next time the target makes a melee attack against you before the end of your next turn, you can make a melee basic attack against it as a free action. If your melee basic attack hits, you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Dazing Double Shot

A pair of carefully placed attacks causes your foes to hesitate.

Martial, Weapon

KEYWORDS

Standard	↓	↗		Melee or Ranged weapon
ACTION		RANGE		
DEX vs AC				One or two creatures
ATTACK	DEFENSE	TARGET		

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 2[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.
Artful Dodger: You shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Fell the Strong

Your shot sinks into your foe, causing excruciating pain.

Martial, Weapon

KEYWORDS

Standard		↗		Ranged weapon
ACTION		RANGE		
DEX vs AC				One creature
ATTACK	DEFENSE	TARGET		

Requirement: You must be wielding a crossbow, a light blade, or a sling.
Hit: 3[W] + Dexterity modifier damage. The next time the target attacks before the end of your next turn, it takes damage equal to twice your Intelligence modifier.
Cunning Sneak: The target grants combat advantage until the end of your next turn if you were hidden from it when you made the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Killer's Retreat

You jab your weapon into tender flesh, forcing the opponent to let you slip away.

Martial, Weapon

KEYWORDS

Standard	↓			Melee weapon
ACTION		RANGE		
DEX vs AC				One creature
ATTACK	DEFENSE	TARGET		

Requirement: You must be wielding a light blade.
Hit: 4[W] + Dexterity modifier damage, and if you were marked, you are no longer marked. You shift 2 squares.
Cunning Sneak: You instead shift a number of squares equal to 1 + your Intelligence modifier, and you can make a Stealth check to become hidden after the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Tendon Tear

You run your weapon across your foe's tendons, crippling the creature.

Martial, Weapon

KEYWORDS

Standard	↓			Melee weapon
ACTION		RANGE		
DEX vs AC				One creature
ATTACK	DEFENSE	TARGET		

Requirement: You must be wielding a light blade.
Hit: 3[W] + Dexterity modifier damage. You knock the target prone, and it is restrained until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Astounding Assault

Your prowess shocks your foe into hesitation and indecision.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓			Melee weapon
ACTION		RANGE		
DEX vs AC				One creature
ATTACK	DEFENSE	TARGET		

Requirement: You must be wielding a light blade.
Hit: 5[W] + Dexterity modifier damage, and you slide the target 5 squares. In addition, either the target takes a -10 penalty to attack rolls until the end of its next turn, or it is restrained (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 25

DAILY POWER

Bounding Assault



You dash across the battlefield, ducking under and leaping over foes' attacks. Then you deliver a brutal attack against your enemy.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX vs Reflex			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Hit: 6[W] + Dexterity modifier damage.

Miss: Half damage.

Special: When charging, you can use this power in place of a melee basic attack. The charge's movement does not provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 25

DAILY POWER

Perfect Shot



With time and preparation, you can't miss.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX vs AC			One creature granting combat advantage to you
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Effect: You hit the target and deal 4[W] damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 25

DAILY POWER

Persistent Menace



Slashing and stabbing, you haunt your enemy's every move.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX vs AC			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light blade.

Hit: 2[W] + Dexterity modifier damage, and ongoing 20 damage (save ends).

Miss: Half damage, and ongoing 10 damage (save ends).

Effect: Until the end of the encounter, whenever you deal damage to the target, it takes a -2 penalty to saving throws until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 25

DAILY POWER

Ricocheting Strike



Your attack is so powerful that it reverberates against nearby foes.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX vs AC			One creature granting combat advantage to you
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Hit: 5[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Make a secondary attack of the same attack type as the primary attack.

Secondary Target: One creature adjacent to the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: Dexterity modifier damage, plus any Sneak Attack damage you dealt to the primary target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 25

DAILY POWER

Craven's Bane



A mix of threats and slashes leaves your foe in fear and agony.

Martial, Fear, Rattling, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX vs AC			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be Wielding a light blade.

Hit: 3[W] + Dexterity modifier damage. If this attack bloodies the target, it moves its speed away from you, taking the safest path possible.

Ruthless Ruffian: The target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Deflected Strike



The enemy's attack misses you and hits an adjacent enemy instead as you dodge nimbly out of the way.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓		Melee 1
ACTION			RANGE
DEX vs Will			The attacking enemy
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light blade.

Trigger: An enemy misses you with a melee attack, and a different enemy is adjacent to you

Hit: The attack hits an enemy adjacent to you other than the target. You can add your Sneak Attack damage to the attack's damage, even if you have already used your Sneak Attack during this round.

Cunning Sneak: Both enemies grant combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

From Pebble to Boulder



A stone from your sling strikes your foe between the eyes, causing it to fall to the ground, senseless.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX vs Fort			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a sling.

Hit: 2[W] + Dexterity modifier damage, and you knock the target prone. The target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Killer's Gift



Your brutal attack sends your enemy staggering away from you.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX vs AC			One creature from which you are hidden
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Hit: 2[W] + Dexterity modifier damage, and you slide the target 1 square. The target is stunned until the end of your next turn.

Cunning Sneak: The number of squares you slide the target equals your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Perfect Sniper



From the darkness, you carefully aim your shot and fire. Your foe glances around, but you're too well hidden for it to spot you.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX vs AC			One creature from which you are hidden
ATTACK	DEFENSE		TARGET

Attack: Dexterity vs. AC. If you have superior cover or totalconcealment, you remain hidden after the attack.

Cunning Sneak: You remain hidden after the attack if you have any cover or any concealment.

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Hit: 5[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Sheathe the Blade

You sheathe your weapon in your foe's flesh and then shove it away for your allies to finish off.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement:

You must be wielding a light blade.

Hit:

3[W] + Dexterity modifier damage, and you push the target 1 square. The target gains vulnerable 10 to all damage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

ROGUE

POWER TYPE

ATTACK

LEVEL

27

ENCOUNTER POWER

Killing Storm

Your attacks rain down upon unsuspecting enemies, planting terror among your foes' ranks.

Martial, Fear, Weapon

KEYWORDS

Standard			Area burst 2 within 10 squares
ACTION			RANGE
DEX	vs	AC	Each enemy in burst you can see
ATTACK	DEFENSE		TARGET

Requirement:

You must be wielding a crossbow or a sling.

Hit:

4[W] + Dexterity modifier damage, and the target moves its speed away from the burst's origin square. The target grants combat advantage (save ends).

Miss:

Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

ROGUE

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Kiss of Death

You promise death to a nearby foe. Then you take advantage of your allies' attacks to deliver it.

Martial, Stance

KEYWORDS

Minor			Personal
ACTION			RANGE
	vs		
ATTACK	DEFENSE		TARGET

Requirement:

You must be Wielding a light blade.

Effect:

Choose one creature adjacent to you. Until the stance ends, whenever the chosen creature is adjacent to you and takes damage from a melee or a ranged attack while you are wielding a light blade, you can make a melee basic attack against it as a free action. In addition, your basic attacks against the target gain the rattling keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

ROGUE

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Steel Nettle Rain

You dance deftly around your foe and deliver an attack that is like a thousand metal nettles against its flesh.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Requirement:

You must be wielding a light blade.

Effect:

Before and after the attack, you move your speed. This movement does not provoke opportunity attacks from the target.

Hit:

6[W] + Dexterity modifier damage.

Miss:

Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

ROGUE

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Throat Cut

You come out of hiding to inflict a fatal wound on your foe.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
DEX	vs	Fort	One creature from which you are hidden
ATTACK	DEFENSE		TARGET

Requirement:

You must be wielding a light blade.

Hit:

5[W] + Dexterity modifier damage, and ongoing 15 damage (save ends).

Miss:

Half damage, and ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

ROGUE

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Treachery's Reward

You throw out the notion of a fair fight when you launch a devastating attack from your hiding place.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Attack:

Dexterity vs. AC. You can make two attack rolls and use the higher result if you are hidden from the target before the attack. In addition, if you are hidden and have superior cover or total concealment when you attack, you remain hidden after the attack.

Requirement:

You must be wielding a crossbow, a light blade, or a sling.

Hit:

6[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

ROGUE

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Battlefront Shift

As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.

Martial

KEYWORDS

No Action		Close burst 3
ACTION	←	RANGE
VS		You or one ally in burst
ATTACK	DEFENSE	TARGET

Trigger: You roll initiative

Effect: The target shifts half his or her speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
FEATURE

LEVEL
1

ENCOUNTER POWER

Direct the Strike

You direct an ally to attack as an enemy lowers its guard.

Martial

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
VS		One ally
ATTACK	DEFENSE	TARGET

Effect: The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Intuitive Strike

Your strike puts your opponent off guard, allowing your allies to better exploit the enemy's openings.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage. Until the start of your next turn, any ally who attacks the target and has combat advantage against it gains a bonus to the attack roll equal to 1 + your Wisdom or Charisma modifier instead of the normal +2 bonus.
Level 21: 2[W] damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Paint the Bull's-Eye

You fire a red-fletched missile into your foe, creating a target for your allies to focus on when attacking the creature.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage. Until the start of your next turn, your allies gain a power bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.
Level 21: 2[W] damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Risky Shot

You wait until the last possible moment to strike, dealing a more potent blow at the expense of defense.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier + Intelligence or Wisdom modifier damage.
Level 21: 2[W] + Strength modifier + Intelligence or Wisdom modifier damage.
Effect: You grant combat advantage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Pin Cushion

If your allies fire enough arrows at your foe, a few are bound to hit.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, you and your allies gain a power bonus to ranged attack rolls against the target. The bonus is equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Powerful Warning

You shout a warning that alerts your ally to an enemy attack, allowing your comrade to dodge and riposte.

Martial

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
VS		The triggering ally in burst
ATTACK	DEFENSE	TARGET

Trigger: An ally within 5 squares of you is hit by an enemy

Effect: The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.

Insightful Presence: The bonus to your ally's defenses equals 1 + your Wisdom modifier or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Race the Arrow

You catch your comrade's eye and designate a target. You fire a shot that diverts your foe's attention, giving your ally the chance to attack.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. One ally you can see can charge the target or make a melee basic attack against the target as a free action.

