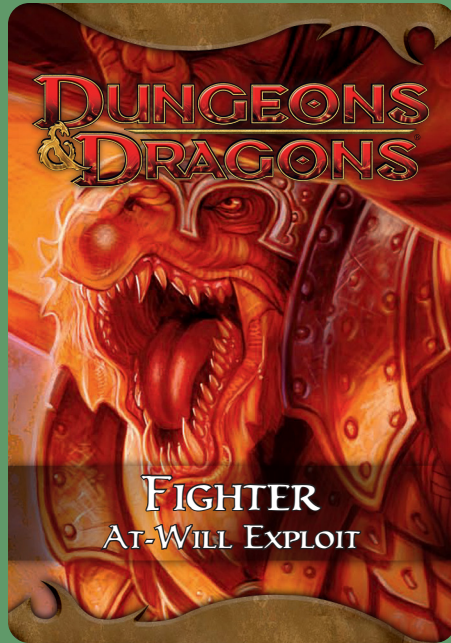
A detailed illustration of a dragon's head, rendered in shades of red, orange, and yellow. The dragon has its mouth wide open, showing sharp teeth and a red tongue. The background is a dark, textured red.

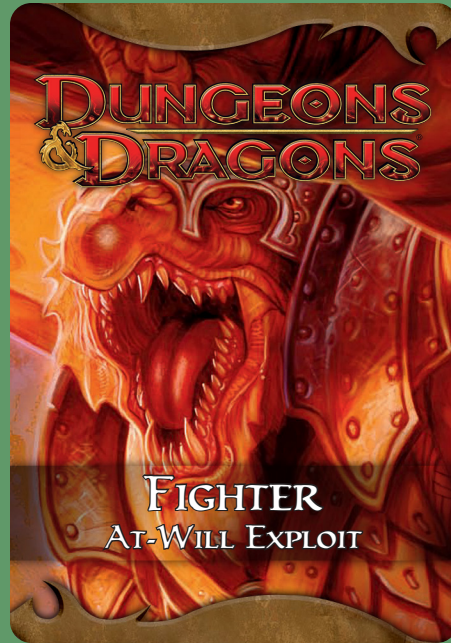
**DUNGEONS
& DRAGONS**

FIGHTER
AT-WILL EXPLOIT

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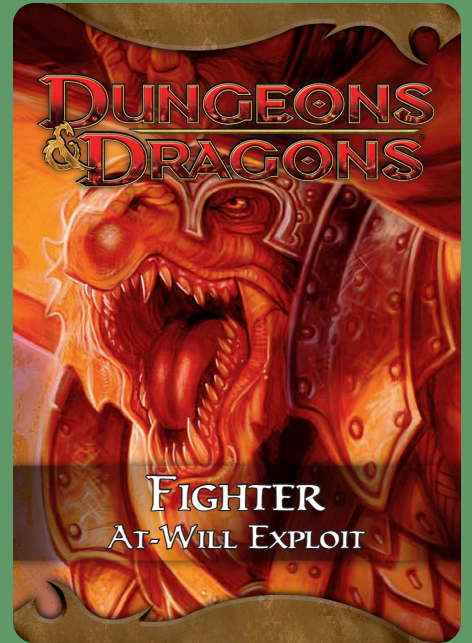
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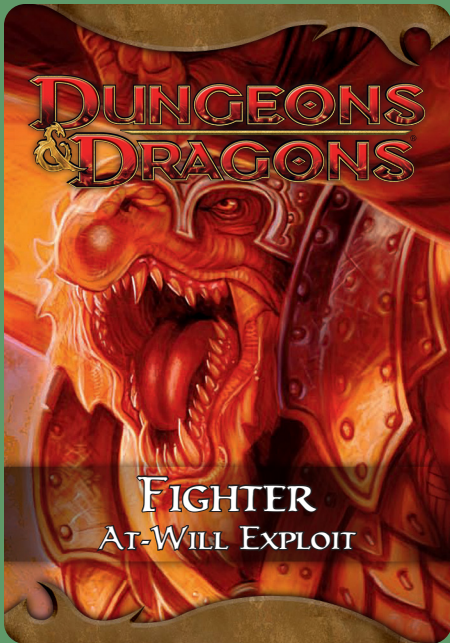
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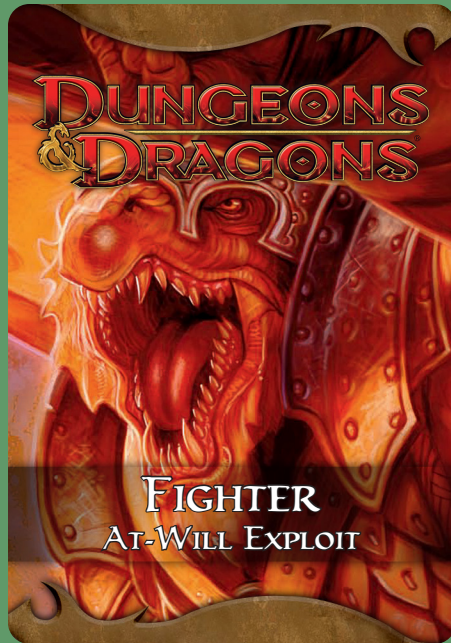
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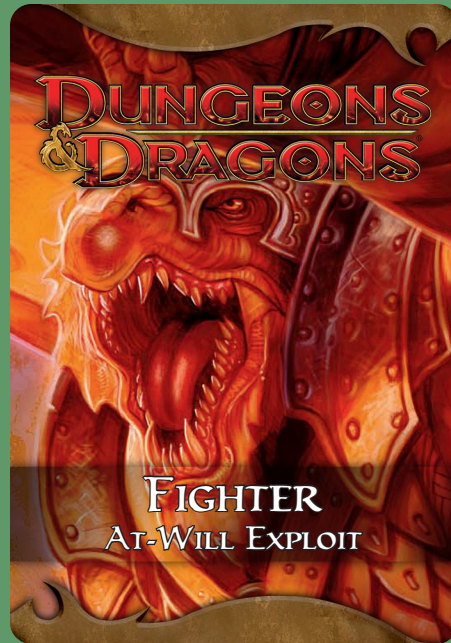
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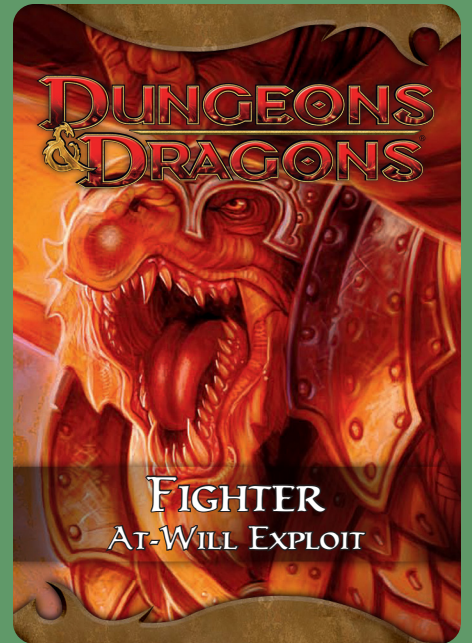
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& DRAGONS**

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**DUNGEONS
& DRAGONS**

FIGHTER
AT-WILL EXPLOIT

MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON** **TAF**  Melee weapon
STR vs AC **TAF** One creature

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

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

You resort to the simple attack you learned when you first picked up a melee weapon.

Basic Attack PHB-287

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

RANGED BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON** **TAF**  Ranged weapon
DEX vs AC **TAF** One creature

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

Special: Weapons with the heavy thrown property (see Player's Handbook, page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

You resort to the simple attack you learned when you first picked up a ranged weapon.

Basic Attack PHB-287

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

CLEAVE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TAF**  Melee weapon
STR vs AC **TAF** One creature

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

You hit one enemy, then cleave into another.

Fighter Attack 1 PHB-77

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

REAPING STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TAF**  Melee weapon
STR vs AC **TAF** One creature

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

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

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

Fighter Attack 1 PHB-77

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

SURE STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TAF**  Melee weapon
STR+2 vs AC **TAF** One creature

Hit: 1[W] damage. Increase damage to 2[W] at 21st level.

You trade power for precision.

Fighter Attack 1 PHB-77

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

TIDE OF IRON

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TAF**  Melee weapon
STR vs AC **TAF** One creature

Requirement: You must be using a shield.

Hit: 1[W] + Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied. Increase damage to 2[W] + Strength modifier at 21st level.

