

## Brash Strike

*With a battle cry, you throw your whole body behind your attack.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

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

**Effect:** You grant combat advantage to the target until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

AT-WILL POWER

## Crushing Surge

*The feel of your weapon crunching against the enemy puts your heart back in the fight.*

**Martial, Invigorating, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

AT-WILL POWER

## Dual Strike

*You lash out quickly and follow up faster, delivering two small wounds.*

**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] damage.

**Effect:** Make a secondary attack.

**Secondary Target:** One creature other than the primary target

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

**Hit:** 1[W] damage.

Level 21: 2[W] damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

AT-WILL POWER

## Footwork Lure

*You press the attack, engaging your enemy before falling back and drawing him after you.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. You can shift 1 square and slide the target into the space you left. Increase damage to 2[W] + Strength modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

AT-WILL POWER

## Bell Ringer

*You smash your weapon into your enemy, jarring his vitals.*

**Martial, Invigorating, Weapon**

KEYWORDS

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

**Hit:** 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 damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

## Distracting Spate

*Your flurry of feints and strikes leaves your foe's defenses unsteady.*

**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 grants combat advantage to you until the end of your next turn.

**Weapon:** If you're wielding two melee weapons, the attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

## Funneling Flurry

*With snakelike strikes, you force two of your enemies to move where you want them.*

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Hit:** 1[W] + Strength modifier damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

## Insightful Strike

*Your opponent is showing weakness, and your shrewdness allows you to exploit it.*

**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 bloodied, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

## Lunging Strike

*You lunge at a foe that thought it was beyond your reach.*

**Martial, Weapon**

KEYWORDS

Standard	↓	Melee weapon + 1 reach
ACTION		RANGE
STR - 1 vs AC		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

ENCOUNTER POWER

## Shield Bash

You knock your adversary off balance with your shield and follow up with a strike.

**Martial**  
KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR + 2 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must be using a shield.  
**Hit:** 1d10 + Strength modifier damage, and you push the target 1 square and knock it prone.  
**Special:** If you are a dwarf, the attack deals extra damage equal to your Wisdom modifier.  
**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**

## Flanking Assault

The presence of so many enemies overwhelms your foe, giving you the opportunity to land a vicious attack.

**Martial, Weapon**  
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature you're flanking
ATTACK	DEFENSE	TARGET

**Hit:** 3[W] + Strength modifier damage. For each ally adjacent to the target, the attack deals extra damage equal to your Dexterity modifier.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

**DAILY POWER**

## Harrier's Ploy

Your forceful attack promises your foe a pursuit that can end only when one of you is victorious.

**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, if the target moves, you can shift a number of squares equal to your Dexterity modifier as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

**DAILY POWER**

## Knee Breaker

By smashing into your opponent's legs, you make even the thought of moving painful for him.

**Martial, Invigorating, 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 (save ends). If the target is already slowed, it is instead immobilized (save ends).  
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.  
**Miss:** Half damage, and the target is not slowed or immobilized.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

**DAILY POWER**

## Lasting Threat

Following up your challenge with a solid attack, you force your enemy to engage you.

**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 marked until the end of the encounter or until you are knocked unconscious. No mark can supersede this one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

**DAILY POWER**

## Tempest Dance

You lunge from enemy to enemy, giving each a taste of your weapon as you pass.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.  
**Effect:** You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	1

**DAILY POWER**

## Pass Forward

With perfect timing, you slip by your foe without dropping your guard.

**Martial**  
KEYWORDS

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

**Effect:** You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	UTILITY	2

**UTILITY POWER**

## Create Opening

You draw your enemy's attention, allowing an ally to slip away.

**Martial**  
KEYWORDS

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

**Target:** One creature  
**Effect:** The target is marked until the end of your next turn. The target can then make a melee basic attack against you as a free action, with a -2 penalty to the attack roll. One ally adjacent to the target can shift its speed as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	UTILITY	2

**UTILITY POWER**

## Shielded Sides

You whirl with your shield, concentrating on closing any holes in your defenses.

**Martial**  
KEYWORDS

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

**Requirement:** You must be using a shield.  
**Effect:** Until the end of your next turn, you gain a +2 power bonus to AC and Reflex and do not grant combat advantage to creatures flanking you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	UTILITY	2

**UTILITY POWER**

## Shrewd Repositioning

An enemy's attack lands, but you spot a way to better your tactics.

**Martial**  
KEYWORDS

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

**Trigger:** You are hit by an attack  
**Effect:** You can shift a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Defensive Stance

Dropping into a cautious stance, you maneuver around your opponent's attacks to get into position.

**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 are slowed and gain a +2 power bonus to AC. Whenever an enemy misses you with a melee attack, you can shift 1 square as an immediate reaction. You can end this stance as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Advance Lunge

You spring forward to make a quick attack.

**Martial, Weapon**  
KEYWORDS

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

**Weapon:** If you're wielding a light blade or a spear, you can either shift 2 squares before the attack or shift 1 square before and 1 square after.  
**Hit:** 2[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.  
**Effect:** Before the attack, you can shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Blinding Smash

A sharp blow leaves your enemy seeing only stars.

**Martial, Invigorating, Weapon**  
KEYWORDS

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

**Hit:** The target is blinded until the end of your next turn.  
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Parry and Riposte

You parry an attack and quickly counter with your own, throwing your foe off balance.

**Martial, Weapon**  
KEYWORDS

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

**Trigger:** An enemy misses you or an ally with a melee attack  
**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to you and your allies until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Probing Attack

With a careful strike, you find a weak spot in your enemy's defenses.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage, and you gain a +4 power bonus to attack rolls against the target until 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 3

ENCOUNTER POWER

## Rhino Strike

Rushing into the thick of battle, you smash your foes with your eager attack.

**Martial, Weapon**  
KEYWORDS

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

**Requirement:** You must charge and use this power in place of a melee basic attack. If you're using a shield, the movement during your charge does not provoke opportunity attacks.  
**Hit:** 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Shield Slam

You follow up a successful attack by slamming your shield into the enemy, knocking him aside.

**Martial**  
KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
STR + 2 vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

**Requirement:** You must be using a shield.  
**Trigger:** You hit an enemy with a melee attack  
**Hit:** You push the target 1 square and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Agonizing Assault

Your attack hits your adversary in a sensitive area, causing it to reel in pain.

**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 immobilized (save ends both).  
**Weapon:** If you're wielding a flail, the attack deals extra damage equal to your Dexterity modifier.  
**Miss:** Half damage, and the target is not dazed or immobilized.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Bedeviling Assault

*While your ally distracts your opponent, you land yet another blow.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Effect:** Until the end of the encounter, once per round when an ally hits the target with a melee attack, you can make a melee basic attack with combat advantage against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

## Cometfall Charge

*You leap through the air toward your foe, landing with a resounding crunch.*

**Martial, Weapon**

KEYWORDS

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

**Prerequisite:** You must be trained in Athletics.  
**Requirement:** You must charge and use this power in place of a melee basic attack.  
**Hit:** 3[W] + Strength modifier + Constitution modifier damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

## Hounding Longarm

*With a sharp jab, you shove your enemy backward, continuing to guard against him with your polearm.*

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a reach weapon.  
**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square.  
**Special:** If you are an eladrin, the attack deals extra damage equal to your Dexterity modifier.  
**Effect:** Until the end of the encounter, each time the target shifts or makes an attack that doesn't include you as a target, you can shift 1 square and make a melee basic attack against the target as an immediate interrupt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

## Pinning Smash

*You pummel your opponent, knocking him to his knees. You then hold him down.*

**Martial, Invigorating, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage, and the target is immobilized until you are not adjacent to it.  
**Weapon:** If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.  
**Miss:** Half damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

## Subtle Cut

*You deftly maneuver to precisely slash your foe, drawing its blood and slowing it with suffering.*

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** The target is slowed and takes ongoing damage equal to 10 + your Dexterity modifier (save ends both).  
**Effect:** Before and after the attack, you can shift 1 square.  
**Miss:** The target takes ongoing damage equal to your Dexterity modifier (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

## Agile Approach

*You make a quick shift to a better position.*

**Martial**

KEYWORDS

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

**Effect:** You can shift 2 squares and must end adjacent to an enemy. If you aren't wearing heavy armor, you can shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Strong Focus

*Concentration improves your ability to accomplish feats of strength.*

**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 power bonus to Athletics checks and Strength ability checks equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Rock Steady

*You sink your center of gravity into the ground below you and grit your teeth. You are going nowhere.*

**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 cannot be knocked prone, and if you are subject to a pull, a push, or a slide, you can reduce the forced movement by 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Settling the Score

*When the attack hits you, you decide then and there to take your enemy out.*

**Martial**

KEYWORDS

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

**Trigger:** An enemy hits you with an attack  
**Effect:** You gain a +2 power bonus to attack rolls against the triggering enemy until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Vigilant Protector

You sweep your shield out to give your allies protection.

**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, you take a -1 penalty to AC and Reflex, but each ally gains a +2 power bonus to AC and Reflex while adjacent to you.  
**Special:** If you are a dragonborn, your adjacent allies instead gain a +3 power bonus to AC and Reflex.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

## Hampering Flurry

Using both weapons, you attack your opponent's legs and hinder him with painful wounds.

**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 per attack, and the target is slowed until the end of your next turn. If both attacks hit, the second attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

## Not So Fast

Your adversary tries to slip away, but you sneak your weapon inside and keep him right where you want him.

**Martial, Weapon**

KEYWORDS

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

**Trigger:** An adjacent enemy moves away from you  
**Hit:** 1[W] + Strength modifier damage, and the target is slowed until the end of its next turn.  
**Weapon:** If you're wielding a flail or a pick, the target is also immobilized until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

## Savage Parry

With predatory speed, you violently parry, extorting pain as the penalty for your foe's impudent attack.

**Martial, Invigorating, Weapon**

KEYWORDS

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

**Trigger:** An enemy hits an ally with a melee attack  
**Hit:** Strength modifier damage, and the ally takes only half damage from the triggering attack.  
**Weapon:** If you're wielding an axe, a hammer, or a mace, your attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

## Stay Down

You're not above hitting someone who's down.

**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 prone, the attack deals extra damage equal to your Dexterity modifier, and the target can't stand up until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

## Trip Up

You tangle your enemy's feet with your weapon.

**Martial, Weapon**

KEYWORDS

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

**Trigger:** You hit an enemy with a melee basic attack  
**Hit:** 1[W] + Strength modifier damage, and the target is slowed until the end of your next turn.  
**Weapon:** If you're wielding a polearm or a spear, you can knock the target prone instead of slowing it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

## Twofold Torment

Your carefully aimed slashes send two foes reeling away in agony.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 1[W] + Strength modifier damage, and you push the target a number of squares equal to 1 + your Dexterity modifier. 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 FIGHTER	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

## Fighter's Recovery

As you swing, you use your momentum to steady and center yourself, gaining vigor for the fight to come.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.  
**Effect:** If you have used all your encounter attack powers, you regain the use of a fighter encounter attack power you have used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

## Jackal Strike

Sensing your opponent's flagging strength, you move in for the kill.

**Martial, Reliable, Weapon**

KEYWORDS

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

**Trigger:** An enemy marked by you becomes bloodied  
**Hit:** 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

## Pestering Wound

*The injury caused by your attack tears open when your foe tries to maneuver.*

**Martial, Reliable, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and if the target moves before the end of your next turn, it takes extra damage equal to your Strength modifier.

**Weapon:** If you're wielding a pick, the extra damage instead equals your Strength modifier + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 9
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**DAILY POWER**

## Piquing Dare

*With a precise and provoking blow, you mark your foe and defy him to ignore you on pain of further attack.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

**Effect:** The target is marked (save ends). If the target does not attack you on its turn while it is marked by this power, you can either make a melee basic attack against it or shift 1 square closer to it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 9
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**DAILY POWER**

## Stop Thrust

*As the enemy moves to attack, you respond by rapidly advancing and striking.*

**Martial, Reliable, Weapon**

KEYWORDS

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

**Trigger:** An enemy enters a square within 2 squares of you

**Effect:** Before the attack, you can shift 2 squares.

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

**Special:** If the target moved as part of a charge, it can attack you instead of the original target of its charge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 9
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**DAILY POWER**

## Terrifying Impact

*Giving an exultant battle cry, you pulverize an opponent and put the fear of impending doom in nearby foes.*

**Martial, Invigorating, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.

**Weapon:** If you're wielding an axe, a hammer, or a mace, the primary attack deals extra damage equal to our Constitution modifier.

**Effect:** Make a secondary attack, which has the fear keyword.

**Secondary Target:** Each enemy within 3 squares of the primary target

**Secondary Attack:** Constitution vs. Will

**Hit:** You push the target 1 square

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 9
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**DAILY POWER**

## Defensive Resurgence

*You buck up under the pressure and redouble your defensive efforts.*

**Martial, Healing**

KEYWORDS

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

**Effect:** You can spend a healing surge. Until the start of your next turn, you gain a bonus to AC equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Hunker Down

*You drop into a defensive posture, raising your shield to protect yourself.*

**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, you are slowed, but you gain cover against all attacks. You can end this stance as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Menacing Stance

*You seem ready to spring at any moment, forcing marked foes to devote more attention to 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, whenever an enemy marked by you makes an attack that doesn't include you as a target, that enemy grants combat advantage to your allies until the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Shooter's Nemesis

*The fact that your enemy is too cowardly to close to melee swells your confidence.*

**Martial, Healing**

KEYWORDS

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

**Trigger:** You are hit by a ranged attack

**Effect:** You spend a healing surge and regain additional hit points equal to twice your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Strength from Pain

*The pain of your wounds opens the floodgates to your inner strength.*

**Martial**

KEYWORDS

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

**Requirement:** You must be bloodied.

**Effect:** You gain a +4 power bonus to melee damage rolls, Athletics checks, and Endurance checks until the end of the encounter or until you are no longer bloodied.

**Special:** If you are a dragonborn, you instead gain a +5 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Appalling Crunch

Nearby enemies are so aghast at your remorseless attack that they see you as the most dangerous foe on the field.

**Martial, Invigorating, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and enemies adjacent to the target are marked until the end of your next turn.

**Weapon:** If you're wielding an axe, a hammer, or a mace, enemies within 2 squares of the target are marked until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Assured Strike

You pick out your foe's weak spot and drive your weapon home with surprising force.

**Martial, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature granting combat advantage to you
ATTACK	DEFENSE	TARGET

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

**Weapon:** If you're wielding a heavy blade or a light blade, the attack deals extra damage equal to your Dexterity modifier.

**Special:** If you are a halfling, you don't need combat advantage against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Brutal Rebuke

By attacking your comrade, your adversary has called down your righteous ire.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Strength vs. AC. If the target attacked you or an ally since the end of your last turn, you gain a +2 bonus to the attack roll.

**Hit:** 2[W] + Strength modifier damage.

**Weapon:** If you're wielding a mace or a pick, the attack deals extra damage equal to your Constitution modifier.

**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

## Crumpling Slam

With a bellow and a mighty wallop, you hurl your foe backward and off her feet.

**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 2 squares and knock it prone.

**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 13

ENCOUNTER POWER

## Dance of Blades

You weave between two foes, driving them this way and that with a pair of 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, and you slide the target 2 squares.

If you have combat advantage against the target, the primary attack deals extra damage equal to your Dexterity modifier.

**Effect:** You can shift 3 squares and make a secondary attack.

**Secondary Target:** One creature other than the primary target

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

**Hit:** 1[W] + Strength modifier damage, and you slide the target 2 squares.

If you have combat advantage against the secondary target, the secondary 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

## Scattering Swing

You whip your weapon in a wide arc, and those enemies you don't send staggering must jump out of the way.

**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, and you slide the target 1 square.

**Miss:** You push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Boulder Charge

You and your sweeping weapon become like a stone rolling down a mountain, crushing anyone foolish enough to stay in your path.

**Martial, Invigorating, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature and each enemy whose space you move through
ATTACK	DEFENSE	TARGET

**Attack:** Strength vs. AC, one attack per target

**Requirement:** You must charge and use this power in place of a melee basic attack. While charging, you can move through enemies' squares but must end your movement in an unoccupied space.

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

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

**Miss:** You push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Carve Initials

You cut deep and leave a meaningful mark.

**Martial, Reliable, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.

**Hit:** 4[W] + Strength modifier damage, and the target is marked until the end of the encounter or until you are knocked unconscious. No mark can supersede this one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Defender's Gambit

Inviting attack, you lure your enemy into letting its guard down for a counterattack.

**Martial, Weapon**

KEYWORDS

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

**Hit:** Until the end of your turn, you gain a power bonus to melee attack rolls and melee damage rolls against the target equal to your Wisdom modifier.

**Effect:** The target can make a basic attack against you as an immediate reaction, and then you make a secondary attack against it as a free action.

**Secondary Attack:** Strength vs. AC

**Hit:** 5[W] + Strength modifier.

**Miss:** Half damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Gale of Steel

*You cut through the ranks of your foes like a fierce wind.*

**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.  
**Weapon:** If you're wielding a heavy blade or a light blade, the attack deals extra damage equal to your Dexterity modifier.  
**Effect:** You can shift 1 square and repeat the attack against any enemy you haven't already hit with the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

## Quicksilver Stance

*Like liquid metal, you flow wherever the gravity of battle carries you.*

**Martial, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

**Effect:** Until the stance ends, you can shift half your speed (or your speed if you aren't wearing heavy armor) and make a melee basic attack as a move action. If you have combat advantage against the target of the attack and hit, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

## Slayer's Lunge

*Scenting blood, you speed forward to finish your foe.*

**Martial, Weapon**

KEYWORDS

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

**Trigger:** An enemy within 5 squares of you becomes bloodied.  
**Effect:** Before the attack, you can move your speed.  
**Hit:** 3[W] + Strength modifier damage, and the target is marked (save ends). If the target is already marked by you when you use this power, the attack deals extra damage equal to your Wisdom modifier.  
**Special:** If you are an elf, the attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

## Bolstering Stride

*You rush to your friend's side, ready to stand in his defense.*

**Martial**

KEYWORDS

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

**Effect:** You can move your speed, ending in a space adjacent to an ally. You then gain temporary hit points equal to 2d8 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Giant's Stride

*You wade through the chaos of battle like a colossus, heedless of the foes about you.*

**Martial**

KEYWORDS

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

**Effect:** You can shift your speed. You ignore difficult terrain during this shift and can move through occupied squares, as long as you end in an unoccupied space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Immovable Mountain

*You plant your feet firmly, refusing to move.*

**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 are subject to a pull, a push, or a slide and you have moved no more than 2 squares since the start of your turn, you can reduce the forced movement by 2 squares.  
**Special:** If you are a dwarf, you can reduce the forced movement by 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Marking Stance

*You very presence puts your foes off their guard.*

**Martial, Stance**

KEYWORDS

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

**Prerequisite:** You must be trained in Intimidate.  
**Effect:** Until the stance ends, any enemy that begins its turn adjacent to you is marked until the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Regnant Shout

*Your battle cry wracks your enemies' nerves and draws their attention to you.*

**Martial**

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** Each enemy in burst  
**Effect:** You gain a +1 power bonus to attack rolls against the target and it is marked (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Boggling Smash

*Your solid blow momentarily costs your enemy its wits.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.  
**Weapon:** If you're wielding a hammer or a mace, the attack deals extra damage equal to your Constitution modifier, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

**ENCOUNTER POWER**



## Buffeting Torque

Your body and weapon spin as one, and jarring hits knock down those foes who fail to throw themselves out of harm's way.

### 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 be wielding a two-handed weapon.

**Hit:** 1[W] + Strength modifier damage, and until the start of your next turn, any enemy that enters a square adjacent to you is marked until the end of your next turn and takes 5 damage.

**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 17

ENCOUNTER POWER

## Driving Flurry

You force your opponent back with a sustained series of jabs, then use the break in his defenses to slip away.

### 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 2 squares. You can then shift 2 squares.

**Weapon:** If you're wielding a light blade or a heavy blade, the attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Skirmisher Pounce

You leap forward, skewering one foe and using your momentum to harry another.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and you can shift 2 squares and make a secondary attack. If you have combat advantage against the primary target, the primary attack deals extra damage equal to your Dexterity modifier.

**Secondary Target:** One creature other than the primary target

**Secondary Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage. If you have combat advantage against the secondary target, the secondary attack deals extra damage equal to your Dexterity modifier.

**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

## Tap and Counterstrike

You tap your foe, holding back your full strength to keep its attention fixed squarely on you.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Hit:** 1[W] + Strength modifier damage. If the target makes an attack that does not include you before the start of your next turn, you can shift 1 square and make a secondary attack against the target with your off-hand weapon as an immediate interrupt.

**Secondary Attack:** Strength + 2 vs. AC  
**Hit:** 3[W] + Strength modifier damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Wild Strike

Throwing caution to the wind, you lash out desperately at your foe.

### Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and you grant combat advantage to all enemies until the start of your next turn.

**Special:** If you are a human, the attack deals extra damage equal to your Wisdom modifier.

**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

## Controlling Thrust

After a vicious stab, you expertly corral your opponent with your polearm.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a polearm or a spear.

**Hit:** 4[W] + Strength modifier damage, and the target is marked (save ends).

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

**Effect:** If the target takes a move action before the end of your next turn and is within your melee reach, you can make a secondary attack against the target as an immediate interrupt.

**Secondary Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and cancel the target's move action.

**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

## Protective Sweep

You swing your weapon around with care, and then take up a defensive posture.

### Martial, Weapon

KEYWORDS

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

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

**Weapon:** If you're wielding a flail or a heavy blade, the attack deals extra damage equal to your Dexterity modifier.

**Effect:** You gain a +4 power bonus to AC until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Relentless Assailant

You get a boost out of pummeling your opponent.

### Martial, Healing, Invigorating, Reliable, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Smash and Grab

Your hammering blow distracts your enemy long enough for you to obtain a crushing hold.

### Martial, Invigorating, Reliable, 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 grab the target. Each time you sustain the grab, the target takes 1[W] + Strength modifier damage.

**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 19

DAILY POWER

## Inspired Resurgence

Flush with success, you take a deep breath and relocate for your next attack.

**Martial, Healing**

KEYWORDS

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

**Trigger:** An enemy marked by you is reduced to 0 hit points  
**Effect:** You can spend a healing surge and shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Howl of Defiance

You respond to pain with a lionhearted shout and wild-eyed watchfulness.

**Martial, Fear**

KEYWORDS

Imm. Reaction		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** Each enemy in burst you can see  
**Trigger:** An enemy damages you with a melee attack  
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one. Until this mark ends, the target grants combat advantage to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Steadfast Stance

Standing resolutely, you let nothing cause you to falter.

**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, when an attack causes you to take an effect that a save can end, you can make a saving throw against that effect as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Unyielding

Pain just goads you to greater heights of heroism.

**Martial, Healing**

KEYWORDS

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

**Trigger:** You are hit by an attack  
**Effect:** You spend two healing surges and restore your hit points to their maximum value.  
**Special:** If you are a dragonborn, you also gain a +1 power bonus to attack rolls and all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Victor's Stance

You gain a surge of confidence and vigor each time a foe falls before you.

**Martial, Healing, 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, each time you reduce an enemy to 0 hit points, you can use a free action to spend a healing surge, make a saving throw, or both. You gain a bonus to the saving throw equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Crippling Smash

You thrash your opponent, leaving him barely able to move.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a two-handed weapon.  
**Hit:** 1[W] + Strength modifier damage, and the target is slowed and weakened 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Harrowing Hammer

Your weapon crashes down on your adversary, forcing nearby enemies to acknowledge the threat you pose.

