



# Fighter

*Illustrations by William O'Connor, Matt Cavotta  
and Zoltan Boros & Gabor Szikszai*

**Why This Is the Class for You:** You like playing a character who can stand up to attacks and give back what you get.

Fighters are among the world's greatest warriors, having earned their status through hours upon hours of training and perfecting their fighting techniques. In battle, fighters hold the front line by slashing and striking in all directions, deflecting blows with shield or armor, and bashing anyone who dares take their focus from them. Fighters might be mercenaries, chasing after gold, thrill-seekers craving glory, nobles fighting for duty or honor, or brawlers throwing themselves into battle to experience the joy of combat.

Determination forms the core of nearly all fighters. It is what pushes them to hone their combat styles, what lets them endure the scrapes and bruises from sparring and actual fighting. Many fighters develop a distinctive style to set them apart from their peers. Sometimes these styles have roots in established traditions, while others grow organically from a variety of methods picked up during their travels.

Fighters are indispensable members of any community in which they are found. They rally the people and make a stand against the terrors stumbling out from the darkness on all sides. Some heroes rise from the ranks of common warriors, having the right mix of grit and courage to rise above the ordinary. Others have studied under masters, learning complex techniques they can bring to bear with great success. Once a fighter gets a taste of combat, adventure's call is too seductive to resist, and many set out to bring the battle to foes in the field.

The knight, the slayer, and the weaponmaster are three types of fighters. The knight and the slayer appear in *Heroes of the Fallen Lands*. The weaponmaster first appeared in the *Player's Handbook* as the fighter.

# WEAPONMASTER

**Martial Defender:** Tough and resilient, you use tactical cunning and battle prowess to contain the enemy and protect your allies.

**Key Abilities:** Strength; Dexterity, Wisdom, or Constitution

Into the blackest pits beneath the mountains, bent on vengeance and glory, goes the weaponmaster. These warriors form the iron core of any legion. They crash into the teeth of enemy forces, armed with cold steel and grim purpose. They are the mercenaries loitering in taverns between expeditions, the guards who cast a watchful eye over their charges, the dedicated students who elevate fighting styles to lethal arts. The weaponmaster is a fearless warrior, ready to meet any challenge.

Weaponmasters can be found just about anywhere and among any sort of people. A few are gallant warriors fighting for noble causes, while others are calculating mercenaries who draw their weapons only when the pay is right. All weaponmasters, however, are adventurers, ready to face any challenge, to go where glory, plunder, or honor leads them.

Specialized combat maneuvers, or exploits, combined with a dedicated focus on a fighting style set weaponmasters apart from other fighters. A weaponmaster can slam his or her weapon through one enemy to crunch into another or carve a bloody path through enemies in a whirlwind of destruction. Weapons are crucial too, since weaponmasters know how to coax every advantage they can from their tools, and those who use axes fight differently from those who favor heavy blades.

Compared to a knight or a slayer, a weaponmaster focuses on a broader variety of tactics and combat styles.

## Weaponmaster Traits

**Hit Points:** You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.

**Bonus to Defenses:** +2 to Fortitude

**Healing Surges per Day:** 9 + your Constitution modifier

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shield, heavy shield

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Class Skills:** Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Streetwise (Cha)

**Trained Skills:** Three from the list of class skills

While a knight or a slayer has fairly predictable, though still formidable, abilities, each weaponmaster cultivates a unique blend of specific maneuvers and abilities.

Weaponmasters develop their combat prowess in many different ways. Most have some elementary training to expose them to different weapons and armor. These trainees are often squires, militia, students, and soldiers. Once they're cut free, they grow their ability through practice and observation. Each battle proves instructive, giving the weaponmaster new insights that might develop into full-blown techniques.

## CREATING A WEAPONMASTER

This section walks you through the steps of creating a weaponmaster. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

### Race

Choose your race. Dwarf, half-orc, and human are strong choices for a weaponmaster.

**Dwarf** Tough, strong, and wise, dwarves are equal to any training demands that becoming a weaponmaster might entail. Many dwarf weaponmasters give their lives to protect clan and treasure. They form the last line of defense against orc and goblin hordes, standing fast when others might flee. Dwarf weaponmasters favor axes and hammers.

Clan and duty are most important to dwarf weaponmasters. In upholding their people's traditions, most venerate Moradin.

**Half-Orc** Few adventurers are as fearsome as half-orc weaponmasters. Possessing both speed and strength, they leap into the fray, calling upon the fury in their hearts to rip through enemy ranks. Many half-orc weaponmasters favor heavy blades and develop wild and unconventional fighting styles.

Most half-orc weaponmasters worship Kord, invoking the god's name to inspire strength and fury. Those who fight for nobler causes might also honor Avandra and Bahamut.

**Human** Weaponmaster training often requires a student to be versatile, adapting to changing conditions to meet any challenge head-on. Humans have proven again and again their resilience and ability to make any situation work. As a human weaponmaster, you might be a seasoned veteran who learned your trade through trial and error. Or, you could be a noble fallen on hard times and fighting to reclaim your stolen birthright.

Human weaponmasters who have noble intentions favor Bahamut. Less disciplined weaponmasters tend to follow Kord or Melora.

## Ability Scores

Determine your ability scores. All weaponmasters need Strength, so it should be your highest score. If you see yourself wielding a two-handed weapon, consider making Constitution your second-highest ability score, since it toughens you up to absorb the hits a shield would otherwise deflect. Shield-using fighters or those wielding heavy blades or spears ought to make Dexterity their second-highest score. Finally, don't neglect Wisdom. It's useful for spotting hidden enemies, and it improves your accuracy for opportunity attacks.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

When fleshing out your character, consider what your other ability scores might mean. If you have a high Intelligence, you might have once served as a commander for a militia or a mercenary company. A high Charisma points to a similar origin, or perhaps paints you as a wandering hero who brings hope and inspiration to others. A good Wisdom makes sense for a fighter who is cautious and thoughtful, perhaps a warrior who takes a Zen-like approach to the art of fighting.

## Skills

At 1st level, you choose three trained skills from the following list of class skills: Athletics, Endurance, Heal, Intimidate, and Streetwise.

Athletics and Endurance are optimal choices, since they reflect your inherent toughness and help you navigate the battlefield. Some fighters have experience in patching up fallen comrades, so Heal might be a good choice too. Consider Streetwise or Intimidate if you want to be connected or threatening.

## Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Weaponmaster Heroic Tier table.

When selecting powers, use your choice for Fighter Weapon Talent as a guide. If you chose one-handed weapons, *sure strike* gives you a strong accuracy boost, while *tide of iron* lets you put your shield to good use. Choosing *covering attack* for your encounter power reinforces your role as protector, while *comeback strike* lets you shake off damage and keep fighting when you must.

Wielding a two-handed weapon suggests you favor offense over defense, so choose powers that help you deal damage. For at-will powers, consider both *cleave* and *reaping strike* to boost your damage. *Spinning sweep* is a good choice for your encounter power, since it also boosts your allies' accuracy for a time. Finally, look to *brute strike* for your high-damage option.

## Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.



A dragonborn fighter in scale armor

*Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. Your job is to hit hard and protect your allies, so your feat choices ought to reinforce your tactics. Feats in the weapon training category can help you take advantage of your weapon choice, reflecting extensive training with that weapon. Armor training feats can open up plate armor or help offset any penalties from wearing heavy armor. Also, the feats in the enduring stamina category can help describe your natural resilience or underscore just how tough you really are.

## Equipment

You have proficiency with the following types of armor: cloth, leather, hide, chainmail, and scale. You can also use light shields and heavy shields. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged.

You have 100 gp with which you can purchase equipment. Since you are a front-line warrior, invest in the best armor you can afford. If you favor defense, consider purchasing a one-handed weapon such as a longsword or a battleaxe plus a heavy shield. Otherwise, a two-handed weapon adds punch to your attacks.

### WEAPON OPTIONS

The extensive weapon training of your fighter gives you many options when choosing his or her weapons. The most common fighter weapons are presented in *Heroes of the Fallen Lands*. In addition to those weapons, consider these two options.

#### MILITARY MELEE WEAPONS

##### One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Flail	+2	1d10	–	10 gp	5 lb.	V	Flail
War pick	+2	1d8	–	15 gp	6 lb.	HC, V	Pick

## Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor and shield. In addition, you gain a +2 bonus to Fortitude.

You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level. You have a number of healing surges per day equal to 9 + your Constitution modifier.

## Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Do you fight to protect the innocent or for some other noble cause? You're probably lawful good or good. If you chase glory, gold, or vengeance, you are likely unaligned.

Finally check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

## HEROIC WEAPONMASTER

At the heroic tier's beginning, you have mastered a few forms and maneuvers. As you progress, you discover new methods to help shape your unique fighting style.