Skirmishing Presence: The ally gains a power bonus to the attack roll and the damage roll equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Seize the Upper Hand

Your strike distracts your foe, forcing it to lower its defenses and create opportunities for your allies' attacks.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, while you have combat advantage against the target, you and your allies deal extra damage to the target equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Shielded Assault

You attack cautiously, protecting yourself and nearby allies with your shield.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
Hit: 2[W] + Strength modifier damage.
Effect: Until the end of your next turn, you gain a +2 power bonus to AC, and your allies gain a +2 power bonus to AC while adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	ATTACK	LEVEL	1
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ENCOUNTER POWER

Vengeance Is Mine

You respond to an enemy's attack with a riposte, and you call for an ally to join you against the offender.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits you
Effect: You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	ATTACK	LEVEL	1
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ENCOUNTER POWER

Create a Target

You swing at your foe, shoving it into the line of fire. The creature then continues to stagger around, disoriented and vulnerable.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier. Whenever a pull, a push, or a slide forces the target to move, one of your allies can make a basic attack against the target as a free action (save ends).
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	ATTACK	LEVEL	1
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DAILY POWER

Expert Timing

You deliver a blow to your foe and let out a call to your allies who, remembering their training, move nimbly around the battlefield.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. You and each ally you can see gain a +1 power bonus to speed until the end of the encounter.
Miss: Half damage. You and each ally you can see gain a +1 power bonus to speed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	ATTACK	LEVEL	1
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DAILY POWER

Inspiring Shot

Your shot strikes an enemy hard, proving that victory is near.

Martial, Reliable, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. Until the end of the encounter, your healing powers restore additional hit points equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	ATTACK	LEVEL	1
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DAILY POWER

Leader's Instincts

You strike at your foe with a skillful thrust. As your opponent is about to dodge, you call for an ally to attack.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. As a free action, one ally you can see can make a basic attack against the target with a +2 power bonus to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	ATTACK	LEVEL	1
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DAILY POWER

Relentless Wounding

Your attack wounds a foe, making it susceptible to your allies' assaults.

Martial, Reliable, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. Until the end of the encounter, your allies gain a power bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	ATTACK	LEVEL	1
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DAILY POWER

Encouraging Boost

You shout words of encouragement, giving your ally a necessary boost.

Martial, Healing

KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: The target can use its second wind and regain additional hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	UTILITY	LEVEL	2
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UTILITY POWER

Flash of Insight

Your weapon slips past a foe's guard, allowing you to adjust your attack and throw the creature off balance.

Martial

KEYWORDS

Free	↓	Melee weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The enemy you hit
Trigger: An enemy is hit by your at-will weapon attack
Effect: You knock the target prone or push the target a number of squares equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	WARLORD	POWER TYPE	UTILITY	LEVEL	2
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UTILITY POWER

Hasty Alert

Your shout warns comrades of imminent danger in time for them to react.

Martial

KEYWORDS

No Action		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each surprised ally in burst
Trigger: A surprise round begins, and you are conscious
Effect: Each target is not surprised and gains a bonus to AC and Reflex equal to your Intelligence modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Spur to Action

Sensing your enemies' advantage, you whisper quick orders that spur your allies into action.

Martial

KEYWORDS

No Action		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Trigger: You roll initiative
Effect: Each target can reroll his or her initiative but must use the second result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Battering Command

You slam your weapon into your foe's gut and cause the creature to double over, enabling an ally to smash it.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC	Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: You knock the target prone.
Effect: One ally adjacent to the target can make a melee basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Deadly Distraction

You strike your foe hard, delivering a wound that keeps your enemy distracted while you and your allies retreat.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, you and each ally adjacent to the target do not provoke opportunity attacks from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Inspire Resilience

You deliver a powerful hit that bolsters your ally or encourages your comrade to unleash an equally devastating blow.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: One ally adjacent to you chooses either to gain a power bonus to damage rolls equal to your Intelligence modifier until the end of your next turn or to gain temporary hit points equal to your Charisma modifier.
Resourceful Presence: Instead of one ally, each ally adjacent to you either gains the bonus or gains temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

No Gambit Is Wasted

Sensing that an ally is attempting a difficult deed, you distract your comrade's foe and give him or her another chance to use the attack.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature targeted by the triggering ally's attack
ATTACK	DEFENSE	TARGET

Trigger: An ally misses every target with an encounter or a daily attack
Hit: 2[W] + Strength modifier damage. The triggering ally's attack is not expended.
Insightful Presence: The triggering ally gains a bonus to his or her next attack roll against the target before the end of your next turn. The bonus is equal to your Wisdom or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Staggering Shot

The impact of your shot leaves a foe reeling.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. The first time the target moves during its next turn, you knock the target prone after the move.
Skirmishing Presence: You push the target a number of squares equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Archery Commander

As your allies unleash ranged attacks, you thwart your enemies' efforts to take advantage of your comrades' distraction.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, you and any ally within 2 squares of you do not provoke opportunity attacks when making ranged attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Brave Warriors

Your charge emboldens your allies to do the same.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, you gain +1 power bonus to attack rolls when charging, and your allies gain a +1 power bonus to attack rolls when charging while within your line of sight.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Create Opportunity

Your precisely timed shots disrupt your foe's concentration, buying time for an ally to act.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: Until the end of the encounter, whenever you hit the target with a ranged attack, one ally adjacent to it can either make a melee basic attack against it as a free action or shift a number of squares equal to your Intelligence or Wisdom modifier as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Exemplar of Action

Your series of feints and slashes cows your foe, preparing it for your allies.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the target is weakened and grants combat advantage (save ends both). Until the target is no longer affected by this power, you and your allies' attacks deal 5 extra damage against the target.
Miss: The target is weakened and grants combat advantage until the end of your next turn. In addition, you and your allies' attacks deal 2 extra damage against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

I've Got Your Back

Standing together, you and your comrades form a bastion that can withstand the enemy assault.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, any ally adjacent to you gains a +2 power bonus to AC and Reflex.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Anchor the Line

You help an ally stand or guide a friend back into formation.

Martial

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: The target stands up, or you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Reassuring Gesture

Verbal reassurance is good, but a hearty clap on the shoulder is better.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You use *inspiring word* on your ally
Effect: Your *inspiring word* also grants its target temporary hit points equal to 5 + your Wisdom or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Reorient the Axis

You realize that your allies need to adjust their formation, so you order several to move to new locations.

Martial

KEYWORDS

Move	↔	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target can shift a number of squares equal to your Intelligence modifier as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Form a Line

You raise your fist in the air, calling your allies to form a defensive front at your position.

Martial

KEYWORDS

Standard	↔	Close wall 8
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You designate a wall of defensive ground that lasts until the end of your next turn. The wall is 1 square high, and it must include a square you occupy. You and any ally within the wall gain a +1 power bonus to AC, or a +2 power bonus to AC while adjacent to an ally who is also within the wall.
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Invigorating Shout

You call to an ally with words of inspiration, pushing your comrade to fight on.

Martial, Healing

KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: The target regains one healing surge and also regains hit points equal to his or her healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Fierce Reply

You answer an attacker's hit against an ally with a vicious riposte.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 3 squares of you hits your ally
Effect: Before your attack, you shift 2 squares.
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

General's Gift



You are generous as well as brave. Your presence alone keeps an ally from surrendering to weariness and wounds.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Strength modifier damage.

Effect: Until the end of your next turn, whenever an ally would spend a healing surge, you spend a healing surge on that ally's behalf as a free action. You regain no hit points from spending the healing surge, and the ally gains the benefit as if he or she had spent the healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Join the Crowd



You swing at a nearby foe and drive it back into the area of an ally's explosive attack.

Martial, Weapon

KEYWORDS

Imm. Interrupt	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature not targeted by the triggering attack
ATTACK	DEFENSE		TARGET

Trigger: An ally makes a close or an area attack

Hit: 2[W] + Strength modifier damage, and you slide the target a number of squares equal to your Strength modifier.

Insightful Presence: If the triggering attack hits the target, it deals extra damage equal to your Wisdom or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

On My Mark



You catch the eye of your comrade and nod toward a foe. Together, you and the ally then strike.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + Strength modifier damage.

Effect: Choose one ally you can see to make a basic attack against the target as a free action. If your attack hit the target, the ally gains a power bonus to his or her attack roll equal to your Intelligence or Wisdom modifier.

Skirmishing Presence: Before the attack, the chosen ally shifts 3 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Sudden Motivation



Your passionate war cry inspires a burst of motivation in your allies, sending them darting across the battlefield.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + Strength modifier damage. Each ally within 5 squares of you gains an extra move action to use during his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Together We Survive



You yell in defiance as you land a solid blow. When your allies follow your example, you can see their confidence grow.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, whenever an ally hits the target, that ally gains temporary hit points equal to your Wisdom or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Dangerous Leader



The most dangerous leader is the one who is able to hurt the enemy through helping comrades.

Martial, Healing, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Effect: Until the end of the encounter, whenever you hit with a charge, each ally within 5 squares of you regains 5 hit points.

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Eviscerating Shot



You aim for a vulnerable spot that will leave your foe too absorbed with its own suffering to withdraw.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 3[W] + Strength modifier damage, and the target grants combat advantage (save ends).

Afterside: The target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Force of Fellowship



Having seen to the needs of your troops, you strike out with a powerful blow, buoyed by the strength of your deeds.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Strength modifier damage. The attack deals 1[W] extra damage for each inspiring word you have used during this encounter, up to a maximum of 3[W] extra damage.

Effect: You can use your inspiring word one additional time during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Ready the Charge



You push your foe back, clearing the path for your allies to charge the creature.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + Strength modifier damage, and you push the target 4 squares.

Miss: You push the target 2 squares.

Effect: Each ally who was adjacent to the target before the push can charge it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Tactical Withdrawal

You land a final blow on the enemy and then command a temporary retreat.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target cannot make opportunity attacks (save ends).
Miss: Half damage, and the target cannot make opportunity attacks until the end of your next turn.
Effect: Each ally adjacent to the target can move his or her speed as a free action but must end in a space that is not adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Covering Fire

You use the confusion generated by another attack to send an ally quickly into position.

Martial

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst targeted by the triggering attack
Trigger: An ally makes an area or a close attack that targets an ally within 10 squares of you
Effect: The target shifts a number of squares equal to 3 + your Wisdom or Charisma modifier as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Tactical Orders

You bark orders at your allies, commanding them to move into formation.

Martial

KEYWORDS

Minor		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and one ally in burst
Effect: Each target shifts his or her speed as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Strength of Conviction

You create an area of calm even as violence rages around you.

Martial, Healing

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target can spend a healing surge. Until the end of the encounter, your healing powers restore the maximum number of hit points possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Bolstering Insight

You offer your ally a brief insight into a foe's actions, preparing him or her for the enemy's attack.