**Martial, Invigorating, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a two-handed weapon.  
**Hit:** 4[W] + Strength modifier damage, and each enemy adjacent to the target is marked until the start 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 23

ENCOUNTER POWER

## Meticulous Stab

Your precision allows you to strike at a tiny hole in your foe's armor.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.  
**Weapon:** If you're wielding a spear or a light blade, the attack deals extra damage equal to your Dexterity modifier.  
**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 23

ENCOUNTER POWER

## Smashing Hammer

Swinging from high to low, you build momentum as you smash into each foe.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Strength vs. AC. You gain a +1 cumulative bonus to the attack roll against each target after the first.  
**Hit:** 2[W] + Strength modifier damage.  
**Weapon:** If you're wielding an axe or a hammer, the attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Turnabout Riposte

You make a quick parry on your ally's behalf, take a swift jab at his assailant, and then spin into a new position.

**Martial, Weapon**

KEYWORDS

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

**Trigger:** An enemy adjacent to you hits an ally with a melee attack  
**Hit:** 2[W] + Strength modifier damage, and you can shift 2 squares and must end adjacent to the target.  
**Effect:** The ally takes only half damage from the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	23

**ENCOUNTER POWER**

## Weaponmaster's Lure

You make a passing attack, throwing your foe off balance. With a shove, you send him stumbling away as you switch positions with him.

**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:** 2[W] + Strength modifier damage per attack. If one attack hits, you can swap places with the target. If both attacks hit, you can swap places with the target and slide it 3 squares. If you have combat advantage against the target, each attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	23

**ENCOUNTER POWER**

## Ballista Charge

Like a bolt fired from a ballista, you hurtle forward, transfixing your foe.

**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). Make a secondary attack against the target.  
**Weapon:** If you're wielding a spear, the target is also dazed (save ends).  
**Secondary Attack:** Dexterity vs. Fortitude  
**Hit:** 2[W] + Dexterity 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	25

**DAILY POWER**

## Earthquake Smash

With a thunderous blow, you beat your adversary to the ground and send shock waves through the earth. Those waves toss other enemies aside.

**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 knocked prone and dazed until the end of your next turn. Make a secondary attack.  
**Weapon:** If you're wielding an axe, a hammer, or a mace, the primary attack deals extra damage equal to your Constitution modifier.  
**Secondary Target:** Each enemy within 2 squares of the primary target  
**Secondary Attack:** Strength vs. Fortitude  
**Hit:** Strength modifier damage, and you knock the secondary target prone

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

**DAILY POWER**

## Fighter's Resurgence

You brutalize your enemy and take heart from your prowess.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 5[W] + Strength modifier damage.  
**Effect:** If you have used all your encounter attack powers, you regain the use of a fighter encounter attack power you have used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

**DAILY POWER**

## Marking Barrage

With a volley of precise attacks, you wound nearby adversaries, showing them that this fight will end badly for them if they fail to take you down quickly.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.  
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

**DAILY POWER**

## Ruthless Slaughter

Without pity, you butcher a foe already at a disadvantage, provoking your other enemies.

**Martial, Reliable, Weapon**

KEYWORDS

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

**Hit:** 6[W] + Strength modifier damage.  
**Effect:** Each enemy within 3 squares of you, other than the target, is marked until the end of your next turn. If the attack reduced the target to 0 hit points, those enemies are instead marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

**DAILY POWER**

## Transfixing Provocation

Your remorseless and skilled attack wounds flesh and confidence, giving you a lasting edge against your enemy.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 6[W] + Strength modifier damage.  
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one. Until this mark ends, the target grants combat advantage to you.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIGHTER	ATTACK	25

**DAILY POWER**

## Blood Rush

Filled with bloodlust, you leap into the thick of battle.

**Martial, Invigorating, 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 bloodied when you make the attack, the attack deals extra damage equal to your Constitution modifier.  
**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	27

**ENCOUNTER POWER**

## Coward's Reward



You fling your weapon at the retreating foe, hobbling him as he tries to get away.

### Martial, Weapon

KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a melee weapon.

**Trigger:** An enemy marked by you leaves an adjacent square

**Hit:** 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. Your weapon falls into a square of your choice adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Desperate Strike



You strike wildly, frantic to finish off your opponent.

### Martial, Weapon

KEYWORDS

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

**Hit:** 5[W] + Strength modifier damage, and you take a -2 penalty to attack rolls until the end of your next turn.

**Special:** If you are a human, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Dual-Weapon Supremacy



You land two vicious blows on your enemy, gaining a rush of confidence from the proof of your style's superiority.

### 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:** 2[W] + Strength modifier damage per attack. If both attacks hit, the target grants combat advantage to you for the first attack you make against it before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Spinning Death Strike



You slash forward, and then bring your weapon around in a deadly arc.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a two-handed weapon.

**Hit:** 2[W] + Strength modifier damage. Make a secondary attack.

**Secondary Target:** Each enemy within 1 square of you

**Secondary Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier + Dexterity modifier damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Stabbing Torrent



You roil like a storm cloud, raining sharp blows on all enemies foolish enough to stand in your shadow.

### Martial, Weapon

KEYWORDS

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

**Attack:** Strength vs. AC. If you're wielding two melee weapons, you can attack each target with both your main weapon and your off-hand weapon.

**Requirement:** You must be wielding a light blade.

**Hit:** 1[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 FIGHTER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Avalanche of Steel



You crash forward with the unrelenting fury of a landslide, letting your weapon be your guide and having no concern other than burying your foe.

### Martial, Invigorating, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a two-handed weapon.

**Hit:** 8[W] + Strength modifier damage.

**Effect:** You grant combat advantage to all enemies until the start of your next turn.

**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 FIGHTER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Blade Storm



You weave through your foes, your weapon flashing as you strike through their ranks.

### Martial, Weapon

KEYWORDS

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

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

**Effect:** You can shift 3 squares and repeat the attack against a second target. You can then shift 3 squares and repeat the attack against a third target.

**Miss:** Half damage, and the target is not dazed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Cascading Catapult Slam



The brunt of your mighty swing sends your enemy bowling into another foe.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a two-handed weapon.

**Hit:** 4[W] + Strength modifier damage, and you push the target a number of squares equal to 1 + your Constitution modifier and knock it prone. Then make a secondary attack.

**Secondary Target:** One creature adjacent to the primary target

**Secondary Attack:** Strength vs. Fortitude  
**Hit:** 1d10 + Strength modifier damage, and you push the secondary target 2 squares and knock it prone. Then repeat the secondary attack against a creature adjacent to the secondary target.

**Miss:** Half damage, you push the target 1 square, and no secondary attack

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Catastrophic Flurry



You become a tempest of violence, launching a barrage of lightning-fast attacks.

### Martial, Weapon

KEYWORDS

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

**Attack:** Strength vs. AC, three attacks

**Hit:** 2[W] + Strength modifier damage per attack. If you hit twice, you deal 1d10 extra damage to the target. If you hit three times, you instead deal 2d10 extra damage to the target.

**Miss:** Half damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER POWER TYPE ATTACK LEVEL 29

DAILY POWER

# Mortal Wound



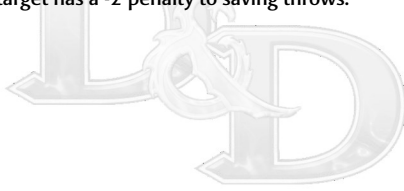
You open your up foe, unleashing a fountain of vitality from the wound.

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 20 damage (save ends). Until the target saves against this ongoing damage, the target has a -2 penalty to saving throws.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

# Titan's Hammer



Your blow hits with ungodly force, knocking the sense out of your foe.

Martial, Weapon

KEYWORDS

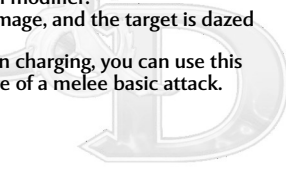
Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort	One creature	
ATTACK	DEFENSE	TARGET

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

**Weapon:** If you're wielding a hammer, the attack deals extra damage equal to your Constitution modifier.

**Miss:** Half damage, and the target is dazed (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 FIGHTER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

### Circling Strike

Using the distraction your attack provides, your beast companion finds a better position.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.  
**Effect:** Before or after the attack, your beast companion can shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

AT-WILL POWER

### Predator Strike

Your enemy focuses its attention on you, allowing your beast to attack.

**Martial, Beast**

KEYWORDS

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

**Hit:** 1[B] + beast's Strength modifier + your Wisdom modifier damage. Increase damage to 2[B] + beast's Strength modifier + your Wisdom modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

AT-WILL POWER

### Enclose the Prey

Your beast companion circles your quarry, gaining a better position just before you strike.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Effect:** Before the attack, both you and your beast companion can shift 2 squares.  
**Beast:** If your companion is a cat, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

ENCOUNTER POWER

### Hunting-Partner Strike

Working with an ally allows you that extra edge.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. If you're flanking the target, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

ENCOUNTER POWER

### Off-Hand Strike

A weapon in your off-hand allows for a quick attack.

**Martial, Weapon**

KEYWORDS

Minor	↓	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 (off-hand weapon).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

ENCOUNTER POWER

### Rapid Volley

With amazing speed, you unleash a pair of arrows at your enemies.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.  
**Hit:** 1[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

ENCOUNTER POWER

### Singular Shot

You single out a foe for a deadly attack.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Dexterity modifier damage. If no creatures are adjacent to the target, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

ENCOUNTER POWER

### Synchronized Strike

You command your beast companion to tear into your opponent, opening a gap for you to exploit.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 1[B] + beast's Strength modifier damage.  
**Effect:** You make a secondary attack against the target.  
**Secondary Attack:** Strength vs. Reflex  
**Hit:** 1[W] + Strength modifier damage.  
**Beast:** If your companion is a bear, a boar, a lizard, a raptor, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

ENCOUNTER POWER

### Boar Assault

Each successful attack against your foe increases your tenacity.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and you gain temporary hit points equal to your Wisdom modifier.  
**Effect:** Until the target is reduced to 0 hit points, you gain temporary hit points equal to your Wisdom modifier each time you hit the target.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

DAILY POWER

### Driving the Quarry

You fiercely assault your quarry, and your beast companion compels that same foe forward.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Effect:** If the target is your quarry, you slide it 2 squares and slide your beast companion 2 squares, ending its movement adjacent to the target. If the target is your quarry and is also bloodied, you instead slide the beast 4 squares.  
**Beast:** If your companion is a cat, a raptor, a spider, or a wolf, you can slide it to any square adjacent to the target.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

**DAILY POWER**

### Hunt's End

You carefully focus to make your attack spell your target's end.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged).  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

**DAILY POWER**

### Off-Hand Parry

You ready your off-hand weapon to deflect incoming 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:** 2[W] + Strength modifier damage (main weapon).  
**Effect:** You gain a power bonus to AC equal to your Wisdom modifier until the end of your next turn or until you attack with your off-hand weapon.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

**DAILY POWER**

### Partnered Savaging

Your beast companion brutalizes the enemy as you slip in for a quick strike.

**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.  
**Effect:** If the target is your quarry, you can shift 3 squares and make a basic attack against it.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 1

**DAILY POWER**

### Hearten the Beast

With an encouraging shout, you give your beast companion the desire to fight harder.

**Martial, Beast**

KEYWORDS

Standard		Close burst 20
ACTION	←	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Your beast companion in burst  
**Effect:** The target makes a saving throw.  
**Beast:** If the target is a bear or a boar, it gains a bonus to the saving throw equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

### Pack Alertness

Through subtle communications, you and your beast companion act almost as if you share senses.

**Martial, Beast**

KEYWORDS

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

**Target:** You and your beast companion in burst  
**Effect:** The targets each make a Perception check and share the better result. Also, if your beast companion becomes aware of a target, you do as well, and vice versa.  
**Beast:** If your companion is a cat, a raptor, or a wolf, the targets gain a +2 bonus to the Perception checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

### Ferret an Opening

With a keen eye, you use one moment of advantage to create another.

**Martial**

KEYWORDS

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

**Requirement:** You must be flanking an enemy.  
**Effect:** You gain combat advantage against the flanked enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

### Fox Shift

Distracted by your ally, your foe can't respond effectively to your sly maneuvering.

**Martial**

KEYWORDS

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

**Trigger:** You hit a target with a melee attack and the target is marked by an ally  
**Effect:** You can shift 1 square, and you gain a +2 power bonus to all defenses against your target's attacks until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

### Hunter's Privilege

Your keen senses and uncanny instincts give you an edge over your quarry.

**Martial, Stance**

KEYWORDS

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

**Trigger:** You make an initiative check at the beginning of an encounter and your check result is higher than any other combatant's  
**Effect:** Until the stance ends, you add 3 to the extra damage you deal with Hunter's Quarry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Beast Latch



Your attack diverts your foe's attention long enough for your beast companion to take hold, hampering your foe and allowing the beast to easily follow.

### Martial, Beast, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.

**Beast:** If your companion is a bear, a cat, a raptor, a spider, or a snake, the attack deals extra damage equal to your Wisdom modifier.

**Effect:** If the target moves during its next turn, your beast companion can shift to any square adjacent to the target's new location as a free action. If the target is your quarry, it is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Leonine Surge



Like a hunting lion, you throw yourself at your enemy in an attempt to land two blows and put your victim down.

### Martial, Weapon

KEYWORDS

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

**Attack:** Strength vs. AC, two attacks

**Requirement:** You must be wielding two melee weapons.

**Hit:** 1[W] + Strength modifier damage per attack. If both attacks hit, the target is knocked prone and takes extra damage equal to your Wisdom modifier. If both attacks miss, you grant combat advantage to all enemies until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Paired Predators



Coupling attacks, you and your beast efficiently take it to your enemies.

### Martial, Beast, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.

**Effect:** Your beast companion can make a melee basic attack against a target within its reach as a free action.

**Beast:** If your companion is a boar, a lizard, or a wolf, the attacks deal extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Ruffling Sting



With a scorpion-like jab, you unsettle your opponent enough to gain a momentary advantage.

### Martial, Weapon

KEYWORDS

Minor	↓	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 (off-hand weapon). Until the end of your turn, the target grants combat advantage to you for your next melee attack against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Scattering Volley



Your hail of shots causes your foes to dive for cover, clearing a path for your allies.

### Martial, Weapon

KEYWORDS

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

**Attack:** Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.

**Hit:** 1[W] + Dexterity modifier damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Thwarting Shot



Your cutting projectile discombobulates your adversary for a moment.

### Martial, Weapon

KEYWORDS

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

**Hit:** 1[W] + Dexterity modifier damage, and the target is slowed and 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: 3

ENCOUNTER POWER

## Adaptive Assault



Your quick attacks might have different results.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons or a ranged weapon.

**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. If both attacks hit the same target, the target either takes ongoing 5 damage or is dazed (save ends either).

**Miss:** Half damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Bloodied Frenzy



Injury, whether yours or your beast companion's, provokes an instant assault from the beast that leaves your adversary momentarily hobbled.

### Martial, Beast

KEYWORDS

Imm. Reaction	↓	Melee beast 1
ACTION		RANGE
Beast's attack bonus vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy bloodies you or your beast companion

**Hit:** 2[B] + beast's Strength modifier damage, and the target is immobilized (save ends).

**Effect:** Before the attack, your beast companion can shift 5 squares.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Close-Combat Shot



You punish your enemy for closing with you.

### Martial, Weapon

KEYWORDS

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

**Trigger:** An enemy enters a square adjacent to you

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Special:** Using this power doesn't provoke an opportunity attack from the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 5

DAILY POWER



## Lacerating Maul

Opening your quarry up with a decisive attack, you allow your beast companion to tear a wound. The scent of blood eggs the beast on.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Beast:** If your companion is a bear, a boar, or a lizard, the attack deals extra damage equal to your Wisdom modifier.  
**Effect:** If the target is your quarry and your beast companion is adjacent to it, the target takes ongoing 5 damage (save ends). Until the ongoing damage ends, the target grants combat advantage to the beast.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 5

**DAILY POWER**

## Spitting-Cobra Stance

You stand ready to launch a quick attack against any foe that menaces you.

**Martial, Stance, Weapon**

KEYWORDS

Minor		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

**Effect:** Until the stance ends, you can make a ranged basic attack as an immediate reaction against any enemy within 5 squares of you that moves closer to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 5

**DAILY POWER**

## Tag the Prey

Your keen hunter's instinct picks out this foe from the rest.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Dexterity vs. AC. This attack ignores the target's cover but not superior cover.  
**Hit:** 2[W] + Dexterity modifier damage, and you designate the target as your quarry until the end of your next turn. If the target was already your quarry, the attack deals 1[W] extra damage.  
**Miss:** Half damage, and you do not designate the target as your quarry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 5

**DAILY POWER**

## Boundless Energy

You call upon your inner strength to persevere.

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Endurance.  
**Trigger:** You roll an Endurance check and dislike the result.  
**Effect:** Reroll the Endurance check. You decide whether to make the reroll before the DM announces the result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 6

**UTILITY POWER**

## Defensive Posture

Puffing up defensively, your beast rolls with a blow.

**Martial, Beast**

KEYWORDS

Imm. Interrupt		Close burst 20
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Your beast companion in burst  
**Trigger:** Your beast companion is hit by an attack within 20 squares of you  
**Effect:** The target gains a +4 power bonus to the defense targeted by the attack.  
**Beast:** If your companion is a bear, a spider, or a snake, the bonus lasts until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 6

**UTILITY POWER**

## Serpentine Dodge

You snake past your enemies, weaving so that they have a hard time making a follow-up attack against you.

**Martial**

KEYWORDS

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

**Requirement:** You must be within 2 squares of at least two enemies.  
**Effect:** You can shift a number of squares equal to 1 + your Wisdom modifier. Until the end of your next turn, you gain a power bonus to all defenses equal to the number of enemies you were adjacent to at any time during this shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 6

**UTILITY POWER**

## Battle Runner

You move with astonishing speed, making it hard for your foes to track your 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, you can run a number of squares equal to your speed + 4, instead of your speed + 2, and you do not grant combat advantage from running.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 6

**UTILITY POWER**

## Invigorate the Beast

Your urging pushes your beast companion onward, despite fatigue and injury.

**Martial, Beast, Healing**

KEYWORDS

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

**Target:** Your beast companion  
**Effect:** The target regains hit points as if it had spent a healing surge.  
**Beast:** If your companion is a boar or a lizard, it regains additional hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 6

**UTILITY POWER**

## Beast Rush

You designate an enemy to your beast companion, and the beast moves toward that enemy as you strike.

**Martial, Beast, Weapon**

KEYWORDS

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

**Effect:** Before the primary attack, your beast companion can shift a number of squares equal to your Wisdom modifier.  
**Hit:** 1[B] + beast's Strength modifier damage.  
**Beast:** If your companion is a boar, a cat, a raptor, or a wolf, the primary attack deals extra damage equal to your Wisdom modifier.  
**Effect:** You make a secondary attack against the target.  
**Secondary Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 7

**ENCOUNTER POWER**

## Biting Volley

Two lucky shots find chinks in your target's armor.

### Martial, Weapon

KEYWORDS

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

**Attack:** Dexterity vs. Reflex, two attacks. Each attack can score a critical hit on a roll of 18-20.

**Hit:** 1[W] + Dexterity modifier damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

## Harried Quarry

Your attack, coupled with the threat of your beast companion, throws your quarry off balance.

### Martial, Beast, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.

**Effect:** If the target is your quarry, it grants combat advantage to you and your allies until the end of your next turn.

**Beast:** If your companion is a bear, a lizard, a spider, or a snake, your attacks against the target deal extra damage 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: 7

ENCOUNTER POWER

## Hunter's Shot

You draw a bead on your chosen opponent and take the shot.

### Martial, Weapon

KEYWORDS

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

**Attack:** Dexterity vs. AC. If the target is your quarry, the attack hits if the attack roll hits the target's AC or Reflex.

**Hit:** 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

## Jackal Ploy

Twin strikes harass your enemy, opening a gap for an ally's attack as you slip away.

### 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] + Strength modifier damage, and the target grants combat advantage to an ally of your choice until the start of your next turn. You can then shift a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

## Twofold Flinch

You feint with both weapons, taking your adversary aback.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Hit:** The target takes a -2 penalty to attack rolls against you until the start of your next turn. If both attacks hit, the penalty is -4.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

## Caging Strike

You box your foe in with one weapon and then open a wound with the other.

### 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:** 2[W] + Strength modifier damage, and ongoing 5 damage (save ends). If the target is your quarry, it instead takes ongoing 10 damage (save ends).

**Miss:** Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Jarring Salvo

Each shot that hits your enemy knocks it backward.

### Martial, Weapon

KEYWORDS

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

**Attack:** Dexterity vs. Fortitude, three attacks

**Hit:** 1[W] damage per attack, and you push the target 1 square.

**Miss:** Half damage per attack, and no push.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Menacing Cry

Your beast companion issues a piercing cry, chilling the blood of nearby enemies.

### Martial, Beast, Fear

KEYWORDS

Standard		Close burst 2 (beast)
ACTION		RANGE
Beast's attack bonus vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + beast's Wisdom modifier psychic damage, and the target is immobilized (save ends).

**Beast:** If your companion is a bear, a cat, a raptor, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

**Miss:** Half damage, and the target is not immobilized.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Passing Ambush

You appear as if from nowhere, skewer your adversary, and then fade away.

### Martial, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE
STR vs AC		One creature that is surprised or unaware of your presence
ATTACK	DEFENSE	TARGET

**Hit:** 3[W] + Strength modifier + Wisdom modifier damage (melee) or 3[W] + Dexterity modifier + Wisdom modifier damage (ranged), and you can shift 2 squares. If you were hidden from the target when you made the attack, you remain hidden if you have any cover or concealment.

**Miss:** Half damage, and you can shift 1 square. If you were hidden from the target when you made the attack, you can make a Stealth check with a +2 bonus to remain hidden if you have any cover or concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

### Ranger's Recovery

After taking a moment to make a measuring strike and move into a better position, you're ready for action again.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).  
**Effect:** Before or after the attack, you can shift half your speed. If you have used all your encounter attack powers, you regain the use of a ranger encounter attack power you have used during this encounter. Or if you hit your quarry with this attack, you can instead choose to deal 2[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

### Quick Recovery

Your quick command allows your beast companion to recover from an ill effect.

**Martial, Beast**

KEYWORDS

Imm. Reaction	←	Close burst 20
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Your beast companion in burst  
**Trigger:** Your beast companion receives an effect that a save can end within 20 squares of you  
**Effect:** The target makes a saving throw against the effect, with a bonus to the saving throw equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

### Shed the Mark

Your enemies can't keep track of your fast movements.

**Martial**

KEYWORDS

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

**Requirement:** You must be marked.  
**Effect:** The marked condition ends, and you can shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

### Companion Emplacement

You move into position, and you order your beast companion to warily do the same.

**Martial, Beast**

KEYWORDS

Move	←	Close burst 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You and your beast companion in burst  
**Effect:** You can move your speed, and your beast companion can shift its speed.  
**Beast:** If your companion is a raptor or a wolf, you can move 1 extra square, and it can shift 1 extra square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

### Hunting Party

You're not about to give up with a simple miss.

**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, each time you miss your quarry with an attack, you can choose an ally within 5 squares of the quarry. If that ally hits the quarry before the start of your next turn, the ally's attack deals extra damage equal to your Hunter's Quarry damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

### Prime Shift

Always in motion, you dart in for the shot before spinning away.