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

Fighter Attack 1 PHB-77

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION			RANGE
ATTACK	vs	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

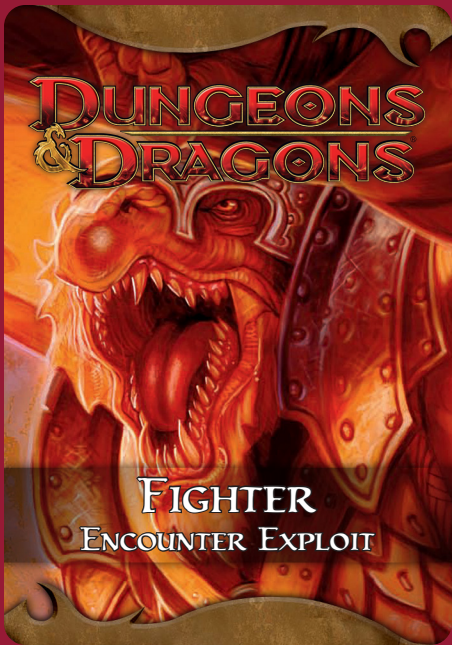
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ATTACK	vs	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

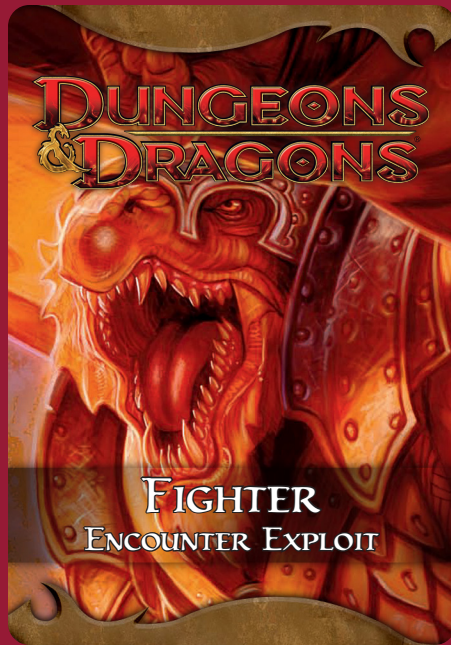
CLASS LEVEL PAGE

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**



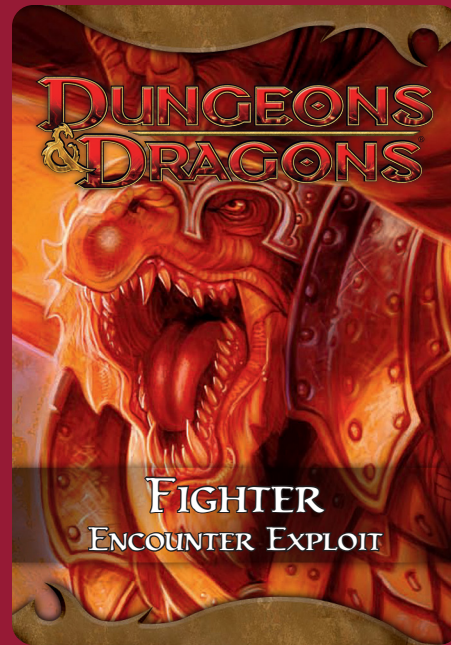
DUNGEONS
& DRAGONS

FIGHTER
ENCOUNTER EXPLOIT



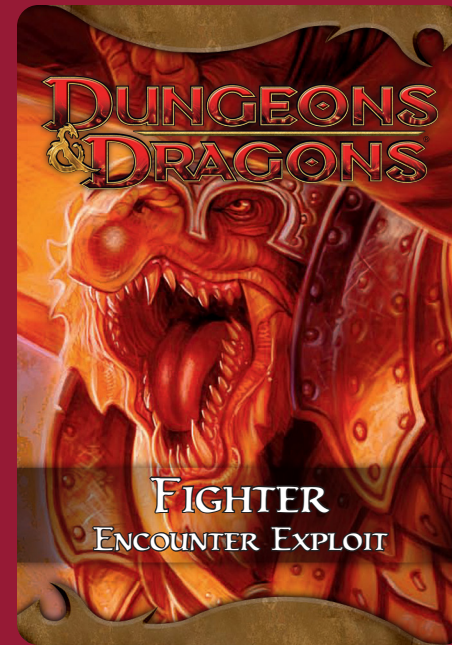
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FIGHTER
ENCOUNTER EXPLOIT