Martial

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
vs		The triggering ally in burst
ATTACK	DEFENSE	TARGET

Trigger: An ally within 5 squares of you is hit by an enemy's attack
Effect: The target gains a +3 power bonus to all defenses against the enemy's attack. If the attack misses the target, he or she can make a melee basic attack against the enemy as a free action with a bonus to the damage roll equal to your Wisdom or Charisma modifier.
Insightful Presence: The bonus to the target's defenses equals 2 + your Wisdom or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Death from Two Sides

You and your ally move into a tactically sound position and attack your foe with a coordinated assault.

Martial

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You and one ally make a melee basic attack against the target. If both attacks hit, your ally's attack is a critical hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Defensive Offense

You smash your weapon into your enemy and lock into formation with your allies, using your shield to shelter them.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a shield.
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of your next turn, you gain a +2 power bonus to AC and Reflex, and your allies gain a +2 power bonus to AC and Reflex while adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Hope's Renewal

A solid blow against a foe helps you restore your allies' faith.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. Your inspiring word restores additional hit points equal to your Charisma or Intelligence modifier until the end of your next turn.
Resourceful Presence: Add 3 to the number of hit points the power restores.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Impromptu Attack

As one ally's weapon slips past an enemy's guard, you encourage a couple of others to take advantage of the opening.

Martial

KEYWORDS

Imm. Reaction		Close burst 5
ACTION		RANGE
vs		Two allies in burst adjacent to the enemy
ATTACK	DEFENSE	TARGET

Trigger: An ally within 5 squares of you hits an enemy with a melee attack
Insightful Presence: The triggering ally's attack deals extra damage equal to your Wisdom or Charisma modifier.
Effect: Each target can make a melee basic attack against the enemy as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Signal the Charge

Your shot signals your comrades to rush the foe.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. One ally you can see can charge the target or make a melee basic attack against it as a free action.
Skirmishing Presence: The ally gains a power bonus to the attack roll equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
13

ENCOUNTER POWER

Archery Duel

You shout words of inspiration to your allies, encouraging them to respond to your enemies' artillery with shots of their own.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.
Effect: Until the end of the encounter, whenever a ranged attack hits an ally you can see, that ally can make a ranged basic attack against the attacker as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Band of Fellows

Your foe is a fool for thinking it escaped the brunt of your attack. You are only setting it up for your allies.

Martial, Reliable, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: Each ally can make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Bravura Charge

Your powerful charge inspires your allies, filling them with vigor and courage.

Martial, Healing, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: Each ally within 10 squares of you can spend a healing surge.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Comrade in Arms

As you and your ally work together to defeat a foe, you both develop a bond that provides all advantage throughout combat.

Martial, Weapon

KEYWORDS

Imm. Reaction		Melee or Ranged weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy is hit by your ally
Hit: 2[W] + Strength modifier damage.
Effect: Until the end of the encounter, whenever you hit an enemy, the ally gains a power bonus to his or her next attack roll against that enemy. The bonus equals your Intelligence or Wisdom modifier and lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Driving Volley

You send multiple shots flying at your enemies. Each missile drives a foe back toward your allies, who seize the opportunity to attack.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
STR vs AC		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence or Wisdom modifier. If the target ends the push adjacent to one of your allies, that ally can make a melee basic attack against the target as an opportunity action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Help or Hinder

You offer words of encouragement to an ally or shout words of discouragement to an enemy.

Martial

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: The triggering enemy or ally in burst
Trigger: An enemy within 5 squares of you saves, or an ally within 5 squares of you fails a saving throw
Effect: The target rerolls the saving throw. If the target is an enemy, it takes a penalty to the saving throw equal to your Intelligence or Wisdom modifier. If the target is an ally, he or she gains a bonus to the saving throw equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
UTILITY

LEVEL
16

UTILITY POWER

Press on Together

One of your allies overcomes a debilitating effect, and you shout to your other comrades to do the same.

Martial

KEYWORDS

Free		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: You and each ally in burst
Trigger: An ally within 10 squares of you saves against an effect
Effect: Until the end of your next turn, each target gains a power bonus to saving throws equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
UTILITY

LEVEL
16

UTILITY POWER

Share the Weight

You foster the spirit of teamwork among your allies and inspire one of them to take a blow meant for another.

Martial

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: You or one ally in burst; the target must be adjacent to the triggering ally
Trigger: An ally within 10 squares of you is hit by an attack
Effect: The target and the triggering ally swap places, and the attack hits the target and misses the triggering ally.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARLORD

POWER TYPE
UTILITY

LEVEL
16

UTILITY POWER

Forbidden Ground

You declare the space in front of you to be forbidden, and any enemy that dares to enter it will suffer the consequences.

Martial

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
AT-WILL	ENCOUNTER	DAILY

Effect: The blast creates an area of forbidden ground. Until the end of the encounter, whenever an enemy enters the area, you or an ally can charge that enemy or make a melee basic attack against it as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Disabling Missile

Your carefully aimed shot leaves a foe unable to concentrate on defending itself.

Martial, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION	↗	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and each ally adjacent to the target can shift 1 square as a free action. Until the end of your next turn, the target provokes opportunity attacks from your allies whenever it attacks.

Skirmishing Presence: You and your allies gain a power bonus to melee damage rolls against the target equal to your Intelligence or Wisdom modifier. The power bonus lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Forced Respect

Your strike forces your foe to respect you and your ally, making it think twice before confronting the two of you again.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits your ally with a melee attack.

Hit: 2[W] + Strength modifier damage, and the target grants combat advantage until the end of its next turn.

Insightful Presence: One ally can make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Pincer Shot

Your arrow drives a foe backward onto the blade of your ally.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence or Wisdom modifier. After the push, one of your allies adjacent to the target can make a melee basic attack against it as a free action. The attack deals extra damage equal to the number of squares you pushed the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

We Will Not Fail

Your wild strike distracts your foe, giving an ally the chance to strike the creature.

Martial

KEYWORDS

Free		Close burst 10
ACTION	←	RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET

Trigger: You miss an enemy with an attack.

Effect: The target can make a basic attack against the enemy as a free action. The attack deals extra damage equal to 5 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Anticipate the Target

Your ally's strike drives a foe forward, and you snap off a shot. You then study the enemy and watch for it to drop its guard again.

Martial, Weapon

KEYWORDS

Imm. Reaction	↗	Ranged weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy is hit by your ally.

Hit: 3[W] + Strength modifier damage, and whenever the target moves during its turn, one ally you can see can make a basic attack against the target as an opportunity action (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Assault of the Ram

You and your comrades hurl yourselves at opponents and gain the upper hand through your audacity.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you or an ally charges, you or the ally gains combat advantage against the target of the charge for that attack.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Dance on Their Graves

Your blow shows your allies how best to attack your enemy, and with each subsequent strike, you adapt your strategy to keep your foe off balance.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target grants combat advantage until the end of your next turn.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you hit the target, it grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

End to Games

Your strike leaves a foe reeling, and as your allies beat on the creature, their vigor and morale improve.

Martial, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is stunned (save ends). While the target is stunned by this power, whenever an ally hits the target, he or she can spend a healing surge.

Miss: Half damage, and the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Leader of the Bowmen

Your shot signals the beginning of a barrage. Your leadership guides your allies' fire and helps alert them to nearby foes.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.
Effect: Until the end of the encounter, you and your allies gain a +2 power bonus to ranged attack rolls and do not provoke opportunity attacks for making ranged attacks.
Special: You can use this power in place of a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Courageous Insight

You have a sixth sense that tells you when your allies are in danger. Recognizing your ally's peril, you dart over to help.

Martial, Healing

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally drops to 0 hit points or fewer from an enemy's attack that doesn't target you
Effect: You move twice your speed. You must end this movement adjacent to the triggering ally.
Effect: The attack hits you instead of the target, and the target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Defensive Ground

You identify a section of the battlefield that offers a defensive advantage, and you direct your allies to secure it.

Martial

KEYWORDS

Standard	↖	Close blast 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in blast
Effect: Each ally in the blast gains temporary hit points equal to 5 + your Intelligence or Wisdom modifier. The blast creates an area of defensible terrain. Until the end of the encounter, any ally within the area that has cover except that provided by intervening allies instead has superior cover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Hidden Opportunity

You spot a hole in an enemy's defenses and tell your ally to seize the opportunity.

Martial

KEYWORDS

Free	↖	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An ally within 5 squares of you hits with an opportunity attack
Effect: The target scores a critical hit with the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Pull out the Stops

Your leadership lets your comrades achieve more than ever seemed possible.

Martial

KEYWORDS

Minor	↖	Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, any ally you can see can spend an action point, even if that ally already spent one or more during this encounter. An ally can spend only one action point per turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

Defender's Retort

You run to your ally's aid and strike out at an advancing enemy.

Martial, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 3 squares of you hits your ally
Effect: Before you attack, you shift 2 squares.
Hit: 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Halting Missile

You fire a shot at an enemy that is pressing down on an ally. Your attack debilitates the foe and gives your ally temporary respite.

Martial, Healing, Weapon

KEYWORDS

Imm. Reaction	↗	Ranged weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits your ally with a melee attack
Hit: 2[W] + Strength modifier damage, and the ally regains hit points equal to 5 + your Intelligence or Wisdom modifier.
Skirmish Presence: The target is weakened until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Hold that Thought

Realizing your ally's aim is off, you quickly strike the target of your comrade's attack and try to distract it to help your ally hit.

Martial, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy is missed by your ally's attack
Hit: 2[W] + Strength modifier damage. The ally can reroll his or her attack roll against the target and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Stunning Display

You drive your weapon into your enemy, shocking it. While the enemy is recovering, you give an ally a moment to recuperate.

Martial, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn. One ally within 5 squares of you can use his or her second wind as a free action.
Insightful Presence: The ally's bonus to defenses from second wind equals +4 instead of +2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Wave of War

Your vigorous charge inspires your allies to move forward and encircle your foes.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.

Effect: Each ally within 5 squares of you can move his or her speed as a free action.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

Forceful Leader

Your charge inspires your allies. As they follow your lead, you shout encouragement that fills them with vigor.

Martial, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, any ally who hits with a charge attack regains 5 hit points.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Help Where It's Needed

You attempt to avenge your comrades. Seeing your efforts, your wounded allies feel invigorated and rejoin the fight.

Martial, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and one ally within 5 squares of you can make a saving throw against each effect on him or her that a save can end.

Effect: Any bloodied ally within 5 squares of you can spend a healing surge as a free action and make a saving throw against one effect on him or her that a save can end.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Herding Barrage

Your shots drive your foes into a tight cluster. You then signal for an ally to seize his or her chance to attack.