**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 shift a number of squares equal to your Wisdom modifier as a move action whenever you hit an enemy with a ranged attack that has the bonus from the Prime Shot class feature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

### Bloodlust Strike

You aim for where the blood already flows.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier + Wisdom modifier damage (melee) or 3[W] + Dexterity modifier + Wisdom modifier damage (ranged).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 13

**ENCOUNTER POWER**

### Hammering Volley

Pulling back on your bow with great effort, you unleash a pair of arrows that slam your foes into the ground.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Dexterity vs. Fortitude, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.  
**Hit:** 2[W] + Dexterity modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 13

**ENCOUNTER POWER**

### Herd the Prey

Nipping at an adversary, your beast forces that foe toward your waiting weapon.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 1[B] + beast's Strength modifier damage, and your beast companion can shift 2 squares toward you and then pull the target 2 squares. The target grants combat advantage to you until the end of your next turn.  
**Beast:** If your companion is a lizard, a snake, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 13

**ENCOUNTER POWER**

## Knockdown Pounce

Your beast companion hurls itself at your quarry as you make a forceful attack. The combination sends your foe sprawling.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square and knock it prone.

**Beast:** If your companion is a bear, a boar, a cat, or a raptor, you instead push the target 2 squares.

**Effect:** Before the attack, your beast companion can shift its speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 13

**ENCOUNTER POWER**

## Off-Hand Diversion

Your quick off-hand strike leaves your foe open to attacks.

**Martial, Weapon**

KEYWORDS

Minor	↓	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 (off-hand weapon), and the target grants combat advantage to you and your allies until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 13

**ENCOUNTER POWER**

## Armor-Piercing Shot

You take careful aim at your target's weak point before unleashing a deadly shot.

**Martial, Reliable, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## Arterial Strike

The wound you leave seems small, but it bleeds freely.

**Martial, Reliable, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and ongoing 10 damage (save ends).

**Aftersave:** Ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## Blood Frenzy

Your attack unleashes a torrent of blood, and your beast companion goes into a frenzy.

**Martial, Beast, 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, your beast companion gains a +2 power bonus to attack rolls and damage rolls. In addition, the beast gains 10 temporary hit points.

**Beast:** If your companion is a boar, a lizard, or a spider, it instead gains 20 temporary hit points.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## Scent of Fear

Once your beast companion senses weakness in an opponent, it attacks with ruthless intensity.

**Martial, Beast**

KEYWORDS

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

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

**Effect:** Until the end of the encounter, the target grants combat advantage to your beast companion, and on each of your turns, you can take a minor action to command the beast to make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## Stealing Flurry

You whip your weapons around you before dropping back into a defensive posture.

**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 be wielding two melee weapons.

**Hit:** 1[W] + Strength modifier damage per attack. If you hit at least twice, you gain a +2 bonus to AC until the start of your next turn.

**Miss:** Half damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## Tracking Shot

You use this shot to size up your enemy, gaining insight you need for further attacks.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Dexterity modifier damage.

**Effect:** Until you hit the target again or until the end of the encounter, you gain a power bonus to attack rolls against the target equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## Pack Stealth

Moving as one, you and your beast companion disappear into the mist.

**Martial, Beast**

KEYWORDS

Minor	↖	Close burst 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You and your beast companion in burst

**Prerequisite:** You must be trained in Stealth.

**Requirement:** You and your beast companion must have cover or concealment.

**Effect:** The targets become hidden from any enemy that they have cover or concealment against.

**Beast:** If your companion is a cat, a spider, or a snake, it can be within 5 squares of you when you use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

## Wary Shooter

Your agile shooting style keeps you safe from enemy attacks.

**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, any ranged attack you make does not provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Curving Shot

For a moment, it looked like you were going to miss.

**Martial**  
KEYWORDS

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

**Trigger:** You miss with a ranged at-will attack  
**Effect:** You reroll the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Shared Healing

You and your beast companion draw strength from each other, restoring your vitality.

**Martial, Beast, Healing**  
KEYWORDS

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

**Target:** You and your beast companion in burst  
**Effect:** Each target regains hit points as if spending a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Stalker's Senses

Your prey can't hide from 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 take no attack roll penalty because of concealment or total concealment when you attack your quarry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Blade and Fang

Attacking as one, you and your beast companion tear into an opponent.

**Martial, Beast, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Effect:** Your beast companion makes a secondary attack against the target.  
**Secondary Attack:** Beast's attack bonus vs. AC  
**Hit:** 1[B] + beast's Strength modifier damage.  
**Beast:** If your companion is a bear, a boar, a lizard, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Blow-Through Assault

Your attack flies through the ranks of closely clustered foes, hurting them all.

**Martial, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding two melee weapons or a ranged weapon.  
**Hit:** 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged), and each enemy adjacent to the target takes damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Hounding Beast

Your beast companion darts around an opponent, leaving it hopelessly sidetracked.

**Martial, Beast, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and the target provokes opportunity attacks from you if it shifts or attacks on its next turn.  
**Effect:** Before or after the attack, your beast companion can shift 1 square. If the beast shifts, the target grants combat advantage to you for other attacks until the end of your next turn.  
**Beast:** If your companion is a cat, a raptor, a spider, or a wolf, it can shift 1 square both before and after the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Pounding Barrage

You pepper your enemy with a flurry of projectiles, leaving it tottering and unable to move.

**Martial, Weapon**  
KEYWORDS

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

**Attack:** Dexterity vs. AC, three attacks  
**Hit:** 1[W] + Dexterity modifier damage per attack. If two of the attacks hit, the target takes 1d6 extra damage. If three of the attacks hit, the target is also immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Untamed Outburst

You lash out with your weapons, surprising your enemy with your wildness.

**Martial, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 2[W] + Strength modifier damage per attack. If both attacks hit, the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Claim the Prize

Taking advantage of your foe's weakness, you try to land a finishing blow.

**Martial, Reliable, Weapon**

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		One bloodied creature designated as your quarry
ATTACK	DEFENSE	TARGET

**Hit:** 5[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 19

**DAILY POWER**

## Dead Stop

With a well-timed shot, you bring down a charging adversary, which skids to a halt at your feet.

**Martial, Weapon**

KEYWORDS

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

**Trigger:** An enemy makes a charge attack against you  
**Hit:** 3[W] + Dexterity modifier damage, and you knock the target prone.  
**Miss:** Half damage, and you don't knock the target prone.  
**Special:** Using this power doesn't provoke an opportunity attack from the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 19

**DAILY POWER**

## Driving Offensive

An initial strike hurls your opponent away from you, and as it stumbles, you leave a sense-rattling chaser after it.

**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 you push the target 3 squares.  
**Effect:** Make a ranged secondary attack against the target.  
**Miss:** Half damage, and you push the target 1 square.  
**Secondary Attack:** Strength vs. AC (off-hand weapon)  
**Hit:** 1[W] + Strength modifier damage, and the target is dazed (save ends).  
**Miss:** Half damage, and the target is not dazed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 19

**DAILY POWER**

## Ferocious Roar

With a terrifying vocalization, your beast sends nearby enemies lurching in panic.

**Martial, Beast, Fear**

KEYWORDS

Standard	↖	Close burst 2 (beast)
ACTION		RANGE
Beast's attack bonus vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier psychic damage, and the target is pushed 1 square and dazed (save ends).  
**Beast:** If your companion is a bear, a cat, a snake, or a wolf, the attack deals extra damage equal to your Wisdom modifier.  
**Miss:** Half damage, the target is pushed 1 square, and the target is not dazed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 19

**DAILY POWER**

## Gnawing Assault

Your beast companion clamps down on a foe and rends its flesh.

**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 the target is immobilized (save ends).  
**Effect:** If the target was already immobilized and your beast companion began the turn adjacent to it, the target takes ongoing 10 damage (save ends).  
**Miss:** Half damage, and the target is immobilized until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 19

**DAILY POWER**

## Threefold Assault

In a wild onslaught, you unleash three attacks with escalating potential.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Strength vs. AC, three attacks (at least one attack with each weapon)  
**Requirement:** You must be wielding two melee weapons.  
**Hit:** 1[W] + Strength modifier damage per attack. If you hit a target twice, you push it a number of squares equal to your Wisdom modifier. If you hit a target three times, it is also dazed until the end of your next turn.  
**Miss:** Half damage per attack.  
**Special:** If you use this power as a ranged attack, it doesn't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: ATTACK    LEVEL: 19

**DAILY POWER**

## Adamant Recovery

You stay up despite all odds, showing what you're really made of.

**Martial, Healing**

KEYWORDS

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

**Trigger:** You are reduced to 0 hit points or fewer  
**Effect:** You spend a healing surge and can shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 22

**UTILITY POWER**

## Hunt the Herd

You make prey out of all nearby foes.

**Martial**

KEYWORDS

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

**Target:** Each enemy in burst you can see  
**Effect:** Until the end of your next turn, you designate each target as your quarry and can deal your Hunter's Quarry damage against each one you hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 22

**UTILITY POWER**

## Preternatural Senses

Employing all your senses, you are aware of the unseen and the silent.

**Martial, Stance**

KEYWORDS

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

**Prerequisite:** You must be trained in Perception.  
**Effect:** Until the stance ends, you gain blindsight 5 and a +5 power bonus to Perception checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER    POWER TYPE: UTILITY    LEVEL: 22

**UTILITY POWER**

## Selfless Sacrifice

You or your beast companion steps in front of an incoming attack meant for the other.

**Martial, Beast**

KEYWORDS

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

**Target:** You and your beast companion in burst  
**Trigger:** You or your adjacent beast companion is damaged by an attack  
**Effect:** The target damaged by the triggering attack takes only half of the damage, and the other target takes the remainder. (If both targets were damaged by the triggering attack, one target can take half of the other's damage.) The target taking the remainder of the other's damage gains temporary hit points equal to your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

## Wild Dash

Your beast companion rushes forward to intercept a threat, or perhaps to flee an attacker.

**Martial, Beast**

KEYWORDS

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

**Trigger:** Your beast companion is hit by an attack or an enemy enters a square within 5 squares of you  
**Effect:** Your beast companion can shift its speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

## Chase Down

You knock your adversary to one side, and your beast companion pursues.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and you slide the target 2 squares. Your beast companion can shift 4 squares and must end adjacent to the target.  
**Beast:** If your companion is a bear, a cat, a raptor, a spider, or a wolf, it can instead shift its speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Dazing Volley

You shoot quickly enough to get off one shot with accuracy or two with haste. Either way, you leave struck foes in momentary shock.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Dexterity vs. AC, one attack per target. If you target one creature, you gain a +2 bonus to the damage roll. If you target two creatures, you take a -2 penalty to both attack rolls.  
**Hit:** 3[W] + Dexterity 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 23
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ENCOUNTER POWER

## Hobbling Shot

The enemy wobbles from your shot and can move only poorly for a moment.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 4[W] + Dexterity modifier damage, and the target is slowed until the start of your next turn. If the target is your quarry, it is instead immobilized until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Nonchalant Collapse

With your off-hand weapon, you casually send a foe to the floor.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Overwhelming Fury

You throw yourself at the enemy, distracting it while your beast companion moves to strike.

**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 companion makes a secondary attack against the target.  
**Secondary Attack:** Beast's attack bonus vs. AC  
**Hit:** 3[B] + beast's Strength modifier damage.  
**Beast:** If your companion is a boar, a lizard, or a snake, the secondary attack deals extra damage equal to your Wisdom modifier

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Ambusher's Reaping

You leap from the shadows, cut down two foes, and then disappear from view.

**Martial, Weapon**

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
STR vs AC		One or two creatures that are surprised or that you are hidden from
ATTACK	DEFENSE	TARGET

**Hit:** 5[W] + Strength modifier + Wisdom modifier damage (melee) or 5[W] + Dexterity modifier + Wisdom modifier damage (ranged), and you can shift your speed. If you are hidden from the target when you make the attack, you remain hidden if you have any cover or concealment.  
**Miss:** Half damage, and you can shift 1 square. You can make a Stealth check with a +2 bonus to remain hidden if you have any cover or concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 25
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DAILY POWER

## Primal Rampage

In a blur, you and your beast companion leap forward, knocking your foe down.

**Martial, Beast, Weapon**

KEYWORDS

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

**Requirement:** You and your beast companion must charge and use this power in place of a melee basic attack.  
**Hit:** 2[B] damage, and the target is knocked prone.  
**Beast:** If your companion is a boar, a cat, a raptor, a lizard, or a spider, the primary attack deals extra damage equal to your Wisdom modifier.  
**Effect:** Your beast companion can shift 1 square, and you make a secondary attack against the target.  
**Secondary Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier damage, and the target is dazed (save ends).  
**Miss:** Half damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 25
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DAILY POWER

## Pursuit of the Wild Hunt

You nail your adversary and your beast companion follows the scent of faltering prey.

### Martial, Beast, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage.  
**Effect:** Until the end of the encounter, before you take any actions on each of your turns, you can take a free action to command your beast companion to shift its speed to a space closer or adjacent to the target. In addition, the target provokes an opportunity attack from your beast companion whenever the target shifts or makes an attack that doesn't include the beast as a target.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 25

DAILY POWER

## Ranger's Resurgence

With the grace of immortals, you move where you will and strike hard, leaving yourself prepared to make another assault.

### Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged).  
**Effect:** Before or after the attack, you can shift your speed. If you have expended all your encounter attack powers, you regain the use of a ranger encounter attack power you have used during this encounter. Or if you hit your quarry with this attack, you can instead choose to deal 4[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 25

DAILY POWER

## True-Eye Shot

You can sometimes hit any target you can see.

### Martial, Reliable, Weapon

KEYWORDS

Standard	↓	↗	Ranged sight
ACTION			RANGE
DEX - 2 vs AC			One creature
ATTACK	DEFENSE		TARGET

**Hit:** 5[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 25

DAILY POWER

## Beastly Vise

Your attack leaves your foe with no idea how to escape its position between you and your beast.

### Martial, Beast, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. If you and your beast companion are both flanking the target, the target is immobilized until the start of your next turn.  
**Beast:** If your companion is a boar, a cat, a raptor, a spider, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 27

ENCOUNTER POWER

## Catch and Drop

A quick strike from your beast companion sends your opponent stumbling to the ground, and you have no qualms about hitting a downed foe.

### Martial, Beast, Weapon

KEYWORDS

Standard	↓	Melee weapon (beast 1)
ACTION		RANGE
Beast's attack bonus vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1[B] + beast's Strength modifier damage, and the target is knocked prone.  
**Beast:** If your companion is a bear, a lizard, or a snake, it slides the target 1 square.  
**Effect:** You make a secondary attack against the 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: 27

ENCOUNTER POWER

## Unstable Gash

You leave a wound ready to tear open at the slightest strain.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. If the target attacks or moves more than 1 square before the start of your next turn, it takes 4[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 27

ENCOUNTER POWER

## Five-Missile Dance

Moving warily, you launch five projectiles at your opponents, each shot more capable than the last of felling a target.

### Martial, Weapon

KEYWORDS

Standard	↓	↗	Ranged weapon
ACTION			RANGE
DEX vs AC			One, two, three, four, or five creatures
ATTACK	DEFENSE		TARGET

**Attack:** Dexterity vs. AC, five attacks  
**Hit:** 2[W] + Dexterity modifier damage per attack. If you hit a target at least twice, you push it 1 square. If you hit a target at least four times, you also knock it prone. If you hit a target five times, it is also immobilized (save ends).  
**Effect:** You can shift 1 square after each attack.  
**Miss:** Half damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 29

DAILY POWER

## Huntmaster's Bloodbath

Your horrific attack strikes a vital center, rapidly spilling your adversary's life force.

### Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage or 4[W] + Dexterity modifier damage, and ongoing 20 damage (save ends).  
**Miss:** Half damage, and ongoing 10 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 29

DAILY POWER

## Huntmaster's Mauling

You slice the flesh, and your beast companion tears it open.

### Martial, Beast, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Effect:** Your beast companion makes a secondary attack against the target. If the primary attack bloodied the target, the beast gains combat advantage for the secondary attack.  
**Miss:** Half damage.  
**Secondary Attack:** Beast's attack bonus vs. AC  
**Hit:** 5[B] + beast's Strength modifier damage.  
**Miss:** Half damage.  
**Beast:** If your companion is a bear, a snake, or a wolf, the secondary attack deals extra damage equal to your Wisdom modifier

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RANGER      POWER TYPE: ATTACK      LEVEL: 29

DAILY POWER



## Suffering's End



Intending to slay your foe one way or another, you strike with deadly force.

### Martial, Weapon

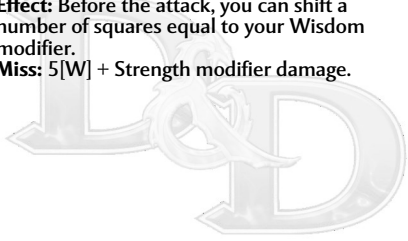
KEYWORDS

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

**Hit:** 8[W] + Strength modifier damage.

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

**Miss:** 5[W] + Strength modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Twin-Strike Tornado



You move and strike with such speed that your wounded foes are the only proof you moved at all.

### Martial, Weapon

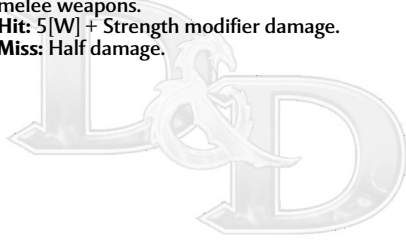
KEYWORDS

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:** 5[W] + Strength modifier damage.

**Miss:** Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RANGER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Disheartening Strike

The bite of your weapon is deepened by the sting of your ire.

**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:** 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

AT-WILL POWER

## Fox's Gambit

A distracting stab is all you need to foil your enemy's focus and step into a better position.

**Martial, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs Reflex		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, and you negate any marks the target has applied. The target cannot mark any targets until the end of your next turn.  
**Effect:** You can shift 1 square.  
**Artful Dodger:** You can instead shift a number of squares equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Guarded Attack

Striking quickly, you remain ready to parry.

**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 if the target makes a melee attack against you before the start of your next turn, you can make a secondary attack against it as an immediate interrupt.  
**Secondary Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier damage, and the target takes a -2 penalty to the triggering attack roll

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Impact Shot

Your shot slams your foe backward.

**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 thrown weapon, or a sling.  
**Hit:** 2[W] + Dexterity modifier damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Sly Lunge

You dart in to take advantage of lax defenses, and after striking, you're ready to capitalize on the same opening again.

**Martial, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature granting combat advantage to you
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next turn. If you don't apply your Sneak Attack damage to this attack, it deals 1d6 extra damage.  
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Termination Threat

Your attack unnerves your foe, possibly freezing it in its tracks.

**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:** 1[W] + Dexterity modifier + Charisma modifier damage.  
**Ruthless Ruffian:** If the target is already taking the attack penalty from one of your rattling attacks, the target is also immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Unbalancing Shot

The impact of your shot leaves your enemy wobbling.

**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 thrown weapon, or a sling.  
**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: ROGUE | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

## Checking Jab

You smile callously as your attack lands, cowing your enemy into an overcautious state.

**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:** 1[W] + Dexterity modifier damage, and the target is slowed (save ends). You have combat advantage against the target while it is slowed by this attack.  
**Miss:** Half damage, and the target is not slowed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

## Confounding Attack

Your attack causes your opponent to accidentally wallop his ally.

**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.  
**Effect:** As a free action, the target makes a melee basic attack against a creature of your choice adjacent to it. If you or the target has combat advantage against the creature and you haven't dealt your Sneak Attack damage during this round, you can deal your Sneak Attack damage against the creature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

## Handspring Assault

Springing forward with feline agility, you lash out, cut deep, and roll away to safety.

**Martial, Reliable, 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:** 3[W] + Dexterity modifier damage, and you can shift 2 squares.  
**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 1

DAILY POWER

## Pommel Smash

You pound the pommel of your blade into your enemy's face.

**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 takes a -2 penalty to attack rolls (save ends).  
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Precise Incision

You target an opening in your foe's armor and make a vicious cut.

**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.  
**Hit:** 3[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Press the Advantage

Having just wounded your opponent, you follow up with a finishing move.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Trigger:** You bloody an enemy with a melee attack  
**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

## Adaptable Flanker

The mere presence of an ally gives you all the advantage you need.

**Martial**

KEYWORDS

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

**Requirement:** You and an ally must be adjacent to the same enemy.  
**Effect:** You gain combat advantage against the enemy until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Double Take

Suspecting something is hidden, you concentrate your will on spotting it.

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Perception.  
**Effect:** Make a Perception check with a bonus equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Hop Up

Rolling with a blow that knocked you down, you hop up just a few steps away.

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Acrobatics.  
**Trigger:** You are knocked prone  
**Effect:** You stand up and can shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Marked Escape

Through your subtlety, you end your enemy's mark.

**Martial**

KEYWORDS

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

**Requirement:** You must be marked.  
**Effect:** The marked condition ends on you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Sneak in the Attack

You give your ally the advantage she needs to inflict a devastating attack.

**Martial**

KEYWORDS

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

**Target:** One creature  
**Effect:** Until the start of your next turn, the next ally who hits the target and has combat advantage against it deals extra damage against it equal to your Sneak Attack damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Reap the Rattled

*Rattled foes are ripe fodder for your attacks.*

**Martial**  
KEYWORDS

Minor		Personal
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**Prerequisite:** You must be trained in Intimidate.  
**Effect:** Select an enemy within line of sight that is taking the penalty from one of your rattling attacks. You gain combat advantage against that enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	UTILITY	2

**UTILITY POWER**

## Blade Vault

*You bound into the air, driving your blade home as you land.*

**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. For every square you shifted as part of this power, the attack deals extra damage equal to your Strength modifier.  
**Effect:** Before the attack, you can shift 2 squares. If you are trained in Athletics, ignore difficult terrain during the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

**ENCOUNTER POWER**

## Defender's Cohort

*Another warrior's vigilance is all you need to find the soft spot in your enemy's defenses.*

**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. If the target is marked by an ally of yours, the attack deals extra damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

**ENCOUNTER POWER**

## Enforced Threat

*Your weapon backs up your threats, extracting its toll in blood.*

**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.  
**Ruthless Ruffian:** If the target is taking the attack penalty from one of your rattling attacks, you gain combat advantage against the target for this attack.  
**Hit:** 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

**ENCOUNTER POWER**

## Flamboyant Strike

*By distracting your foe with a colorful flourish, you manage to attack from an unexpected angle.*

**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 + Charisma modifier damage.  
**Artful Dodger:** You can shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

**ENCOUNTER POWER**

## Low Slash

*Your blade bites your enemy's legs, momentarily hobbling him.*

**Martial, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier damage, you slide the target 1 square, and the target is slowed until the end of your next turn. If you're flanking the target, the attack deals extra damage equal to your Strength modifier or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

**ENCOUNTER POWER**

## Nasty Backswing

*You follow a missed attack with a surprising strike and a hasty sidestep.*

**Martial, Weapon**  
KEYWORDS

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

**Attack:** Dexterity vs. AC. You have combat advantage for this attack.  
**Requirement:** You must be wielding a light blade.  
**Trigger:** You miss with a melee attack  
**Hit:** 1[W] + Dexterity modifier damage, and you can shift 1 square.  
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	3

**ENCOUNTER POWER**

## Compel the Craven

*Your unnerving attack forces your foe to run away from you, heedless of its enemies.*

**Martial, Fear, Rattling, Weapon**  
KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
DEX vs Will			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 moves away from you a number of squares equal to your Charisma modifier, avoiding unsafe squares and difficult terrain if it can.  
**Miss:** The target moves 1 square away from you, avoiding unsafe squares and difficult terrain if it can.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	5

**DAILY POWER**

## Downward Spiral

*You spin about with your weapon, toppling your enemies.*

**Martial, Rattling, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier damage.  
**Effect:** You knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ROGUE	ATTACK	5

**DAILY POWER**

## Driving Assault

The force of your rapid attacks throws your enemy from its feet.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Dexterity vs. AC, two attacks  
**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier damage per attack, you push the target 1 square, and you can shift 1 square toward the target. If both attacks hit, you knock the target prone after the second push.  
**Miss:** Half damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Flashy Riposte

Under attack, you elegantly whirl and let your blade give a sharp reply, leaving your foe off balance.

