





### FEARSOME OPPORTUNITY

Play when you make an opportunity attack.

You can use an at-will melee attack power against the provoking target instead of an opportunity attack.



### GO FOR THE EYES!

Play before you use an attack power that deals damage.

Expend a daily attack power. Each creature hit by the attack is also blinded until the end of your next turn.



### HAMSTRING

Play when you hit with an opportunity attack.

The target is also slowed until the start of your next turn.



### IMMOBILIZING STRIKE

Play when you deal 10 damage or more to an enemy with an attack.

The attack deals 5 less damage to that enemy, and that enemy is also immobilized until the start of your next turn.



### INCONCEIVABLE FAILURE

Play when you miss every target with an encounter attack power.

You regain the use of the power. You are also dazed until the start of your next turn.



### LUCKY BOW

Play when you roll a 1 on a damage die.

Resroll any die from the damage roll that have a result of 1. You must take the second roll.



### RECALL POWER

Play when you use a daily attack power.

The power is not expended. Expend a higher level daily attack power instead.



### RELENTLESS EFFORT

Play when you roll a 1 on an attack roll.

Resroll the attack roll. You lose a healing surge.



### SEIZE THE MOMENT

Play when an enemy leaves a square adjacent to you due to forced movement.

You make an opportunity attack against that enemy.

ATTACK



### SHALL WE DANCE?

Play when a Medium or Small enemy enters a square adjacent to you.  
As a free action you and the enemy swap positions.

4

ATTACK



### SIGNATURE ATTACK

Play when you use an encounter attack power.  
The power is not expended. Expend a higher level daily attack power or encounter attack power instead.

2

ATTACK



### SLOWING STRIKE

Play when you deal 10 damage or more to an enemy with an attack.  
That enemy is also slowed until the start of your next turn.

3

ATTACK



### STOPPED IN YOUR TRACKS

Play before you use an attack power that deals damage.  
Expend a daily attack power. Creatures hit by the attack are also immobilized (see rods).

4

ATTACK



### STUNIFYING STRIKE

Play when you deal 10 damage or more to an enemy with an attack.  
The attack deals 5 less damage to that enemy, and that enemy is also dazed until the start of your next turn.

4

ATTACK



### TREMENDOUS SHOVE

Play when you push a target.  
You push the target up to 2 additional squares.

3

ATTACK



### UNBALANCING ATTACK

Play before you use an attack power that deals damage.  
Expend an encounter attack power. Creatures hit by the attack are also dazed until the end of your next turn.

3

ATTACK



### VICIOUS DAMAGE

Play when an enemy succeeds on a saving throw to end ongoing damage.  
The enemy must reroll the saving throw.

2

ATTACK



### VICIOUS SHOVE

Play when an enemy succeeds on a saving throw to avoid forced movement into hindering terrain.  
The enemy must reroll the saving throw.

3

ATTACK



## WEAKENING STRIKE

Play when you deal 10 damage or more to an enemy with an attack.

The attack deals only half damage to that enemy, and that enemy is also weakened until the start of your next turn.

DEFENSE



## BRACED TO MOVE

Play when an attack targets your Reflex.

You gain a +4 bonus to Reflex against that attack. You are then dazed until the end of your next turn.

DEFENSE



## BREATHING ROOM

Play when you use your second wind.

You can shift up to 2 squares as a free action.

DEFENSE



## BUILDING CONFIDENCE

Play before you make a saving throw.

You gain a +2 bonus to that saving throw. If you succeed, you gain a +2 bonus to all defenses until the start of your next turn.

DEFENSE



## DWARVEN STUBBORNNESS

Play when you fall prone.

Roll a saving throw. If you succeed, you do not fall prone.

DEFENSE



## EXTRA EXERTION

Play when you start your turn dazed.

You can take an extra minor action this turn.

DEFENSE



## FIGHTING SPIRIT

Play when an attack hits you.

After the attack is resolved, you spend a healing surge. You also grant combat advantage until the start of your next turn.

DEFENSE



## GIVE NO GROUND

Play when you or an ally is subjected to forced movement.

That character is not affected by the forced movement.

DEFENSE



## GOOD FALL

Play when you are knocked prone.

Before you fall prone, you shift 1 square as a free action.



### HIDDEN RESERVES

Play when you spend your last healing surge.  
You gain a healing surge.

DEFENSE



### HIT THE DECK!

Play when you or an ally is the target of a ranged attack.  
The target falls prone as a free action and gains a +2 bonus to all defenses against the targeted attack.

DEFENSE



### I'M DONE WITH THIS

Play when you fail a saving throw.  
You instead succeed on the saving throw. You lose a healing surge.

DEFENSE



### INURED TO PAIN

Play when you save against ongoing damage with a damage type.  
You gain resist 5 to that damage type until the end of your next turn. This resistance increases to 10 at 11<sup>th</sup> level and 15 at 21<sup>st</sup> level.

DEFENSE



### IT COULD BE WORSE

Play when an attack hits you.  
You take only half damage from the attack and fall prone as a free action.

DEFENSE



### KEEP UP YOUR GUARD

Play when you take the total defense action.  
Until the start of your next turn, enemies take a -2 penalty to attack rolls against you.

DEFENSE



### MENTALLY BRACED

Play when an attack targets your Will.  
You gain a +4 bonus to Will against that attack. You are then dazed until the end of your next turn.

DEFENSE



### MOMENT OF CLARITY

Play when you start your turn dazed or stunned.  
You ignore the dazing or stunning effect until the end of your turn. If the effect requires a saving throw, you make it at the end of your turn as normal. You lose a healing surge.