Martial, Weapon

KEYWORDS

Standard	↘	Ranged weapon
ACTION		RANGE
STR vs AC		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier.

Effect: One ally adjacent to each target can make a melee basic attack against that target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Skirmisher's Command

Every shot you take strikes a foe where it is vulnerable and signals where allies should target it.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, any enemy you hit with a ranged attack gains vulnerable 10 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Vigilant Commander

You lash out at an enemy, repaying it for everything you and your allies have suffered during the battle.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. The attack deals 1[W] extra damage for each *inspiring word* you have used during this encounter, up to a maximum of 4[W].

Effect: You regain the use of any expended *inspiring word* uses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Combined Arms Assault

You fire at an enemy, prompting a pair of nearby allies to charge or shoot the foe.

Martial, Weapon

KEYWORDS

Standard	↘	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. One or two allies you can see can choose either to charge the target or to make a ranged basic attack against the target as a free action.

Skirmishing Presence: The allies gain a power bonus to the damage rolls equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Insightful Assault

With a whistle, you signal to your allies to assault an enemy from all sides.

Martial

KEYWORDS

Standard	↶	Close burst 20
ACTION		RANGE
vs		You and one, two, or three allies in burst
ATTACK	DEFENSE	TARGET

Effect: Choose an enemy. Each target can make a basic attack against the chosen enemy as a free action.

Insightful Presence: The basic attacks deal extra damage equal to your Wisdom or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Raise the Bar

Your attack sets a standard of excellence that the rest of the party strives to match.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. Each ally you can see gains a power bonus to attack rolls equal to your Intelligence or Wisdom modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Resourceful Triumph

Time seems to slow as you regard your foe. Then, deciding on the best place to strike, you deliver a potent attack.

Martial, Healing, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits your ally

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

Effect: The ally who was hit can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

WARLORD

POWER TYPE

ATTACK

LEVEL

27

ENCOUNTER POWER

Break it Up

You send distracting shots at your foes, allowing allies to maneuver around the battlefield and launch new attacks.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, whenever you hit an enemy with a ranged attack, one ally who is adjacent to that enemy can shift a number of squares equal to your Intelligence or Wisdom modifier and then make a melee basic attack against it as a free action. If no ally is adjacent to the enemy, one ally can make a ranged basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

WARLORD

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Legendary Charge

You charge forward, heedless of the dangers. Your speed and power inspire your allies to fight with renewed vigor.

Martial, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 6[W] + Strength modifier damage.

Effect: Each ally within 10 squares of you can spend a healing surge as a free action.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

WARLORD

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Loyal Squadron

You never worry about the strength of your arm. You know that if you falter, your comrades will be there to back you up.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.

Miss: As a free action, each ally can make a melee basic attack against the target with a bonus to the attack roll equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

WARLORD

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Partners in Battle

You and your comrade assault an enemy in concert, forcing the creature to divide its attention.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target is dazed (save ends).

Miss: As a free action, one ally you can see can make a basic attack against the target with a power bonus to the attack roll equal to your Intelligence or Charisma modifier. On a hit, the target is dazed until the end of your next turn, and during your next turn, you can use this power against the target again.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

WARLORD

POWER TYPE

ATTACK

LEVEL

29

DAILY POWER

Arms Master Challenge

You lash out at foes within reach, and then call out another enemy a short distance away.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	↔	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Choose one enemy within 5 squares of you other than the primary target or the secondary target. You mark that enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
KULKOR ARMS MASTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Barreling Swing

You rush through your foes, swinging your weapon in sweeping arcs as you arrive in their midst.

Martial, Weapon

KEYWORDS

Standard	↔	Close burst 1
ACTION	↔	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: You charge and make the following attack in place of a melee basic attack. When charging, you can move through enemies' squares.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Weapon: If you're wielding a two-handed mace or a two-handed hammer, the attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RAMPAGING BRUTE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Blinding Dust

You spray a handful of poisonous dust into the air, blinding your enemies.

Martial, Poison

KEYWORDS

Standard	↔	Close blast 3
ACTION	↔	RANGE
DEX + 4 vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Level 21 : Dexterity + 6 vs. Fortitude

Hit: 2d6 + Dexterity modifier poison damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
MASTER OF POISONS

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Blinding Flare

You create a burst of blinding flame that robs your enemies of their sight long enough for you to slip around behind them.

Arcane, Implement

KEYWORDS

Minor	↔	Close burst 1
ACTION	↔	RANGE
DEX vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: The target is blinded until the end of your next turn.

Effect: You shift your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ARCANE TRICKSTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Blood for Blood

Your animalistic instincts surge, helping you push your body beyond its normal physical limits to deliver a deadly blow.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION	↔	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage. If you are a longtooth shifter, you also knock the target prone. If you are a razorclaw shifter, you can shift 2 squares after the attack.

Effect: You can take 5 damage to deal damage equal to 5 + your Wisdom modifier to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BLOODFURY HUNTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Charge to Glory

You barrel into your enemy, eager to draw first blood.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	↔	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.

Effect: You knock the target prone.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
GLORIOUS MYRMIDON

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Clever Maneuver

You attack your foe with a quick slash, then shove it toward one of your allies to finish off.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	↔	RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you slide the target 3 squares. If the target ends the slide adjacent to any of your allies, one of your allies adjacent to it can make a melee basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
PRINCE OF KNAVES

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Crackling Nimbus

Your weapon emits lightning that jolts your enemy and clings to it for a time, making it pay a price for attacking your allies.

Arcane, Lightning, Weapon

KEYWORDS

Standard	↔	Area burst 1 within weapon range
ACTION	↔	RANGE
STR vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a ranged weapon.

Hit: 2[W] + Strength modifier lightning damage. The first time the target deals damage to one of your allies before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ARCANE BATTLEMASTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Crimson Spear Strike

You lunge toward your enemy and draw first blood, bringing your foe to a dead stop for a moment.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon + 1
ACTION	↔	RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a spear.

Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
HUNTMASTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Curse Strike



Your strike delivers a dark curse, debilitating your foe and lending power to your next attack.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls, and your weapon attacks against the target deal 2d6 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
AVERNIAN KNIGHT

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Dance of the Cloak



You miss with a wicked cut, and when your foe counters, you respond with a stronger attack.

Martial, Reliable, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
DEX vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a rapier or a short sword.

Trigger: An enemy hits you

Hit: 3[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RED CLOAK

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Darkstrider Ambush



You exploit your advantage with a single well-aimed strike that momentarily disorients your enemy.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		One creature granting combat advantage to you
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DARKSTRIDER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Devastating Smash



You deal a powerful blow that leaves your foe open to your allies' attacks.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is dazed and slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
IRONSTAR MAULER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Eager Pursuit



Your attack signals that you are the hunter and your enemy is the prey. If your foe flees, you won't be far behind.

Martial, Weapon

KEYWORDS

Standard	↓	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier damage.
Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls against the target. The first time the target moves during its next turn, you can shift a number of squares equal to your Wisdom modifier as an immediate reaction. You must end the shift closer to the target than you were when you began the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SHINAELESTRAN GUARDIAN

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Ensnaring Chains



You whip your weapon around your foe, leaving an opening for your ally to strike.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a flail.
Hit: 2[W] + Strength modifier damage, and you grab the target. One of your allies adjacent to the target can make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
CHAINBINDER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Inspirational Assault



You land a mighty blow, inspiring an ally to follow suit.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to his or her next attack roll before the end of your next turn equal to the number of allies within 2 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WHITE RAVEN

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Lady Luck Smiles



You're a good luck charm to your allies, attracting the blessing of Lady Luck in everything you do.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		
ATTACK	DEFENSE	TARGET

Target: One creature

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, whenever an ally within 5 squares of you makes a melee or a ranged attack roll, he or she can roll twice and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
CAPTAIN OF FORTUNE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Line of Fire



Your first shot unbalances your foe, leaving it open to your allies' attacks. You follow up with a quick volley, striking enemies that sought to block the path to your foe.

Martial, Weapon

KEYWORDS

Standard	↓	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a greatbow or a longbow.
Hit: 2[W] + Strength modifier damage, and the primary target grants combat advantage until the end of your next turn. Make a secondary attack.

Secondary Target: One or two creatures granting cover to the primary target.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ARROWHEAD COMMANDER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Raider's War Cry



You lunge at your foe with a bloodthirsty yell and a vicious attack, slamming your enemy to the ground.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: You knock the target prone.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
REAVING AXE SAVANT

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Rush of Steel



You attack with a long, looping slash of your heavy weapon, then step forward and reverse your grip to strike another enemy from a different direction.

Martial, Weapon

KEYWORDS

Standard	↔	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: You shift 1 square and make a melee secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
STEEL VANGUARD MASTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Savage Sting



Your shot pierces your foe, creating a grievous wound that hampers your enemy.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier damage, and ongoing 5 damage (save ends).
Level 21: Ongoing 10 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
HARROWING SWARM ARCHER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Scattershot



You hurl several stones at once, knocking your enemies back with each strike.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a sling.
Hit: 3[W] + Dexterity modifier damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DARING SLINGER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Scoundrel's Philosophy



You humble your foe with your fighting prowess, then befuddle it with your vast knowledge of proper fighting techniques.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier damage, and make a secondary attack against the target.
Secondary Attack: Dexterity vs. Will
Hit: The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
JACK-OF-ALL-TRADES

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Scouring Strike



You charge your foe with incredible speed, scouring its flesh with your weapon and spinning it around so your allies can rush into position.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		
ATTACK	DEFENSE	TARGET

Target: One creature
Hit: 3[W] + Strength modifier damage. You and each ally adjacent to the target can shift 2 squares as a free action.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ZEPHYR WARCHIEF

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Shadow to Shadow



You slide behind cover, attack your foe from a distance, and then slip back into the shadows again.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be using a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling.
Effect: Before and after the attack, you shift 3 squares. After each shift, you can make a Stealth check to become hidden.
Hit: 3[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
VERDANT STALKER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Shout of Challenge



You attack with a fierce war cry, challenging your foe and giving heart to your nearby comrades.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		
ATTACK	DEFENSE	TARGET

Target: One creature
Hit: 2[W] + Strength modifier + Charisma modifier damage, and each ally within 3 squares of you gains temporary hit points equal to 5 + your Charisma modifier.
Effect: If the target is bloodied, you mark it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ARKHOSIAN BLADEMASTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Single Combat Assault



You challenge your foe to combat, riveting its attention on you.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, the target is dazed until the end of your next turn, and if the target is within 5 squares of you, you pull it adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
LONE WOLF

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Sly Charge

Rather than run into your waiting enemy, you flick a small weapon at it first to distract it as you rush in.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You charge and make the following attack in place of a melee basic attack. If you're wielding a light thrown weapon, you can make a ranged basic attack against the target with that weapon as a free action before the charge. If the ranged attack hits, the target grants combat advantage to you until the start of your next turn.