**Martial, Rattling, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Trigger:** An enemy makes a melee attack against you  
**Hit:** 2[W] + Dexterity modifier damage.  
**Effect:** The target grants combat advantage to you and your allies until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Staggering Assault

You deal a savage strike that staggers your adversary.

**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 slowed (save ends). If the target is not bloodied when you make this attack, the attack deals 1[W] extra damage.  
**Effect:** Until the end of the encounter, when you hit the target, it is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Surefooted Retort

Lessening the impact of an incoming attack, you swivel away from your foe and deliver a slash as you come about.

**Martial, Weapon**

KEYWORDS

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

**Prerequisite:** You must be trained in Acrobatics.  
**Requirement:** You must be wielding a light blade.  
**Trigger:** An enemy attacks you  
**Hit:** 2[W] + Dexterity modifier damage.  
**Effect:** If the triggering attack would knock you prone or slow you, negate the condition. Reduce any pull, push, or slide from the triggering attack by a number of squares equal to your Dexterity modifier.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Ferret Out Frailty

You can always spot easy prey.

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Insight.  
**Effect:** Until the beginning of your next turn, you gain combat advantage against one target within line of sight. If the target is taking the attack penalty from one of your rattling attacks, you instead gain 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

## Threatening Glare

Your hostile visage warns enemies to beware your wrath.

**Martial, Fear**

KEYWORDS

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

**Prerequisite:** You must be trained in Intimidate.  
**Effect:** Until the end of your turn, opportunity attacks against you deal half damage, and if an enemy makes an opportunity attack against you, you gain combat advantage against that enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 6

UTILITY POWER

## Vexing Flanker

Nimble feet and intense focus keep you on your foe.

**Martial**

KEYWORDS

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

**Trigger:** An ally enters a square adjacent to an enemy adjacent to you  
**Effect:** You can shift to any other square adjacent to the enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 6

UTILITY POWER

## Fortuitous Dodge

You duck out of the way of an incoming attack, and it strikes another target.

**Martial**

KEYWORDS

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

**Target:** One creature other than the attacker  
**Trigger:** A melee or a ranged attack misses you  
**Effect:** The target is also targeted by the triggering attack. You can then shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 6

UTILITY POWER

## Sidestep Stance

You go on the defensive against a particular opponent, watching carefully for its attacks.

**Martial, Stance**

KEYWORDS

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

**Prerequisite:** You must be trained in Acrobatics.  
**Effect:** Choose one enemy within 5 squares of you that you can see. Until the stance ends, you gain a +2 power bonus to AC against that enemy's melee attacks and ranged attacks if you can see the enemy. You can choose a new enemy as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ROGUE POWER TYPE UTILITY LEVEL 6

UTILITY POWER

## Vault Position

You assume a balanced pose, ready to leap away from danger at a moment's notice.

**Martial, Stance**

KEYWORDS

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

**Prerequisite:** You must be trained in Acrobatics and Athletics.  
**Effect:** Until the stance ends, you gain a +1 power bonus to Reflex. As a minor action, you can make an Athletics check to jump, but doing so ends the stance.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: UTILITY | LEVEL: 6

**UTILITY POWER**

## Circling Predator

You wheel around your foe, attacking mercilessly.

**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.  
**Effect:** You can shift 1 square and must end adjacent to the target. Then make a secondary attack against it.  
**Secondary Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 7

**ENCOUNTER POWER**

## Dismaying Slash

Your ripping strike saps your foe's determination.

**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 the target 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: 7

**ENCOUNTER POWER**

## From the Shadows

You spring from the shadows to strike, and then you fade away as if you were never there.

**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:** 1[W] + Dexterity modifier damage, and you can shift 2 squares. If you have any cover or concealment after this shift, you can make a Stealth check as a free action.  
**Effect:** Before the attack, you can shift 2 squares. If the target could not see you before the shift, you gain combat advantage for this attack.  
**Artful Dodger:** Before the attack and after the hit, you can instead shift a number of squares equal to 1 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 7

**ENCOUNTER POWER**

## Hectoring Strike

You deliver a strong attack, dampening your opponent's fighting spirit.

**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:** 1[W] + Dexterity modifier + Strength modifier damage.  
**Brutal Scoundrel:** You slide the target 1 square, and 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**

## Snap Shot

You strike as quickly as a coiled viper.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.  
**Hit:** 1[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 7

**ENCOUNTER POWER**

## Spring the Trap

You're surrounded - just as you planned.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier damage, and you can shift 1 square.  
**Ruthless Ruffian:** This power gains the rattling keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 7

**ENCOUNTER POWER**

## Agonizing Shot

Your precise aim finds a weak spot.

**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 thrown weapon, or a sling.  
**Hit:** 1[W] + Dexterity modifier damage, and the target is slowed and takes ongoing 10 damage (save ends both).  
**Aftereffect:** The target is slowed and takes ongoing 5 damage (save ends both).  
**Miss:** Half damage, no ongoing damage, and the target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 9

**DAILY POWER**

## Burst Fire

You loose missiles in an unpredictable pattern.

**Martial, Weapon**

KEYWORDS

Standard		✦	Area burst 1 within 10 squares
ACTION			RANGE
DEX vs Reflex			Each enemy in burst you can see
ATTACK	DEFENSE		TARGET

**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.  
**Hit:** 2[W] + Dexterity modifier damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 9

**DAILY POWER**

## Into Harm's Way

You deliver a slashing feint, causing your enemy to stumble into more danger.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 2 squares. Then an ally of yours can make a melee basic attack against the target as a free action.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Not It

Your sly attack directs your foe's attention to your ally.

**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, and an ally adjacent to you or the target marks the target until the start of your next turn.  
**Miss:** Half damage, and no mark.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Not Worth My Time

With a vicious blow and a callous shove, you judge your foe unworthy of further attention.

**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 you push the target 1 square. The target is then immobilized (save ends).  
**Miss:** Half damage, no push, and the target is immobilized until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Rogue's Recovery

With a cunning attack, you create a new opportunity for yourself.

**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.  
**Effect:** If you have used all your encounter attack powers, you regain the use of a rogue encounter attack power you have used during this encounter. Or if you have combat advantage against the target, you can instead deal 2[W] extra damage with the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Swift Strike

Your brutal efficiency makes your enemy pay for its lack of initiative.

**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. If the target has not taken an action during this encounter, the attack deals 1[W] extra damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Vexing Escape

Your timely attack allows you to break away from combat, and you remain one step ahead of your foe thereafter.

**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 can shift a number of squares equal to your Charisma modifier.  
**Effect:** Until the end of the encounter, each time the target enters a square adjacent to you, you can shift 1 square as an immediate reaction.  
**Miss:** Half damage, and you can shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Vexing Sting

Despite your foe's armor, you drive your point home, disheartening him.

**Martial, Reliable, 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 the target takes a -2 penalty to attack rolls (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Brisk Stride

Leaping across minor obstacles, you dart across the battlefield.

**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 can move your speed + 4. During this movement and until the end of your next turn, you can move across difficult terrain at your normal speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

## Combat Tumbleset

You deftly somersault into position.

**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 Acrobatics.  
**Effect:** You can shift your speed and can shift through squares occupied by enemies during this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

## Executioner's Mien

Every one of your attacks exudes a murderous intent that unnerves your adversaries.

**Martial, Stance**

KEYWORDS

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

**Prerequisite:** You must be trained in Intimidate.  
**Effect:** Until the stance ends, all your attacks gain the rattling keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Gap in the Armor

You take a moment to find a weak point in your opponent's defenses.

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Perception.  
**Effect:** Choose an enemy within 5 squares of you. You gain a +2 power bonus to attack rolls against that enemy until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Peripheral Concealment

You slip away, and others briefly lose track of where you are.

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Stealth.  
**Requirement:** No creature is within 3 squares of you.  
**Effect:** You become hidden until you attack or until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Bounding Escape

You attack and then jump away from your foe without leaving yourself open to counterattack.

**Martial, Weapon**

KEYWORDS

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

**Prerequisite:** You must be trained in Athletics.  
**Requirement:** You must be wielding a crossbow, a light blade, or a sling.  
**Hit:** 2[W] + Dexterity modifier damage.  
**Effect:** You can jump horizontally a number of squares equal to your Strength modifier or jump vertically half that number of squares. This movement does not provoke opportunity attacks from the target.  
**Artful Dodger:** This movement does not provoke opportunity attacks from any enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Cunning Cyclone

A series of lightning-fast attacks does devastating work to your opponents.

**Martial, Rattling, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier damage.  
**Special:** If you have combat advantage against more than one target, you can deal one die of Sneak Attack damage to each target that you have combat advantage against, rather than dealing all your Sneak Attack damage to one target. This counts as one use of Sneak Attack, regardless of the number of targets.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Daunting Attack

Your attack resonates with your cold-blooded intent, overwhelming your enemy's resolve.

**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:** 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.  
**Ruthless Ruffian:** If the target is already taking the penalty to attack rolls from one of your rattling attacks, instead of being dazed, the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Powerful Shot

The sharp force of your shot causes your foe to stumble.

**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 thrown weapon, or a sling.  
**Hit:** 3[W] + Dexterity modifier damage, you push the target 1 square, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Skip Shot

Your missile careens off your foe and grazes another enemy.

**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 thrown weapon, or a sling.  
**Hit:** 2[W] + Dexterity modifier damage, and an enemy within 3 squares of the target takes damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Toppling Slash

Your decisive cut forces your opponent to stumble and fall.

**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 you push the target 1 square and knock it prone.  
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier, and you push the target 1 extra square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER



### Bold Feint

*With a rakish flourish of your weapon, you misdirect your foe's thrust into his ally.*

**Martial, Reliable, Weapon**

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
CHA vs Will		The attacking enemy
ATTACK	DEFENSE	TARGET

**Prerequisite:** You must be trained in Bluff.  
**Trigger:** An enemy hits you with a melee attack and another enemy is within its reach  
**Hit:** Choose an enemy within the target's reach. That enemy is instead the target of the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

### Finish It

*A lethal stab hastens your foe's demise.*

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 3[W] + Dexterity modifier damage, and ongoing 5 damage. The ongoing damage lasts until the creature is no longer bloodied.  
**Miss:** Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

### Mind-Boggling Onslaught

*Your fearsome attack shakes your enemy to the core - a situation you can later take advantage of.*

**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.  
**Effect:** Whether or not this rattling attack deals damage, the target takes the -2 penalty to attack rolls until the end of your next turn.  
**Sustain Minor:** The penalty to attack rolls lasts until the end of your next turn, or you can end the penalty and daze the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

### Ripple Effect

*Your tumbling swipe sends your foe headlong into another enemy, which sends it stumbling.*

**Martial, Weapon**

KEYWORDS

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

**Prerequisite:** You must be trained in Acrobatics.  
**Requirement:** You must be wielding a light blade.  
**Hit:** 3[W] + Dexterity modifier damage, and you slide the primary target 4 squares.  
**Effect:** Make a secondary attack after the slide.  
**Miss:** Half damage, and you slide the primary target 1 square.  
**Secondary Target:** One enemy adjacent to the primary target  
**Secondary Attack:** Dexterity vs. Reflex  
**Hit:** 1d6 + Dexterity modifier damage, and you slide the secondary target 1 square

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

### Vicious Cooperation

*Your attack gives your comrade the perfect opening to thump your opponent.*

**Martial, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature you're flanking
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a light blade.  
**Hit:** 4[W] + Dexterity modifier damage.  
**Effect:** An ally flanking the target with you can make a melee basic attack against it as a free action. You can deal Sneak Attack damage to the target if either you or the ally hit it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

### Wounding Strike

*You strike, intending to inflict grave injury.*

**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. If the target is not bloodied before you make this attack, the attack also deals ongoing 10 damage (save ends).  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

### Anticipate Attack

*You sense the attack before it comes.*

**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 trained in Insight.  
**Trigger:** You are hit by an attack  
**Effect:** You gain a +4 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

### Defensive Roll

*As you evade an attack, you tumble into a better spot.*

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Acrobatics  
**Trigger:** You are missed by an attack  
**Effect:** You can shift your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

### Grasshopper Leap

*You jump, covering a jaw-dropping distance.*

**Martial**

KEYWORDS

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

**Prerequisite:** You must be trained in Athletics.  
**Trigger:** You make an Athletics check to jump  
**Effect:** Treat the Athletics check as if you had rolled a 20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

## Opportunistic Relocation

You capitalize on the distraction caused by downing a foe, slyly repositioning for your next maneuver.

**Martial**

KEYWORDS

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

**Requirement:** You must have reduced an enemy to 0 hit points during this turn.  
**Effect:** You can shift your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Denying Stance

The attacks of your enemies allow you to better size them up and avoid future blows.

**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, each time an enemy misses you with a melee or a ranged attack, that enemy takes a -2 penalty to its next attack roll against you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Magpie Filch

You covertly snatch something from a foe distracted by your successful attack.

**Martial**

KEYWORDS

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

**Target:** The triggering creature  
**Prerequisite:** You must be trained in Thievery.  
**Requirement:** You must have a hand free.  
**Trigger:** You hit a creature with a melee attack  
**Effect:** You take a small object from the target as if you had made a successful Thievery check to pick pocket.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Vigilant Footwork

You parry and dodge close-quarters attacks with amazing focus, never hampering your offense.

**Martial, Stance, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Effect:** Until the stance ends, you gain a +1 power bonus to AC and Reflex against melee attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: UTILITY    LEVEL: 16

UTILITY POWER

## Audacious Strike

You lunge forward recklessly, then roll defensively to the side.

**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.  
**Effect:** Before the attack, you can move 4 squares.  
**Effect:** You can shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Blistering Outburst

In a flurry of lunges and strikes, you leave nearby foes unable to give decisive counterattacks.

**Martial, Weapon**

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
DEX vs Fort		Each creature in burst you can see
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[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: ROGUE    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Escape Artist's Gambit

You take a parting shot as you wriggle free and scramble away.

**Martial, Weapon**

KEYWORDS

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

**Prerequisite:** You must be trained in Acrobatics.  
**Hit:** 2[W] + Dexterity modifier damage, and you can shift 1 square. If you are immobilized, slowed, or both, those conditions end before you shift, and you automatically escape if you are grabbed.  
**Artful Dodger:** You can instead shift a number of squares equal to 1 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Guerrilla Blitz

The speed and accuracy displayed during your daring assault causes your enemies to momentarily overcompensate when attacking you.

**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.  
**Effect:** Before the attack, you can move your speed.  
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.  
**Effect:** Until the start of your next turn, you gain a +1 power bonus to AC and Reflex for every 2 squares you moved as part of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## No Escape

Your enemy tries to escape, but you leave it lying in its tracks.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.  
**Trigger:** An enemy leaves a square adjacent to you or enters a square where it has cover or concealment against you  
**Hit:** 2[W] + Dexterity modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE    POWER TYPE: ATTACK    LEVEL: 17

ENCOUNTER POWER

## Stinging Squall

Spooked by your flurry of jabs, nearby adversaries are unable to make anything but feeble retaliatory strikes against you.

**Martial, Rattling, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 1[W] + Dexterity modifier damage, and the target is weakened when making attacks against you until the end of your next turn.  
**Ruthless Ruffian:** The attack deals extra damage equal to your Charisma modifier, and the target is weakened when making any attack (not just against you).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 17

**ENCOUNTER POWER**

## Blood Squall

Your blade flashes like lightning, and fountains of blood erupt from the foes around you.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 2[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).  
**Miss:** Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 19

**DAILY POWER**

## Bloodbath Attack

Your vicious attack leaves the enemy lying in a pool of his own blood.

**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 takes ongoing damage equal to your Strength modifier (save ends).  
**Effect:** Until the end of the encounter, whenever you hit the target, the target takes ongoing damage equal to your Strength modifier (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 19

**DAILY POWER**

## Daunting Barrage

A blistering volley of projectiles knocks your enemies for a loop.

**Martial, Rattling, Weapon**

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
DEX vs AC		Each enemy in blast you can see
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a crossbow, a light thrown weapon, or a sling.  
**Hit:** 3[W] + Dexterity modifier damage, and the target is dazed (save ends).  
**Miss:** Half damage, and the target is not dazed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 19

**DAILY POWER**

## Marked Beating

Using the distraction caused by an ally, you brutalize your foe, leaving it off kilter.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.  
**Hit:** 5[W] + Dexterity modifier damage, and the target is dazed and takes a -2 penalty to all defenses (save ends both).  
**Miss:** Half damage, the target is dazed until the end of your next turn, and no penalty to defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 19

**DAILY POWER**

## Stolen Vitality

Your vicious assault leaves your enemy unable to move quickly, and you gain a burst of confidence from the deed.

**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 the target is slowed (save ends). You gain temporary hit points equal to 10 + your Charisma modifier.  
**Miss:** Half damage, the target is slowed until the end of your next turn, and no temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 19

**DAILY POWER**

## Strong-Arm Loyalty

You browbeat your wounded foe with a cruel attack, forcing compliance for a short time.

**Martial, Weapon**

KEYWORDS

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

**Prerequisite:** You must be trained in Intimidate.  
**Requirement:** You must be wielding a light blade.  
**Hit:** 2[W] + Dexterity modifier damage, and the target is dominated until the start of your next turn or until it is attacked.  
**Miss:** Half damage, and the target is immobilized until the start of your next turn or until it is attacked.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 19

**DAILY POWER**

## Uncanny Ricochet

Your attack has such force that if it fails to hit one opponent, it might careen into another.

**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 thrown weapon, or a sling.  
**Hit:** 4[W] + Dexterity modifier damage.  
**Miss:** Make a secondary attack with combat advantage.  
**Secondary Target:** One creature within 3 squares of the primary target  
**Secondary Attack:** Dexterity vs. Reflex  
**Hit:** 4[W] + Dexterity modifier damage.  
**Miss:** Half damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 19

**DAILY POWER**

## Wall Crawl

You scramble upward with preternatural speed.

**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 Acrobatics and Athletics.  
**Effect:** You climb a number of squares equal to your speed minus your armor's check penalty.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: UTILITY | LEVEL: 22

**UTILITY POWER**

## Mountebank's Flight

You steal a bit of magic to stow away on another creature's teleportation.

**Martial, Teleportation**

KEYWORDS

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

**Trigger:** A creature within 5 squares of you teleports  
**Effect:** You teleport to any square adjacent to the triggering creature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Scoundrel's Epiphany

The answer is on the tip of your tongue.

**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 Dungeoneering or Streetwise.  
**Trigger:** You make a Dungeoneering or a Streetwise check to remember or discover a useful bit of information  
**Effect:** If you are trained in the skill, don't roll for the check you are considered to have rolled a 25 and then add your skill check bonus. If you are not trained in the skill, you gain a +5 bonus to the check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Seize the Moment

It's time to make your move.

**Martial**

KEYWORDS

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

**Trigger:** You make an initiative check at the beginning of an encounter  
**Effect:** You gain a +20 bonus to your initiative check. Until the end of your first turn in the encounter, you gain a +2 power bonus to attack rolls and a +4 power bonus to speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Thief of Fortune

You make your own luck by stealing it from others.

**Martial**

KEYWORDS

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

**Requirement:** You must be able to see another creature.  
**Trigger:** Your attack misses or you fail a saving throw  
**Effect:** Reroll the triggering attack roll or saving throw and use the new result. One creature you can see takes a -2 penalty to attack rolls and saving throws until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Unnerving Footwork

Your amazing footwork shows you to be a superior combatant, disheartening enemies that draw near.

**Martial, Stance**

KEYWORDS

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

**Prerequisite:** You must be trained in Intimidate.  
**Effect:** Until the stance ends, any creature that ends its turn adjacent to you takes a -2 penalty to attack rolls against you until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Blindside

Your attack comes from such an unexpected angle that your adversary is taken aback.

**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, and if you have combat advantage against the target, it is dazed until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Collapsing Riposte

When your enemy overreaches to attack you, you cut his legs out from under him.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Trigger:** An enemy misses you with a melee attack  
**Hit:** 3[W] + Dexterity modifier damage, and you knock the target prone.  
**Artful Dodger:** The target is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Crack Shot

Your lightning-fast shots send your opponents sprawling.

**Martial, Weapon**

KEYWORDS

Standard		Area burst 1 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, a light thrown weapon, or a sling.  
**Hit:** 3[W] + Dexterity modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Death Dance

Masterfully lunging and weaving, you deliver a series of powerful attacks and then slip to a new location.

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 2[W] + Dexterity modifier damage.  
**Brutal Scoundrel:** The attack deals extra damage equal to your Strength modifier.  
**Effect:** You can shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Felling Gash

You cut the legs out from under your foe so brutally that its head hits the ground before its feet do.

### Martial, Rattling, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a light blade.  
**Hit:** 4[W] + Dexterity modifier damage, and you knock the target prone.  
**Ruthless Ruffian:** The target is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

## Fettering Shot

With a clever shot, you pin your target to the spot.

### 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 thrown weapon, or a sling.  
**Hit:** 4[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 23

ENCOUNTER POWER

## Acrobatic Assault

With tumbling lunges, you deliver a sharp blow to each nearby enemy and return to your starting position.

### 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:** 3[W] + Dexterity modifier damage.  
**Effect:** You can shift 4 squares and repeat the attack against a second target. You can then shift 4 squares and repeat the attack against a third target.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Cruel Pursuit

Your initial probing attack makes your enemy lurch to one side, allowing you to move up and finish with a wounding strike.

### 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:** 3[W] + Dexterity modifier damage, and you slide the target a number of squares equal to 1 + your Charisma modifier. You can then shift a number of squares equal to 3 + your Charisma modifier to a square adjacent to the target.  
**Miss:** Half damage, you slide the target 2 squares, and you can then shift 3 squares to a square adjacent to the target.  
**Effect:** Make a secondary attack against the target.  
**Secondary Attack:** Dexterity vs. Reflex  
**Hit:** 3[W] + Dexterity modifier damage.  
**Miss:** Half damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Gory Slash

Your bladed savagery opens a gushing wound that cripples your foe with pain.

### 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 the target takes ongoing 10 damage and is immobilized (save ends both).  
**Miss:** Half damage, and ongoing 5 damage (save ends). The target is immobilized until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Magnetic Shot

You distract your adversary just long enough to deliver a shot that bypasses armor.

### 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 + Strength modifier + Charisma modifier damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Rogue's Resurgence

You strike with murderous exactness and then pull a deadly exploit back out of your bag of tricks.

### 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:** If you have used all your encounter attack powers, you regain the use of a rogue encounter attack power you have used during this encounter. Or if you have combat advantage against the target, you can instead deal 4[W] extra damage with the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Shocking Execution

You viciously lunge for a wounded enemy's throat and shock its allies.

### Martial, Rattling, Weapon

KEYWORDS

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

**Prerequisite:** You must be trained in Intimidate.  
**Requirement:** You must be wielding a light blade.  
**Hit:** 4[W] + Dexterity modifier damage, and each enemy within 3 squares of you takes a -2 penalty to attack rolls (save ends).  
**Miss:** Half damage, and each enemy within 3 squares of you takes a -2 penalty to attack rolls until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Visceral Strike

You cut open your foe across the middle, drastically hampering her actions.

### 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 the target is stunned (save ends).  
**Aftereffect:** The target is weakened and slowed (save ends both).  
**Miss:** Half damage, and the target is weakened and slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Hurling Pounce



As you send one foe staggering away from you, you spring on another.

### 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 primary target 2 squares. You can then shift 2 squares and make a secondary attack.

