

WARLORD POWER CARDS (Heroic)

COMMANDER'S STRIKE

With a shout, you command an ally to attack.



AT-WILL POWER

WARLORD ATTACK 1


Standard Action **Melee/Ranged Weapon**

Target: One creature
Attack: An ally of your choice makes a melee basic attack against the target
Hit: Ally's basic attack damage + your Intelligence modifier.

MARTIAL, WEAPON

FURIOUS SMASH

You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage—but your anger inspires your ally to match your ferocity.



AT-WILL POWER

WARLORD ATTACK 1

Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. Fortitude
Hit: Deal damage equal to your Strength modifier, and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

VIPER'S STRIKE

You trick your adversary into making a tactical error that gives your comrade a chance to strike.



AT-WILL POWER

WARLORD 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.
Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

MARTIAL, WEAPON

WOLF PACK TACTICS

Step by step, you and your friends surround the enemy



AT-WILL POWER

WARLORD ATTACK 1

Standard Action Melee Weapon

Target: One creature
Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

GUARDING ATTACK

With a calculated strike, you knock your adversary off balance and grant your comrade-in-arms some protection against the villain's attacks.



ENCOUNTER POWER

WARLORD ATTACK 1

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.
Inspiring Presence: The power bonus to AC equals 1 + your Charisma modifier.

MARTIAL, WEAPON

HAMMER AND ANVIL

You land a ringing blow against your foe, inspiring a nearby ally to strike a blow of his own.



ENCOUNTER POWER

WARLORD ATTACK 1

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. Reflex
Hit: 1[W] + Strength modifier damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier to the damage.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

LEAF ON THE WIND

Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.



ENCOUNTER POWER

WARLORD ATTACK 1

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. You or an ally adjacent to the target swaps places with the target.

MARTIAL, WEAPON

WARLORD'S FAVOR

With a calculated blow, you leave your adversary exposed to an imminent attack from one of your closest allies.



ENCOUNTER POWER

WARLORD ATTACK 1

Standard
Action

Melee
Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.
Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

BASTION OF DEFENSE

Honorable warriors never fall!



DAILY POWER

WARLORD ATTACK 1

Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.
Effect: Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier.

MARTIAL, WEAPON

LEAD THE ATTACK

Under your direction, arrows hit their marks and blades drive home.



DAILY POWER

WARLORD ATTACK 1

Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.
Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

PIN THE FOE

No matter where your foe turns, one of your allies is waiting for him.



DAILY POWER

WARLORD ATTACK 1

Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

MARTIAL, WEAPON

**WHITE RAVEN
ONSLAUGHT**

You lead the way with a powerful attack, using your success to create an opportunity for one of your allies. Each of your comrades in turn seizes on your example and begins to display true teamwork.



DAILY POWER

WARLORD ATTACK 1

Standard Action **Melee Weapon**


Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the encounter, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.
Miss: Choose one ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after making a successful attack..

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

AID THE INJURED

Your presence is both a comfort and an inspiration.



ENCOUNTER POWER

WARLORD UTILITY 2


Standard Action Melee Touch

Target: You or one adjacent ally
Effect: The target can spend a healing surge.

HEALING, MARTIAL

CRESCENDO OF VIOLENCE

A timely critical hit affords you the opportunity to rally a wounded ally.



ENCOUNTER POWER

WARLORD UTILITY 2

Immediate Reaction Ranged 5

Trigger: An ally within range scores a critical hit
Effect: The ally gains temporary hit points equal to your Charisma modifier.

MARTIAL

WARLORD POWER CARDS (Heroic)

KNIGHT'S MOVE

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.



ENCOUNTER POWER

WARLORD UTILITY 2

Move Action


Ranged 10

Target: One ally
Effect: The target takes a move action as a free action.

MARTIAL

SHAKE IT OFF

You convince yourself or an ally to shake off a debilitating effect.



ENCOUNTER POWER

WARLORD UTILITY 2

Standard Action

Melee/Ranged Weapon


Target: You or one ally
Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier.

MARTIAL

WARLORD POWER CARDS (Heroic)

HOLD THE LINE

With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.



ENCOUNTER POWER

WARLORD ATTACK 3


Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

MARTIAL, WEAPON

INSPIRING WAR CRY

As you strike, you shout a fierce war cry that heartens a nearby ally. He immediately attempts to shake off whatever condition troubles him most.



ENCOUNTER POWER

WARLORD ATTACK 3

Standard Action Melee Weapon


Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: One ally who can hear you and is within 5 squares of you makes a saving throw.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

STEEL MONSOON

You leap into the fray with a wild, whirling attack—but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.



ENCOUNTER POWER

WARLORD ATTACK 3


Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you can shift 1 square.
Tactical Presence: The number of allies who can shift equals your Intelligence modifier.

MARTIAL, WEAPON

WARLORD'S STRIKE

One convincing cut is all you need to reveal the enemy's weakness and spur your allies into finishing him off.



ENCOUNTER POWER

WARLORD ATTACK 3

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the end of your next turn, all of your allies gain a +2 bonus to damage rolls against the target.
Inspiring Presence: The bonus to damage rolls equals 1 + your Charisma modifier..

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

STAND THE FALLEN

You will not be denied victory! A determined strike lifts the spirits of your beleaguered allies and restores their fighting spirit.