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RAKEHELL DUELIST

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Taunting Barb

Your taunt is as keen as the blade you thrust into your foe.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged 3
ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.

Hit: 3[W] + Dexterity modifier damage, and you pull the target to a square adjacent to you and make a melee secondary attack against the target. You have combat advantage for the attack.

Secondary Attack: Dexterity vs. AC
Hit: Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BLADE BRAVO

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Tiger Jump

You hurl yourself at your enemy with knives raised, dragging your foe to the ground before falling upon it with a deadly strike.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two light blades.

Hit: 2[W] + Strength modifier damage, and you knock the target prone. You can fall prone and make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)
Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SNOW TIGER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Vengeance's Pursuit

After slashing your foe, you flip the knife in your hand and prepare to throw it.

Martial, Rattling, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a dagger.
Hit: 2[W] + Dexterity modifier damage.

Effect: The first time the target moves or makes an attack that doesn't include you as a target before the start of your next turn, you can make a ranged basic attack against the target as a free action. The target grants combat advantage to you for this attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WHISPERKNIFE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Warhound's Wrath

You strike a solid blow, and the god of war smiles upon you, letting new strength flow back into your wounded body.

Divine, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you regain hit points equal to 5 + your Wisdom modifier. If you are bloodied, the attack deals 1[W] extra damage, and you instead regain hit points equal to 10 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WARHOUND OF BANE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Escape the Trap

You outmaneuver your foes, slipping past their defenses.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be adjacent to two enemies.

Effect: You shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
LONE WOLF

POWER TYPE
UTILITY

LEVEL
12

UTILITY POWER

Scarlet Maneuver

You take advantage of each of your enemy's mistakes.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy misses you with a melee attack

Effect: You gain combat advantage against the triggering enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RED CLOAK

POWER TYPE
UTILITY

LEVEL
12

UTILITY POWER

Always a Natural

You are a natural at everything you do.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You make a skill check and dislike the result

Effect: You reroll the triggering check and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
JACK-OF-ALL-TRADES

POWER TYPE
UTILITY

LEVEL
12

UTILITY POWER

Avernian Challenge

You teleport a short distance and challenge nearby enemies.

Arcane, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You teleport 5 squares and then mark each enemy adjacent to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
AVERNIAN KNIGHT

POWER TYPE
UTILITY

LEVEL
12

UTILITY POWER

Bane's Fortune

You bask in the glow of Bane's favor, extending good fortune to your comrades and ill fortune to your enemies.

Divine, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the stance ends, you and any ally within 3 squares of you gain a +1 power bonus to attack rolls and saving throws, and any enemy marked by you and within 3 squares of you takes a -1 penalty to attack rolls and saving throws. The stance ends if an enemy hits you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARHOUND OF BANE

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Brace for the Charge

You lower the point of your spear and keep it between you and your foes, making any who would charge you pay a hefty price.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you can make a melee basic attack with a spear as an immediate reaction against any enemy that moves adjacent to you during its turn. If you hit with that attack, you score a critical hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HUNTMASTER

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Cloaked in Shadow

You vanish into the shadowy clefts of the natural rock and stone around you.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be adjacent to a wall or other large stone feature, such as a column, a boulder, or a stalagmite.

Effect: You are hidden to any enemies that aren't adjacent to you. You remain hidden until you move or attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DARKSTRIDER

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Desert Glide

You and your allies glide across the battlefield like sand snakes in the dunes.

Martial

KEYWORDS

Move		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Each target can move his or her speed + 2 as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ZEPHYR WARCHIEF

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Exult in Victory

The glory of a hard-fought victory sweeps away your fatigue when you defeat a worthy foe.

Martial, Healing

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You reduce an enemy to 0 hit points with a melee attack

Effect: You use your second wind, and you gain a +1 bonus to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GLORIOUS MYRMIDON

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Favored Fortune

You believe in luck, but you also believe in seizing opportunities when they come.

Martial

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering character in burst
Trigger: You or an ally within 5 squares of you makes a damage roll
Effect: The target rerolls the damage roll and can use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CAPTAIN OF FORTUNE

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Forest Specter

Moving among foliage or around a cavern wall, you blend into your surroundings like a spirit of nature.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must have total concealment or superior cover.
Effect: You become invisible until the end of your next turn, until you attack, or until you no longer have any cover or any concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VERDANT STALKER

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Heart of Dragons

An enemy's blow against you or an ally steals your resolve.

Martial

KEYWORDS

Imm. Reaction		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering character in burst
Trigger: You or an ally within 5 squares of you is bloodied by an enemy attack
Effect: The target can make a saving throw and also gains temporary hit points equal to 5 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARKHOSIAN BLADEMASTER

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Invisible Stride

You call upon the power of the eladrin to transport yourself a short distance, vanishing from view as you do so.

Arcane, Illusion, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You teleport 5 squares and become invisible until the start of your next turn or until you attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHINAELESTRAN GUARDIAN

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Iron Resolve

Your enemy's blow fuels your resolve.

Martial, Healing

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy hits you
Effect: You can either spend a healing surge to regain hit points, or you can spend a healing surge but not regain any hit points and make a saving throw with a +2 bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SNOW TIGER POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Main Gauche Parry

Lesson twenty-three of the tempest technique - a well-timed parry with a light blade can save life and loin.

Martial

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be wielding two melee weapons, one of which is a light blade that has the off-hand property.
Trigger: An enemy hits you with a melee attack
Effect: You gain a +4 bonus to AC and Reflex until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RAKEHELL DUELIST POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Persistent Poison

Just when an enemy thinks it has beaten your attack, your poison proves effective after all.

Martial

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy in burst
Trigger: An enemy within 10 squares of you saves against a poison effect
Effect: The target fails the saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER OF POISONS POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Run for It

On your signal, your band scatters out of sight.

Martial

KEYWORDS

Move		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and one ally in burst
Effect: Each target can move his or her speed and make a Stealth check to become hidden as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRINCE OF KNAVES POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Tempered in Blood

Calling upon years of brutal conditioning, you fight off the pain of a wound with pure willpower.

Martial, Healing

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are bloodied by an attack
Effect: After the attack is resolved, you use your second wind.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KULKOR ARMS MASTER POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Threatening Flourish

You perform a complex maneuver with your weapon, revealing your skill and daring to your enemy.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, your melee attacks gain the rattling keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLADE BRAVO POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Transmuter's Boon

You adjust the nature of nearby elemental forces to spare your ally from harm.

Arcane

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each ally in burst
Trigger: An ally within 5 squares of you takes acid, cold, fire, lightning, or thunder damage
Effect: Each target gains resistance to the triggering damage type equal to your Intelligence modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARCANE BATTLEMASTER POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Tumbling Trample

You muscle aside enemies that stand between you and your chosen foe.

Martial

KEYWORDS

Free		Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: You move out of a square occupied by an enemy
Effect: You push the target 2 squares and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RAMPAGING BRUTE POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Unleash the Beast

As your injuries grow worse, you succumb to the fury in your soul and wake the animal inside.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be bloodied.
Effect: Until you are no longer bloodied, you grant combat advantage and gain a power bonus to damage rolls equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLOODFURY HUNTER POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Wasp's Evasion

You duck and weave as if riding an air current, avoiding the full force of your enemies' blows.

Martial

KEYWORDS

Imm. Interrupt			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: An enemy hits you with a melee or a ranged attack
Effect: You take half damage from melee and ranged attacks until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HARROWING SWARM ARCHER

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Whispered Vengeance

When an ally suffers from an enemy's attack, your thirst for vengeance impels you to close the distance and make your foe pay for the transgression.

Martial

KEYWORDS

Imm. Reaction			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: An enemy hits an ally you can see with a melee attack
Effect: Until the end of your next turn, you gain a +2 power bonus to speed and a +2 power bonus to attack rolls against the triggering enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WHISPERKNIFE

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Cat Burglar's Veil

You sweep a curtain of arcane energy across the battlefield, creating a veil you can hide behind.

Arcane, Conjunction

KEYWORDS

Minor			Area wall 8 within 10 squares
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: You conjure a wall of arcane energy that only you can see. The wall can be up to 6 squares high, and it lasts until the end of the encounter. The wall blocks enemies' line of sight to you and your allies but does not prevent you and your allies from seeing through it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARCANIC TRICKSTER

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Dance of the Flail

You force your enemy to move against its will, allowing a nearby ally to lash out at it.

Martial, Stance

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: Until the stance ends, whenever you attack with a flail and pull, push, or slide an enemy, one of your allies adjacent to that enemy at any point during the forced movement can make a melee basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHAINBINDER

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Dread Quarry

You spy a new enemy and swear an oath to bring it down.

Martial

KEYWORDS

Minor			Ranged sight
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Target: The nearest enemy to you that you can see
Effect: Using your Hunter's Quarry, you designate the target as your quarry. Until the target is no longer your quarry, your Hunter's Quarry deals one extra die of Hunter's Quarry damage to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS REAVING AXE SAVANT

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Instructive Miss

Your shot goes wide, but now you have your foe in your sights.

Martial

KEYWORDS

Free			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Trigger: You don't hit with an encounter attack power using a sling
Effect: You regain the use of the encounter attack power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DARING SLINGER

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Ironstar Stance

You gain extra vigor as long as the battle rages.

Martial, Stance

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: Until the stance ends, if you have no temporary hit points at the start of your turn, you gain temporary hit points equal to 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS IRONSTAR MAULER

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Order from Chaos

You yell out a series of quick orders, directing your allies to superior positions among your enemies.

Martial

KEYWORDS

Move			Close burst 10
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Target: You and each ally in burst
Effect: Each target can shift his or her speed as a free action, ignoring difficult terrain. Each target gains combat advantage against every enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WHITE RAVEN

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Strike Here

Like pins in a map, your arrows mark the vital spots on a foe's body.

Martial, Stance

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: Until the stance ends, whenever you hit an enemy with a ranged attack, the next time an ally hits the target before the end of your next turn, he or she ignores the target's resistances.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARROWHEAD COMMANDER

POWER TYPE UTILITY

LEVEL 12

UTILITY POWER

Vanguard Defense

Keeping your mighty weapon in constant motion, you blend parries and threatening sweeps into an active defense.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

Effect: Until the stance ends, you gain a +1 power bonus to AC, and at the end of each of your turns while you are conscious, each enemy adjacent to you is marked until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STEEL VANGUARD MASTER

POWER TYPE: UTILITY

LEVEL: 12

UTILITY POWER

Bloodfury Rampage

The smell of your own blood sends you into a bloodlust as you unleash your animalistic fury upon your enemies.