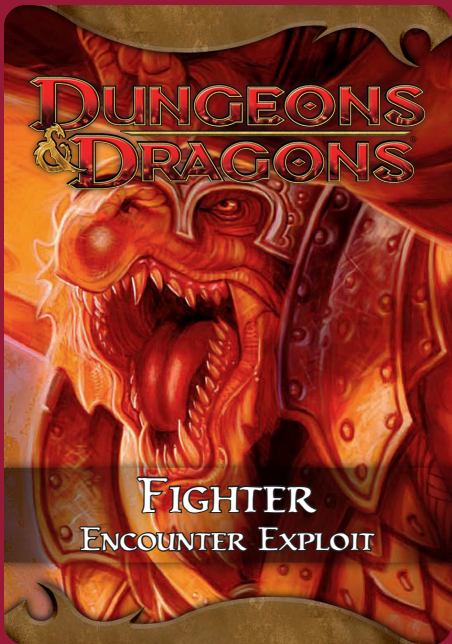
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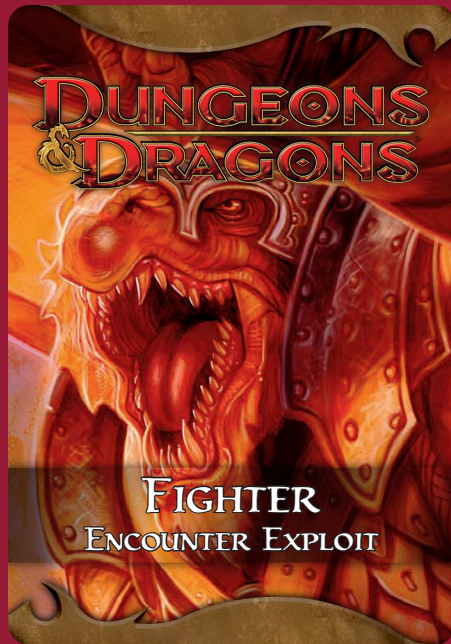
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ENCOUNTER EXPLOIT



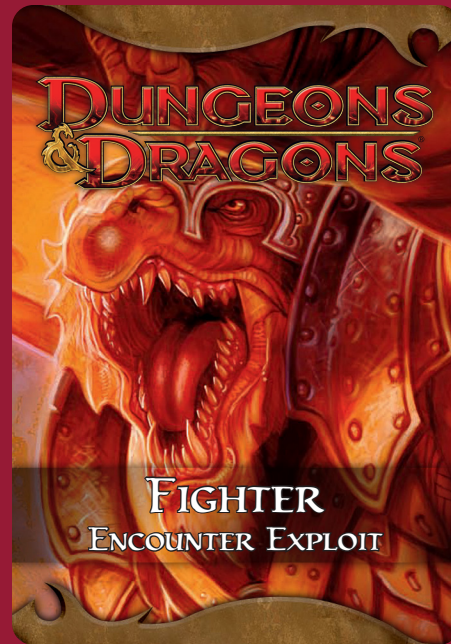
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FIGHTER
ENCOUNTER EXPLOIT



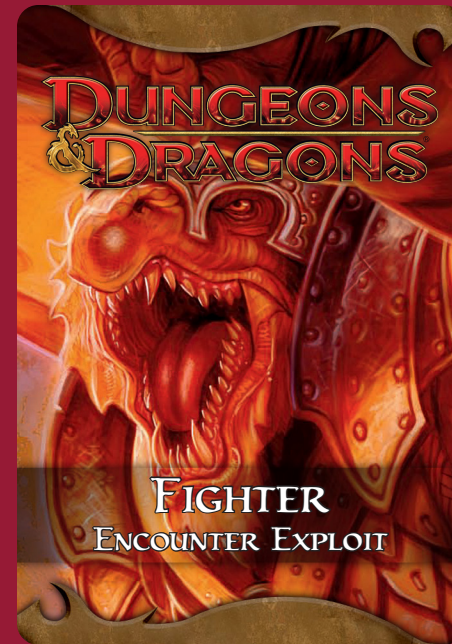
DUNGEONS
& DRAGONS

FIGHTER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS

FIGHTER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS

FIGHTER
ENCOUNTER EXPLOIT

COVERING ATTACK

Martial, **WEAPONS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

Hit: 2[W] + Strength modifier damage, and an ally adjacent to the target can shift 2 squares.