### WEAPONMASTER HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Combat Challenge Combat Superiority Fighter Weapon Talent At-will powers Encounter power Daily power
1,000	2	+1	Utility power
2,250	3	–	Encounter power
3,750	4	+1	Ability score increase
5,500	5	–	Daily power
7,500	6	+1	Utility power
10,000	7	–	Encounter power
13,000	8	+1	Ability score increase
16,500	9	–	Daily power
20,500	10	+1	Utility power

## Level 1: Combat Challenge

You are a weaponmaster, a warrior who commands the battlefield through prowess and unwavering resolve. Each attack demonstrates your talent and the danger you pose if an enemy ignores you. Whenever an enemy tries to disengage or attack someone else, your swift strike demonstrates why doing that was a terrible mistake.

**Benefit:** Every time you attack an enemy, you can choose to mark that enemy, whether the attack hits or misses. The mark lasts until the end of your next turn.

In addition, whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy as an immediate interrupt.

## Level 1: Combat Superiority

You have highly developed combat instincts, born from experience in battle and excellence at arms. You can take any opening your opponent gives you, striking with speed and precision. Those struck realize their error and turn to face you, almost without fail.

**Benefit:** You gain a bonus to the attack rolls of opportunity attacks. The bonus equals your Wisdom modifier.

An enemy hit by your opportunity attack stops moving, if a move provoked the attack. If the enemy still has actions remaining, it can use them to resume moving.

## Level 1: Fighter Weapon Talent

All fighters are adept with weapons, from blades to hammers, axes to spears, and everything in between. You focus your training on your preferred combat technique. You might favor the defensive benefits from weapons and shield, or you might opt for the raw power of a two-handed weapon.

**Benefit:** Choose either one-handed or two-handed weapons. When using a weapon of your chosen style, you gain a +1 bonus to weapon attack rolls.

## Level 1: At-Will Powers

Weaponmasters demonstrate their preferred fighting styles through the modifications they make to standard strikes, jabs, and feints. At 1st level, you develop two exploits you can rely on in any fight you find yourself.

**Benefit:** You gain two 1st-level fighter at-will attack powers of your choice.

**Cleave** When faced with great numbers, such as when you're fighting goblins, kobolds, and other lesser creatures, it's often best to sweep them aside with your mighty strikes. *Cleave* lets you bash through one enemy and sink your weapon into another.

### Cleave

Fighter Attack 1

*You hit one enemy, then cleave into another.*

**At-Will** ♦ **Martial, Weapon**

**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.

**Level 21:** 2[W] + Strength modifier damage.

**Reaping Strike** You demonstrate your battle prowess through the feints and jabs you make to keep an enemy guessing. When you can ill afford to waste an attack, *reaping strike* is the answer. Even as the enemy evades your most powerful attack, it does not emerge unscathed.

### Reaping Strike

Fighter Attack 1

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

**At-Will** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Level 21:** 2[W] + Strength modifier damage.

**Miss:** Half Strength modifier damage. If you're wielding a two-handed weapon, you deal damage equal to your Strength modifier.

**Sure Strike** At times, hitting an enemy is more important than any other consideration. *Sure strike* might not let you hit a foe in a vital area, but sometimes a hit is all it takes to eliminate an enemy. This power is best used when you have help from a striker, since you can usually finish off an enemy that was put in mortal danger by the initial attack.

**Sure Strike**

Fighter Attack 1

*You trade power for precision.*

**At-Will** ♦ **Martial, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Strength + 2 vs. AC

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

*Level 21:* 2[W] damage.

**Tide of Iron** Favored by shield-using weaponmasters, *tide of iron* lets you employ your shield as a battering ram. After striking with your weapon, you can use your shield to drive the enemy back and follow after it. This exploit is best used to repel enemies that are determined to engage your allies.

**Tide of Iron**

Fighter Attack 1

*After each swing, you use your shield to shove your foe backward, and then you surge ahead.*

**At-Will** ♦ **Martial, Weapon**

**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 can push the target 1 square if it is no larger than one size category larger than you. You can then shift 1 square into the space that the target left.

*Level 21:* 2[W] + Strength modifier damage.

**Level 1: Encounter Power**

The more complicated the exploit, the fewer the opportunities you have to use it. As part of your initial training, you master a challenging attack that you can bring to bear only once in any battle.

**Benefit:** You gain a 1st-level fighter encounter attack power of your choice.

**Covering Attack** Although you work to prevent it, enemies manage to get around you from time to time. *Covering attack* is useful for creating an opportunity for an ally to escape an enemy's clutches. If such a need reveals itself, you can launch into a terrifying assault to wrench your foe's attention away from your companion and place it on you where it belongs.

**Covering Attack**

Fighter Attack 1

*You launch a ferocious attack at your enemy, allowing one of your allies to safely retreat from it.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and an ally of yours adjacent to the target can shift up to 2 squares as a free action.

**Passing Attack** Weaponmasters who prefer two-handed weapons learn to take advantage of their weight. A swing with such a heavy weapon can carry you forward to bring your weapon against a different enemy. Since the second attack depends on striking with the first, *passing attack* is best started against a brute or a lightly armored enemy, especially when you are trying to reach a different enemy your foe is protecting.

**Passing Attack**

Fighter Attack 1

*You strike at one foe, allowing your momentum to carry you forward into a second strike against another enemy.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**      **Melee weapon**

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and you can shift 1 square. Make the secondary attack.

**Secondary Attack**

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

**Attack:** Strength + 2 vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Spinning Sweep** Many assume a fighter's strength comes from his or her weapon and realize too late that the fighter's entire body is his or her arsenal. *Spinning sweep* is a complex exploit designed to put a mobile foe on the ground, where you and your allies can strike it more easily. You achieve this by combining a weapon strike with a hooking motion from your leg.

**Spinning Sweep**

Fighter Attack 1

*You spin beneath your enemy's guard with a slashing strike, and then sweep your leg through your foe an instant later, knocking it to the ground.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

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

**Steel Serpent Strike** Taking its name from the posture you adopt and the strike's intended location, *steel serpent strike* begins when you rear back, weapon pointing downward, before springing forward with the speed of a snake to wound an enemy's leg or similar appendage. This exploit is useful when you need to keep an enemy in place while you pull back or pursue a different enemy.

**Steel Serpent Strike**

Fighter Attack 1

*You lash out with the speed of a striking serpent, hitting your foe in a vulnerable area that hinders its movement.*

**Encounter** ♦ **Martial, Weapon**

**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 the end of your next turn.

**Level 1: Daily Power**

The deadliest techniques you master require timing, opportunity, and willpower. The moments when all three conditions are right don't appear more than once in a day.

**Benefit:** You gain a 1st-level fighter daily attack power of your choice.

**Brute Strike** You draw on all your fury and all your training to deliver a punishing attack to an enemy. This fury does not abate until your weapon smashes through your enemy.

**Brute Strike**

Fighter Attack 1

*You deliver a powerful blow that rends flesh and shatters bone.*

**Daily** ♦ **Martial, Reliable, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

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

**Comeback Strike** When you hit using *comeback strike*, you feel your confidence surge and your pains fade. A missed opportunity does not demoralize you, but rather firms your resolve that you will destroy your chosen foe when you strike again.

**Comeback Strike**

Fighter Attack 1

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

**Daily** ♦ **Healing, Martial, Reliable, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you can spend a healing surge.

**Villain's Menace** It doesn't take long for a weaponmaster to identify the biggest threats on the battlefield. When you spot an enemy deserving of your attention, you identify its weaknesses. *Villain's menace* helps you focus your strikes where they can be most effective against a challenging opponent.

**Villain's Menace**

Fighter Attack 1

*Choosing a worthy foe, you wound it with a strong initial attack, and then continue to harry it for the rest of the battle.*

**Daily** ♦ Martial, Weapon**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:** You 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.

**Level 2: Utility Power**

With an eye on improving your combat capabilities, you develop new ways to protect yourself and your allies against attacks.

**Benefit:** You gain a 2nd-level fighter utility power of your choice.

**Boundless Endurance** You can call upon your vast reserves to help shrug off the injuries that would fell a lesser warrior. Since *boundless endurance* kicks off only when you are bloodied, you can save this exploit for when you first become bloodied in an encounter.

**Boundless Endurance**

Fighter Utility 2

*You shake off the worst of your wounds.*

**Daily** ♦ Healing, Martial, Stance**Minor Action**                      Personal

**Effect:** You assume the boundless endurance stance. Until the stance ends, you have regeneration while you are bloodied. The regeneration equals 2 + your Constitution modifier.

**Get Over Here** Your experience lets you see things not everyone else might see. You keep a wary eye on your charges to anticipate dangers before they become disasters. When an enemy engages a nearby ally, you can use *get over here* to pull your companion behind you.

**Get Over Here**

Fighter Utility 2

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

**Encounter** ♦ Martial**Move Action**                      Melee 1**Target:** One ally**Effect:** You slide the target up to 2 squares to a square adjacent to you.

**No Opening** Few enemies can get the jump on a weaponmaster. *No opening* provides an added layer of protection when enemies would strike from hidden positions or attack you from either side. An enemy might think it has an edge, but your defensive maneuver reveals the flaw in its plan.

**No Opening**

Fighter Utility 2

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

**Encounter** ♦ Martial**Immediate Interrupt**                      Personal**Trigger:** An enemy attacks you and has combat advantage against you.**Effect:** You don't grant combat advantage for the attack.