Martial, Weapon

KEYWORDS

Standard	Melee or Ranged weapon
ACTION	RANGE
STR (melee) vs AC	One or two creatures.
ATTACK	DEFENSE
	TARGET

Attack: Strength (melee) or Dexterity (ranged) vs. AC. If you are bloodied, the attack targets the lowest of the target's AC, Fortitude, or Reflex.

Requirement: You must be under the effect of your *longtooth shifting* or *razorclaw shifting* racial power.

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOODFURY HUNTER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Brutal Fury

Seeing one enemy fall before your might stokes your bloodlust.

Martial, Reliable, Weapon

KEYWORDS

Free	Melee weapon
ACTION	RANGE
VS	
ATTACK	DEFENSE
	TARGET

Trigger: You reduce an enemy to 0 hit points.
Effect: You charge and make the following attack in place of a melee basic attack.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAMPAGING BRUTE

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Cheap Shot

You strike your foe in a vulnerable area to cause crippling pain.

Martial, Weapon

KEYWORDS

Standard	Melee weapon
ACTION	RANGE
STR vs AC	One creature
ATTACK	DEFENSE
	TARGET

Hit: 4[W] + Strength modifier damage. If the target is granting combat advantage to you, it is weakened and dazed (save ends both).
Miss: Half damage. If the target is granting combat advantage to you, it is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: REAVING AXE SAVANT

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Confounding Teleport

You quickly pop around the battlefield, keeping your foes confused by seeming to be everywhere at once.

Arcane, Teleportation, Weapon

KEYWORDS

Standard	Melee weapon
ACTION	RANGE
DEX vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Dexterity vs. AC. You gain combat advantage against the target if you teleported adjacent to it during this turn.

Requirement: You must be wielding a light blade.

Effect: Before the attack, you teleport your speed.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a teleport speed equal to your speed, and whenever you teleport adjacent to an enemy, it grants combat advantage to you until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCANE TRICKSTER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Crimson Rebuttal

You trick your opponent into overextending its attack and deliver a powerful blow that knocks it to the ground.

Martial, Reliable, Weapon

KEYWORDS

Imm. Reaction	Melee weapon
ACTION	RANGE
DEX vs Reflex	The triggering enemy
ATTACK	DEFENSE
	TARGET

Trigger: An enemy misses you with a melee attack

Requirement: You must be wielding a rapier or a short sword.

Hit: 4[W] + Dexterity modifier damage. You knock the target prone, and it can't stand until the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RED CLOAK

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Cruel Flourish

Sensing that your enemy is vulnerable, you follow up a successful attack with a quick, devastating strike.

Martial, Reliable, Weapon

KEYWORDS

Free	Melee weapon
ACTION	RANGE
STR vs AC	The enemy you hit
ATTACK	DEFENSE
	TARGET

Trigger: You hit an enemy with a close or a melee attack

Hit: 1[W] + Strength modifier damage, and the target is dazed and takes ongoing 10 damage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STEEL VANGUARD MASTER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Crushing Fury

You batter your nearby enemies with overpowering blows. Each hit drives an enemy back into its allies, dazing them too.

Martial, Weapon

KEYWORDS

Standard	Close burst 1
ACTION	RANGE
STR vs AC	Each enemy in burst
ATTACK	DEFENSE
	TARGET

Hit: 3[W] + Strength modifier damage, you push the primary target 1 square, and the primary target is dazed and slowed (save ends both). Make a melee secondary attack.

Secondary Target: One creature adjacent to the primary target that was not in the burst of the primary attack

Secondary Attack: Strength vs. Fortitude
Hit: The secondary target is dazed until the end of your next turn.

Miss: Half damage, and the primary target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: IRONSTAR MAULER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Deadly Swarm

Your shots overwhelm your foes, making them susceptible to other adverse effects.

Martial, Weapon

KEYWORDS

Standard	Ranged weapon
ACTION	RANGE
DEX vs AC	One, two, three, or four creatures
ATTACK	DEFENSE
	TARGET

Hit: 1[W] + Dexterity modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HARROWING SWARM ARCHER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Death in the Dark



With uncanny precision, you lash out at your enemy's head, seeking to blind the foe.

Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Attack: Strength (melee) or Dexterity (ranged) vs. AC. The attack ignores concealment but not total concealment.

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and the target is blinded and takes ongoing 5 damage (save ends both).

Miss: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DARKSTRIDER

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Disperse the Horde



Focusing on your true opponent, you push away the insignificant foes surrounding you and clear a path to your prey.

Martial, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target is your quarry, the attack deals 2[W] extra damage. Otherwise, you push the target 2 squares and knock it prone.

Miss: Half damage, or 2[W] + Strength modifier damage if the target is your quarry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
LONE WOLF

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Dispersing Shot



You let fly a forceful shot that shatters armor, flesh, and bone, knocking your enemy senseless.

Martial, Reliable, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a sling.
Hit: 4[W] + Dexterity modifier damage, and the target is dazed and slowed (save ends both). If you have combat advantage against the target, it is immobilized instead of slowed.

Aftereffect: The target grants combat advantage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DARING SLINGER

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Every Trick in the Book



You attack from all angles, using every technique and bit of knowledge you have to defeat your foe.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. AC, Fortitude, Reflex, Will. You make one attack roll and compare the result against allfour defenses. A target suffers the effect associated with each defense that the attack hits.

Hit (AC): 2[W] damage.

Hit (Fortitude): 1[W] damage, and the target is slowed (save ends).

Hit (Reflex): 1[W] damage, and you knock the target prone.

Hit (Will): 1[W] damage, and the target is dazed (save ends).

Effect: You shift 3 squares + 1 square for each defense you hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
JACK-OF-ALL-TRADES

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Follow Through



You use the enemies in front of your true target to redirect your shot to your foe.

Martial, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a greatbow or a longbow.

Hit: 3[W] + Strength modifier damage, and any enemy granting cover to the primary target takes damage equal to your Strength modifier.

Miss: If no creature is granting cover to the primary target, you don't expend this power. Otherwise, make a secondary attack.

Secondary Target: One creature granting cover to the primary target

Secondary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and any enemy granting cover to the secondary target takes damage equal to your Strength modifier.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ARROWHEAD COMMANDER

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Grab and Smash



You lash out with your weapon, drawing a foe closer. Then you snare a second enemy and slam it into the first.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a flail.
Hit: 2[W] + Strength modifier damage, and you slide the target 3 squares to a square adjacent to you. If you hit two targets, each of them takes extra damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
CHAINBINDER

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Hateful Knives



Leaping at your foe, you slash it so badly that it stumbles back in fear.

Martial, Fear, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a dagger.
Hit: 4[W] + Dexterity modifier damage, and you push the target 3 squares. You then shift 3 squares to a square adjacent to the target and make a secondary attack against it.

Secondary Attack: Dexterity vs. Will
Hit: The target grants combat advantage to you until the end of the encounter.

Miss: The target grants combat advantage to you (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WHISPERKNIFE

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Hellforged Blade



Runes of red fire begin glowing on your weapon. Each foe you strike bursts into flame and is assailed by supernatural dread.

Arcane, Fear, Fire, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is marked, takes a -2 penalty to all defenses, and takes ongoing 10 fire damage (save ends all).

Miss: Half damage, and ongoing 5 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
AVERNIAN KNIGHT

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Hurl the Spark



You infuse your ammunition with elemental fire as you attack with it, and it explodes in flames upon impact.

Arcane, Fire, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).

Miss: Half damage.

Effect: Make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each enemy in burst

Secondary Attack: Strength vs. Reflex

Hit: The secondary target takes ongoing 5 fire damage and grants combat advantage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ARCANE BATTLEMASTER

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Insidious Attack



The poison delivered by your weapon fills your enemy with crippling pain that ravages its system when it tries to act.

Martial, Poison, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a crossbow or a light blade.

Hit: 3[W] + Dexterity modifier damage, and make a secondary attack against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: The target takes ongoing 15 poison damage, and whenever the target moves more than 2 squares during its turn or makes an attack, it takes 5 poison damage after the attack is resolved (save ends both).

Miss: 3[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER OF POISONS

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Inspiring Blade



A dazzling display of swordplay and a bold challenge to your enemies inspires your allies to follow your example and battle on with renewed vigor.

Martial, Weapon

KEYWORDS

Standard	↩	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you mark the target until the end of your next turn.

Effect: One ally within 10 squares of you regains the use of an expended encounter attack power. In addition, for each use of *inspiring word* you have expended during this encounter, one additional ally within 10 squares of you regains the use of an expended encounter attack power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARKHOSIAN BLADEMASTER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Kneel to the Prince



You trip your foe, lashing out at it as it stumbles past you.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you slide the target 3 squares and knock it prone. The target can't stand up (save ends).

Miss: Half damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRINCE OF KNAVES

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Leaves of Steel



You slip out of the shadows, firing a volley of shots at your enemies.

Martial, Weapon

KEYWORDS

Standard	✱	Area burst 2 within weapon range
ACTION		RANGE
DEX vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Requirement: You must be using a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling.

Effect: Before the attack, you shift 3 squares.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VERDANT STALKER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Moment of Triumph



You exhibit a level of pure skill and resilience that few opponents can match, especially in single combat.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, you gain a +2 power bonus to attack rolls and to all defenses. In addition, enemies marked by you take a -4 penalty to attack rolls instead of a -2 penalty for making an attack that doesn't include you as a target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GLORIOUS MYRMIDON

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Moon Wrath



You call out powerful arcane words that wreath your weapon in pale fire.

Arcane, Radiant, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Dexterity modifier radiant damage, and the target is blinded (save ends).

Aftereffect: The target can't teleport (save ends).

Miss: Half damage, and the target takes a -2 penalty to attack rolls and can't teleport (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHINAELESTRAN GUARDIAN

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

One Thousand Cuts



You and your allies assault your foe with attacks from all sides like the full force of the brutal desert wind, giving it no respite from its wounds.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends). While the target is affected by this ongoing damage, the first time you or an ally damages the target each round, it takes a -2 penalty to saving throws until the end of its next turn.

Miss: Half damage, and ongoing 10 damage (save ends).

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ZEPHYR WARCHIEF

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Slashing Frenzy



You dive into the middle of your foes, slashing wildly with your blades. The sheer speed and ferocity of your attack terrifies enemies that survive it.