**Brutal Scoundrel:** You can instead push the primary target a number of squares equal to 1 + your Strength modifier.

**Secondary Target:** One creature other than the primary target

**Secondary Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Safe Bet



With an initial strike, you set yourself up to spring at your enemy if she dares to attack again.

### 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. If the target makes an attack before the start of your next turn, you can shift a number of squares equal to your Dexterity modifier and make a basic attack against the target as an immediate interrupt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Skirmishing Strike



You move hastily to take your shot and then depart.

### Martial, Weapon

KEYWORDS

Minor	↓	Melee weapon
ACTION		RANGE
DEX - 2 vs AC		One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a light blade.  
**Hit:** 3[W] + Dexterity modifier damage, and you can shift 1 square.

**Artful Dodger:** You can instead shift a number of squares equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Stunning Assist



The fighter distracts him, and you shut him down.

### 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, and the target is dazed until the end of your next turn. If the target is marked by any of your allies, it is stunned instead of dazed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Stupefying Violence



Your enemy reels from your shocking belligerence.

### 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:** 4[W] + Dexterity modifier damage, and you slide the target 2 squares.

**Ruthless Ruffian:** You instead slide the target a number of squares equal to 2 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## A Murder of One



You flip and flit, stab and slash, as if flying among your foes.

### 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:** 4[W] + Dexterity modifier damage.  
**Effect:** You can shift 3 squares and can shift through squares occupied by enemies during this movement. Make a secondary attack.  
**Secondary Target:** One creature other than the primary target  
**Secondary Attack:** Dexterity vs. AC  
**Hit:** 3[W] + Dexterity modifier damage. If the primary attack hit, this attack deals 1[W] extra damage.  
**Effect:** You can shift 3 squares and can shift through squares occupied by enemies during this movement. Make a tertiary attack.  
**Tertiary Target:** One creature other than the primary and secondary targets  
**Tertiary Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier damage. If the primary or the secondary attack hit, this attack deals 1[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

## Cagey Killer



You smile and flick your weapon; your enemy stares unmoving at the deep wound.

### 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, and the target is stunned (save ends).  
**Afterspell:** The target is dazed (save ends).  
**Miss:** Half damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

## Deathweaving Strike



Your attack sends the enemy lurching past your comrades, who take advantage by making attacks of their own.

### 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.  
**Hit:** 3[W] + Dexterity modifier damage, and you slide the target a number of squares equal to 1 + your Charisma modifier. Each of your allies adjacent to the target at any point during this forced movement can make a basic attack against the target as an opportunity action. Each ally's attack has combat advantage and deals extra damage equal to your Charisma modifier on a hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

## Sight-Stealing Shot



You attack your foe in the eyes, leaving him dumbfounded and temporarily unable to see.

### 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 thrown weapon, or a sling.  
**Hit:** 4[W] + Dexterity modifier damage, and the target is blinded and dazed (save ends both).  
**Miss:** Half damage, and the target is dazed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ROGUE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

## Brash Assault

Your bold lunge leaves you open to an enemy's counterattack, but that's just what you want.

### Martial, Weapon

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

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

**Effect:** The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

AT-WILL POWER

## Opening Shove

You knock your foe off-balance while shouting a quick command to an ally.

### Martial, Weapon

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

**Hit:** You push the target 1 square. Then choose one ally you can see. That ally either shifts a number of squares equal to your Intelligence modifier or makes a melee basic attack against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

AT-WILL POWER

## Hammer Formation

You signal your allies to attack with abandon, dishing out as much damage as possible.

### Martial, Weapon

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

**Requirement:** You must be wielding a heavy thrown weapon.

**Hit:** 1[W] + Strength modifier damage, and each ally adjacent to you deals 1[W] extra damage on a hit with the next weapon attack he or she makes before the start of your next turn.

**Resourceful Presence:** Each ally within a number of squares equal to your Charisma modifier can deal the extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

ENCOUNTER POWER

## Luring Focus

Your attack wounds your adversary, and another enemy moves closer, hoping to take advantage of your concentration.

### Martial, Weapon

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

**Hit:** 1[W] + Strength modifier damage. Choose another enemy within 5 squares of you and pull it 1 square.

**Bravura Presence:** Pull the enemy a number of squares equal to your Charisma modifier.

**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: 1

ENCOUNTER POWER

## Myrmidon Formation

Knowing that regrouping increases morale, you attack while calling for your allies to fall into line.

### Martial, Weapon

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

**Requirement:** You must be using a shield.

**Hit:** 2[W] + Strength modifier damage.

**Effect:** At the start of your next turn, each ally adjacent to you gains 5 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

ENCOUNTER POWER

## Nimble Footwork

You attack and step to one side, allowing an ally to slip closer.

### Martial, Weapon

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

**Hit:** 2[W] + Strength modifier damage, and you can shift 1 square. After you shift, one ally within 2 squares of you can shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

ENCOUNTER POWER

## Calculated Assault

Your attack proves your superior command of the situation.

### Martial, Reliable, Weapon

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

**Hit:** 1[W] + Strength modifier damage, and one of your allies within 5 squares of you gains a power bonus to damage rolls against the target equal to 1 + your Intelligence modifier until the end of the encounter. You can transfer the bonus to another ally within 5 squares of you as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

DAILY POWER

## Concentrated Attack

You and your companion combine your attacks to deliver a nasty blow.

### Martial, Weapon

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

**Hit:** 2[W] + Strength modifier damage.

**Effect:** One ally within 10 squares of you can make a basic attack against the target as a free action. The ally gains a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

DAILY POWER

## Fearless Rescue

One of your allies falls, and without regard for your own wellbeing, you rush to make the attacker pay. Your bravery inspires your ally to fight on.

### Martial, Healing, Weapon

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

**Trigger:** An enemy within 5 squares of you reduces an ally to 0 hit points or fewer.

**Hit:** 2[W] + Strength modifier damage.

**Effect:** Before the attack, you can move to the nearest square from which you can attack the target.

**Effect:** The ally can spend a healing surge and regain an additional 1d6 hit points for every opportunity attack you provoke while moving to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD      POWER TYPE: ATTACK      LEVEL: 1

DAILY POWER

## Lead by Example

You step forward to attack, showing your allies how it's done - and whom to hit next.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and your allies gain combat advantage against the target until the start of your next turn.  
**Effect:** Before the attack, you can shift 1 square.  
**Miss:** Two allies within 5 squares of you can each shift 1 square and make a basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: ATTACK    LEVEL: 1

**DAILY POWER**

## Adaptive Stratagem

Your companion has the ability and the will. You provide the plan and the motivation.

**Martial**

KEYWORDS

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

**Target:** One ally in burst  
**Effect:** Until the end of your next turn, the ally gains his or her choice of a power bonus to damage rolls equal to your Intelligence modifier or a power bonus to saving throws equal to your Charisma modifier.  
**Resourceful Presence:** The ally gains both bonuses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Covering Maneuver

Responding to your expertise, one ally steps in to cover another's recovery.

**Martial**

KEYWORDS

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

**Target:** One ally in burst other than the triggering character  
**Trigger:** You or an ally within 5 squares of you uses second wind  
**Effect:** The target can shift 1 square as a free action. In addition, an enemy in the burst is marked by the target until the end of the enemy's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Inspired Belligerence

You lead your allies to use your enemies' defensive openings to deliver more punishment.

**Martial**

KEYWORDS

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

**Target:** One enemy in burst granting combat advantage to you or an ally  
**Effect:** Until the start of your next turn, all your allies gain combat advantage against the target.  
**Inspiring Presence:** Until the start of your next turn, your allies add your Charisma modifier to damage rolls against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Reckless Opportunity

You hurl an impulsive command at an ally, hoping that he understands it properly.

**Martial**

KEYWORDS

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

**Target:** One enemy in burst and you or one ally in burst  
**Effect:** The targets make opposed initiative checks. The winner gains combat advantage against the loser until the end of the winner's next turn.  
**Bravura Presence:** You or your ally gains a power bonus to the initiative check equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Rub Some Dirt on It

With a wisecrack, you give your comrade a little courage despite his wounds.

**Martial**

KEYWORDS

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

**Target:** You if you're bloodied or one bloodied ally  
**Effect:** The target gains temporary hit points equal to 5 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Heroic Effort

On the brink of exhaustion, you still manage to rally your allies.

**Martial**

KEYWORDS

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

**Target:** Each ally in burst  
**Requirement:** You must be bloodied.  
**Effect:** The target can add your Charisma modifier to damage rolls until you are no longer bloodied. Also, you gain temporary hit points equal to your level + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Motivated Recovery

At your encouragement, an injured ally exploits an opportunity to shine.

**Martial**

KEYWORDS

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

**Target:** One bloodied ally in burst  
**Effect:** The target regains the use of second wind and gains a power bonus to his or her next attack roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**

## Repositioning Command

With a single word from you, your allies shift to more advantageous positions.

**Martial**

KEYWORDS

Move		Close burst 5
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 1 square.  
**Tactical Presence:** Increase the burst to 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 2

**UTILITY POWER**



## Bloody Ending

You cunningly aim to finish off a wounded foe.

### Martial, Weapon

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

**Hit:** 2[W] + Strength modifier + Intelligence modifier damage.

**Resourceful Presence:** Your allies gain a +2 power bonus to attack rolls against the enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Dicey Predicament

Surrounded by enemies, you fake weakness and make them careless. Then you suddenly strike.

### Martial, Weapon

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

**Requirement:** You must be flanked.

**Hit:** 2[W] + Strength modifier damage, and all enemies adjacent to you grant combat advantage to all your allies within 5 squares of you until the end of your next turn.

**Bravura Presence:** The attack deals extra damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Flattening Charge

The force of your hurtling attack knocks your enemy flat or leaves your defenses down.

### Martial, Weapon

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

**Requirement:** You must charge and use this power in place of a melee basic attack.

**Hit:** 1[W] + Strength modifier damage, and you knock the target prone.

**Bravura Presence:** If the attack hits, this power is not expended.

**Miss:** The target gains combat advantage against you until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Follow Me In

You rush into battle with a decisive attack, rallying a friend behind you.

### Martial, Weapon

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

**Hit:** 2[W] + Strength modifier damage, and one ally within 10 squares of you gains a +2 power bonus to speed until the end of your next turn.

**Tactical Presence:** If the ally charges while the bonus to speed is in effect, the ally's movement during the charge does not provoke opportunity attacks.

**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: 3

ENCOUNTER POWER

## Shielding Retaliation

You step in front of an attack meant for your ally and give the attacker a staggering blow. Your friend can then move to a better position.

### Martial, Weapon

KEYWORDS				
Imm. Interrupt	↓		Melee 1	
ACTION			RANGE	
STR	vs	AC		
ATTACK	DEFENSE		TARGET	

**Trigger:** An adjacent enemy hits an ally with an opportunity attack

**Hit:** 2[W] + Strength modifier damage, and the ally can shift 2 squares.

**Effect:** The opportunity attack hits you instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## A Rock and a Hard Place

You focus to work in concert with your companion, harrying your opponent with relentless blows.

### Martial, Stance, Weapon

KEYWORDS				
Minor			Personal	
ACTION			RANGE	
vs				
ATTACK	DEFENSE		TARGET	

**Effect:** Until the stance ends, whenever an enemy adjacent to you attacks an ally of yours and misses, you deal damage to the enemy equal to your Intelligence modifier as a free action.

**Tactical Presence:** If the enemy is marked by an ally, deal 1[W] + Intelligence modifier damage instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Pike Hedge

Setting yourself to foil enemy movement, you're ready to strike anyone who comes near.

### Martial, Weapon

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

**Requirement:** You must be wielding a reach weapon.

**Trigger:** An enemy enters a square within your reach

**Hit:** 1[W] + Strength modifier damage.

**Effect:** Whenever an enemy enters a square adjacent to you or to an ally adjacent to you, you deal damage to that enemy equal to your Strength modifier as an opportunity action. This effect lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Scent of Victory

As your enemies stagger from their wounds, you can smell victory. Your allies respond with a furious assault.

### Martial

KEYWORDS				
Standard			Close burst 5	
ACTION		←	RANGE	
vs				
ATTACK	DEFENSE		Each ally in burst	

**Effect:** Each target can make a melee basic attack as a free action against a bloodied enemy adjacent to him or her.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Situational Advantage

Your attack against an unprepared enemy gives you and your allies a decided advantage.

### Martial, Weapon

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

**Requirement:** You must be wielding a heavy thrown weapon.

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

**Effect:** Until the end of your next turn, you and each ally within 10 squares of you deal extra damage equal to your Intelligence modifier when hitting with combat advantage.

**Resourceful Presence:** Your extra damage is 1[W] + Intelligence modifier instead.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Staggering Spin

With a wild, wheeling attack, you send your foes careening into your allies' waiting weapons.

**Martial, Weapon**

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
STR vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Strength modifier damage, and you push the target 1 square. If the target is then adjacent to any of your allies, those allies can make a melee basic attack against the target as an opportunity action.

**Miss:** Half damage, and no push.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: ATTACK    LEVEL: 5

DAILY POWER

## Forward Observer

Discerning the proper angle of fire, you point out concealed enemies to your allies.

**Martial**

KEYWORDS

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

**Effect:** Choose one enemy you can see. Until the end of your next turn, any ally who can see or hear you doesn't take the normal penalty to attack rolls for cover or concealment when attacking that enemy (the penalties for superior cover and total concealment still apply).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 6

UTILITY POWER

## Guileful Switch

You spring a trap on your opponents, surprising them with your clever stratagem.

**Martial**

KEYWORDS

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

**Requirement:** You must use this power during your turn before you take any other actions.

**Effect:** You and one ally you can see switch places in the initiative order. Your turn ends when you use this power, and the ally takes his or her next turn immediately, even if he or she has already acted during this round. You then act when your ally would have acted.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 6

UTILITY POWER

## Rousing Words

As your ally's spirit wanes, you manage to pick just the right words to inspire him.

**Martial, Healing**

KEYWORDS

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

**Target:** You or one ally in burst

**Effect:** The target can spend two healing surges.

**Inspiring Presence:** The target regains additional hit points equal to 5 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 6

UTILITY POWER

## Tactical Supervision

You lend your expertise to your ally to help her strike a foe.

**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 ally in burst

**Trigger:** An ally makes a basic attack, a bull rush, or a charge within 10 squares of you

**Effect:** The target gains a power bonus to the attack roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 6

UTILITY POWER

## Encouraging Stance

With a daunting bearing, you unleash a litany of oaths as you attack, pushing your allies onward.

**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, when you hit with a melee attack, choose a bloodied ally within 5 squares of you. That ally gains temporary hit points equal to 5 + your Charisma modifier.

**Bravura Presence:** You can choose to grant the temporary hit points when you miss with a melee attack, but that grants the target of the attack combat advantage against you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 6

UTILITY POWER

## Phalanx Formation

You and your allies link shields for better defense.

**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 you are adjacent to any ally who is using a shield, you and the ally gain a +1 power bonus to AC and Reflex.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 6

UTILITY POWER

## Tempting Target

You invite attack and distract your foes in the process.

**Martial, Healing, 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 grant combat advantage to all enemies, but any enemies adjacent to you grant combat advantage to your allies.

**Bravura Presence:** When an enemy adjacent to you becomes bloodied or is reduced to 0 hit points, you regain hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 6

UTILITY POWER

## Deadly Returns

You create an opening that allows an ally to capitalize on your foe's aggression.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and you choose one ally within 5 squares of you. Until the end of your next turn, if the target makes a melee attack against you or the ally, the ally can make an opportunity attack against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: ATTACK    LEVEL: 7

ENCOUNTER POWER

## Phalanx Assault

From behind your ready shield, you pound your foe and bark an order, calling for defensive tactics.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be using a shield.  
**Hit:** 2[W] + Strength modifier damage, and allies adjacent to you gain a +2 power bonus to AC and Reflex until the end of your next turn.

**Resourceful Presence:** Adjacent allies gain the +2 power bonus to AC and Reflex even if you miss.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Provoke Overextension

You goad the enemy into pressing too far, setting up your ally's counterstrike.

### 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 must make a basic attack against you as a free action. If the basic attack misses, an ally of yours can make a basic attack against the target as a free action.

**Bravura Presence:** You gain a bonus to your AC against the target's basic attack equal to your Charisma modifier and your ally gains the same bonus to his or her basic attack's damage roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Sacrificial Lure

Your wild strike lands solidly and inspires a comrade, but it leaves you vulnerable.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier + Charisma modifier damage. Until the start of your next turn, one ally within 5 squares of you gains a power bonus to his or her next attack roll equal to your Charisma modifier.

**Effect:** You take a -2 penalty to AC until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Stirring Force

With a mighty strike, you spur your friends to shake off their hindrances.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and any ally within 2 squares of you can make a saving throw.

**Resourceful Presence:** Your allies gain a power bonus to the saving throws equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## War of Attrition

Little by little, your allies turn the tide against the enemy.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, any ally who can see you gains a +1 power bonus to attack rolls and damage rolls with basic attacks and at-will powers.

**Inspiring Presence:** The bonus equals your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Blood Designation

The blood you've drawn acts as a target for your comrades.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Effect:** The target takes ongoing 5 damage (save ends). As long as the ongoing damage persists, your allies gain combat advantage against the target.

**Inspiring Presence:** Add your Charisma modifier to the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Denying Mark

Your smite incites your enemy to focus on you, but only with weaker attacks.

### Martial, 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 marked (save ends).

**Miss:** Half damage, and the target is marked until the end of its next turn.

**Effect:** The target cannot recharge its powers as long as it is marked by this power.

**Bravura Presence:** The target also cannot spend action points as long as it is marked by this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Disheartening Flurry

The skill you show with your series of attacks dismays your enemies.

### 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:** The target takes a -2 penalty to saving throws until the end of the encounter.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Stay on Target

You and your comrades train your fire on an enemy drawing near.

### Martial, Weapon

KEYWORDS

Imm. Reaction	↗	Ranged 3
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a heavy thrown weapon.

**Trigger:** An enemy enters a square within 3 squares of you

**Hit:** 1[W] + Strength modifier + Intelligence modifier damage.

**Effect:** Each ally within 2 squares of you can make a ranged basic attack against the target as an immediate reaction, with a bonus to the damage roll equal to your Intelligence modifier.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Warlord's Recovery

You point out an opportunity perfect for an ally's attacks, renewing your own determination to end this fight.

**Martial**  
KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET

**Effect:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	9

**DAILY POWER**

## Bolstering Shout

Your war cry quickly rallies your allies.

**Martial, Healing**  
KEYWORDS

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

**Target:** Each ally in burst  
**Effect:** Until the end of your next turn, each target regains additional hit points equal to your Charisma modifier when he or she uses second wind. Each target can also choose to use second wind as a minor action but gain no bonus to defenses from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	UTILITY	10

**UTILITY POWER**

## Marked Revelation

With a fake command and your ally's practiced response, you identify that ally as a danger that your enemies should heed.

**Martial**  
KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL		<input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY

**Target:** Each unmarked enemy in burst  
**Effect:** The targets are marked by an ally of your choice until the end of your next turn.  
**Tactical Presence:** Increase the burst to 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	UTILITY	10

**UTILITY POWER**

## Rallying Deflection

You catch the arrow on your shield and send your ally forward to meet the shooter.

**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 using a shield.  
**Trigger:** An enemy hits you with a ranged attack  
**Effect:** Reduce the attack's damage by one-half your level. One ally within 5 squares of the attacker can charge the attacker as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	UTILITY	10

**UTILITY POWER**

## Instant Planning

Your instinctive reactions to the situation turn the tide in your favor.

**Martial**  
KEYWORDS

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

**Target:** You and each ally in burst  
**Effect:** Until the end of your next turn, every target gains your choice of a power bonus to attack rolls equal to your Charisma modifier, a power bonus to speed equal to your Charisma modifier, or a power bonus to all defenses equal to your Intelligence modifier.  
**Resourceful Presence:** You can grant a different bonus to each target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	UTILITY	10

**UTILITY POWER**

## Strider Stance

You stand ready to change position quickly or to point out opportunities for your allies to do so.

**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, once on each of your turns you can use a move action to shift 1 square and gain a +2 power bonus to damage rolls until the start of your next turn, or you can use a move action to allow an ally within 5 squares of you to do the same as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	UTILITY	10

**UTILITY POWER**

## Unintended Feint

As your ally misses, you spot an opening that the attack created. You point it out so that your friend can immediately take advantage of it.

**Martial**  
KEYWORDS

Imm. Reaction		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 misses with an attack  
**Effect:** The target can reroll the attack and has combat advantage for it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	UTILITY	10

**UTILITY POWER**

## Befuddling Cry

Your warning shout allows your ally to turn an opening into an advantage.

**Martial**  
KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
vs		The triggering ally in burst
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy within 5 squares of you hits an ally with an opportunity attack  
**Effect:** The target makes a melee basic attack against the attacking enemy as a free action. If this attack hits, the attacking enemy rerolls the opportunity attack against a different creature of your choice within its reach.  
**Resourceful Presence:** The enemy gains a bonus to the new attack and damage rolls equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	13

**ENCOUNTER POWER**

## Grim Mark

Your sidling approach belies your excruciating follow-up, which opens your opponent to attacks from your allies.

**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 marked until the end of your next turn.  
**Resourceful Presence:** While the target is marked by this power, your allies gain a power bonus to damage rolls against the target equal to your Charisma modifier.  
**Effect:** Before the attack, you can shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	13

**ENCOUNTER POWER**

## Headstrong Bravery



You smite your enemy without regard for your safety, inciting the enemy against you and your allies against it.

### Martial, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. Until the start of your next turn, you grant combat advantage to all enemies, and your allies gain a +2 power bonus to damage rolls against the target.

**Bravura Presence:** Your allies instead gain a power bonus to damage rolls against the target equal to 2 + your Charisma modifier.

**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: 13

ENCOUNTER POWER

## Pincer Maneuver



At your command, two of your allies move to flank a foe.

### Martial

KEYWORDS

Standard	↔	Close burst 5
ACTION		RANGE
STR vs AC		One or two allies in burst
ATTACK	DEFENSE	TARGET

**Effect:** Each target can shift 3 squares and make a melee basic attack against an adjacent enemy as a free action. If the target is flanking the enemy, he or she gains a bonus to the damage roll equal to your Charisma modifier.

**Bravura Presence:** The target gains a power bonus to the attack roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Unified in Blood



Rushing to defend a friend in trouble, you make a bold attack. Your friend then defends himself by your example.

### Martial, Weapon

KEYWORDS

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

**Trigger:** An enemy within 5 squares of you bloodies an ally

**Hit:** 2[W] + Strength modifier damage, and the bloodied ally can make a basic attack against the target as a free action.

**Effect:** Before the attack, you can move your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Ventured Gains



Rushing to take your adversary down a notch, you ignore your defenses but allow your allies to take advantageous shots.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. If this attack bloodies the target, two of your adjacent allies can each make a basic attack against the target as a free action.

**Bravura Presence:** Each ally gains a power bonus to the basic attack roll equal to your Charisma modifier.

**Effect:** You grant combat advantage to all enemies until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Withdrawal Gambit



With an interposing attack, you give your companions the determination and the space to improve the tactical situation.

### Martial, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and each of your allies adjacent to the target can make a saving throw and then shift 1 square as a free action.

**Tactical Presence:** Each ally gains a power bonus to the saving throw equal to your Charisma modifier, and each can instead shift a number of squares equal to 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Anticipate Attack



Maneuvering to make your enemy open itself up to attack, you deliver a passing blow. Your comrades follow up with strikes of their own.

### Martial, Weapon

KEYWORDS

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

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

**Hit:** 2[W] + Strength modifier damage, and you can shift 1 square.

**Effect:** Each ally adjacent to the target can make an opportunity attack against it and has combat advantage for the attack.