DAILY POWER

WARLORD ATTACK 5

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier.

HEALING, MARTIAL, WEAPON

TURNING POINT

A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off some effect.



DAILY POWER

WARLORD ATTACK 5

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. You or one ally within 5 squares makes a saving throw.
Miss: You or one ally makes a saving throw against one effect that the target caused and that a save can end.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

VILLAIN'S NIGHTMARE

You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing him from moving away from you.



DAILY POWER

WARLORD ATTACK 5


Standard Action **Melee Weapon**

Target: One creature
Attack: Strength vs. Reflex
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

MARTIAL, WEAPON

GUIDE THE CHARGE

You direct your ally's charge, allowing him to strike a deadlier blow and push his foe backward.



ENCOUNTER POWER

WARLORD UTILITY 6

Immediate Interrupt **Ranged 10**

Trigger: An ally charges
Effect: If the ally hits, he or she adds your Intelligence modifier to the damage roll and pushes the attack's target 2 squares. The ally can shift 2 squares to remain adjacent to the target.

MARTIAL

WARLORD POWER CARDS (Heroic)

INSPIRING REACTION

As soon as an ally is wounded, you spring forward with help and healing.



ENCOUNTER POWER

WARLORD UTILITY 6

Immediate Reaction **Melee Touch**

Trigger: You or an adjacent ally takes damage
Effect: You or the ally can spend a healing surge and regain additional hit points equal to your Charisma modifier.

HEALING, MARTIAL

QUICK STEP

You spur an ally to move faster



DAILY POWER

WARLORD UTILITY 6

Minor Action **Ranged 10**

Target: One ally
Effect: Increase the ally's speed by 2 until the end of the encounter.

MARTIAL

WARLORD POWER CARDS (Heroic)

STAND TOUGH

You fortify your allies with a few words of encouragement.



DAILY POWER

WARLORD UTILITY 6


Minor Action Close Burst 5

Targets: You and each ally in burst
Effect: The targets regain hit points equal to 10 + your Charisma modifier.

HEALING, MARTIAL

LION'S ROAR

With a bloodcurdling roar, you swing your weapon in a wide, sweeping arc that breaks through your enemy's defenses. The blow reinvigorates you or one of your allies in need.



ENCOUNTER POWER

WARLORD ATTACK 7

Standard Action Melee Weapon


Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You or one ally within 5 squares of you can spend a healing surge.
Inspiring Presence: Your ally (but not you) gains additional hit points equal to your Charisma modifier.

HEALING, MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

SUNDER ARMOR

You probe your opponent's defenses and eventually land a blow that creates a momentary chink in his armor.



ENCOUNTER POWER

WARLORD ATTACK 7

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage. Until the end of your next turn, any attack roll against the target can score a critical hit on a roll of 18–20.

MARTIAL, WEAPON

SURPRISE ATTACK

Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.



ENCOUNTER POWER

WARLORD ATTACK 7

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.
Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

SURROUND FOE

You contain your foe, enabling one of your allies to move around behind him.



ENCOUNTER POWER

WARLORD ATTACK 7

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You slide one willing ally who is adjacent to the target to any other square adjacent to the target. The ally can move through the target's square.

MARTIAL, WEAPON

IRON DRAGON CHARGE

Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.



DAILY POWER

WARLORD ATTACK 9

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Special: You must charge as part of this attack.
Hit: 3[W] + Strength modifier damage.
Effect: Until the end of the encounter, as an immediate reaction, an ally of your choice within 5 squares of you can charge a target that you charge.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

KNOCK THEM DOWN

The rhythm of your enemies hitting the ground is music to your ears.



DAILY POWER

WARLORD ATTACK 9

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.
Miss: Half damage, and the target is knocked prone.

MARTIAL, WEAPON

WHITE RAVEN STRIKE

You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.



DAILY POWER

WARLORD ATTACK 9

Standard Action Melee Weapon

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: One or two allies within 10 squares gain 15 temporary hit points. If you dropped the target to 0 hit points or fewer with this attack, add your Charisma modifier to the temporary hit points your allies gain.

MARTIAL, WEAPON

WARLORD POWER CARDS (Heroic)

DEFENSIVE RALLY

You marshal your comrades and provide instructions to help them prevail.



DAILY POWER

WARLORD UTILITY 10

Standard Action Close Burst 5

Target: Each ally in burst
Effect: Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of your next turn.

HEALING, MARTIAL

EASE SUFFERING

Your nearby presence is enough to ease the suffering of your allies.



DAILY POWER

WARLORD UTILITY 10

Minor Action Personal

Effect: Allies ignore ongoing damage on any turn they start adjacent to you, neither taking ongoing damage nor making saving throws to end it. This effect persists until the end of the encounter or for 5 minutes.

MARTIAL

WARLORD POWER CARDS (Heroic)

TACTICAL SHIFT

Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.



DAILY POWER

WARLORD UTILITY 10

Immediate Interrupt

Ranged 10


Trigger: A creature hits your ally with a melee or a ranged attack

Effect: The ally can shift a number of squares equal to 1 + your Intelligence modifier.

MARTIAL

INSPIRING WORD

You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.



ENCOUNTER POWER

WARLORD FEATURE

Minor Action

Close Burst 5

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level. Increase burst range to 10 at 11th level, and 15 at 21st level.

MARTIAL, WEAPON