**Unstoppable** There's no place like the battlefield. Where weapons clash and spells explode, you are at home, feeling a thrill when you leap into the fray. *Unstoppable* lets your enthusiasm shield you from harm, if but for a while. It is often best used when you are bloodied to give you time until a leader can attend to your injuries.

**Unstoppable**

Fighter Utility 2

*You let your adrenaline surge carry you through the battle.*

**Daily** ♦ Martial**Minor Action**                      Personal**Effect:** You gain temporary hit points equal to 2d6 + your Constitution modifier.



## Level 3: Encounter Power

During your initial adventures, you have observed different fighting styles. You practice them, master them, and eventually improve on them.

**Benefit:** You gain a new fighter encounter attack power of your level or lower.

**Armor-Piercing Thrust** Every warrior has a weakness. The trick is not just identifying it, but exploiting it. *Armor-piercing thrust* lets you capitalize on such an opportunity by slipping your weapon through your enemy's defenses. This exploit is easier to pull off with certain weapons, and those who fight with light blades and spears can move fast enough to strike with exceptional accuracy and precision.

### Armor-Piercing Thrust

Fighter Attack 3

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

**Encounter ♦ Martial, Weapon**  
**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.

**Crushing Blow** Where certain exploits require finesse and technical expertise, others rely on brute strength. *Crushing blow* is such a power. Favored by dwarf weaponmasters, this attack lets you put your full weight behind the strike to destroy anything in its path.

### Crushing Blow

Fighter Attack 3

*Taking a full swing, you deliver a brutal blow to your foe.*

**Encounter ♦ Martial, Weapon**  
**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.

**Dance of Steel** When you perform *dance of steel*, you whip your weapon about you, to confuse your opponent until it can't anticipate where the attack will fall. With most weapons, this technique is effective in delivering damage. However, its true capabilities aren't realized until you pair the attack with a polearm or a heavy blade. The spectacle is such that your enemy dare not move.

### Dance of Steel

Fighter Attack 3

*Testing your enemy's defenses as you weave your weapon in and out, you lash out with a sudden attack that leaves your foe in pain.*

**Encounter ♦ Martial, Weapon**  
**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 immobilized until the end of your next turn.

**Precise Strike** Although you are not likely to strike a vital area with *precise strike*, you are almost certain to land a hit. This power is a great way to dispatch an enemy standing at death's door. Dropping it prevents the enemy from getting another chance to damage you or your allies.

### Precise Strike

Fighter Attack 3

*You trade damage for accuracy to make sure you land an attack on your opponent.*

**Encounter ♦ Martial, Weapon**  
**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength + 4 vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Rain of Blows** You know when to press forward and when to pull back. *Rain of blows* makes use of quick strikes, giving you more opportunities to hit the enemy. If you're wielding a faster weapon, such as a light blade or a spear, and you are quick enough, you can follow up with another attack against the same enemy or a different one.

**Rain of Blows**

Fighter Attack 3

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

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC. Make the attack twice against the target.

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

**Weapon:** If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

**Sweeping Blow** This exploit lets you call upon your strength to sweep your weapon about you in one terrible strike. As with many weaponmaster powers, you will find greater success with certain weapons such as axes and heavy blades. To get the most from *sweeping blow* use it after you take the battlefield's center, from where you can reach several targets at once.

**Sweeping Blow**

Fighter Attack 3

*Seeing your enemies press in, you swing your weapon in a wide arc, striking many of your foes at once.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Close burst 1**

**Target:** Each enemy you can see in the burst

**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.

**Level 4: Ability Score Increase**

Your constant training hones your body and mind.

**Benefit:** You increase two ability scores of your choice by 1.

**Level 5: Daily Power**

Your dedication to self-improvement pays off when you add another complex exploit to your arsenal.

**Benefit:** You gain a new fighter daily attack power of your level or lower.

**Crack the Shell** Enemies who think they have an advantage from heavy armor quickly learn their error when you hit them with *crack the shell*. You know just where to strike to damage armor or to pierce natural protection and deliver a terrible wound.

**Crack the Shell**

Fighter Attack 5

*Seeing an opportunity, you strike your foe hard and fast, delivering a painful bleeding wound that hampers its defenses.*

**Daily** ♦ **Martial, Reliable, Weapon**

**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).

**Dizzying Blow** A forceful strike to the head makes your enemy momentarily staggered and unable to move. *Dizzying blow* is a good way to keep an enemy where it is while you turn to face other foes.

**Dizzying Blow**

Fighter Attack 5

*You crack your foe upside the head.*

**Daily** ♦ **Martial, Reliable, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

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

**Rain of Steel** When you drop into the *rain of steel* stance, you and your weapon become one. Instinct guides your attacks, sending your weapon slamming into any creature that dares approach you. So long as you retain your wits, you can carve a path through the enemy.

**Rain of Steel**

Fighter Attack 5

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

**Daily** ♦ **Martial, Stance, Weapon**

**Minor Action**                      **Personal**

**Effect:** You assume the rain of steel stance. Until the stance ends, any enemy that starts its turn adjacent to you takes 1[W] damage, but only if you're able to make opportunity attacks.

## Level 6: Utility Power

Each battle is a revelation, an awakening to new tactics and possibilities. You develop new ways to react to dangers in combat.

**Benefit:** You gain a new fighter utility power of your level or lower.

**Battle Awareness** Haste is sometimes crucial to establishing a battle line. *Battle awareness* helps you recognize when the time is right to spring into combat and lets you move to the forefront of the action.

### Battle Awareness Fighter Utility 6

*You can sense danger before the threat is fully realized.*

**Daily** ♦ **Martial**

**No Action** **Personal**

**Trigger:** You roll initiative and dislike the result.

**Effect:** You gain a +10 bonus to your initiative check.

**Defensive Training** Exposure to attacks both mundane and magical has honed your combat talents, giving you the ability to shore up your defenses against an enemy's attacks.

### Defensive Training Fighter Utility 6

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

**Daily** ♦ **Martial, Stance**

**Minor Action** **Personal**

**Effect:** You assume the defensive training stance. Until the stance ends, you gain a +2 power bonus to Fortitude, Reflex, and Will.

**Unbreakable** A fighter's life is defined by punishment. Your enemies train their attacks on you, subjecting you to a wide variety of injuries. You learn how to control your pain, to bury it, and thus overcome the worst your enemies can do.

### Unbreakable Fighter Utility 6

*You steel yourself against a brutal attack.*

**Encounter** ♦ **Martial**

**Immediate Reaction** **Personal**

**Trigger:** You are hit and damaged by an attack.

**Effect:** The damage against you is reduced by 5 + your Constitution modifier.

## Level 7: Encounter Power

You learn how to create opportunities to use your more complex attacks and can dazzle enemies with your expert strikes.

**Benefit:** You gain a new fighter encounter attack power of your level or lower.

**Come and Get It** You have learned how to lure your enemies to face you. You might use an improbable boast or a filthy insult. Maybe it's just a gesture. No matter what technique you use, enemies subject to *come and get it* rush forward. This proves their undoing, for you greet them with a decisive strike. Be mindful of how much damage you can take before using this power. Draw too many enemies, and you might find yourself overwhelmed.

### Come and Get It Fighter Attack 7

*You brandish your weapon and call out to your foes, luring them close through their overconfidence, and then deliver a spinning strike against them all.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action** **Close burst 3**

**Target:** Each enemy you can see in the burst

**Attack:** Strength vs. Will

**Hit:** You pull the target up to 2 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 1[W] damage.

**Griffon's Wrath** The deadly griffon strikes first with its claws, ripping and tearing at its enemy's armor to create the opening it needs to deliver a deadly bite with its beak. This maneuver uses a similar ploy. You make a quick feint before striking, forcing your enemy to twist and turn to leave itself open to your next attack. Even a veteran opponent struggles to regain its defensive posture.

### Griffon's Wrath Fighter Attack 7

*You land a heavy blow on your foe, exposing a vulnerable spot in its defenses.*

**Encounter** ♦ **Martial, Weapon**

**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.

**Iron Bulwark** A simple though effective power, *iron bulwark* demonstrates your excellence in the fighting arts. You snap your weapon out to make an attack and then bring your shield or weapon around your body to ward off retributive strikes.

### Iron Bulwark

Fighter Attack 7

*You parry one blow after another, denying your foes the satisfaction of getting a solid hit.*

**Encounter** ♦ **Martial, Weapon**

**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 power bonus if you're using a shield, until the end of your next turn.

**Reckless Strike** Many fighters keep a tight grip on their anger. They rise above it, lest their fury blind them to a threat. Sometimes though, anger is just what you need to speed the enemy to the grave. *Reckless strike* sacrifices accuracy for greater damage if you hit.

### Reckless Strike

Fighter Attack 7

*You trade precision for power.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength - 2 vs. AC

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

**Sudden Surge** A technique favored by blade- and spear-using weapon-masters, *sudden surge* lets you deliver a strike and then have the attack's momentum carry you forward to engage the next opponent. This power is best used when the attack can be a death blow. This way you don't leave any foes behind you.