**Tactical Presence:** Each ally gains a bonus to the damage roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

## Arkhosia's Fury



In a traditional dragonborn maneuver, you storm in, smite an enemy, spin away, and punish yet another foe.

### Martial, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and you can shift 2 squares.

**Effect:** After you shift, you can make a basic attack against a different target.

**Miss:** Half damage, and you can shift 1 square.

**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

## Formidable Smash



Your strike leaves your foe hesitant to attack you or anyone near you.

### Martial, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. Until the end of the encounter, the target takes a -2 penalty to attack rolls against you or any ally who is adjacent to you when it attacks (the target takes no penalty if it is immune to fear).

**Miss:** Half damage, and no penalty.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

## Grim Instruction



With a remarkable show of skill, you school your foe, revealing the flaws in its fighting style.

### Martial, Reliable, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls and grants combat advantage to you and your allies (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

## Infectious Determination

*With each strike you deliver, your allies gain more resolve to grab victory from the jaws of defeat.*

**Martial, Healing, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** As a free action, each ally within 5 squares of you can make a saving throw. Make a secondary attack against the target.  
**Resourceful Presence:** Each ally gains a power bonus to the saving throw equal to your Intelligence modifier.  
**Secondary Attack:** Strength vs. Fortitude  
**Hit:** 1[W] + Strength modifier damage, and you knock the target prone. Each ally within 5 squares of you can spend a healing surge as a free action.  
**Resourceful Presence:** Each ally adds your Charisma modifier to the hit points regained

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## War Master's Assault

*You orchestrate a devastating coordinated attack.*

**Martial**

KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
vs		You and each ally in burst
ATTACK	DEFENSE	TARGET

**Effect:** Each target can charge or make a basic attack as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: ATTACK    LEVEL: 15

**DAILY POWER**

## Decisive Timing

*Practice has honed your party's maneuvering to near perfection.*

**Martial**

KEYWORDS

No Action	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You and two allies in burst or three allies in burst  
**Trigger:** You and your allies make initiative checks at the beginning of an encounter  
**Effect:** You swap the initiative check results of the targets.  
**Tactical Presence:** Until the end of his or her first turn in the encounter, the target with the lowest initiative result gains a power bonus to damage rolls equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

## Encouraging Remark

*You whisper a few words of support to a comrade heading back into the fray.*

**Martial**

KEYWORDS

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

**Target:** One ally  
**Effect:** The target gains temporary hit points equal to 10 + your Charisma modifier. Until the end of your next turn, the target also gains a power bonus to damage rolls, one defense, or saving throws equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

## Flanking Stance

*You take up a vulnerable position that forces your enemies into disadvantageous positions as well.*

**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, any enemy adjacent to you gains combat advantage against you but grants combat advantage to your allies.  
**Bravura Presence:** Allies gain a bonus to melee damage rolls against enemies adjacent to you equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

## Side by Side

*You and an ally form a deadly team, fighting in tandem.*

**Martial, Stance**

KEYWORDS

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

**Target:** One ally  
**Effect:** Until the stance ends, you and the target both gain a +2 power bonus to attack rolls, AC, and Reflex when you're adjacent to each other.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

## Warning Shout

*Hearing your call of alarm, your friend leaps for cover.*

**Martial**

KEYWORDS

Imm. Interrupt	←	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  
**Effect:** The target can shift a number of squares equal to 1 + your Intelligence modifier.  
**Trigger:** An ally within 5 squares of you is hit by a ranged or an area attack

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: UTILITY    LEVEL: 16

**UTILITY POWER**

## Bloody Termination

*Your adversary reels from wounds, and you mean to bring that torment to an end.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier + Charisma modifier damage.  
**Resourceful Presence:** If the attack's damage doesn't reduce the target to 0 hit points, make a melee basic attack against the target, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: ATTACK    LEVEL: 17

**ENCOUNTER POWER**

## Deadly Inspiration

*Your bold strike inspires your allies to show off their fighting prowess.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and allies within 5 squares of you deal 1[W] extra damage with their at-will weapon attacks that hit until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD    POWER TYPE: ATTACK    LEVEL: 17

**ENCOUNTER POWER**

## Girding Strike

*You smite your enemy as you shout encouragement to your allies, imparting the vigor they need to push on.*

**Martial, Healing, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and each ally within 10 squares of you regains the use of second wind.

**Resourceful Presence:** Any ally who uses second wind before the end of your next turn regains additional hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 17
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**ENCOUNTER POWER**

## Into the Breach!

*You leap forward boldly, shouting a battle cry that fills your allies with the same courage.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and one ally within 5 squares of you can charge the target as a free action.

**Inspiring Presence:** The charging ally gains a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

**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 17
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**ENCOUNTER POWER**

## Exhorted Counterattack

*You shout a warning to a comrade under fire, who avoids the brunt of the attack and responds with a vicious counterattack.*

**Martial, Healing**

KEYWORDS

Imm. Reaction	←	Close burst 20
ACTION		RANGE
vs		The triggering ally in burst
ATTACK	DEFENSE	TARGET

**Trigger:** An ally within 20 squares of you is hit by an enemy

**Effect:** The target regains hit points as if he or she had spent a healing surge and then makes two basic attacks against the attacking enemy as an opportunity action. If either basic attack hits, the enemy is dazed (save ends).

**Inspiring Presence:** The ally regains additional hit points equal to your Charisma modifier and gains a bonus to the damage rolls equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 19
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**DAILY POWER**

## Inspiring Charge

*Giving your companions a quick signal, you charge forward to glory, inspiring them.*

**Martial, Healing, Weapon**

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage.

**Effect:** As a free action, each ally within 10 squares of you can shift a number of squares equal to your Charisma modifier and then 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 19
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**DAILY POWER**

## Storm of Carnage

*For you and your comrades, every miss is just a new opportunity.*

**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, each time you or an adjacent ally misses with an encounter or a daily melee attack power, that character can make a melee basic attack against the same target as a free action.

**Miss:** Make a melee basic attack against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 19
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**DAILY POWER**

## Unleash Hell

*On your command, you and your allies unleash a ranged barrage upon your enemies.*

**Martial, Weapon**

KEYWORDS

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

**Attack:** Strength vs. AC. The attack can score a critical hit on a roll of 18-20.

**Requirement:** You must be wielding a heavy thrown weapon.

**Hit:** 4[W] + Strength modifier damage.

**Effect:** Each ally within 5 squares of you can make a ranged basic attack against an enemy as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier. Until the end of your next turn, any ranged attack made by you or your allies can score a critical hit on a natural roll of 18-20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE ATTACK	LEVEL 19
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**DAILY POWER**

## Avenge Me

*As you succumb to your injuries, you shout out a call for retribution.*

**Martial, Healing**

KEYWORDS

Imm. Interrupt	←	Close burst 10
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**Target:** Each ally in burst

**Trigger:** You are reduced to 0 hit points or fewer by an enemy

**Effect:** Each target can spend a healing surge and regain additional hit points equal to your Charisma modifier. Until the end of the encounter, the targets gain a +2 power bonus to attack rolls and damage rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE UTILITY	LEVEL 22
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**UTILITY POWER**

## Bloodthirsty Offensive

*You have your foes against the wall, and you focus your attention on finishing the job.*

**Martial, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**Effect:** Until the stance ends, you grant combat advantage to all enemies. In addition, you and each ally within 10 squares of you gain a +2 power bonus to attack rolls against bloodied enemies. Also, each time you or an ally within 10 squares of you spends an action point to take an extra action, that character can make a basic attack as a free action before taking the extra action.

**Bravura Presence:** You and each ally within 10 squares of you gain a bonus to damage rolls against bloodied enemies equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE UTILITY	LEVEL 22
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**UTILITY POWER**

## Quickening Order

*You aim to win the fight before your foes can respond.*

**Martial**

KEYWORDS

No Action	←	Close burst 10
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**Target:** You and each ally in burst

**Trigger:** You and your allies make initiative checks at the beginning of an encounter

**Effect:** Each target gains a bonus to the initiative check equal to your Intelligence modifier, and during each target's first turn, he or she gains a bonus to attack rolls and damage rolls equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLORD	POWER TYPE UTILITY	LEVEL 22
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**UTILITY POWER**

## Rush of Battle

You raise your voice above the din, encouraging your allies to make a rapid series of attacks.

**Martial**  
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

AT-WILL  ENCOUNTER  DAILY

**Target:** Each ally in burst  
**Effect:** Until the start of your next turn, each target can make basic attacks as minor actions.  
**Resourceful Presence:** Each target gains a bonus to the basic attack rolls equal to your Intelligence or Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	UTILITY	22

UTILITY POWER

## Stirring Declaration

As you attack, you cheer your friends on toward victory.

**Martial, Stance**  
KEYWORDS

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

vs

**Requirement:** You must be trained in Diplomacy.  
**Effect:** Until the stance ends, each time you hit an enemy with an attack, allies within 10 squares of you gain temporary hit points equal to 5 + your Charisma modifier. You and your allies gain a bonus to saving throws against fear effects equal to your Charisma modifier.  
**Inspiring Presence:** Each time you hit an enemy with an attack, one ally within 10 squares of you can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	22

DAILY POWER

## Blood Begets Blood

With a brutal strike and a marshalling cry, you open your enemy's defenses. Your allies respond with a coordinated assault.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. If the target is bloodied or reduced to 0 hit points by this attack, two allies within 5 squares of you can each make a basic attack as a free action.  
**Resourceful Presence:** If the target is bloodied or reduced to 0 hit points by this attack, three allies within 5 squares of you can each make a basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	23

ENCOUNTER POWER

## Daring Display

You fling yourself against your enemy brutally, unleashing a fury that draws the eye of nearby enemies.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and you mark and grant combat advantage to every enemy within 2 squares of you until the end of your next turn. Each of the enemies that attacks you grants combat advantage to your allies until the end of its next turn.  
**Bravura Presence:** The attack deals extra damage equal to your Charisma modifier, and you can shift 1 square, whether or not you hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	23

ENCOUNTER POWER

## Quickening Force

The punishing blow you land on your enemy causes your allies to take heart and defy ill fortune.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and each ally within 5 squares of you can make a saving throw.  
**Resourceful Presence:** Your allies gain a power bonus to the saving throw equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	23

ENCOUNTER POWER

## Ringing Clarity

The clang of your steel on your enemy's armor clears the cobwebs from your allies' heads.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and the marked condition ends on any ally within 10 squares of you. Also, each ally within 10 squares of you automatically saves against a charm or a fear effect that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	23

ENCOUNTER POWER

## Shutdown Smite

A well-placed attack throws your foe out of prime fighting form for a moment.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and the target cannot recharge any of its powers or use action points until the end of your next turn.  
**Tactical Presence:** The target also takes a penalty to saving throws equal to your Intelligence modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	23

ENCOUNTER POWER

## Wounding Focus

You open a small wound on your foe as a pinpoint target for your allies.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, your allies gain combat advantage against the target and a power bonus to damage rolls against it equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	23

ENCOUNTER POWER

## Precision Stance

You take on a watchful bearing, lending your allies your battle acumen, allowing their wilder strikes to hit home more often.

**Martial, Stance**  
KEYWORDS

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

vs

**Effect:** Until the stance ends, when an ally within 5 squares of you misses with an attack, you can take an immediate interrupt to allow the ally to reroll the attack roll with a bonus equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	25

DAILY POWER



## Primordial Onslaught

You attack like a force of nature, driving your opponents before you.

### Martial, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
STR vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 4[W] + Strength modifier damage.

**Effect:** Until the end of the encounter, each time you or an ally attacks any target of this power, you can slide the target 1 square after resolving the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Sleeping Dragon Lure

You land a light blow to make yourself look weak, and when a foe gives in to temptation and attacks you, you explode in a burst of violence.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.

**Effect:** You grant combat advantage to enemies that make melee attacks against you until the start of your next turn. If an enemy hits you with a melee attack while this effect lasts, you can make a secondary attack against the attacker as an immediate interrupt. You can shift 1 square closer to the secondary target before making the secondary attack. If no enemy attacks you in melee before the start of your next turn, you regain the use of this power.

**Secondary Target:** The attacking creature

**Secondary Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage.

**Bravura Presence:** You gain a bonus to the secondary attack's attack roll and damage roll equal to your Charisma modifier

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Victorious Destiny

Your decisive strike turns the tide of battle as your allies find renewed ferocity.

### Martial, Reliable, Weapon

KEYWORDS

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

**Requirement:** You must be bloodied.

**Hit:** 6[W] + Strength modifier damage, and allies gain a +2 bonus to attack rolls until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Warlord's Resurgence

With deific speed and precision, you call out an opening for an ally's attack. You also spot an opportunity that you can later exploit.

### Martial

KEYWORDS

Standard	←	Close burst 10
ACTION		RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET

**Effect:** As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter, and the target gains a +2 bonus to the attack roll. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Wave of Defeat

You and your comrades hurl your foes backward in a furious simultaneous assault.

### Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and you push the target 2 squares.

**Effect:** Each ally within 5 squares of you can make a melee basic attack as a free action. On a hit, the ally can push his or her target 1 square.

**Miss:** Half damage, and no push.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Abrupt Skirmish

Using feigned weakness or harsh words, you goad your enemies to attack you. Your allies instantly fall upon your foes in turn.

### Martial, Weapon

KEYWORDS

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

**Effect:** You pull each target 1 square to a space adjacent to you. You can't pull a target that can't end adjacent to you. You then attack one of the targets.

**Hit:** 4[W] + Strength modifier damage. Each enemy adjacent to you can make a melee basic attack against you as a free action, but each of your allies can make a basic attack against the enemy as an opportunity action triggered by the enemy's attack.

**Bravura Presence:** Each ally gains a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Brutal Setup

After a cautious approach, you deliver a wicked smite and your enemy staggers, becoming an obvious target for your friends.

### Martial, Weapon

KEYWORDS

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

**Attack:** Strength vs. AC, one attack per target

**Effect:** Before the attack, you can shift 3 squares.

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

**Tactical Presence:** Until the end of the encounter, your allies gain a power bonus to attack rolls against dazed enemies equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Eye of the Storm

With a gale of fierce swings, you give your enemies cause to consider you dangerous and your allies cause for hope.

### Martial, Healing, 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, and you mark the target until the end of your next turn.

**Effect:** Until the end of your next turn, any of your allies who hit enemies marked by this power can use a free action either to make a saving throw or to spend a healing surge.

**Resourceful Presence:** If an ally makes the saving throw, he or she gains a power bonus to the roll equal to your Intelligence modifier. If an ally spends the healing surge, he or she regains additional hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Uplifting Assault

Your successful strike fills you with renewed hope that you can use to inspire your comrades.

### Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and you gain an additional use of inspiring word for this encounter.

**Inspiring Presence:** Until the start of your next turn, you can use inspiring word as an immediate reaction triggered by an ally taking damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLORD POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Warlord's Indignation

An enemy dares to strike you, and you hurl him to the ground in retaliation. Your allies then make him pay for his insolence.

**Martial, Weapon**

KEYWORDS

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

**Trigger:** An enemy hits you with a melee attack  
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. Each of your allies can then make a basic attack against the target as an opportunity action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	27

**ENCOUNTER POWER**

## Deific Rallying

You lose a tremendous shout, giving your allies confidence and instant attacks.

**Martial, Weapon**

KEYWORDS

Standard		Close burst 20
ACTION	↔	RANGE
vs		Each ally in burst
ATTACK	DEFENSE	TARGET

**Effect:** Each target gains 20 temporary hit points and can make a basic attack as a free action.  
**Inspiring Presence:** Each target gains additional temporary hit points and a bonus to the basic attack's damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	29

**DAILY POWER**

## Flawless Snare

With a practiced swing, you throw yourself off balance, making yourself into bait and your allies the waiting trap.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 6[W] + Strength modifier damage.  
**Effect:** You mark the target and grant combat advantage to it until the end of your next turn. Whenever the target attacks you before the end of your next turn, each ally within 10 squares of you can make a basic attack against it as an opportunity action triggered by its attack.  
**Bravura Presence:** Each ally gains a bonus to the basic attack's attack roll and damage roll equal to your Charisma modifier.  
**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
WARLORD	ATTACK	29

**DAILY POWER**

## Inexorable Surge

You deliver a spectacular attack, filling your allies with lethal resolve against your adversaries.

**Martial, Reliable, Weapon**

KEYWORDS

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

**Hit:** 6[W] + Strength modifier damage. Until the end of the encounter, your allies gain a bonus to damage rolls against the target equal to your Charisma modifier. When the target is reduced to 0 hit points, choose another enemy within 5 squares of it, and your allies gain the bonus to damage rolls against that enemy. Each time the chosen enemy is reduced to 0 hit points, choose a different enemy within 5 squares of it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	29

**DAILY POWER**

## Perfect Front

With practiced form, you and your allies create a battle line that allows you to attack with godlike precision.

**Martial, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** Until the stance ends, as long as you are adjacent to an ally, roll twice each time you make an attack roll and use the higher result. Any ally adjacent to you gains the same benefit.  
**Tactical Presence:** You gain the benefit when within 2 squares of an ally, and an ally within 2 squares of you gains the benefit as well.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	29

**DAILY POWER**

## Wake of Devastation

Your furious weapon thrusts leave many trails of blood.

**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.  
**Effect:** Each target takes ongoing 15 damage (save ends). Each target taking ongoing damage grants combat advantage to you and your allies.  
**Resourceful Presence:** You can reduce the damage to 1[W] to add 15 to the ongoing damage, or you can increase the damage to 5[W] by forgoing the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARLORD	ATTACK	29

**DAILY POWER**

## Abashing Stab

With words or body language, you mock your foe as you deliver a cutting 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:** 3[W] + Strength modifier damage, and the target is marked until the start of your next turn. Until the start of your next turn, the target takes a -2 penalty to attack rolls against you but gains a +5 bonus to damage rolls against you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAKISH SWASHBUCKLER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Blindside Assault

Your ally makes a sly sidelong attack, which opens up your foe to your surprise attack.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Effect:** Before the attack, you slide one ally 6 squares to a space adjacent to the target. The ally can then make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: COMMANDO CAPTAIN | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Borrowed Protection

Your elemental soul allows you to tap into your enemy's resistance to protect another.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. If the target has any resistances, you grant the same resistances to yourself or an ally within 10 squares of you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CONCORDANT LEADER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Cat-Eyed Strike

Your sharp senses allow you to aim for a gap in your foe's defenses.

**Martial, Beast, Weapon**

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon (beast 1)
ACTION			RANGE
STR vs Reflex			One creature
ATTACK	DEFENSE		TARGET

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). If you have combat advantage against the target, the attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDCAT STALKER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Comeuppance Strike

With an indignant roar and a brutal hit, you wound your enemy and force others to cover before your might.

**Martial, Rattling, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. Make a secondary attack.  
**Secondary Target:** Each bloodied enemy within 2 squares of the primary target  
**Secondary Attack:** Strength vs. Will  
**Hit:** The target takes a -2 penalty to all defenses until the end of your next turn

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGING SLAYER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Crippling Shot

A blow to the vitals causes your victim to stagger and whimper in pain.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged), and the target is slowed until the end of your next turn. If the target is a humanoid, it is also weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUTHLESS PUNISHER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Cross-Body Parry

As your foe swings, you quickly cross your blades to parry, then scissor those blades brutally into your attacker.

**Martial, Weapon**

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding two melee weapons.  
**Trigger:** An enemy makes a melee attack against you  
**Hit:** 1[W] damage per attack. If both attacks hit, the target is weakened until the end of your next turn.  
**Weapon:** If you're wielding two light blades, two heavy blades, or a heavy blade and a light blade, each attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLADE DANCER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Deceiver's Ploy

You feint, then lunge, setting your foe off balance.

**Martial, Weapon**

KEYWORDS

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

**Attack:** Strength vs. Will. If you are using a shield, you gain combat advantage for this attack.  
**Hit:** 2[W] + Strength 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: INFERNAL STRATEGIST | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Dimming Blow

To the senses of the one you strike, gloom covers you.

**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:** 2[W] + Dexterity modifier damage, and you become invisible to the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TIEFLING HELLSTALKER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

## Dragon Blast

As a wound opens, your boiling blood blinds nearby enemies.

**Martial**  
KEYWORDS

Imm. Reaction		Close blast 3
ACTION	←	RANGE
CON + 4 vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

**Trigger:** An attack damages you  
**Hit:** 2d6 + Constitution modifier damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INNER DRAGON	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Driven Before You

The savagery of your attack makes your enemies recoil.

**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 each enemy within 3 squares of you, other than the target, 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RAVAGER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Driving Spear

You force your foe away with a pointed thrust.

**Martial, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding a spear.  
**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LONGARM MARSHAL	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Earthfast Assault

Battering your foe mercilessly, you render it unable to move carefully.

**Martial, Weapon**  
KEYWORDS

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

**Requirement:** You must be using a shield.  
**Hit:** 2[W] + Strength modifier damage. If the enemy moves before the end of your next turn, it grants combat advantage to you and your allies until the end of your next turn.  
**Weapon:** If you're wielding an axe or a hammer, the attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EARTHFAST BRIGADIER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Fang and Web Strike

With expert precision, you drive your blade through your opponent and loose a bolt at the same time.

**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 and a light blade.  
**Hit:** 2[W] + Dexterity modifier damage per attack.  
**Special:** Using this power doesn't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DREAD FANG	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Feral Diversion

Your companion draws a foe's attention, allowing you to slip safely away.

**Martial, Beast**  
KEYWORDS

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

**Hit:** 2[B] + beast's Strength modifier + beast's Dexterity modifier damage, and you can shift 3 squares away from the target as a free action.  
**Effect:** Before the attack, your beast companion can shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FERAL SPIRIT	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Fey Step Assault

You step through the Feywild to deliver a significant strike from an unexpected angle.

**Martial, Weapon**  
KEYWORDS

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

**Attack:** Strength vs. Reflex. If you used fey step to move adjacent to the target during this turn, you gain combat advantage for this attack and it deals 1[W] extra damage.  
**Hit:** 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPIRAL TACTICIAN	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Flamebrow Assault

On your cue, your comrade attacks. You build on his or her success to land your own strike.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.  
**Effect:** Before the attack, one bloodied ally within 5 squares of you can make a basic attack as a free action, with a bonus to the attack roll equal to your Charisma modifier. If that attack hits, you gain a +2 bonus to your attack roll if it misses, you take a -2 penalty to your attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FLAMEBROW COMMANDER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Graded Assault

Your strike sends the enemy reeling, and it opens the way for a series of attacks from your comrades.

**Martial, Weapon**  
KEYWORDS

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

**Hit:** Deal your Strength modifier in damage. Until the start of your next turn, the target is dazed, and any ally within 5 squares of you who attacks the target with an at-will attack power can determine his or her attack result as if the result of the roll was a 10, instead of rolling the die.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DUJUN OF ERATHIS	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

## Guild Beatdown

You strike your foe, cuing your friend to take a cheap shot.

### 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 one ally adjacent to the target can make a melee basic attack against it as a free action. If the ally hits and has combat advantage, that attack deals 1d6 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
GUILDMASTER THIEF

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Hellfire Reprisal

As you strike, your anger at your foe's attack on an ally manifests as baleful fire on your weapon.

### Martial, Fire, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. If the target has hit an ally with an attack during this encounter, the attack deals fire damage equal to 3 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
TIEFLING WARFIEND

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Inexorable Advance

You relentlessly pound through and past your foes.