DEFENSE



### ON YOUR GUARD

Play when you become bloodied.  
You gain a +2 bonus to all defenses until the start of your next turn.

DEFENSE

DEFENSE

**PHYSICALLY BRACED**

Play when an attack targets your Fortitude.

You gain a +4 bonus to Fortitude against that attack. You are then dazed until the end of your next turn.

DEFENSE

**QUICK SWITCH**

Play at any time.

As a free action, you can throw one item and draw another.

DEFENSE

**RESOLUTE MIND**

Play when an effect dominates or stuns you.

You are instead dazed until the effect would normally end. You lose a healing surge.

DEFENSE

**SILVER LINING**

Play when you fail a saving throw.

You can spend a healing surge.

DEFENSE

**SILVER TONGUE**

Play when you make a bluff check, Diplomacy check, or Intimidate check and dislike the result.

Retall the check. You must take the second result.

DEFENSE

**SLIT AWAY**

Play when you start your turn and are grabbed.

You make a check to escape the grab as a free action.

DEFENSE

**SWIFT RECOVERY**

Play when you use your second wind.

The second wind requires a minor action instead of a standard action.

DEFENSE

**TAKE COVER!**

Play when you or an ally is the target of a blast or burst attack.

You and each ally in the blast or burst gain a +2 bonus to all defenses against that attack.

DEFENSE

**WALK IT OFF**

Play when you take damage.

After you take the damage, you can spend a healing surge. You are dazed until the end of your next turn.

DEFENSE



### WATCHFUL RASHNESS

Play when you are the target of an opportunity attack.

You gain a +4 bonus to all defenses against opportunity attacks (including the triggering opportunity attack) until the start of your next turn.

TACTIC



### ALLOW ME

Play when an ally within 10 squares of you spends a healing surge.

You lose a healing surge instead of that ally.

TACTIC



### BEHIND YOU!

Play when an enemy enters a square to flank one of your allies.

As a free action, the flanked ally can shift up to 2 squares.

TACTIC

### DEFT CHARGE

Play when you or an ally charges.

The character can take further actions after the charge.

TACTIC



### DOUBLE TEAM

Play when you miss with an attack against an enemy you flank.

One ally with which you flank that enemy can make a basic attack against that enemy as a free action.

TACTIC



### EVER READY

Play after you take an immediate action.

You can take another immediate action before the start of your next turn.

TACTIC

### EXTRA STEP

Play when you shift.

You shift 1 additional square.

TACTIC



### FIGHT ME!

Play at the start of your turn.

Until the start of your next turn, enemies gain a +2 bonus to attack rolls against you and take a -2 penalty to attack rolls against your allies.

TACTIC



### LEAP INTO ACTION

Play at the start of your turn.

You can move up to your speed as a free action but must end the move adjacent to an enemy.



### NOW IS THE TIME TO STRIKE

Play when an enemy adjacent to your ally shifts.

The ally can make a melee basic attack against that enemy as an immediate interrupt.



### QUICKSTEP

Play when you hit a creature with an at-will attack.

After the attack, you can shift 1 square as a free action.



### READY FOR ANYTHING

Play when you ready an action.

You can ready a second action and trigger. You can take only one of the readied actions if both trigger.



### ROLL AWAY

Play when you stand up.

You can shift up to 2 squares as a free action.



### ROLL WITH THE BLOW

Play when an attack hits you or an ally.

That character shifts up to 2 squares as an immediate reaction.



### SET FOR THE CHARGE

Play when an enemy charges you or an ally adjacent to you.

As an immediate reaction, the target of the charge attack can make a melee basic attack against the charging enemy when it moves adjacent to that character.



### SHARE THE LOAD

Play when an attack hits an ally adjacent to you.

Your ally takes half of the damage from the attack, and you take the other half. You are both subject to any additional effects of the attack.



### SNAP OUT OF IT!

Play when an ally is subjected to an effect that a save can end.

The ally makes a saving throw against that effect with a +2 bonus. If that character saves, you gain 5 temporary hit points.



### SOME GOOD WILL COME OF IT

Play when you miss every target with an at-will attack power.

An ally within 10 squares of you can make a basic attack against a target of that attack power as a free action.



TACTIC

### STEEL YOUR NERVES

Play when you or an ally uses second wind.  
Each ally within 10 squares of that character gains a +2 bonus to all defenses until the start of your next turn.

2

TACTIC

### SURE FOOTING

Play when you move during your turn.  
During your move, entering a square of difficult terrain does not cost 1 square of extra movement.

2

TACTIC



### TACTICAL RETREAT

Play at the start of your turn.  
You and each ally adjacent to you can use a free action to shift up to 3 squares. Each square a character moves cannot bring him or her closer to a stable enemy.

3

TACTIC

### TAKE HEART, FRIENDS!

Play when you spend a healing surge.  
Each ally that can see you gains 5 temporary hit points.

1

TACTIC



### THREAD THE NEEDLE

Play when you move adjacent to an ally flanked by enemies.  
As a free action, you push the ally 1 square (if he or she is willing) and shift 1 square into the square the ally left.

1

TACTIC



### TRUE CONFIDENCE

Play when you gain temporary hit points.  
You do not gain the temporary hit points. Instead, you regain hit points equal to the temporary hit points.

1

TACTIC

### USEFUL POWER

Play when you use a utility power.  
The power is not expended. Expend a higher level utility power instead.

2

TACTIC

### WHERE ARE YOU GOING?

Play when an enemy adjacent to you moves.  
The enemy takes a -2 penalty to attack rolls against any target other than you until the start of its next turn.

1