### Sudden Surge

Fighter Attack 7

*You throw your weight into an attack, using the momentum of your swing to surge forward.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

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

**Effect:** You move a number of squares up to your Dexterity modifier (minimum 1).

## Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 9: Daily Power

As you reach the pinnacle of the heroic tier, you mastering fighting techniques you never imagined were possible.

**Benefit:** You gain a new fighter daily attack power of your level or lower.

**Shift the Battlefield** Such is your presence on the battlefield that you might find enemies swarming you time and time again. If you face overwhelming numbers, you can use *shift the battlefield* to give yourself and your allies the room to maneuver. A series of vicious strikes drives back your foes.

### Shift the Battlefield

Fighter Attack 9

*With supreme skill and great resolve, you maneuver your enemies where you want them.*

**Daily** ♦ **Martial, Weapon**

**Standard Action**                      **Close burst 1**

**Target:** Each enemy you can see in the burst

**Attack:** Strength vs. AC

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

**Miss:** Half damage.

**Thicket of Blades** Scattering the enemy is sometimes your best bet, but at other times you need to hold your foes to let your allies move into position. Use this power early in a battle, when you can lodge yourself in the thick of your opponents. Even if they try to escape you, they won't go very far.

**Thicket of Blades**

Fighter Attack 9

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

**Daily** ♦ **Martial, Reliable, Weapon**

**Standard Action** Close burst 1

**Target:** Each enemy you can see in the burst

**Attack:** Strength vs. AC

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

**Victorious Surge** Success is a balm as powerful as any healer's touch. The satisfying crunch of your weapon into an enemy, restores your confidence and helps you forget about the injuries you have sustained. *Victorious surge* frees you from having to rely on a leader to keep you on your feet.

**Victorious Surge**

Fighter Attack 9

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

**Daily** ♦ **Healing, Martial, Reliable, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage, and you regain hit points equal to your healing surge value.

**Level 10: Utility Power**

On the cusp of the paragon tier, you find new ways to gain advantages on the battlefield.

**Benefit:** You gain a new fighter utility power of your level or lower.

**Into the Fray** Being able to maneuver about the battlefield lets you respond to new challenges when they appear. *Into the fray* serves two functions. It lets you close the gap between you and a distant foe without having to run. Also, if you have to occupy two enemies at once, it lets you attack one foe and move to engage another.

**Into the Fray**

Fighter Utility 10

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

**Encounter** ♦ **Martial**

**Minor Action** Personal

**Effect:** You move up to 3 squares, but only if you can end the move adjacent to an enemy.

**Last Ditch Evasion** When you can't take another hit, *last ditch evasion* might be the answer. You avoid one attack, but the effort leaves you reeling and exposed.

**Last Ditch Evasion**

Fighter Utility 10

*Through skill and luck, you narrowly avoid an attack but leave yourself perilously exposed.*

**Daily** ♦ **Martial**

**Immediate Interrupt** Personal

**Trigger:** You are hit by an attack.

**Effect:** You take no damage from the attack, but you are stunned and take a -2 penalty to all defenses until the end of your next turn.

**Stalwart Guard** Many weaponmasters fight to protect those who can't protect themselves. *Stalwart guard* speaks to this purpose and gives you the ability to shelter your foes from incoming attacks. Obviously, you can do a better job if you're using a shield.

**Stalwart Guard**

Fighter Utility 10

*You focus your attention on guarding your allies' backs.*

**Daily** ♦ **Martial, Stance**

**Minor Action** Personal

**Effect:** You assume the stalwart guard stance. Until the stance ends, allies gain a +1 shield bonus to AC while adjacent to you. If you are using a shield, allies instead gain a +2 shield bonus to AC and Reflex while adjacent to you.

## PARAGON WEAPONMASTER

Having established yourself in the heroic tier, you are now ready to face the challenges ahead. Throughout the paragon tier, you refine your techniques, discarding lesser exploits in favor of greater ones.

At 11th level, you choose a paragon path (see the selection of fighter paragon paths beginning on page 26).

### WEAPONMASTER PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	—	Encounter power
47,000	14	+1	Ability score increase
57,000	15	—	Daily power
69,000	16	+1	Utility power Paragon path feature
83,000	17	—	Encounter power
99,000	18	+1	Ability score increase
119,000	19	—	Daily power
143,000	20	+1	Paragon path feature

### Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

**Benefit:** Each of your ability scores increases by 1.

### Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

**Benefit:** You gain features associated with your paragon path.

### Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path.

**Benefit:** You gain a feature (typically a utility power) associated with your paragon path.

### Level 13: Encounter Power

Just as a changing battlefield requires new tactics to secure victory, your growing ability requires new techniques if you are to continue to find success.

**Benefit:** You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).



A hobgoblin suffers the brunt of the weaponmaster's wrath

**Anvil of Doom** Experience has taught you where best to send your weapon to achieve the maximum results. When you use *anvil of doom*, you strike at your foe's head or equivalent appendage to shatter its concentration. A hammer or a mace can improve your results and leave your enemy completely befuddled.

#### Anvil of Doom

Fighter Attack 13

*Like a smith's hammer striking the anvil, you strike your enemy with a ringing blow that leaves it disoriented.*

**Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

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

**Weapon:** If you're wielding a hammer or a mace, the target is stunned instead of dazed.

**Chains of Sorrow** What defenses your enemies might have cannot stand up to the devastation that *chains of sorrow* creates. After landing the strike, you can wrench your weapon back with such force you leave your opponent reeling. Use this power to set up your allies to finish off the enemy with a series of concerted attacks.

**Chains of Sorrow**

Fighter Attack 13

*You attack your foe with a ferocious blow, then pivot and pull your weapon back to your body, unbalancing the enemy.*

**Encounter ♦ Martial, Weapon****Standard Action**      **Melee weapon****Target:** One creature**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

**Weapon:** If you're wielding a flail, the target takes a penalty to all defenses equal to your Dexterity modifier.

**Giant's Wake** Intended for axe-wielders, *giant's wake* offers you the chance to cut a hole through the enemy line. Everything depends on the initial strike, however, so choose your target wisely. If you succeed, every enemy adjacent to the target and within your reach must also face your fury.

**Giant's Wake**

Fighter Attack 13

*You make heavy, sweeping blows with your weapon, hewing your enemies left and right.*

**Encounter ♦ Martial, Weapon****Standard Action**      **Melee weapon****Primary Target:** One creature**Primary Attack:** Strength vs. AC

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

**Weapon:** If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

**Secondary Attack**

**Secondary Target:** Each enemy adjacent to the primary target and within range

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Weapon:** If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

**Silverstep** This power takes its name from the unusual movement it offers. After making up to two quick jabs, you plant your weapon in the ground and vault yourself to a more tactically sound position. Using a spear or a polearm with this power lets you increase the distance for the push and your movement.

**Silverstep**

Fighter Attack 13

*You unbalance your enemies, knocking them back. As they recover, you shift to a more advantageous position.*

**Encounter ♦ Martial, Weapon****Standard Action**      **Melee weapon****Target:** One or two creatures**Attack:** Strength vs. AC

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

**Weapon:** If you're wielding a spear or a polearm, you push the target a number of squares up to your Dexterity modifier.

**Effect:** You can shift 1 square.

**Weapon:** If you're wielding a spear or a polearm, you can shift a number of squares up to your Dexterity modifier.

**Storm of Blows** The speed and accuracy promised by bladed weapons prove incredible assets when you execute this complex exploit. After your initial attack, you can roll to one side to slash at an enemy, and then spin around and strike a different foe. Unlike many other two-stage attacks, *storm of blows* ensures that you get to make the additional attacks whether or not your first strike hits.

**Storm of Blows**

Fighter Attack 13

*You duck and weave between your enemies while slashing at them ferociously.*

**Encounter ♦ Martial, Weapon****Standard Action**      **Melee weapon****Target:** One creature**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Weapon:** If you're wielding a heavy blade or a light blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

**Effect:** After the attack, you can shift 1 square and repeat the attack against another creature within reach. You can then shift 1 square and repeat the attack against a third creature within reach. After the final attack, you can shift 1 square.

**Talon of the Roc** An innovation from a mighty half-orc champion, *talon of the roc* helps you keep one enemy pinned down while you focus on another. The ferocious strike stalls the creature's movement and prevents it from slipping around you. Weapons designed to impale or pin give superior results with this power.

**Talon of the Roc**

Fighter Attack 13

*Like the talons of a great raptor, your attacks disable your foe and pin it in place.*

**Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

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

**Weapon:** If you're wielding a pick or a spear, the target also cannot shift until the end of your next turn.

**Level 14: Ability Score Increase**

Each new challenge only makes you stronger in body and mind.

**Benefit:** You increase two ability scores of your choice by 1.

**Level 15: Daily Power**

As you perfect the combat techniques learned in the heroic tier, you experience a breakthrough, learning to adjust your attack to provide even greater results.