### Martial, Invigorating, Weapon

KEYWORDS

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

**Attack:** Strength vs. AC, two attacks  
**Hit:** 1[W] + Strength modifier damage per attack.  
**Effect:** You can shift 1 square before each attack.  
**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  
DREADNOUGHT

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Landslide Strike

You hurtle forward, lashing out with your weapons at the end of your advance.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 2[W] + Strength modifier + Dexterity modifier damage.  
**Effect:** Before the attack, you can shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
AVALANCHE HURLER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Leveraging Strike

You use your weapon to move your target where you want.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a two-handed reach weapon.  
**Hit:** 2[W] + Strength modifier damage, and you slide the target a number of squares equal to your Wisdom modifier.  
**Miss:** Half damage, and no slide.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
POLEARM MASTER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Lingering Revelation

Your surprising attack slashes open your foe, causing the enemy to leave a trail you easily follow.

### Martial, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
DEX vs Will		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 the target cannot turn invisible or make Stealth checks until the end of your next turn.  
**Effect:** You gain a +5 bonus to Insight checks and Perception checks opposed by the target until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
MASTER SPY

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Little Bait

Your vexing attack enrages your enemy, causing him to forget all targets other than you for a critical moment.

### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and the target is dazed and takes a -5 penalty to attack rolls against your allies until the end of your next turn. If the target is Large or larger, it also takes a -2 penalty to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
GIANTSAYER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Pack Runner Assault

Working in unison, you and your wolf companion tear at an enemy from different angles, dividing the foe's attention.

### Martial, Beast, Weapon

KEYWORDS

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

**Effect:** Before the primary attack, both you and your beast companion can shift 2 squares.  
**Hit:** 2[W] + Strength modifier damage, and the target grants combat advantage to your beast companion for the secondary attack.  
**Effect:** Your beast companion makes a secondary attack against the target.  
**Secondary Attack:** Beast's attack bonus vs. Reflex  
**Hit:** 1[B] + beast's Dexterity modifier damage, and the target is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
PACK RUNNER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Painful Reminder

You thump your adversary one more time, in case he forgot you're top dog.

### Martial, Rattling, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs Will		One creature you hit on your previous turn
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a light blade.  
**Hit:** 2[W] + Dexterity modifier damage, and the target is marked until the end of your next turn.  
**Ruthless Ruffian:** You slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
STRONG-ARM ENFORCER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Platinum Blood Smite



Although you waver, your conviction lends you strength to strike and push on.

### Martial, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. If you are bloodied, you or an ally within 5 squares of you can use second wind as a free action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PLATINUM WARLORD POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Press Forward



Knocking your enemies back, you step into the gap.

### 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 you slide the target 1 square. You can then shift 1 square into the space that the target occupied.

**Weapon:** If you're wielding an axe, a hammer, or a pick, the attack deals extra damage equal to your Constitution modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DWARVEN DEFENDER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Protector's Strike



You smite your chosen opponent, wreaking vengeance for its attack on an ally.

### Martial, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. If the target attacked any of your allies since the end of your last turn, the attack deals extra damage equal to your Wisdom modifier, and the target is dazed until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KNIGHT PROTECTOR POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Reaping Lunge



You make a long swing at your adversary, and your solid attack sends a clear message about the threat you represent.

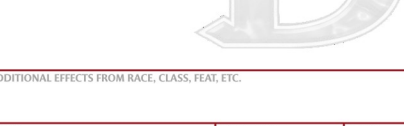
### Martial, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, if the target makes an attack that doesn't include you as a target, you can shift 1 square and make a melee basic attack against the target as an immediate interrupt.

**Weapon:** If you're wielding a two-handed weapon, the attack and the melee basic attack both deal extra damage equal to your Constitution modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DREAD REAPER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Reminiscent Assault



You attack in the name of Jarret, taking the action to new heights if you strike your enemy down.

### 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 an aberrant creature, you and your allies gain a +4 power bonus to attack rolls against the target until the end of your next turn. If this attack reduces the target to 0 hit points, you or one ally within 10 squares of you can make a basic attack as a free action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TWICEBORN LEADER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Ricochet Blade



Your blade wounds, then careens off your target and into a nearby foe.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a light blade with the light thrown property.

**Hit:** 3[W] + Dexterity modifier damage, and an enemy within 3 squares of the target takes damage equal to your Dexterity modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FLYING-BLADE ADEPT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Shadowbite Strike



Just before you loose your attack, you whisper a word of power to make your enemy more vulnerable to your attacks and to cover yourself in a thin veil of darkness.

### Martial, Weapon

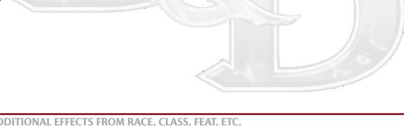
KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Hit:** 1[W] + Strength modifier + Charisma modifier damage per attack, and the target gains vulnerable 5 to your attacks until the end of your next turn.

**Effect:** You gain concealment until the start of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HELLBORN SHADOW POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Shaft Splitter



As your foe launches his attack, you loose a shot right down his sights.

### Martial, Weapon

KEYWORDS

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

**Trigger:** An enemy hits you or an ally within 5 squares of you with a ranged attack

**Hit:** 2[W] + Dexterity modifier damage, and the target takes a -5 penalty to the triggering attack roll.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SYLVAN ARCHER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Shocking Twister



Slipping around your enemy, you deliver a series of exact stabs, leaving the foe reeling from three wounds.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Hit:** 1[W] + Strength modifier damage. Make a secondary attack against the target.

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

**Hit:** 1[W] + Strength modifier damage, and you can shift 1 square. Make a tertiary attack against the target.

**Tertiary Attack:** Strength vs. AC (main or off-hand weapon)

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



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHOCK TROOPER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Sizing Strike

Your attack is only probing, but what you see gives you confidence and your enemy pause.

### 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:** 1[W] + Dexterity modifier damage, and you gain 10 temporary hit points. If you have combat advantage against the target, add your Strength modifier or Charisma modifier (your choice) to the damage roll and to the temporary hit points gained.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
DEATH DEALER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Slash and Dash

After delivering two sharp cuts, you scamper to a safe position.

### Martial, Weapon

KEYWORDS

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

**Attack:** Dexterity vs. AC, two attacks  
**Requirement:** You must be wielding a light blade.  
**Hit:** 2[W] + Dexterity modifier damage per attack.  
**Effect:** If you have combat advantage against every target of the attack, you can shift your speed and must end in a space that is not adjacent to a target of the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
HALFLING QUICKBLADE

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Stab and Shoot

You drive your arrow into an adjacent enemy, pull it out, load it, and fire it at another foe.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a bow or a crossbow.  
**Hit:** 1[W] + Dexterity modifier damage, and the target is dazed until the end of your turn. Make a secondary attack.  
**Secondary Target:** One creature other than the primary target in weapon range  
**Secondary Attack:** Dexterity vs. AC  
**Hit:** 2[W] + Dexterity modifier damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SHARPSHOOTER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Steel Scream

You clash your blades together, unleashing a mind-numbing screech.

### Martial, Thunder, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	↔	RANGE
STR vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a longsword and another melee weapon.  
**Hit:** 1[W] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
BLADE BANSHEE

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Sudden Bolt

From the edge of sight, your well-placed bolt knocks your enemy silly.

### Martial, Weapon

KEYWORDS

Minor	↗	Ranged weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a crossbow.  
**Hit:** 2[W] + Dexterity modifier damage. If you are hidden from the target when you make this attack, the target is dazed until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
CLOAKED SNIPER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Sudden Shield Bash

Your foe chooses to ignore you, receiving a solid blow from your shield as thanks.

### Martial

KEYWORDS

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

**Requirement:** You must be using a shield.  
**Trigger:** An adjacent enemy marked by you shifts or makes an attack that doesn't include you as a target  
**Hit:** The target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SHIELD ADEPT

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Tag Quarry

Your attack shows all who the hunted is.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a heavy thrown weapon to use this power at range.  
**Hit:** 2[W] + Strength modifier, and you can designate the target as your quarry as if you had used the Hunter's Quarry class feature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
BORDERLANDS MARSHAL

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Tempest of Triumph

Your killing blow sets off a chain reaction of inspired attacks, potentially laying low all your foes.

### Martial, Weapon

KEYWORDS

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

**Hit:** 1[W] + Strength modifier + Charisma modifier damage. If this attack reduces the target to 0 hit points, an ally within 5 squares of you can make a basic attack against a different target as an immediate reaction, adding your Charisma modifier to the damage roll. If that ally's attack reduces its target to 0 hit points, a different ally within 5 squares of you gains the same benefit. Repeat until an attack fails to reduce a target to 0 hit points or until you run out of allies within 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
BATTLERLORD OF KORD

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Too Close for Comfort

You and your biting blade stay on your enemy's heels.

### 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, if the target moves, you can move up to your speed as a free action, ending your movement adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
HALFLING BOUNDER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Unraveling Blow

You see the threads of fate tying your foe to existence, and you cut them.

**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 when you make the attack or has the undead keyword, the attack deals 1[W] extra damage and you add one die to Sneak Attack damage dealt through this attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAVEN HERALD    POWER TYPE: ATTACK    LEVEL: 11

**ENCOUNTER POWER**

## Wild Tumble Cut

With acrobatic flair, you rush in to deliver a vicious cut but are left momentarily off balance.

**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 you must charge and use this power in place of a melee basic attack.  
**Hit:** 4[W] + Dexterity modifier damage, and the target gains combat advantage against you until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DARING ACROBAT    POWER TYPE: ATTACK    LEVEL: 11

**ENCOUNTER POWER**

## Worldly Strike

You put the arcane energy of the earth into your strike, strengthening your blow against otherworldly creatures.

**Arcane, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). If the target has an origin other than natural, the attack deals extra damage equal to your Wisdom modifier, and the target is dazed until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HORIZON WALKER    POWER TYPE: ATTACK    LEVEL: 11

**ENCOUNTER POWER**

## Gruesome Kill

You finish off your adversary with efficient butchery, and no other foe wants any part of you.

**Martial**

KEYWORDS

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

**Trigger:** You reduce an enemy to 0 hit points  
**Effect:** Each enemy that can see you takes a -2 penalty to attack rolls against you until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEATH DEALER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Quick-Draw Trick

You draw and stow your weapons with dazzling speed.

**Martial**

KEYWORDS

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

**Effect:** You draw or stow one or two weapons.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVALANCHE HURLER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Unseen Shot

They saw your attack but have no idea where it came from.

**Martial**

KEYWORDS

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

**Trigger:** You miss with a ranged attack while hidden  
**Effect:** You remain hidden if you have any cover or concealment. You can also shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLOAKED SNIPER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Bahamut's Liberation

Your sense of justice, rather than fickle fate, ends your ally's pain.

**Martial**

KEYWORDS

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

**Target:** One ally in burst  
**Effect:** Negate any ongoing damage affecting the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PLATINUM WARLORD    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Commando Maneuver

You call on two allies to move watchfully into new positions.

**Martial**

KEYWORDS

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

**Target:** One or two allies in burst  
**Effect:** The targets can shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: COMMANDO CAPTAIN    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Convey Ally

With fey sight, you know exactly how and where to place an ally. You can move him or her there through the Feywild.

**Martial, Teleportation**

KEYWORDS

Move		↗	Ranged 20
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

**Target:** One ally  
**Effect:** You teleport the target a number of squares equal to your fey step distance.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPIRAL TACTICIAN    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**



### Elf-Eyed Archery

You can easily divide your attention between chosen targets.

**Martial**  
KEYWORDS

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

**Target:** One creature  
**Effect:** You designate the target as your quarry, even if it isn't the closest enemy to you. The target doesn't count against your normal limit of one quarry at a time, although you can still deal your Hunter's Quarry damage only once per round.  
**Special:** Using this power doesn't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SYLVAN ARCHER	UTILITY	12

UTILITY POWER

### Fey Strider

The piece of the Feywild you carry in your heart allows you to transcend space for a moment.

**Arcane, Teleportation**  
KEYWORDS

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

**Effect:** You can teleport a number of squares equal to 3 + your Wisdom modifier. If you're in the Feywild, you can teleport an additional 3 squares.  
**Special:** If you have a beast companion and it is adjacent to you, it can teleport with you when you use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HORIZON WALKER	UTILITY	12

UTILITY POWER

### Flawless Stunt

Your concentration and long hours of practice make all the difference in pulling off a trick.

**Martial**  
KEYWORDS

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

**Effect:** You gain a +5 bonus to Acrobatics and Athletics checks until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DARING ACRBAT	UTILITY	12

UTILITY POWER

### Flexible Authority

You have the answer for any desperate situation.

**Martial, Healing**  
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 ally in burst  
**Trigger:** One ally within 10 squares of you spends an action point to take an extra action  
**Effect:** You choose for the target to gain one of the following benefits: regain hit points equal to one-half your level + your Charisma modifier gain a bonus to the extra action's attack rolls equal to one-half your Intelligence modifier gain a bonus to the extra action's damage rolls equal to one-half your level + your Intelligence modifier or make a basic attack or take a move action as a free action but grant combat advantage to all enemies until the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INFERNAL STRATEGIST	UTILITY	12

UTILITY POWER

### Forge-Fire Heart

By looking to your own defense, you instill adjacent allies with courage.

**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, and any ally adjacent to you gains a +2 power bonus to Will.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DWARVEN DEFENDER	UTILITY	12

UTILITY POWER

### Implied Threat

Even when you manage to be polite, you have a threatening air.

**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 the encounter, you gain a power bonus to Intimidate checks equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
STRONG-ARM ENFORCER	UTILITY	12

UTILITY POWER

### Knightly Bulwark

At your beckoning, an ally uses you as a shield against danger.

**Martial**  
KEYWORDS

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

**Target:** One ally in burst you can see  
**Effect:** The target can shift into a square adjacent to you as a free action and gains a +2 power bonus to AC until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
KNIGHT PROTECTOR	UTILITY	12

UTILITY POWER

### Lurk Unseen

You and your cat move like mist in the grass.

**Martial**  
KEYWORDS

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

**Target:** You and your beast companion in burst  
**Requirement:** You and your beast companion must have concealment.  
**Effect:** Each target has total concealment until the end of your next turn or until the target attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WILDCAT STALKER	UTILITY	12

UTILITY POWER

### Nimble Deflection

With a practiced eye, you follow a projectile's path and knock it out of the air.

**Martial, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding a light blade with the light thrown property.  
**Trigger:** A creature hits you with a ranged attack  
**Effect:** You make a ranged basic attack, treating the attacking creature's attack roll as the target AC. If your attack hits, the triggering attack misses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FLYING-BLADE ADEPT	UTILITY	12

UTILITY POWER

## Perfect Aim

*You take the time to line up a deadly shot.*

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a ranged weapon.  
**Effect:** Until the end of your next turn, your next ranged attack gains a power bonus to the attack and damage rolls equal to your Wisdom modifier. If you move or take damage before making a ranged attack, the bonus is lost.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHARPSHOOTER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Press the Advantage

*You know how to pressure an enemy so that its faltering is inevitable.*

**Martial**

KEYWORDS

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

**Target:** One creature  
**Effect:** The target takes a penalty to its next saving throw equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EARTHFAST BRIGADIER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Quick Change

*Your cunning actions plant a seed of doubt. Are you friend or foe?*

**Martial**

KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** One creature  
**Effect:** Make a Bluff check opposed by the target's Insight check. If you succeed, the target considers you an ally for the purpose of auras, opportunity attacks, and powers until the end of your next turn or until you attack the target or its allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER SPY	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Reaper's Warning

*Sweeping your weapon in a threatening arc, you force your foes to reassess their tactics.*

**Martial**

KEYWORDS

Minor	←	Close burst 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Each enemy in burst you can see  
**Effect:** The target is marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DREAD REAPER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Shifty Direction

*With cutthroat timing, you help your ally carefully maneuver.*

**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 ally in burst  
**Trigger:** An ally within 5 squares of you is missed by an attack  
**Effect:** The target can shift a number of squares equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GUILDMASTER THIEF	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Spider Feint

*You feint, causing your opponent to flinch as you slip past.*

**Martial, Weapon**

KEYWORDS

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

**Target:** One creature in burst you can see  
**Effect:** You gain a +5 bonus to AC against the target's opportunity attacks until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DREAD FANG	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Swiftness of Spirit

*At your signal, your beast companion is poised for action.*

**Martial, Beast**

KEYWORDS

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

**Target:** Your beast companion in burst  
**Effect:** The target takes a move action or gains a +2 bonus to its next attack roll during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FERAL SPIRIT	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Wings of Devilry

*You surge aloft on tattered, leathery wings. When you land, they dissolve into foul-smelling smoke.*

**Martial**

KEYWORDS

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

**Effect:** You fly a number of squares equal to your speed and must land at the end of this movement. You then gain concealment until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HELLBORN SHADOW	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Ancestral Manifestation

*Drawing vitality from your draconic legacy, you channel the blood rage of your ancestors.*

**Martial**

KEYWORDS

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

**Requirement:** You must not be bloodied.  
**Effect:** Your hit points fall to your bloodied value, and you gain temporary hit points equal to the hit points you lost by using this power. Until you have no temporary hit points, you gain resistance to all damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INNER DRAGON	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

### Assault Footwork

*With the poise of a seasoned sailor on a storm-tossed deck, you hold your weapons ready to parry, while remaining coiled to dodge.*

**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, once during each of your turns when you miss with a melee attack, you can either shift 1 square or gain a +1 power bonus to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHOCK TROOPER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Blood Iron

*Detaching your mind from your injuries, you ignore minor wounds for the rest of the battle.*

**Martial**

KEYWORDS

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

**Trigger:** You become bloodied  
**Effect:** You gain resist 5 to all damage until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DREADNOUGHT | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Blood-Soaked Fury

*You pause, wipe the blood from your lips, and rush headlong back into the fight.*

**Martial, Healing, Stance**

KEYWORDS

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

**Trigger:** An enemy bloodies you with a melee attack  
**Effect:** Until the stance ends, you take a -2 penalty to all defenses, but you gain a +2 power bonus to melee attack rolls. Whenever you reduce an enemy to 0 hit points, you regain hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAVAGER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Blood-Tested Inspiration

*Faith in Kord leads you to amazing exploits during the glory of battle.*

**Martial**

KEYWORDS

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

**Effect:** Expend one use of inspiring word to regain the use of an encounter attack power you have used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLELORD OF KORD | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Death's Veil

*With the Raven Queen's blessing and your nearness to death, you become spiritlike.*

**Divine**

KEYWORDS

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

**Trigger:** An enemy bloodies you  
**Effect:** You become invisible and insubstantial until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAVEN HERALD | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Devil's Sight

*You tap your heritage and gain a piercing vision.*

**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, you gain darkvision and the ability to perceive invisible creatures and objects as if they were visible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TIEFLING HELLSTALKER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Infernal Resurgence

*You revitalize yourself with the shreds of a defeated foe's spirit.*

**Martial, Healing**

KEYWORDS

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

**Trigger:** You reduce an enemy to 0 hit points  
**Effect:** You regain hit points as if you had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TIEFLING WARFIEND | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Looming Justice

*You take on an aspect of menace, forcing your enemies where you want them with a fierce look.*

**Martial, Fear, 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 an enemy marked by you makes an attack that doesn't include you as a target, you can slide the enemy 1 square as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGING SLAYER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Misleading Bladework

*Whirling your blades, you dance in and out of your enemies' reach, knocking weapons aside and leaving foes off balance.*

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Effect:** You shift a number of squares equal to your Dexterity modifier. Throughout the shift, each adjacent enemy takes a -2 penalty to attack rolls and grants combat advantage to your allies until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLADE DANCER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Mocking Footwork

*A derisive combat style keeps foes off balance.*

**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, each time you hit an enemy that you have combat advantage against, you can either shift 1 square or slide the enemy 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAKISH SWASHBUCKLER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Named Dread

*Your name is terror among your humanoid foes.*

**Martial, Fear**

KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** Each humanoid enemy in burst that can hear you  
**Effect:** You speak your name, and the targets take a -2 penalty to attack rolls against you until the end of the encounter. If you're trained in Intimidate, you also gain combat advantage against the targets until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUTHLESS PUNISHER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Pack Hunter Stance

*You fight your chosen foe with a rhythm that shows your comrades how to form up during the assault.*

**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, you or one ally within 5 squares of you can shift as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BORDERLANDS MARSHAL | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Quickblade Scarper

*Your surprising quickness makes it impossible to hit you solidly.*

**Martial**

KEYWORDS

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

**Effect:** You can shift your speed, and you take half damage from all attacks until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HALFLING QUICKBLADE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Rallying Lure

*Paying more attention to the welfare of your flagging friends than to your own safety, you shout heartening words.*

**Martial, Healing, 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 grant combat advantage to all enemies. At the start of your turn, each bloodied ally within 5 squares of you regains hit points equal to your Charisma modifier. If no bloodied allies are within 5 squares of you at the start of your turn, the stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FLAMEBROW COMMANDER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Reaching Stance

*You take a wide stance that allows you to lunge at careless foes.*

**Martial, Stance, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding a two-handed reach weapon.  
**Effect:** Until the stance ends, you can make opportunity attacks against enemies within your weapon's reach.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: POLEARM MASTER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Ride the Giant Down

*You scramble onto the creature's back, distracting it and gaining a better position to bring it down.*

**Martial**

KEYWORDS

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

**Target:** One Large or larger creature  
**Effect:** You move into the target's space, provoking opportunity attacks as normal. Until you leave the target's space, the target grants combat advantage to you and your allies and takes a -2 penalty to attack rolls, and you grant combat advantage to other enemies. Any attack that damages you also deals half the attack's damage to the target. When the target moves, you move with it, staying in the same portion of the target's space. If the target hits you with a melee attack, it can slide you 1 square to a square adjacent to its space unless you succeed on a saving throw.  
**Special:** If you're trained in Athletics, you don't grant combat advantage to other enemies because of being in the target's space, and you can make a saving throw to negate any pull, push, or slide that would move you out of the target's space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GIANTSAYER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Shared Manifestation

*You call upon the elemental power within you, imbuing a temporary fragment of it into a nearby ally.*

**Martial**

KEYWORDS

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

**Target:** One ally in burst  
**Effect:** The target shares one elemental manifestation you are currently manifesting. The target can use the associated racial power of that manifestation, even if you have used that power during this encounter. If the target already has an elemental manifestation, the new manifestation replaces the previous one for the duration of this effect. The effect lasts until the end of the encounter or until you take a minor action to end it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CONCORDANT LEADER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Shield Wall

*Readying your shield, you prepare to defend yourself and nearby allies from incoming fire.*

**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, you and allies adjacent to you gain cover against ranged and area attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHIELD ADEPT | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Soothing Reverberation

*With a soft sweep, your blades purr, reaching out to the minds of nearby allies and revitalizing them.*

**Martial, Healing, Weapon**

KEYWORDS

Minor		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** Each ally in burst  
**Requirement:** You must be wielding a longsword and another melee weapon.  
**Effect:** Each target can spend a healing surge either to regain hit points or to negate being dazed or stunned.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLADE BANSHEE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

### Switching Leap

*You throw your body in front of an incoming attack, knocking your ally out of the way.*

**Martial, Weapon**

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 adjacent ally is hit by a melee attack  
**Effect:** You slide the target 2 squares and can shift into the space the target occupied. You become the target of the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HALFLING BOUNDER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

### Twinning Ploy

*You and a chosen ally engage in a complex maneuver that distracts your enemies enough to assure the success of your attacks.*

**Martial, Stance**

KEYWORDS

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

**Effect:** Choose an ally within 5 squares of you. Both you and the ally, on your own turns, can roll an extra d20 and choose the higher result for one attack roll each turn. Until the stance ends, this effect applies only when you are both conscious and within 5 squares of each other.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TWICEBORN LEADER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

### Unification Stance

*Your very presence, symbolizing the unity of your allies, aids in their recovery.*

**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, at the end of each of your turns, each ally within 5 squares of you can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DUJUN OF ERATHIS	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

### Whirling Spear

*Using your spear's haft like a staff, you deftly parry incoming attacks.*

**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 wielding a spear.  
**Effect:** Until the stance ends, you gain a +1 bonus to AC, or a +2 bonus to AC when wielding a spear with two hands.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LONGARM MARSHAL	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

### Wolfskin

*As you take on a canine aspect, your senses grow keener and your footsteps fleetier.*

**Primal, Beast**

KEYWORDS

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

**Requirement:** You must be within 5 squares of your beast companion.  
**Effect:** You gain a +5 power bonus to Stealth and Perception checks and a +2 power bonus to speed. This effect lasts for 1 hour, until you take a minor action to end it, or until you are knocked unconscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PACK RUNNER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

### Balefire Scourge

*With a word of power, infernal flames erupt all over your weapons, lending fire and speed to your attacks.*

**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 be wielding two melee weapons.  
**Hit:** 2[W] + Strength modifier damage, and the target takes ongoing 10 fire damage and loses any fire resistance or immunity (save ends both).  
**Effect:** You gain concealment until the end of your next turn.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HELLBORN SHADOW	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

### Biting Repositioning

*Your attack creates just the right opportunity for you and your crew to back off - or to change the flow of the battle.*

**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, and you and each ally within 5 squares of you can shift a number of squares equal to 1 + your Charisma modifier.  
**Miss:** Half damage, and you or one ally within 5 squares of you can shift a number of squares equal to 1 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GUILDMASTER THIEF	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

### Blackfire Wind

*Shadowy blazes engulf your foes and dim your image as you strike true.*

**Martial, Fire, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Dexterity modifier damage, and ongoing 10 fire damage (save ends).  
**Effect:** You are invisible to the targets until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TIEFLING HELLSTALKER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Blade Dance

For a moment, you transform into a deadly storm of blades.