Martial, Fear, Weapon

KEYWORDS

Standard	↩	Close burst 2
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two light blades.

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, each target you hit takes a penalty to attack rolls equal to the number of targets you hit with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SNOW TIGER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Stay Mobile



You dart in to deliver a stinging blow to your enemy, then spring back out of harm's way.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, whenever the target misses you with a melee attack, you can shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RAKEHELL DUELIST

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Strike of Foul Fate

You strike your foe and infuse it with ill fortune to keep it from harming your comrades.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, the target is marked. While the target is marked by you, whenever it attacks one of your allies, it must make two attack rolls and use the lower result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CAPTAIN OF FORTUNE	ATTACK	20

DAILY POWER

Subjugation of Steel

Spinning in a tight circle, you viciously attack the enemies surrounding you.

Martial, Reliable, Weapon

KEYWORDS

Standard			Close burst 1
ACTION		↶	RANGE
STR	vs	AC	Each enemy in burst you can see
ATTACK	DEFENSE	TARGET	

Hit: 3[W] + Strength modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
KULKOR ARMS MASTER	ATTACK	20

DAILY POWER

Transfixing Spear

Your spear skewers your quarry, pinning it in place.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature designated as your quarry
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a spear.

Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. During your next turn, you can use this power against the target again.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HUNTMASTER	ATTACK	20

DAILY POWER

Triumphant Strike

You channel the war god's ire to deliver a terrible strike against your foe, driving fear into its allies, who see Bane's hand upon you.

Divine, Fear, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 4[W] + Strength modifier damage, and ongoing 10 damage (save ends). In addition, you mark the primary target until the end of the encounter.

Miss: Half damage.

Effect: Make a secondary attack that is a close burst 5.

Secondary Target: Each enemy in burst other than the primary target

Secondary Attack: Strength vs. Will

Hit: The secondary target takes a -2 penalty to all defenses (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARHOUND OF BANE	ATTACK	20

DAILY POWER

Vicious Parry

Batting aside your enemy's attack, you drive your weapon home.

Martial, Rattling, Weapon

KEYWORDS

Imm. Interrupt	↓		Melee weapon
ACTION			RANGE
DEX	vs	AC	The triggering enemy
ATTACK	DEFENSE	TARGET	

Requirement: You must be wielding a light blade.

Trigger: An enemy hits you with a melee attack

Effect: The target is weakened and grants combat advantage until the end of its next turn.

Hit: 3[W] + Dexterity modifier + Strength modifier damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BLADE BRAVO	ATTACK	20

DAILY POWER

White Raven's Gambit

Your powerful attack clips your enemy, weakening its defenses and allowing all ally to follow up with a strong attack.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 4[W] + Strength modifier damage. As a free action, one ally adjacent to the target can make a melee basic attack against the target with a power bonus to the damage roll equal to your Wisdom modifier.

Miss: Half damage, and one ally adjacent to the target can make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WHITE RAVEN	ATTACK	20

DAILY POWER

Dragon Shield

Girding yourself in the dragon's might, you shrug off blows that would kill an ordinary mortal.

Martial, Stance

KEYWORDS

Imm. Reaction

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Trigger: An attack bloodies you

Effect: Until the stance ends, you gain resistance to all damage equal to your Constitution modifier, and whenever you take damage from a melee attack, your resistance increases by 5 (up to a maximum of 20). The stance ends when you are knocked unconscious or are no longer bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE

LEVEL

DRAGONHEART

UTILITY

26

UTILITY POWER

Endless Assault

You hurl yourself at your enemies, chasing them down to the ends of the earth.

Martial, Stance

KEYWORDS

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: Until the stance ends, you gain a power bonus to speed when you charge equal to your Constitution modifier, and if you score a critical hit with your charge attack, your attack deals 2[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE

LEVEL

INVINCIBLE VANGUARD

UTILITY

26

UTILITY POWER

Sign of Hope

You have seen your future mapped out in the sky above, and you know you won't falter now.

Martial, Healing

KEYWORDS

Minor

Personal

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Effect: You regain one martial encounter attack power that you have expended, and you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE

LEVEL

STAR-FAVORED CHAMPION

UTILITY

26

UTILITY POWER

Sword of the Sovereign

Your courageous example heartens your allies, steeling their resolve for victory.

Martial

KEYWORDS

Free

Close burst 10

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Target: Each ally in burst

Trigger: You score a critical hit or reduce an enemy to 0 hit points

Effect: Each target gains temporary hit points equal to your level + your Charisma modifier. Each target also gains a power bonus to attack rolls with basic attacks and at-will attacks equal to your Charisma modifier until the end of the encounter or until you drop to 0 hit points or fewer.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE

LEVEL

LEGENDARY SOVEREIGN

UTILITY

26

UTILITY POWER

Sign of Challenge

Your destiny, spun by your star's course, shows that you will be the one to destroy this foe.

Martial

KEYWORDS

Minor

Close burst 5

ACTION

RANGE

AT-WILL

ENCOUNTER

DAILY

Target: One nonminion creature in burst

Effect: Whenever you attack the target, you roll twice and use either result. Whenever you hit the target, each ally you can see gains a +2 bonus to attack rolls against any enemy other than the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE

LEVEL

STAR-FAVORED CHAMPION

UTILITY

30

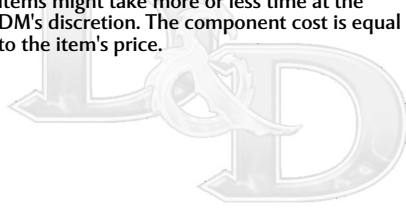
UTILITY POWER

Master Artisan

You create useful objects from raw materials.

Special		Permanent
TIME		DURATION
Special	50 gp	Athletics (no check)
COMP. COST	PRICE	KEY SKILL

You create a nonmagical item, such as a mundane weapon or a suit of mundane armor, or a piece of adventuring gear. This process usually takes at least 1 hour, and certain items might take more or less time at the DM's discretion. The component cost is equal to the item's price.



LEVEL
1

MARTIAL PRACTICE

Temporary Fix

A few tools and a bit of time are all you need to make a device work again.

10 minutes		24 hours
TIME		DURATION
1 healing surge	50 gp	Athletics or Thievery (no check)
COMP. COST	PRICE	KEY SKILL

You repair a single object that can fit within a cube that is 10 feet on each side. The object functions for the practice's duration. After that time, the object returns to its prior state.



LEVEL
1

MARTIAL PRACTICE

Tracker's Eye

From a few discrete markings, you learn astonishing information about the creatures you pursue.

10 minutes		Instantaneous and special
TIME		DURATION
1 healing surge	50 gp	Nature or Perception
COMP. COST	PRICE	KEY SKILL

You examine tracks to learn crucial information about your prey. You must study the tracks and their vicinity while you perform the practice. At the end of that time, make a Nature check or a Perception check to determine what you learn. You gain information from your check result and all lower results.

In addition, you gain a +5 bonus to Perception checks to follow the tracks until you take an extended rest.

10-19: The tracks of any natural humanoids, their numbers, and travel direction.
20-29: The tracks of any natural creatures, their numbers, and travel direction.
30-39: The tracks of any creatures, their numbers, and travel direction. You also discern their pace, such as running, walking, sneaking, and so on.
40 or higher: Whether or not the creature was encumbered, injured, and any other pertinent details related to the creature's movement.

LEVEL
1

MARTIAL PRACTICE

Travel Sense

You forecast the weather with uncanny accuracy.

10 minutes		Instantaneous
TIME		DURATION
1 healing surge	50 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

By examining the sky and the atmospheric conditions, you accurately predict the weather for the next day within a 50-mile radius.



LEVEL
1

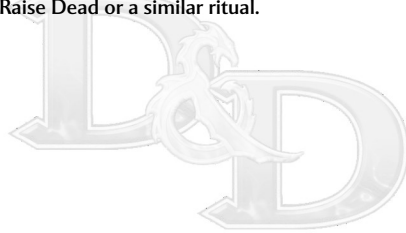
MARTIAL PRACTICE

Embalm

Ancient methods halt decay to preserve a body for a time.

1 hour		Special
TIME		DURATION
20 gp, 1 healing surge	50 gp	Heal (no check)
COMP. COST	PRICE	KEY SKILL

You use this martial practice on an adjacent corpse. The practice doubles the time a corpse can be dead and still be affected by Raise Dead or a similar ritual.



LEVEL
2

MARTIAL PRACTICE

Survivor's Preparation

You prepare yourself and your companions for the dangers of cold or heat, adjusting clothing and lightening loads to make the environment more bearable.

10 minutes		24 hours
TIME		DURATION
1 healing surge	100 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

Using survival techniques, you ready yourself and up to six allies present while you perform this practice. For the practice's duration, you and your allies do not need to make Endurance checks for the heat and cold environmental dangers (*Dungeon Master's Guide*, page 159). A protected creature and its equipment can tolerate temperatures between -20 and 120 degrees Fahrenheit. Additionally, for the practice's duration, you and your allies gain a +2 bonus to Endurance checks against starvation, thirst, and any environmental dangers that require Endurance checks.

LEVEL
2

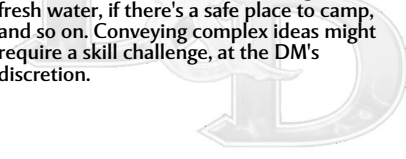
MARTIAL PRACTICE

Speech without Words

No language barrier can keep you from communicating.

5 minutes		10 minutes
TIME		DURATION
1 healing surge	50 gp	Diplomacy (no check)
COMP. COST	PRICE	KEY SKILL

Through pantomime, you communicate with a nonhostile creature you can see, even if it does not speak your language. The creature must have an Intelligence score higher than 3. You can communicate simple ideas and concepts, such as figuring out where a monster went, where someone might find fresh water, if there's a safe place to camp, and so on. Conveying complex ideas might require a skill challenge, at the DM's discretion.



LEVEL
3

MARTIAL PRACTICE

Warded Campsite

You arrange tripwires, traps, and other devices so that you and your allies will know when an intruder approaches your campsite.

30 minutes		8 hours
TIME		DURATION
1 healing surge	50 gp	Nature or Thievery (no check)
COMP. COST	PRICE	KEY SKILL

You ward an area no larger than 10 squares by 10 squares. Whenever a creature enters the area, you and your allies within the area are awakened and cannot be surprised. You can designate any specific creatures that are able to move freely through the warded area without waking up sleeping allies.



LEVEL
3

MARTIAL PRACTICE

Forge Armor

Although your means are mundane, the armor you forge is enchanted through your superior skill.