**Benefit:** You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

**Dragon's Fangs** The more powerful exploits trace their origins to ancient masters whose methods inform many techniques used today. Often, these maneuvers have fanciful names to describe the motions and help fix the maneuver in the warrior's mind. When using *dragon's fangs*, you become the ferocious dragon, and the twin strikes from your weapon are your fangs.

**Dragon's Fangs**

Fighter Attack 15

*Like twin fangs piercing flesh, you deliver two attacks in rapid succession.*

**Daily ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One or two creatures

**Attack:** Strength vs. AC. If you target only one creature, you can attack it twice.

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

**Miss:** Half damage.

**Serpent Dance Strike** Many fighters prefer to hold one position, to stand fast and beckon the enemies to face them. *Serpent dance strike* is not for them. This exploit lets you launch a series of attacks while moving through your enemies and knocking them down wherever your weapon lands.

**Serpent Dance Strike**

Fighter Attack 15

*You weave through the battlefield, striking like a hungry serpent and sweeping the feet out from under your enemies.*

**Daily ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you knock the target prone if it is your size or smaller.

**Effect:** After the attack, you can shift 1 square and repeat the attack against another creature within reach. You can then shift 1 square and repeat the attack against a third creature within reach. You can then shift 1 square and repeat the attack against a fourth creature within reach.

**Unyielding Avalanche** You find a rhythm in your attacks, raising and lowering your weapon with speed and precision, cutting a path through your foes in a terrific display. Your focus helps you overcome injuries, deflect attacks, and ignore harmful conditions. You become unstoppable, an *unyielding avalanche*.

**Unyielding Avalanche**

Fighter Attack 15

*With unmatched speed, you test the defenses of nearby foes while expertly parrying their blows.*

**Daily ♦ Healing, Martial, Stance, Weapon**

**Minor Action**                      **Personal**

**Effect:** You assume the unyielding avalanche stance. Until the stance ends, you gain regeneration equal to your Constitution modifier while you are bloodied and a +1 power bonus to AC and saving throws. In addition, any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, but only if you are able to make opportunity attacks.



## Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

**Benefit:** You gain a feature associated with your paragon path.

## Level 16: Utility Power

Innovations in your fighting style arise all the time. Many you might discard but from time to time your experimentation rewards you with something astonishing.

**Benefit:** You gain a new fighter utility power of your level or lower.

**Interposing Shield** With *interposing shield*, you ensure that even the enemies that slip around you cannot touch the allies under your protection. You move your shield or weapon with amazing speed to deflect the incoming attack.

### Interposing Shield

Fighter Utility 16

*Seeing a comrade in trouble, you interpose yourself to stop a painful blow.*

**Encounter** ♦ **Martial**

**Immediate Interrupt**      **Melee 1**

**Trigger:** An ally adjacent to you is hit by an attack.

**Target:** The triggering ally

**Effect:** The target gains a +2 power bonus to AC and Reflex against the triggering attack. If you are using a shield, the bonus increases to +4.

**Iron Warrior** A multitude of battlefields, uncounted enemies you have vanquished, and injuries you have forgotten you sustained have all contributed to your legendary toughness. Even when beaten down, battered and broken, you find ways to overcome your pains and hurl yourself into battle once more. You are truly an *iron warrior*.

### Iron Warrior

Fighter Utility 16

*Like a tankard of bad ale, you don't go down easy.*

**Daily** ♦ **Healing, Martial**

**Minor Action**      **Personal**

**Effect:** You spend a healing surge, regain additional hit points equal to 2d6 + your Constitution modifier, and you can make a saving throw against one effect on you that a save can end.

**Surprise Step** This exploit improves your mobility by letting you step into the space a departing enemy vacates. You can use *surprise step* as an alternative to your Combat Challenge attack, when movement would be more important than delivering an attack. Further, you can use this exploit in reaction to the movement of any enemy, even one not marked by you. Even if you miss with the opportunity attack, you can get into position for your next turn.

### Surprise Step

Fighter Utility 16

*You dog your enemy's footsteps, refusing to yield.*

**Encounter** ♦ **Martial**

**Immediate Reaction**      **Personal**

**Trigger:** An enemy leaves a square adjacent to you.

**Effect:** You shift into the square that the triggering enemy left, and you have combat advantage against that enemy until the end of your next turn.

## Level 17: Encounter Power

Your insights into advanced maneuvers make older techniques obsolete. You discover a new technique far superior to one you have already learned.

**Benefit:** You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

**Exacting Strike** When you use *exacting strike*, you focus your attention hitting the foe. Where doesn't matter—the only important thing is that your weapon connects.

### Exacting Strike

Fighter Attack 17

*You trade damage for accuracy to land a much-needed hit on your opponent.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Strength + 6 vs. AC

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

**Exorcism of Steel** Few warriors can match your skill at arms. You demonstrate their inadequacies when you use *exorcism of steel*. One deft maneuver produces a stinging injury and leaves the enemy's weapon on the ground or in your hand as you decide.

### Exorcism of Steel Fighter Attack 17

*You make a powerful chopping attack against your foe, forcing it to drop what it is holding.*

**Encounter ♦ Martial, Weapon**  
**Standard Action**                      **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. Reflex  
**Hit:** 2[W] + Strength modifier damage, and the target drops one item it is holding. You can choose to catch the item in a free hand or have it land in your space.

**Harrying Assault** Weaponmasters who favor speed and agility frustrate their enemies with hit-and-run tactics. When you use *harrying assault*, you deliver one strike and then duck away to strike again.

### Harrying Assault Fighter Attack 17

*You land a calculated blow on your enemy, and then change position to deliver a simple attack on that foe or another.*

**Encounter ♦ Martial, Weapon**  
**Standard Action**                      **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier damage.  
**Effect:** After the attack, you can move a number of squares up to your Dexterity modifier and then make a melee basic attack.

**Mountain Breaking Blow** An evolution of *tide of iron*, *mountain breaking blow* puts your physical might to good use. Your attack drives back an enemy and you follow right behind to deliver more punishment. This power is perfect for clearing a path for more mobile allies.

### Mountain Breaking Blow Fighter Attack 17

*You land a crushing blow, pushing your foe back, and press your advantage before any other enemies can retaliate.*

**Encounter ♦ Martial, Weapon**  
**Standard Action**                      **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier damage, and you push the target up to 3 squares.  
**Effect:** After the attack, you can shift the same number of squares you pushed the target. You must end this movement adjacent to the target.

**Vorpal Tornado** You have just the right techniques to punish enemies brave enough to face you. Reserve *vorpal tornado* until at least three enemies are adjacent to you. Then, create a storm of death by sweeping your weapon around you and exult as they fall back and to the ground.

### Vorpal Tornado Fighter Attack 17

*Like a whirling cyclone of death, you spin and strike one foe after another, driving each one back and knocking it to the ground.*

**Encounter ♦ Martial, Weapon**  
**Standard Action**                      **Close burst 1**  
**Target:** Each enemy you can see in the burst  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier damage, and you can push the target 1 square and knock it prone.

**Warrior's Challenge** Often deemed a risky maneuver, *warrior's challenge* lets you draw your enemies' attention after landing a vicious strike against another foe. Since you mark several enemies at once, it is best to use this power early in the battle when you can best afford to take several attacks at once.

### Warrior's Challenge Fighter Attack 17

*You land a mighty blow that staggers your foe and sends it backward. With a wicked grin, you hoist your weapon and challenge the other enemies nearby.*

**Encounter ♦ Martial, Weapon**  
**Standard Action**                      **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 3[W] + Strength modifier damage, and you push the target up to 2 squares.  
**Effect:** You mark each enemy within 2 squares of the target until the end of your next turn.

## Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 19: Daily Power

The exploits you have mastered through the paragon tier have established you as a legend in your lands. As you near the epic tier, you discover a powerful new attack that is certain to cement your place in history.

**Benefit:** You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

**Devastation's Wake** When you use *devastation's wake*, you explode with violence, combining numerous maneuvers into one overwhelming assault. Your weapon is everywhere at once, smashing through armor and weapons, to batter your foes. You are not done after the initial assault. You deliver follow-up strikes against any nearby enemy still standing.

### Devastation's Wake

Fighter Attack 19

*You thrash your foes with an array of strikes, and then unleash your fury a second time against any that are left standing.*

**Daily ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Primary Target:** Each enemy you can see in the burst

**Attack:** Strength vs. AC

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

**Miss:** Half damage.

**Effect:** Until the start of your next turn, you can use the secondary power at will.

**Secondary Power**

**Free Action** Melee 1

**Trigger:** An enemy starts its turn adjacent to you.

**Secondary Target:** The triggering enemy

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage.

**Reaving Strike** Sometimes the best route is a simple and direct attack. *Reaving strike* is uncomplicated in its design, but quite effective in achieving results. Even the largest foes fall back against such a display of might.

### Reaving Strike

Fighter Attack 19

*You make a powerful overhand strike, hitting your foe with such force that it stumbles backward.*

**Daily ♦ Martial, Reliable, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 5[W] + Strength damage, and you can push the target 1 square.

