

FIGHTER POWER CARDS (Heroic)

CLEAVE

You hit one enemy, then cleave into another.



AT-WILL POWER

FIGHTER ATTACK 1

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you other than the target takes damage equal to your Strength modifier.
Increase damage to 2[W] + Strength modifier at 21st level.

MARTIAL, WEAPON

REAPING STRIKE

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.



AT-WILL POWER

FIGHTER ATTACK 1

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.
Miss: Half Strength modifier damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

SURE STRIKE

You trade power for precision.



AT-WILL POWER

FIGHTER ATTACK 1

Standard Action


Melee Weapon

Target: One creature
Attack: Strength + 2 vs. AC
Hit: 1[W] damage.
Increase damage to 2[W] at 21st level.

MARTIAL, WEAPON

TIDE OF IRON

After each mighty swing, you bring your shield to bear and use it to push your enemy back.



AT-WILL POWER

FIGHTER ATTACK 1

Standard Action

Melee Weapon

Requirement: You must be using a shield.
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.
Increase damage to 2[W] + Strength modifier at 21st level.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

COVERING ATTACK

You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.



ENCOUNTER POWER

FIGHTER ATTACK 1

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and an ally adjacent to the target can shift 2 squares.

MARTIAL, WEAPON

PASSING ATTACK

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.



ENCOUNTER POWER

FIGHTER ATTACK 1

Standard
Action

Melee
Weapon

Primary Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you can shift 1 square. Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength + 2 vs. AC
Hit: 1[W] + Strength modifier damage.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

SPINNING SWEEP

You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.



ENCOUNTER POWER

FIGHTER ATTACK 1

Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you knock the target prone.

MARTIAL, WEAPON

STEEL SERPENT STRIKE

You stab viciously at your foe's knee or foot to slow him down. No matter how tough he is, he's going to favor that leg for a time.



ENCOUNTER POWER

FIGHTER ATTACK 1

Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target is slowed and cannot shift until end of your next turn.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

BRUTE STRIKE

You shatter armor and bone with a ringing blow.



DAILY POWER

FIGHTER ATTACK 1


Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.

MARTIAL, FIRE, WEAPON

COMEBACK STRIKE

A timely strike against a hated foe invigorates you, giving you the strength and resolve to fight on.



DAILY POWER

FIGHTER ATTACK 1

Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you can spend a healing surge.

HEALING, MARTIAL, RELIABLE, WEAPON

FIGHTER POWER CARDS (Heroic)

VILLAIN'S MENACE

You strike your enemy hard and hound him with skilled parries and stern reprisals.



DAILY POWER

FIGHTER ATTACK 1


Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.
Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

MARTIAL, WEAPON

BOUNDLESS ENDURANCE

You shake off the worst of your wounds.



DAILY POWER

FIGHTER UTILITY 2

Minor Action **Personal**


Effect: You gain regeneration 2 + your Constitution modifier when you are bloodied.

HEALING, MARTIAL, STANCE

FIGHTER POWER CARDS (Heroic)

GET OVER HERE

You pull one of your allies into a more advantageous position.



ENCOUNTER POWER

FIGHTER UTILITY 2

Move Action **Melee 1**

Target: One willing adjacent ally
Effect: You slide the target 2 squares to a square that is adjacent to you.

MARTIAL

NO OPENING

You raise your weapon or shield to block an opening in your defenses.



ENCOUNTER POWER

FIGHTER UTILITY 2

Immediate Interrupt **Personal**

Trigger: An enemy attacks you and has combat advantage against you
Effect: Cancel the combat advantage you were about to grant to the attack.

MARTIAL

FIGHTER POWER CARDS (Heroic)

UNSTOPPABLE

You let your adrenaline surge carry you through the battle.



DAILY POWER

FIGHTER UTILITY 2

Minor Action **Personal**

Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier.

HEALING, MARTIAL

ARMOR-PIERCING THRUST

You drive your weapon through a weak point in your foe's defenses.



ENCOUNTER POWER

FIGHTER ATTACK 3

Standard Action **Melee Weapon**


Target: One creature
Attack: Strength vs. Reflex
Weapon: If you're wielding a light blade or a spear, you gain a bonus to the attack roll equal to your Dexterity modifier.
Hit: 1[W] + Strength modifier damage.
Weapon: If you're wielding a light blade or a spear, you gain a bonus to the damage roll equal to your Dexterity modifier.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

CRUSHING BLOW

You wind up and deliver a devastating blow with your weapon.



ENCOUNTER POWER

FIGHTER ATTACK 3


Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Constitution modifier.

MARTIAL, WEAPON

DANCE OF STEEL

Weaving your weapon in a graceful figure-eight, you lash out with a sudden attack.



ENCOUNTER POWER

FIGHTER ATTACK 3

Standard Action Melee Weapon


Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding a polearm or a heavy blade, the target is slowed until the end of your next turn.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

PRECISE STRIKE

You trade damage for accuracy when you really want to land an attack on your opponent.



ENCOUNTER POWER

FIGHTER ATTACK 3


Standard Action **Melee Weapon**

Target: One creature
Attack: Strength + 4 vs. AC
Hit: 1[W] + Strength modifier damage.

MARTIAL, WEAPON

RAIN OF BLOWS

You become a blur of motion, raining a series of blows upon your opponent.