1 day		Permanent
TIME		DURATION
See below	175 gp	Athletics (no check)
COMP. COST	PRICE	KEY SKILL

You construct magic armor. Your level determines the highest enhancement bonus the armor can have (see the table below). You can create only magic armor (*Player's Handbook*, page 230). Armor you forge with this martial practice can be masterwork (*Player's Handbook*, page 212), provided the armor meets the minimum enhancement bonus. The component cost is equal to the price of the magic armor you create.

+1 magic armor: 4th level, 360 gp
+2 magic armor: 6th level, 1,800 gp
+3 magic armor: 11th level, 9,000 gp
+4 magic armor: 16th level, 45,000 gp
+5 magic armor: 21st level, 225,000 gp
+6 magic armor: 26th level, 1,125,000 gp

LEVEL
4

MARTIAL PRACTICE

Forge Weapon

Using ancient crafting techniques, you forge a weapon of such artfulness that it becomes enchanted.

1 day	Permanent
TIME	DURATION
See below	175 gp
COMP. COST	PRICE
	KEY SKILL

You construct a magic weapon. Your level determines the highest enhancement bonus the weapon can have (see the table below). You can create only a magic weapon (Player's Handbook, page 235). You can also make the weapon silvered while you perform this practice by paying the normal price (Player's Handbook, page 220). The component cost is equal to the price of the magic weapon you create.

- +1 magic weapon: 4th level, 360 gp
- +2 magic weapon: 6th level, 1,800 gp
- +3 magic weapon: 11th level, 9,000 gp
- +4 magic weapon: 16th level, 45,000 gp
- +5 magic weapon: 21st level, 225,000 gp
- +6 magic weapon: 26th level, 1,125,000 gp

LEVEL
4

MARTIAL PRACTICE

Fortify Beast

Your technique ensures that your beast will carry you through difficult situations.

10 minutes	Special
TIME	DURATION
1 healing surge	250 gp
COMP. COST	PRICE
	KEY SKILL

You prepare up to six natural beasts that have the mount keyword for the hardships ahead. Each beast gains temporary hit points equal to your healing surge value. These temporary hit points last until you take an extended rest.

LEVEL
5

MARTIAL PRACTICE

Hidden Pocket

You hide an object on your person, confident that no matter how thoroughly you are searched, it will not be found.

1 minute	Until object is retrieved
TIME	DURATION
1 healing surge	80 gp
COMP. COST	PRICE
	KEY SKILL

You hide a small object on your person so that it cannot be found. Make a Thievery check with a +10 bonus. Anyone searching you must make a Perception check with a DC equal to your check result to find the item. The DM can modify the DC based on the size of the object.

LEVEL
5

MARTIAL PRACTICE

Precise Forgery

Your falsified papers are resistant to even the closest scrutiny.

10 minutes	Permanent
TIME	DURATION
1 healing surge	80 gp
COMP. COST	PRICE
	KEY SKILL

You fabricate papers or documents so that you can foist them off as being authentic. You can create forgeries of any kind, including written orders, treasure maps, paintings, manifests, and land grants. Forging a simple document takes 10 minutes. More complex works take as long as the DM decides. At the end of the performance of the practice, make a Thievery check. Your check result determines the forgery's quality. Anyone examining the document must succeed on a Perception check with a DC equal to your Thievery check result to discern the falsehood. If the forgery contradicts other documents or orders, you might have to make a skill check or engage in a skill challenge to convince another creature that the document is authentic.

LEVEL
5

MARTIAL PRACTICE

Reliable Balance

You can keep yourself stable when moving across any surface.

5 minutes	10 minutes
TIME	DURATION
1 healing surge	100 gp
COMP. COST	PRICE
	KEY SKILL

You focus on your center of balance and use techniques to keep your footing. For the practice's duration, you can take 10 on Acrobatics checks.

LEVEL
5

MARTIAL PRACTICE

Thorough Search

You examine a room with such efficiency that all its secrets are revealed.

1 hour	Instantaneous
TIME	DURATION
1 healing surge	75 gp
COMP. COST	PRICE
	KEY SKILL

You scour a room for hidden compartments, secret doors, and clues. You gain a +20 bonus to Perception checks you make to search the room. Extremely large areas might require extra uses of this practice.

LEVEL
5

MARTIAL PRACTICE

Uncanny Strength

You can dig deep within yourself to find the strength you need.

5 minutes	10 minutes
TIME	DURATION
1 healing surge	100 gp
COMP. COST	PRICE
	KEY SKILL

You call upon hidden reserves to gain a boost to your strength. For the duration of this practice, you can take 10 on Athletics checks.

LEVEL
5

MARTIAL PRACTICE

Decipher Script

You might not know the language, but with some time and effort, you can decipher the meaning of any writing.

10 minutes	Instantaneous
TIME	DURATION
1 healing surge	150 gp
COMP. COST	PRICE
	KEY SKILL

You learn the meaning of any written text you study, even if you are not fluent in its language. You must examine the words for the entire time, after which you understand the gist of whatever the text says. You also make a History or Streetwise check, and if your result is 30 or higher, you can read the text as if you were fluent in the language. Each use of this martial practice allows you to examine about one page of writing or an equivalent amount of text.

LEVEL
6

MARTIAL PRACTICE

Long-Distance Runner

You can run without stopping, pushing past your physical limits without risk of harm.

10 minutes	See below
TIME	DURATION
1 healing surge	150 gp
COMP. COST	PRICE
	KEY SKILL

After undergoing vigorous conditioning, you can run for long distances. This martial practice requires 10 minutes of stretching, breathing, and physical preparation. At the end of that time, you make an Athletics check or Endurance check that determines how long you can run before you have to stop. You are considered to be running for the duration.

- 9 or lower: 1 hour
- 10-14: 2 hours
- 15-19: 4 hours
- 20-24: 8 hours
- 25-29: 16 hours
- 30 or higher: 24 hours

LEVEL
6

MARTIAL PRACTICE

Alter Ego

With a little makeup and a bit of misdirection, you can appear to be anyone.

1 hour	24 hours
TIME	DURATION
50 gp, 1 healing surge	275 gp
COMP. COST	PRICE
	Bluff
	KEY SKILL

You alter your own appearance or the appearance of an ally who is present throughout your performance of the practice. The disguise can alter facial and physical features and appear to modify height and weight by up to 10%. You can also use this martial practice to disguise gender, race, and age.

Make a Bluff check with a +5 bonus. Your result determines the Insight check a creature must make to determine that the person you are disguised as is not who he or she appears to be. You can use this practice to impersonate another humanoid. When you interact with a creature that is familiar with the person you're imitating, that creature gains a +10 bonus to its Insight check.

LEVEL
8

MARTIAL PRACTICE

Feign Death

You slow your breathing and heartbeat so you appear to be dead.

10 minutes	24 hours or until dismissed
TIME	DURATION
1 healing surge	275 gp
COMP. COST	PRICE
	Bluff or Endurance
	KEY SKILL

You enter a deep trance that slows your heartbeat and breathing to become almost imperceptible. While in this state, you appear unconscious or dead, but you are aware of your surroundings. You can emerge from the trance as a free action. Other creatures perceive you as dead unless they make a Heal check or Insight check equal to your check result +10.

LEVEL
8

MARTIAL PRACTICE

Handle Steed

Your hands and voice soothe a beast so that it will bear you as a rider.

5 minutes	See below
TIME	DURATION
1 healing surge	275 gp
COMP. COST	PRICE
	Nature
	KEY SKILL

You convince a nonhostile creature of your level or lower that has the mount keyword to bear you as a rider. If you have the Mounted Combat feat, you are treated as being three levels higher for the purpose of determining what mount benefits you gain from riding the creature. Your Nature check determines the duration for which the creature will bear you and for which you gain this benefit.

9 or lower: 1 hour
10-14: 2 hours
15-19: 4 hours
20-24: 8 hours
25-29: 16 hours
30 or higher: 24 hours

LEVEL
8

MARTIAL PRACTICE

Word on the Street

You snoop around, greasing palms and making discreet inquiries to learn the information you seek.

1 hour	Instantaneous
TIME	DURATION
50 gp, 1 healing surge	360 gp
COMP. COST	PRICE
	Streetwise (no check)
	KEY SKILL

While you are in a settlement or a community, you can use this martial practice to make a Streetwise check in place of an Arcana, Dungeoneering, History, or Religion check to gain knowledge.

LEVEL
11

MARTIAL PRACTICE

Peerless Exploration

You set off from your allies to gain a sense of your environs.

1 hour	Instantaneous and 24 hours
TIME	DURATION
1 healing surge	1,000 gp
COMP. COST	PRICE
	Stealth (no check)
	KEY SKILL

When you are outdoors and aboveground, you can use this martial practice to survey the land around you within a 1-mile radius. At the end of the exploration, you return to the point where you began with knowledge of any bodies of water, suitable campsites, settlements, and ruins, as well as the presence or absence of hostile inhabitants (at the DM's discretion). During your explorations, you are not at risk of triggering encounters unless you choose to be. In addition, you gain a +5 bonus to Nature checks to forage or you grant a +5 bonus to an ally's next Endurance check made against an environmental danger (Dungeon Master's Guide, page 159) during the next 24 hours.

LEVEL
12

MARTIAL PRACTICE

Use Scroll

With a little luck and guesswork, you can unlock the secrets an item holds.

1 hour	Special
TIME	DURATION
1 healing surge	1,000 gp
COMP. COST	PRICE
	Thievery (no check)
	KEY SKILL

You have picked up a few tricks that let you make use of scrolls, even though you might not have any formal magical training. During the practice's duration, you figure out how to use a ritual scroll in your possession. At the completion of the practice, you perform the ritual on the scroll and can use Thievery in place of any other skill the scroll requires.

LEVEL
15

MARTIAL PRACTICE

Survivor's Assurance

You adjust your companions' clothing and gear, and you show them techniques for breathing and marching that will help them bear the harsh conditions ahead.

10 minutes	24 hours
TIME	DURATION
1 healing surge	4,500 gp
COMP. COST	PRICE
	Nature
	KEY SKILL

Using the most advanced survival techniques, you prepare yourself and up to ten allies who are present while you perform this practice to endure harsh conditions. For the practice's duration, you and your allies can use the Nature check result you make to perform this practice in place of any Endurance checks against environmental dangers (Dungeon Master's Guide, page 159).

Additionally, for the practice's duration, you and your allies gain a +5 bonus to Endurance checks against starvation and thirst.

LEVEL
17

MARTIAL PRACTICE