**Strike of the Watchful Guard** This exploit demonstrates your commitment to containing an enemy. With it, you single out a target and make sure it doesn't withdraw. If you keep this enemy marked, and it provokes your Combat Challenge attack, you can also make a melee basic attack against the target as a free action, effectively giving you two attacks for each foolish move your foe makes.

### Strike of the Watchful Guard

Fighter Attack 19

*After landing a tremendous blow, you trail your enemy and make it think twice about turning its back on you.*

**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage.

**Effect:** Until the end of the encounter, you can make a melee basic attack against the target as a free action if you are adjacent to it and it either shifts or attacks one of your allies.

## Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

**Benefit:** You gain a feature (typically a daily attack power) associated with your paragon path.

## EPIC WEAPONMASTER

Although you still derive your fighting techniques from skill and weapon mastery, such is your ability that many believe you have some supernatural aid. The fact is, you are one of the greatest warriors the world has ever known and have the talent to back up this claim.

When your fighter reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

### WEAPONMASTER EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	–	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily power
450,000	26	+1	Epic destiny feature
550,000	27	–	Encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily power
1,000,000	30	+1	Epic destiny feature

### Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

**Benefit:** Each of your ability scores increases by 1.

### Level 21: Epic Destiny Feature

Your epic destiny provides you with a feature that you gain when you select that destiny.

**Benefit:** You gain a feature associated with your epic destiny.

### Level 22: Utility Power

To supplement your formidable combat abilities, you master an exploit that can keep you in the fight when things turn against you and your friends.

**Benefit:** You gain a new fighter utility power of your level or lower.

**Act of Desperation** No ally should fall while you are still alive, so when a companion's injuries become too severe and death's door yawns wide, you grit your teeth and do what needs to be done.

#### Act of Desperation

Fighter Utility 22

*The sight of one of your friends dying propels you into sudden action.*

**Daily** ♦ **Martial**

**Minor Action**                      **Personal**

**Requirement:** An ally within 10 squares of you must be dying, and you must not have spent an action point during this encounter.

**Effect:** You gain an action point that you must spend this turn.

**No Surrender** They can cut you. They can beat you. They can break your bones and poison your mind. What they can't do is vanquish you. When you fall, *no surrender* makes sure you recover enough to make these foes pay.

#### No Surrender

Fighter Utility 22

*You refuse to go down, turning a death blow into a chance for victory.*

**Daily** ♦ **Healing, Martial**

**No Action**                      **Personal**

**Trigger:** You drop to 0 hit points or fewer.

**Effect:** You regain enough hit points to bring you to half your maximum hit points. However, you take a -2 penalty to attack rolls until the end of the encounter.

### Level 23: Encounter Power

As you rise through the epic tier, the techniques you once used seem feeble compared to the exploits you have now mastered.

**Benefit:** You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

**Cage of Chains** This exploit was originally created for the flail. A complex weapon to use, let alone master, in the right hands it can prove a terrible weapon to defend against. When you use *cage of chains* with a flail, you tangle up your enemy in your weapon's chain and hold it in place for an ally to dispatch.

**Cage of Chains**

Fighter Attack 23

*After landing a decisive blow, you skillfully use your weapon to entangle your opponent.*

**Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** 4[W] + Strength modifier damage.

**Weapon:** If you're wielding a flail and you are adjacent to the target at the end of your turn, the target is restrained until the start of your next turn.

**Fangs of Steel** This power lets you attack a second foe after striking a first. Since your secondary attack depends on hitting with your first, focus the primary attack against an enemy you're likely to hit such as a brute or an artillery monster.

**Fangs of Steel**

Fighter Attack 23

*You lunge forward and slash one enemy, then spin around and strike another foe with deadly ferocity.*

**Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Primary Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage. Make the secondary attack.

**Weapon:** If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

**Secondary Attack**

**Secondary Target:** One creature adjacent to the primary target and within reach

**Attack:** Strength vs. AC

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

**Weapon:** If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dexterity modifier.

**Hack 'n' Slash** There is beauty in simplicity. This powerful attack is designed to tear an enemy to pieces. And if you're wielding an axe, your job becomes even easier.

**Hack 'n' Slash**

Fighter Attack 23

*You swing your weapon in deadly arcs, relentlessly hacking and slashing at your foe.*

**Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage.

**Weapon:** If you're wielding an axe, you gain a bonus to the damage roll equal to your Constitution modifier.

**Paralyzing Strike** When threatening an enemy is not enough, *paralyzing strike* can keep it pinned down long enough for your allies to get into position. The technique lends itself well to piercing weapons such as spears and polearms. A lucky strike can turn an effective attack into a deadly one.

**Paralyzing Strike**

Fighter Attack 23

*With a sharp thrust of your weapon, you leave your enemy momentarily paralyzed with pain.*

**Encounter ♦ Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Weapon:** If you're wielding a pick, a polearm, or a spear, you can score a critical hit on a roll of 18-20.

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

**Skullcrusher** This exploit demonstrates your style's sheer brutality. A crushing blow to the head leaves your enemy reeling. If you use a bludgeoning weapon such as a mace or a hammer, the strike not only cracks the skull but damages what lies underneath it.

### Skullcrusher

Fighter Attack 23

*You smash your weapon heavily into your foe, leaving it dazed and reeling.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

**Weapon:** If you're wielding a hammer or a mace, you gain a bonus to the damage roll equal to your Constitution modifier, and the target is blinded until the end of your next turn.

**Warrior's Urging** If you find your enemies reluctant to face you, *warrior's urging* can compel them forward to face your savage attack. This power is risky if you're bloodied, because if you don't drop your enemies, you're likely to face attacks from all sides. Instead, use this power early to establish your position in the battle from the start.

### Warrior's Urging

Fighter Attack 23

*You call your opponents toward you and strike out with lashing blows.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Close burst 4**

**Target:** Each enemy you can see in the burst

**Attack:** Strength vs. Will

**Hit:** You pull the target up to 3 squares, but only if it can end the pull adjacent to you. If the target is adjacent to you after the pull, it takes 2[W] + your Strength modifier damage.

## Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

**Benefit:** You increase two ability scores of your choice by 1.

## Level 24: Epic Destiny Feature

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

**Benefit:** You gain a feature associated with your epic destiny.

## Level 25: Daily Power

You fulfill your training's promise to become a warrior so skilled you are almost a god on the battlefield.

**Benefit:** You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

**Reaper's Stance** When you drop into the reaper's stance, you focus on speed and precision. You move your weapon with astonishing speed, finding ways through enemy defenses to land strikes that deal lasting damage.

### Reaper's Stance

Fighter Attack 25

*Every enemy within your reach falls victim to the ruthless precision of your attacks and suffers bleeding wounds.*

**Daily** ♦ **Martial, Stance, Weapon**

**Minor Action**                      **Personal**

**Effect:** You assume the reaper's stance. Until the stance ends, whenever you use a fighter attack power, you can score a critical hit on a roll of 19-20, and you gain a power bonus to damage rolls equal to your Dexterity modifier. In addition, any enemy that starts its turn adjacent to you takes 1[W] damage, plus ongoing 10 damage (save ends), but only if you can make opportunity attacks.



A dwarf fighter unleashes his fury upon an orc war band

**Reign of Terror** *Reign of terror* reveals just how terrifying you have become. All it takes is a single strike to draw the attention of every enemy on the battlefield.

### Reign of Terror

Fighter Attack 25

*After smashing your foe with a crushing strike, you cast your baleful glare upon the enemies that still stand before you, promising the same fate.*

**Daily** ♦ **Martial, Reliable, Weapon**  
**Standard Action**                      **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 6[W] + Strength modifier damage, and you mark each enemy you can see until the end of your next turn.

**Supremacy of Steel** You launch a furious assault against your enemy with *supremacy of steel*, an assault so effective that the enemy must devote its full attention to protecting itself from your feints and jabs.

### Supremacy of Steel

Fighter Attack 25

*You are a blur, attacking your enemy so quickly it barely has time to do more than defend itself.*

**Daily** ♦ **Martial, Reliable, Weapon**  
**Standard Action**                      **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 6[W] + Strength modifier damage. Until the end of your next turn, the only attacks that the target can make are basic attacks.

## Level 26: Epic Destiny Feature

At 26th level, your epic destiny provides you with another ability.

**Benefit:** You gain a feature (typically a utility power) associated with your epic destiny.

## Level 27: Encounter Power

Your technique has evolved through your travels. You have refined maneuvers, set aside some exploits, and developed new ones. By this point in your career, you are a true force to be reckoned with.

**Benefit:** You can gain a new fighter encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

**Adamantine Strike** When you hit using *adamantine strike*, you shatter your enemy's armor, driving jagged shards into the wound. If your opponent survives, it can protect the breach, but until it does, you've created an opening your allies can exploit.

**Adamantine Strike**

Fighter Attack 27

*Your powerful strike breaks through your foe's slow defenses like a dagger through parchment, leaving it reeling.*

**Encounter** ♦ **Martial, Weapon**  
**Standard Action**            **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. Reflex  
**Hit:** 4[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.