ENCOUNTER POWER

FIGHTER ATTACK 3

Standard Action **Melee Weapon**

Primary Target: One creature
Attack: Strength vs. AC, two attacks
Hit: 1[W] + Strength modifier damage.
Weapon: If you're wielding a light blade, a spear, or a flail and have Dexterity 15 or higher, make a secondary attack.
Secondary Target: The same or a different target
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

SWEEPING BLOW

You put all your strength into a single mighty swing that strikes many enemies at once.



ENCOUNTER POWER

FIGHTER ATTACK 3

Standard Action Close Burst 1

Target: Each enemy in burst you can see
Attack: Strength vs. AC
Weapon: If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Strength modifier.
Hit: 1[W] + Strength modifier damage.

MARTIAL, WEAPON

CRACK THE SHELL

You break through your enemy's armor and deal a painful bleeding wound.



DAILY POWER

FIGHTER ATTACK 5

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

MARTIAL, RELIABLE, WEAPON

FIGHTER POWER CARDS (Heroic)

DIZZYING BLOW

You crack your foe upside the head.



DAILY POWER

FIGHTER ATTACK 5

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is immobilized (save ends).

MARTIAL, RELIABLE,
WEAPON

RAIN OF STEEL

You constantly swing your weapon about, slashing and cutting into nearby enemies.



DAILY POWER

FIGHTER ATTACK 5

Minor
Action

Personal

Effect: Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.

MARTIAL, STANCE,
WEAPON

FIGHTER POWER CARDS (Heroic)

BATTLE AWARENESS

No villain or monster can get the drop on you!



DAILY POWER

FIGHTER UTILITY 6

No Action Personal

Effect: You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.

MARTIAL

DEFENSIVE TRAINING

With a soldier's discipline, you fend off attacks that would overcome a lesser person.



DAILY POWER

FIGHTER UTILITY 6

Minor Action Personal


Effect: Gain a +2 power bonus to your Fortitude, Reflex, or Will defense.

MARTIAL, STANCE

FIGHTER POWER CARDS (Heroic)

UNBREAKABLE

You steel yourself against a brutal attack.



ENCOUNTER POWER

FIGHTER UTILITY 6

Immediate Reaction **Personal**

Trigger: You are hit by an attack
Effect: Reduce the damage from the attack by 5 + your Constitution modifier.

MARTIAL

COME AND GET IT

You call your opponents toward you and deliver a blow they will never forget.



ENCOUNTER POWER

FIGHTER ATTACK 7

Standard Action **Close Burst 3**

Target: Each enemy in burst you can see
Effect: Each target must shift 2 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (close burst 1).
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

GRIFFON'S WRATH

You rain several heavy overhead blows down on your foe. They force him to raise his guard high to meet your attack, exposing a vulnerable spot for your next attack—the underarm, side, or belly.



ENCOUNTER POWER

FIGHTER ATTACK 7

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.

MARTIAL, WEAPON

IRON BULWARK

You use your weapon or shield to parry one blow after another, denying your foes the satisfaction of getting in a solid hit against you.



ENCOUNTER POWER

FIGHTER ATTACK 7

Standard
Action

Melee
Weapon


Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You gain a +1 power bonus to AC (or a +2 bonus if you're using a shield) until the end of your next turn.

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

RECKLESS STRIKE

You trade precision for power.



ENCOUNTER POWER

FIGHTER ATTACK 7

Standard Action


Melee Weapon

Target: One creature
Attack: Strength -2 vs. AC
Hit: 3[W] + Strength modifier damage.

MARTIAL, WEAPON

SUDDEN SURGE

You throw your weight into a strike, using the momentum of the swing to surge forward.



ENCOUNTER POWER

FIGHTER ATTACK 7

Standard Action

Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: Move a number of squares equal to your Dexterity modifier (minimum 1).

MARTIAL, WEAPON

FIGHTER POWER CARDS (Heroic)

SHIFT THE BATTLEFIELD

With supreme skill and great resolve, you beat your enemies back.



DAILY POWER

FIGHTER ATTACK 9

Standard Action **Close Burst 1**

Target: Each enemy in burst you can see
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you slide the target 1 square.
Miss: Half damage.

MARTIAL, WEAPON

THICKET OF BLADES

You sting and hinder nearby foes with a savage flurry of strikes aimed at their legs.



DAILY POWER

FIGHTER ATTACK 9

Standard Action **Close Burst 1**

Target: Each enemy in burst you can see
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is slowed (save ends).

MARTIAL, RELIABLE, WEAPON

FIGHTER POWER CARDS (Heroic)

VICTORIOUS SURGE

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.



DAILY POWER

FIGHTER ATTACK 9

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you regain hit points as if you had spent a healing surge.

HEALING, MARTIAL,
RELIABLE, WEAPON

LAST DITCH EVASION

Thanks to a combination of skill and luck, you narrowly avoid an attack but leave yourself perilously exposed.



DAILY POWER

FIGHTER UTILITY 10

Immediate
Interrupt

Personal


Trigger: You are hit by an attack
Effect: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

MARTIAL

FIGHTER POWER CARDS (Heroic)

INTO THE FRAY

You unleash a fierce battle cry as you leap boldly into the fray.



ENCOUNTER POWER

FIGHTER UTILITY 10

Minor Action Personal

Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy.

MARTIAL

STALWART GUARD

Your thoughts turn to defense as you begin using your weapon or shield to protect nearby allies.



DAILY POWER

FIGHTER UTILITY 10

Minor Action Close Burst 1

Target: Each ally in burst
Effect: The targets gain a +1 shield bonus to AC until the end of the encounter. If you are using a shield, increase the bonus to +2 and apply it to your allies' Reflex defense as well.

MARTIAL