### 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:** 2[W] + Strength modifier damage.

**Effect:** You can shift 3 squares and repeat the attack against a second target. You can then shift 3 squares and repeat the attack against a third target.

**Weapon:** If you're wielding two light blades, two heavy blades, or a heavy blade and a light blade, the attack deals extra damage equal to your Dexterity modifier.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLADE DANCER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Bladed Fusillade

You unleash a volley of thrown blades.

### Martial, Rattling, Weapon

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
DEX vs AC		Each enemy in blast you can see
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a light blade with the light thrown property.

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FLYING-BLADE ADEPT

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Bleed Away

If your adversary fails to give ground under your assault, your wounding blows feed the earth with blood.

### Martial, Weapon

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. You slide the target 2 squares and can shift 2 squares after each hit.

**Miss:** No damage, and you slide the target 1 square and can shift 1 square after each miss.

**Effect:** The target can negate each slide as a free action, but it then takes ongoing 10 damage per square of forced movement negated (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUTHLESS PUNISHER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Blood Harvest

Your series of vicious swipes leaves your enemies bleeding and in a bad spot.

### 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 the target takes ongoing 5 damage (save ends). If the target moves on its turn, it cannot make a saving throw against the ongoing damage.

**Weapon:** If you're wielding a two-handed weapon, the target instead takes ongoing 10 damage (save ends).

**Miss:** Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DREAD REAPER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Blood Justice

Your foe sends an ally staggering, and you instantly drive that enemy back with a devastating smite.

### Martial, Weapon

KEYWORDS

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

**Trigger:** An adjacent enemy bloodies an ally with a melee attack.

**Hit:** 5[W] + Strength modifier damage, and you slide the target 1 square. You can shift into the space it occupied.

**Effect:** The ally gains a +2 power bonus to AC until the start of your next turn.

**Miss:** Half damage, and no slide.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KNIGHT PROTECTOR

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Bolt from Nowhere

Your bolt sails across the battlefield and sends your enemies into a panic.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a crossbow.

**Hit:** 4[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** Make a secondary attack, which has the fear keyword.

**Secondary Target:** The primary target and each enemy you can see within 3 squares of it

**Secondary Attack:** Dexterity vs. Will  
**Hit:** Until the end of your next turn, the secondary target takes a -2 penalty to attack rolls and grants combat advantage to you and your allies

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLOAKED SNIPER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Burning Wrath Smite

You pour all your hate and anger into a single attack, leaving your stricken opponent aflame.

### Martial, Fire, Reliable, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and ongoing 10 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TIEFLING WARFIEND

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Callous Strike

The cruelty of your attack causes other foes to withdraw from you.

### 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. Make a secondary attack, which has the fear keyword.

**Secondary Target:** Each enemy within 1 square of you

**Secondary Attack:** Charisma vs. Will

**Hit:** The secondary target moves 1 square away from you.

**Miss:** Half damage, and no secondary attack

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STRONG-ARM ENFORCER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Cutting Assault

Your scornful manner puts your foe on the defensive, allowing you to make a sharp follow-up.

### Martial, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding a light blade.

**Hit:** The target is weakened and slowed (save ends both).

**Miss:** The target is slowed until the end of its next turn.

**Effect:** Make a secondary attack against the target. The target is then marked until the end of the encounter, until you are knocked unconscious, or until another mark supersedes this one.

**Secondary Attack:** Dexterity vs. Reflex. If the primary attack hit, you have combat advantage against the target.

**Hit:** 2[W] + Dexterity modifier damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAKISH SWASHBUCKLER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

## Death Dealer Assault

*The wound you open tags your foe as yours.*

**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.  
**Effect:** The target takes ongoing 10 damage (save ends). Until the target saves against this damage, you can shift 1 square toward it as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DEATH DEALER	ATTACK	20

**DAILY POWER**

## Diplomacy of Steel

*Each of your movements buttresses the impression of overwhelming force and perfect coordination among your allies.*

**Martial, Weapon**

KEYWORDS

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

**Attack:** Strength vs. Will. Gain a bonus to the attack roll equal to the number of allies within 2 squares of you (maximum bonus of +4).  
**Hit:** 3[W] + Strength modifier damage.  
**Effect:** After the first attack, you can make a melee basic attack against the target. If the first attack reduced the target to 0 hit points, you instead gain temporary hit points equal to 10 + your Intelligence modifier, and then you can shift 2 squares and make a melee basic attack against another target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DUJUN OF ERATHIS	ATTACK	20

**DAILY POWER**

## Dragonbreath Strike

*Each time you swing your weapon, you release a blast of your dragon breath.*

**Martial, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** Until the stance ends, when you deal damage with a melee attack against an adjacent enemy, the attack deals extra damage equal to your Constitution modifier. The extra damage is the same damage type as your dragon breath.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INNER DRAGON	ATTACK	20

**DAILY POWER**

## Dramatic Finish

*You drive your blade deep into your wounded foe, knowing you have something in reserve as a follow-up.*

**Martial, Healing, 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, or 6[W] + Dexterity modifier damage if either you or the target is bloodied.  
**Effect:** If this attack fails to reduce the target to 0 hit points, you can either make a melee basic attack against the target with a +5 bonus to the attack roll or 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	POWER TYPE	LEVEL
DARING ACROBAT	ATTACK	20

**DAILY POWER**

## Elemental Chaos Smite

*Elemental energy swirls within you, and you unleash it as you strike an enemy.*

**Arcane, Weapon; Acid, Cold, Fire, Radiant, or Thunder**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged). The damage type is your choice of acid, cold, fire, radiant, or thunder, and the target takes ongoing 10 damage of that damage type (save ends). If you're in the Elemental Chaos, the target instead takes ongoing 20 damage of that damage type (save ends).  
**Miss:** Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HORIZON WALKER	ATTACK	20

**DAILY POWER**

## Elemental-Heart Strike

*You channel your energy resistance into a potent melee attack, briefly leaving yourself unprotected.*

**Martial, Weapon; Cold, Fire, or Lightning**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. You lose your resistance to cold, fire, or lightning until the start of your next turn - whichever resistance is highest - and the attack deals extra damage equal to that resistance and of the damage type opposed by the resistance.  
**Miss:** Half damage, and no extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CONCORDANT LEADER	ATTACK	20

**DAILY POWER**

## Eruption of Steel

*After attacking with each of your weapons, you pause just long enough to find new targets for your furious assault.*

**Martial, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 2[W] + Strength modifier + Dexterity modifier damage per attack.  
**Effect:** Make a secondary attack.  
**Miss:** Half damage per attack.  
**Secondary Target:** One or two creatures other than the primary target  
**Secondary Attack:** Strength vs. AC (melee main weapon and off-hand weapon) or Dexterity vs. AC (ranged), one attack per target  
**Hit:** 1[W] + Strength modifier + Dexterity modifier damage.  
**Miss:** Half damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
AVALANCHE HURLER	ATTACK	20

**DAILY POWER**

## Escalating Barrage

*With increasing accuracy and deadliness, you send your shots at multiple foes.*

**Martial, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Dexterity modifier damage.  
**Effect:** Make a secondary attack.  
**Secondary Target:** One creature other than the primary target  
**Secondary Attack:** Dexterity + 2 vs. AC  
**Hit:** 3[W] + Dexterity modifier damage.  
**Effect:** Make a tertiary attack.  
**Tertiary Target:** One creature other than the primary and secondary targets  
**Tertiary Attack:** Dexterity + 4 vs. AC  
**Hit:** 4[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SHARPSHOOTER	ATTACK	20

**DAILY POWER**

## Exemplar's Talon

*In desperate straits, you strike. Your example as a shining paragon of justice cheers your allies.*

**Martial, Healing, Weapon**

KEYWORDS

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

**Requirement:** You must be bloodied.  
**Hit:** 4[W] + Strength modifier damage.  
**Effect:** You and each bloodied ally within 5 squares of you regain hit points equal to your armor's armor bonus (including its enhancement bonus) + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PLATINUM WARLORD	ATTACK	20

**DAILY POWER**

## Giantslayer's Strike



The precision and force of your attack shocks your gigantic foe.

Martial, Reliable, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage (melee) or 4[W] + Dexterity modifier damage (ranged), and the target is dazed (save ends). If the target is Large or larger, the attack deals 1[W] extra damage, and instead of being dazed, the target is stunned (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GIANTSAYER POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Herald the End



Your merciless strike shakes your foe to the core of its being. It then sees an end to its existence.

Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Dexterity modifier damage, and the target is dazed (save ends). If the target is bloodied or has the undead keyword, it is instead stunned (save ends).  
**Miss:** Half damage, and if the target is bloodied or has the undead keyword, it is dazed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RAVEN HERALD POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Keystone Collapse



Your strike hammers your foe and causes him to flail about, toppling nearby adversaries in the confusion.

Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and you push enemies adjacent to the target 1 square and knock them prone.  
**Weapon:** If you're wielding an axe, a hammer, or a pick, the attack deals extra damage equal to your Constitution modifier.  
**Miss:** Half damage, and you push enemies adjacent to the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DWARVEN DEFENDER POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Line-Breaker Assault



Your hammering strike knocks your foe where you want it and leaves it staggering.

Martial, Reliable, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and you slide the target 3 squares to an adjacent space. The target is dazed (save ends).  
**Effect:** You gain resist 5 to all damage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DREADNOUGHT POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Marked Savagery



Your vicious attack opens a gaping wound, and your focus on the enemy prevents him from tending to it.

Martial, Invigorating, Reliable, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and ongoing 15 damage (save ends). Until the target is not marked by you, it takes a -2 penalty to saving throws against the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RAVAGER POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Mind-Bending Blades



You use your blades to set up a Fey harmonic pattern, allowing you to control your target until you unleash the sound in a disruptive wail.

Martial, Charm, Reliable, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a longsword and another melee weapon.  
**Hit:** 1[W] + Strength modifier damage, and the target is dominated (save ends). As a standard action, you can end the dominated effect and deal 5d6 thunder damage to the target and each creature adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLADE BANSHEE POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Morale-Shaking Strike



Your attack causes your enemy to reel with indecision, which one of your allies can exploit.

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, the target grants combat advantage to an ally of your choice.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS COMMANDO CAPTAIN POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Named Arrow



Whispering your foe's name in Elven, you loose your arrow and watch it streak unerringly across the battlefield.

Martial, Weapon

KEYWORDS

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

**Hit:** 4[W] + Dexterity modifier damage, and the target is dazed (save ends). If you spoke the target's name, instead of being dazed, the target is stunned (save ends).  
**Effect:** If you speak the target's name when you use this power, you designate the target as your quarry and take no penalties to the attack roll for cover, superior cover, concealment, or total concealment.  
**Miss:** Half damage, and the target is dazed until the end of its next turn. If you spoke the target's name, instead of being dazed, the target is stunned until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SYLVAN ARCHER POWER TYPE ATTACK LEVEL 20

DAILY POWER

## Neck-Bite Pounce



Your wolf friend springs at your adversary, bowling the foe over and landing a vicious bite on a vital area.

Martial, Beast

KEYWORDS

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

**Hit:** 3[B] + beast's Dexterity modifier damage, and the target is knocked prone and takes ongoing 10 damage (save ends).  
**Miss:** No damage, and the target is slowed and takes ongoing 10 damage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PACK RUNNER POWER TYPE ATTACK LEVEL 20

DAILY POWER



## New Victim

You brutally choose a new quarry by making a swift attack.

**Martial, Weapon**

KEYWORDS

Free	↓	↗	Melee or Ranged weapon
ACTION		RANGE	
STR	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

**Requirement:** You must be wielding a heavy thrown weapon to use this power at range.  
**Trigger:** Your quarry is reduced to 0 hit points.  
**Hit:** 3[W] + Strength modifier.  
**Effect:** You can designate the target as your quarry as if you had used the Hunter's Quarry class feature.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BORDERLANDS MARSHAL    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Panther Pounce

At your signal, your cat launches at your enemy, tearing with tooth and claw.

**Martial, Beast, Weapon**

KEYWORDS

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

**Hit:** 2[B] + beast's Dexterity modifier damage. If your beast companion was hidden from the target at the start of your turn, the attack deals 3[B] extra damage.  
**Effect:** Before and after the attack, your beast companion can shift its speed, ignoring difficult terrain.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDCAT STALKER    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Path of the Storm

You roam the field like a rogue thunderhead, striking foes as Kord strikes the earth with lightning.

**Martial, Weapon**

KEYWORDS

Standard	↓		Melee weapon
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

**Effect:** You can shift a number of squares equal to your Charisma modifier. During this movement, you can make a number of melee basic attacks equal to your Charisma modifier against any enemies within reach. You can use as many of these attacks as you wish against any of the possible targets.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLELORD OF KORD    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Polearm Sweep

Whirling your weapon, you strike all foes within your reach.

**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 a two-handed reach weapon.  
**Hit:** 3[W] + Strength modifier damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: POLEARM MASTER    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Quickblade Form

You move quickly, with your dagger poised to retaliate.

**Martial, Stance, Weapon**

KEYWORDS

Minor			Personal
ACTION		RANGE	
	vs		
ATTACK	DEFENSE	TARGET	

**Effect:** When an adjacent enemy makes an opportunity attack against you, you can make a melee basic attack with a light blade against that enemy as a free action. Until the stance ends, you can make this attack only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HALFING QUICKBLADE    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Quicksilver Lunge

Spotting a weak point, you quickly lunge and strike.

**Martial, Weapon**

KEYWORDS

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

**Hit:** 4[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: HALFING BOUNDER    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Renewal Smite

An ally pushes to greater heights, urged on by your dauntless attack.

**Martial, Reliable, Weapon**

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and one bloodied ally you can see regains the use of an encounter attack power he or she has used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FLAMEBROW COMMANDER    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Reverberating Shield

You turn and shove your shield into your foe's attack, causing a numbing vibration.

**Martial**

KEYWORDS

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

**Requirement:** You must be using a shield.  
**Trigger:** An adjacent enemy misses you or an ally with a melee attack.  
**Effect:** The target is dazed and weakened (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHIELD ADEPT    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Ruthless Outburst

You lay about with pitiless blows, leaving those you strike bleeding and traumatized.

**Martial, Rattling, 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 ongoing 5 damage (save ends). If the target is bloodied by this attack, the target takes a -2 penalty to attack rolls (save ends).  
**Miss:** Half damage, and no ongoing damage or penalty to attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGING SLAYER    POWER TYPE: ATTACK    LEVEL: 20

**DAILY POWER**

## Seconded Smite



When the going is rough, you are at your best, allowing an ally to mirror your ruinous attack.

### Martial, Weapon

KEYWORDS

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

**Attack:** Strength vs. AC. You gain a bonus to the attack roll equal to the number of conscious allies within 10 squares of you who have already used second wind during this encounter (maximum bonus of +4).  
**Hit:** 4[W] + Strength modifier damage.  
**Effect:** One ally within 10 squares of you who has already used second wind during this encounter can shift a number of squares equal to your Charisma modifier and then make a melee basic attack as a free action.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TWICEBORN LEADER  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Shocking Skewer



You grab your foe and yank her toward you, driving your waiting blade in the opposite direction.

### Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR + 5 vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding an off-hand weapon and have a hand free.  
**Hit:** You grab the target. Make a secondary attack against it.  
**Secondary Attack:** Strength vs. Reflex  
**Hit:** 3[W] + Strength modifier + Dexterity modifier damage, and the target is dazed (save ends)

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHOCK TROOPER  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Smite of Devil's Luck



Your intrepid attack lands, setting up the opportunity for greater daring.

### Martial, Reliable, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage. You gain an action point, which must be spent before the end of the encounter or it is lost. Spending this action point doesn't count against the normal limit of action points spent per encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: INFERNAL STRATEGIST  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Spiral of Fey Death



In a moment of perfect clarity, you teleport to each nearby enemy and deliver a crushing strike.

### Martial, Teleportation, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.  
**Effect:** You either slide the target a number of squares equal to your Intelligence modifier or deal ongoing 10 damage (save ends). You can then teleport adjacent to a different target within 3 squares of you and repeat the attack against the new target. Until you have attacked each eligible target once, you can teleport adjacent to a different target within 3 squares of your starting position and repeat the attack against the new target. You then teleport back to your starting position.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPIRAL TACTICIAN  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Spymaster's Edge



You slip your weapon past your enemy's defenses, using your knowledge of its tactics to stay one step ahead.

### Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
DEX vs Will		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 the target takes a -5 penalty to attack rolls against you (save ends).  
**Effect:** Until the end of the encounter, whenever the target moves, you can move your speed or shift 1 square as an immediate reaction.  
**Miss:** Half damage, and the target takes a -2 penalty to attack rolls against you (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MASTER SPY  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Stonechannel Strike



With this powerful strike, you can turn the tide of battle.

### Martial, Healing, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and each ally within 5 squares of you regains hit points equal to 5 + your Constitution modifier.  
**Weapon:** If you're wielding an axe or a hammer, the attack deals extra damage equal to your Constitution modifier.  
**Effect:** You and each ally who can see you regain the use of second wind.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EARTHFIST BRIGADIER  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Twin-Soul Strike



Whether attacking together or apart, you coordinate your strike with the attack of your beast companion to maximize devastation.

### Martial, Beast, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** Your beast companion gains combat advantage against the primary target for the next attack the beast makes against it before the end of your next turn. Then the beast makes a secondary attack.  
**Secondary Target:** The primary target or another creature  
**Secondary Attack:** Beast's attack bonus vs. AC  
**Hit:** 2[B] + beast's Strength modifier + beast's Dexterity modifier damage.  
**Effect:** If the secondary target is different from the primary target, you gain combat advantage against the secondary target for the next attack you make against it before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FERAL SPIRIT  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Venomous Sting



Using your dark fey power, you deliver a deep and toxic wound.

### Martial, Poison, 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 or a light blade.  
**Hit:** 2[W] + Dexterity modifier damage. Make a secondary attack against the target.  
**Secondary Attack:** Dexterity vs. Fortitude  
**Hit:** The target is weakened and takes ongoing 5 poison damage (save ends both)

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DREAD FANG  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Vital Rend



With a stab and a twist, you tear a wound that saps vitality, weakening the enemy's resistance to subsequent blows.

### Martial, Weapon

KEYWORDS

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

**Requirement:** You must be wielding a spear.  
**Hit:** 2[W] + Strength modifier damage.  
**Effect:** The target takes ongoing damage equal to 5 + your Intelligence modifier (save ends). Until the ongoing damage ends, each melee or ranged attack that hits the target deals extra damage equal to the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LONGARM MARSHAL  
 POWER TYPE: ATTACK  
 LEVEL: 20

DAILY POWER

## Quickened Companion

Your beast companion understands your desire before you finish thinking it.

**Martial, Beast**

KEYWORDS

Free		Close burst 20
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Your beast companion in burst  
**Effect:** The target takes a standard action, a move action, or a minor action of your choice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BEASTLORD      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Spirit of Death

No matter what would normally stop you, you flit away from your fallen foe like a ghost.

**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:** If you are dazed, immobilized, restrained, or slowed, you end any of those conditions. You then turn invisible and insubstantial and can shift your speed. At the end of the shift, you turn visible and are no longer insubstantial.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PERFECT ASSASSIN      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Undying Enmity

You narrow your eyes, and even minor deities know how it feels to be prey.

**Martial**

KEYWORDS

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

**Target:** An enemy marked by you or that is marking you  
**Effect:** You roll an extra d20 for the next attack you make and choose which die to use as the attack roll (you cannot reroll any of these attack rolls). If you are bloodied when you use this power, roll two extra d20s instead of one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNDYING WARRIOR      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Deicidal Eye

Your merciless perspective reveals every weakness, no matter how insignificant.

**Martial**

KEYWORDS

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

**Target:** One creature in burst  
**Effect:** Your attacks ignore any resistance or immunity possessed by the target, and the target gains vulnerable 5 to your attacks. This effect lasts until you are reduced to 0 hit points or until you use the power on a new target.  
**Special:** Increase the vulnerability by 5 if the target is higher level than you or if the target is a solo monster. Increase the vulnerability by 10 if the target is both.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GODHUNTER      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Implacable Destruction

You take on a defiant aspect that makes it impossible for your enemies to avoid your attacks completely.

**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, every time you miss with a melee or a close weapon attack, you deal damage to the target equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ETERNAL DEFENDER      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Inexorable Advance

Nothing can hold you back.

**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 shift 1 square into an adjacent enemy's space and then push the enemy 1 square as a move action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ADAMANTINE SOLDIER      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Legendary Exploits

Your word is the call of destiny leading your allies into legend.

**Martial**

KEYWORDS

Standard		Close burst 20
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 regains the use of a power of level 25 or lower, either an encounter power he or she has used during this encounter or a daily power he or she has used today. The power cannot be one that allows the target to regain the use of another power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LEGENDARY GENERAL      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Never at a Loss

You are an endless well of resourcefulness.

**Martial**

KEYWORDS

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

**Effect:** You regain the use of a daily utility power you have used today.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DARK WANDERER      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Spring the Trap

You lure your foes into a trap, and at your terse command, your allies spring to action.

**Martial**

KEYWORDS

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

**Target:** You and each ally in burst  
**Effect:** In order of highest initiative to lowest, each target can take a standard action, a move action, or a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARMASTER      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Raise Beast Companion

You call out to your beast companion. Though death separates you, the ties of faith and friendship between you can cross any gulf.

4 hours		Instantaneous
TIME		DURATION
50 gp	*Beast Mastery	Nature (no check)
COMP. COST	PRICE	KEY SKILL

This ritual allows you to restore life to your slain beast companion.

This ritual works only for rangers who have the Beast Mastery class feature. The ritual functions as the Raise Dead ritual, with the following exceptions:

- ◆ You need not have any part of your beast companion's corpse.
- ◆ The death penalty lasts until you have reached three milestones.
- ◆ A paragon tier beast companion costs 500 gp to raise, and an epic tier beast companion costs 5,000 gp to raise.

CATEGORY  
RESTORATION

LEVEL  
1

RITUAL