**Cruel Reaper** In your hands, a weapon becomes a living thing, directed by training so deeply ingrained it is second nature to you. *Cruel reaper* is aptly named—you become death's harbinger, sweeping your weapon to all sides, advancing, and then doing it again.

**Cruel Reaper**

Fighter Attack 27

*You swing your weapon in a wide arc, carving into adjacent foes and causing them to scream in agony. Without warning, you reposition and follow up with a spinning sweep.*

**Encounter** ♦ **Martial, Weapon**  
**Standard Action**            **Close burst 1**  
**Primary Target:** Each enemy you can see in the burst  
**Primary Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier damage.  
**Effect:** You shift up to 2 squares, and then make the secondary attack.  
**Secondary Attack**  
**Secondary Target:** Each enemy you can see in the burst  
**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier damage.

**Diamond Shield Defense** One of the most potent shield maneuvers, *diamond shield defense* showcases your ability to keep your shield between yourself and your enemy, so even if it manages to get an attack through, you deflect the worst it can do.

**Diamond Shield Defense**

Fighter Attack 27

*Your shield becomes your staunchest ally.*

**Encounter** ♦ **Martial, Weapon**  
**Standard Action**            **Melee weapon**  
**Requirement:** You must be using a shield.  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 4[W] + Strength modifier damage, and you take only half damage from the target's attacks until the end of your next turn.  
**Effect:** You gain a +2 power bonus to AC until the end of your next turn.

**Indomitable Battle Strike** Your threat is undeniable on the battlefield. All it takes is one strike, and every enemy nearby knows it must face you, must somehow defeat you, or die.

**Indomitable Battle Strike**

Fighter Attack 27

*You will not be denied your enemy's blood, and other foes that witness your savage attack know the ill fate that awaits them.*

**Encounter** ♦ **Martial, Weapon**  
**Standard Action**            **Melee weapon**  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 4[W] + Strength modifier damage.  
**Effect:** You mark each enemy within 10 squares of you until the end of your next turn.

**Level 28: Ability Score Increase**

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

**Benefit:** You increase two ability scores of your choice by 1.



## Level 29: Daily Power

Your destiny is nearly in reach. At the peak of your abilities, you devise one more maneuver to see you to the end of your long journey.

**Benefit:** You can gain a new fighter daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

**Force the Battle** Dropping into the *force the battle* stance lets you recall all the techniques you have ever used and put them into play with each strike you make. Your attacks hit with astonishing strength, and when an enemy leaves itself open, you can respond with unexpected force.

### Force the Battle

Fighter Attack 29

*Your skill with your weapon is so great that every thrust, parry, and counterattack takes its toll on your foes. Some of your attacks are so ingrained within you that they require almost no effort.*

**Daily** ♦ **Martial, Stance, Weapon**

**Minor Action**                      **Personal**

**Effect:** You assume the force the battle stance. Until the stance ends, your fighter at-will and encounter weapon attack powers deal 1[W] extra damage. In addition, once per round when an enemy starts its turn adjacent to you, you can use a fighter at-will attack power against it as a free action, but only if you are able to make opportunity attacks.

**No Mercy** Simple in its application, effective in its results, *no mercy* exacts a high price from your enemy, one very few can ever pay.

### No Mercy

Fighter Attack 29

*You are a force of destruction on the battlefield, delivering devastating blows upon your foes.*

**Daily** ♦ **Martial, Reliable, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 7[W] + Strength modifier damage.

**Storm of Destruction** Enemies facing your *storm of destruction* have no chance to block your strikes. You swing with impunity, confident that even a glancing blow will make them suffer.

### Storm of Destruction

Fighter Attack 29

*Your skill is supreme, allowing you to rain destruction upon multiple foes at once.*

**Daily** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One or two creatures

**Attack:** Strength vs. AC

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

**Miss:** Half damage.

## Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

**Benefit:** You gain a feature associated with your epic destiny.

## FIGHTER PARAGON PATHS

The fighter paragon path you choose reflects your focus on a particular fighting style. You might inure yourself to pain, master a weapon, or learn new tricks to outwit and undo your enemies.

### IRON VANGUARD

**Prerequisite:** Fighter

You become a vision of physical perfection, mighty in body and ruthless in your pursuit of victory. No one defends the front line of a battle better than you do, easily taking ground and pushing the enemy to and fro.

#### Level 11: Enduring Warrior

As you hold the front line, refusing to give an inch, you find new resolve and new vigor each time you send an enemy to the grave.

**Benefit:** When you reduce an enemy to 0 hit points, you regain hit points equal to your Constitution modifier.

#### Level 11: Ferocious Reaction

When you set your sights on an objective and put all your effort behind attaining it, nothing and no one can stop you. Not even death can deny your will.

**Benefit:** When you spend an action point to take an extra action, you also gain a +4 bonus to all defenses until the start of your next turn.

In addition, if you drop to 0 hit points or fewer and have not spent an action point during this encounter, you can use an immediate interrupt to spend an action point to take an extra action.

#### Level 11: Frontline Surge

Your foes might try to succeed by crashing into the indomitable wall you present. When you need to drive them back, you need only deliver a single strike and step into the breach you create, drawing your companions forward along with you.

**Benefit:** You gain the *frontline surge* power.

##### Frontline Surge

Iron Vanguard Attack 11

*You beat back your enemy, allowing you and your allies to seize new ground.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you can push the target 1 square. You can then shift 1 square toward the target. If you do so, each ally within 2 squares of you can shift 1 square as a free action.

#### Level 12: Inexorable Shift

So great is your sense of leverage that your enemies give way when you close with them, unable to stop your advance.

**Benefit:** You gain the *inexorable shift* power.

##### Inexorable Shift

Iron Vanguard Utility 12

*You use your superior positioning to knock back an enemy and move into its space.*

**Encounter** ♦ **Martial**

**Move Action**                      **Personal**

**Effect:** You shift 1 square. You can shift into a square occupied by a creature. If you do so, you push that creature 1 square.

#### Level 16: Trample the Fallen

You smash through the enemies' ranks, sending foes sprawling with such bone-jarring force that they think twice about facing you again.

**Benefit:** When you push a creature or knock a creature prone, it takes damage equal to your Constitution modifier.

## Level 20: Indomitable Strength

You can call upon your strength to hurl an enemy away from you, giving you the time you need to refocus your efforts against a different foe.

**Benefit:** You gain the *indomitable strength* power.

### Indomitable Strength

Iron Vanguard Attack 20

*You heave your enemy backward, sending it to the ground reeling. The momentary opening gives you a chance to catch your breath.*

**Daily** ♦ **Healing, Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 4[W] + Strength modifier damage, and you can push the target 1 square and knock it prone. In addition, the target is dazed until the end of your next turn.

**Miss:** Half damage.

**Effect:** You can spend a healing surge.

## KENSEI

**Prerequisite:** Fighter

You study an ancient form of martial training that makes you one with your chosen weapon. Together, you represent a combination of destruction that few foes can long stand against.

### Level 11: Kensei Control Action

You train to perfect your fighting style, to make your weapon a true extension of your will. Such a commitment to excellence translates into a chance to turn some of your failures into successes.

**Benefit:** You can spend an action point to reroll one attack roll, damage roll, skill check, or ability check, instead of taking an extra action.

### Level 11: Kensei Focus

Kensei strive for excellence in all things through vigorous training and meditation. To help focus their efforts, they choose one weapon and devote themselves to mastering it.

**Benefit:** You gain a +1 bonus to weapon attack rolls with a melee weapon of your choice.

### Level 11: Masterstroke

Your singular dedication to the fighting arts reveals itself in your effortless motion and effective strikes. When you use *masterstroke*, you demonstrate that one of the rewards of your focus is unequalled accuracy.

**Benefit:** You gain the *masterstroke* power.

### Masterstroke

Kensei Attack 11

*An unerring strike foretells your enemy's demise.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength + 2 vs. AC

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

## Level 12: Ultimate Parry

Just as your weapon serves for offense, it can also aid in your defense. When you use this power, you execute a deft maneuver to knock aside an enemy's attack, whether that attack is from a sword, an arrow, or a spell.

**Benefit:** You gain the *ultimate parry* power.

### Ultimate Parry

Kensei Utility 12

*With a whirl of your weapon, you expertly deflect an enemy's attack.*

**Daily ♦ Martial**

**Immediate Reaction**      **Personal**

**Trigger:** You take damage from an attack.

**Effect:** The damage is reduced by an amount equal to your level.

## Level 16: Kensei Mastery

Dedicating yourself to mastering a single weapon helps you get the most out of each attack you make. Where your weapon falls, death often follows.

**Benefit:** You gain a +4 bonus to damage rolls with the same weapon you selected for Kensei Focus. If you ever use a different kind of weapon, you lose this benefit, and the benefit of Kensei Focus, until you take a short rest, during which time you reattune yourself to your chosen weapon with a short meditation.

## Level 20: Weaponsoul Dance

You have reached a level of mastery with your weapon that few others can ever hope to match. *Weaponsoul dance* is a testament to the ease with which you wield this weapon. As you move through your foes, your weapon finds your targets almost of its own accord.

**Benefit:** You gain the *weaponsoul dance* power.

### Weaponsoul Dance

Kensei Attack 20

*You leap from one foe to the next, striking with ever-increasing accuracy while negotiating your way through your enemies' thicket of swords.*

**Daily ♦ Martial, Weapon**

**Standard Action**      **Melee weapon**

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage, and the target falls prone. In addition, it is immobilized until the end of your next turn.

**Effect:** You shift up to 5 squares and can then make the secondary attack.

**Secondary Attack**

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

**Secondary:** Strength + 2 vs. AC

**Hit:** 2[W] + Strength modifier damage, and the secondary target falls prone. In addition, it is immobilized until the end of your next turn.

**Effect:** You shift up to 5 squares and can then make the tertiary attack.

**Tertiary Attack**

**Tertiary Target:** One creature other than the primary and secondary targets

**Attack:** Strength + 3 vs. AC

**Hit:** 1[W] + Strength modifier damage, and the tertiary target falls prone. In addition, it is immobilized until the end of your next turn.

## PIT FIGHTER

**Prerequisite:** Fighter

You have learned to fight in dungeons and brawling pits, picking up survival tricks along the way. It might not be the prettiest or most elegant fighting style around, but it gets the job done.

### Level 11: All Bets Are Off

A fair fight is for losers. You have survived because you do what it takes to win, no matter how dirty it might seem. A hit using this exploit sets up a sucker punch that leaves your enemy unable to protect itself.

**Benefit:** You gain the *all bets are off* power.

#### All Bets Are Off

Pit Fighter Attack 11

*After landing a solid blow, you lash out with a quick jab, sending your enemy reeling.*

**Encounter** ♦ **Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage. Make the secondary attack against the target.

**Secondary Attack**

**Attack:** Strength + 2 vs. AC

**Hit:** 1d6 + Strength modifier damage, and the target is dazed until the end of your next turn.

### Level 11: Armor Optimization

Other warriors might know how to wear armor, but you know how to coax the most from every piece to maximize its protective qualities.

**Benefit:** You have learned to make the most of the armor you wear, arranging it to better absorb and deflect blows. You gain a +1 bonus to AC while wearing any kind of armor.

### Level 11: Extra Damage Action

When you must push beyond your normal limits, your unconventional training helps you deliver more punishing attacks.

**Benefit:** When you spend an action point to take an extra action, you gain a bonus to the damage rolls of your standard action attacks this turn. The bonus equals one-half your level.

### Level 12: Deadly Payback

Your enemy realizes its error all too late when it strikes you. Like a cornered beast, you are all the more savage when you have nothing to lose.

**Benefit:** You gain the *deadly payback* power.

#### Deadly Payback

Pit Fighter Utility 12

*You react viciously to an enemy that just hurt you.*

**Daily** ♦ **Martial**

**Immediate Reaction**                      **Personal**

**Trigger:** An enemy damages you with a melee attack.

**Effect:** Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the triggering enemy.

### Level 16: Dirty Fighting

The battlefield is your teacher, survival your goal. You do what it takes to live through every fight.

**Benefit:** Using tricks and techniques you have learned in constant battles, you know how to add an extra level of pain to every hit you deliver. Your fighter and pit fighter weapon attacks deal extra damage equal to your Wisdom modifier.

### Level 20: Lion of Battle

You are a peerless warrior, a savage killer who has few equals on the battlefield. Enemies that bear witness to your achievements think twice before attempting to engage you.

**Benefit:** You gain the *lion of battle* power.

**Lion of Battle**

Pit Fighter Attack 20

You skewer yet another unworthy foe and let loose a tumultuous roar, shaking your weapon in triumph.

**Daily** ♦ Martial, Weapon**Standard Action** Melee weapon**Primary Target:** One creature**Primary Attack:** Strength vs. AC**Hit:** 4[W] + Strength modifier damage, or 6[W] + Strength modifier damage if the target was bloodied before the attack.**Miss:** Half damage.**Effect:** If the attack reduces the target to 0 hit points, you can make the secondary attack.**Secondary Attack** (Fear, Martial, Weapon)

Close burst 5

**Secondary Target:** Each enemy in the burst**Attack:** Strength vs. Will**Hit:** The secondary target must take a free action to move up to its speed to a square as far from you as possible.

# SWORDMASTER

**Prerequisite:** Fighter

You and your blade are as one. You are a master of the sword, able to employ your steel in ways that no lesser warrior can even imagine.

## Level 11: Precision Cut

You have dedicated yourself to mastering your weapon. In doing so, you have learned how to react quickly when an opportunity presents itself, bringing more lethality to bear on your strike than most other fighters can.

**Benefit:** You gain the *precision cut* power.**Precision Cut**

Swordmaster Attack 11

You slip your blade past an enemy's armor and slice your foe just so, leaving a bleeding gash.

**Encounter** ♦ Martial, Weapon**Standard Action (Special)** Melee weapon**Target:** One creature**Attack:** Strength vs. Reflex**Hit:** 3[W] + Strength modifier damage.**Special:** When you make an opportunity attack, you can use this power in place of a melee basic attack.

## Level 11: Steel Defense Action

When you push yourself beyond your normal limits, you can whip your blade around you, forming an impenetrable curtain that is able to deflect your enemies' attacks.

**Benefit:** When you spend an action point to take an extra action, you also gain a +4 bonus to AC and Reflex until the start of your next turn.

## Level 11: Steel Grace

The basic fighting techniques you first learned are now second nature for you when using your blade. Even when you hurl yourself headlong against your foes, you can recall those fundamental maneuvers.

**Benefit:** When you charge with a light blade or a heavy blade that is not a polearm, you can use *cleave*, *reaping strike*, *sure strike*, or *tide of iron* in place of a melee basic attack.

## Level 12: Fantastic Flourish

Your expertise commands your enemies' attention. A perfectly executed maneuver alerts a distant enemy to the threat you pose.

**Benefit:** You gain the *fantastic flourish* power.

### Fantastic Flourish

Swordmaster Utility 12

*With perfect timing, you flick one enemy's blood into the eyes of another.*

**Encounter ♦ Martial**

**Minor Action**                      **Ranged 5**

**Requirement:** During this turn you must have hit an enemy with a melee attack using a light blade or heavy blade (not a polearm).

**Target:** One enemy other than the one you hit

**Effect:** The target is marked until the end of your next turn.

## Level 16: Steel Blitz

When you land a perfect strike, you create a fresh opportunity to put your training to use.

**Benefit:** When you score a critical hit with a light blade or a heavy blade, you regain the use of a fighter encounter attack power that you have already used during this encounter.

## Level 20: Crescendo Sword

Your ultimate attack as a swordmaster is evidence of the ease with which you wield your weapon. You move so fast that your blade seems to be everywhere at once, cutting through enemies and creating a chance to use an exploit once more.

**Benefit:** You gain the *crescendo sword* power.

### Crescendo Sword

Swordmaster Attack 20

*With a tremendous roar, you swing your blade over your head and make lunging strikes at all nearby enemies. At the end of the flurry, you regain some of your power.*

**Daily ♦ Martial, Weapon**

**Standard Action**                      **Close burst 1**

**Requirement:** You must use this power with a light blade or a heavy blade (not a polearm).

**Target:** Each enemy you can see in the burst

**Attack:** Strength vs. AC

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

**Effect:** If you hit at least one target, you regain the use of one daily attack power that you have already used today. If you miss every target, you regain the use of one encounter attack power that you have already used during this encounter.

Addendum:

## UPDATES IN BRIEF

### Fighter Class Updates

(Player's Handbook/Class Compendium)

Name	Page	Change
Fighter Weapon Talent	76	Clarifies that the bonus is only for weapon attack rolls.
Defensive Training	80	Clarifies that the power bonus applies to all three defenses.
Come and Get It	80	The power now targets Will instead of AC. Moved the Effect rules into the Hit line, no longer making the pull automatic and tightening the rules for which targets can be affected. Removed the extra Strength modifier damage.
Exorcism of Steel	83	The power now affects items instead of only weapons, increasing its versatility.
Act of Desperation	84	Clarifies the requirement, preventing the power's user from spending two action points during an encounter.
Warrior's Urging	85	The power now targets Will instead of AC. Moved the Effect rules into the Hit line, no longer making the pull automatic and tightening the rules for which targets can be affected.
Force the Battle	86	Limited the free action attack to once per round, instead of once per adjacent enemy's turn.
Frontline Surge	86	Clarifies that the attacker now has a choice in where to move after the push. The allies' shift granted by the Hit line now requires a free action.
Kensei Focus	87	Clarifies that the bonus is only for weapon attack rolls.
Extra Damage Action	87	Clarifies that the extra damage is a bonus to the damage rolls of the attacker's standard action attacks. Attacks that deal half damage on a Miss now deal the correct amount.
Deadly Payback	88	Removed the Weapon keyword, since this is a Utility power.
Lion of Battle	88	Uses the correct formatting for secondary attacks. Clarifies that the secondary attack is a close burst, and that on a hit, the secondary target moves as a free action.
Steel Blitz	88	Clarifies that the recharged power has to be an attack power.