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

Fighter Attack 1

PHB-78

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

PASSING ATTACK

Martial, **WEAPONS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

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

Secondary Target: One creature other than the primary target.

Secondary Attack: Strength + 2 vs. AC

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

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

Fighter Attack 1

PHB-78

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

SPINNING SWEEP

Martial, **WEAPONS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

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

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

Fighter Attack 1

PHB-78

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

GET OVER HERE

Martial **KEYWORDS**

Move Action **ION** **RAI** † Melee 1
ATTACK **TARGET** One willing adjacent ally

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

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

Fighter Utility 2

PHB-78

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

NO OPENING

Martial **KEYWORDS**

Immediate Interrupt **ION** **RAI** † Personal
ATTACK **TARGET**

Trigger: An enemy attacks you and has combat advantage against you

Effect: Cancel the combat advantage you were about to grant to the attack.

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

Fighter Utility 2

PHB-78

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

ARMOR-PIERCING THRUST

Martial, **WEAPONS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

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.

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

Fighter Attack 3

PHB-79

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CRUSHING BLOW

Martial, **WEAPONS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

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.

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

Fighter Attack 3

PHB-79

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

DANCE OF STEEL

Martial, **WEAPONS**

Standard Action **ION** **RAI** † Melee weapon
ATTACK **TARGET** One creature

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.

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

Fighter Attack 3

PHB-79

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

PRECISE STRIKE

Martial, Weapon

Standard Action **Melee weapon**
STR+4 vs AC **One creature**

Hit: 1[W] + Strength modifier damage.

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

Fighter Attack 3

PHB-79

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

RAIN OF BLOWS

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

Attack: Two attacks against first target.

Hit: 1[W] + Strength modifier damage.

Weapon: If you're wielding a light blade, a spear, or a flail and have Dexterity 15 or higher, make a secondary attack.

Secondary Target: The same or a different target

Secondary Attack: Strength vs. AC

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

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

Fighter Attack 3

PHB-79

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

SWEEPING BLOW

Martial, Weapon

Standard Action **Close burst 1**
STR vs AC **Each enemy in burst you can see**

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.

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

Fighter Attack 3

PHB-79

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

UNBREAKABLE

Martial

Immediate Reaction **Personal**
ATTACK **TARGET**

Trigger: You are hit by an attack.

Effect: Reduce the damage from the attack by 5 + your Constitution modifier.

You steel yourself against a brutal attack.

Fighter Utility 6

PHB-80

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

COME AND GET IT

Martial, Weapon

Standard Action **Close burst 3**
STR vs AC **Each enemy in burst you can see**

Effect: You pull each target 2 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Hit: 1[W] + Strength modifier damage.

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

Fighter Attack 7

PHB-80

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

GRIFFON'S WRATH

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

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

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

Fighter Attack 7

PHB-80

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

IRON BULWARK

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

Hit: 2[W] + Strength modifier damage.

Effect: You gain a +1 power bonus to AC (or a +2 bonus if you're using a shield) until the end of your next turn.

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

Fighter Attack 7

PHB-80

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

RECKLESS STRIKE

Martial, Weapon

Standard Action **Melee weapon**
STR-2 vs AC **One creature**

Hit: 3[W] + Strength modifier damage.

You trade precision for power.

Fighter Attack 7

PHB-80

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

SUDDEN SURGE

Martial, Weapon
Standard Action **RA** **Melee weapon**
STR vs AC **TARGET** One creature

Hit: 2[W] + Strength modifier damage.

Effect: Move a number of squares equal to your Dexterity modifier (minimum 1).

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

Fighter Attack 7

PHB-80

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

INTO THE FRAY

Martial
Minor Action **RA** **Personal**
STR vs AC **TARGET**

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

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

Fighter Utility 10

PHB-81

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

ANVIL OF DOOM

Martial, Weapon
Standard Action **RA** **Melee weapon**
STR vs AC **TARGET** One creature

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 rather than dazed.

Your weapon makes a satisfying clunk as it connects with your enemy's skull.

Fighter Attack 13

PHB-81

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CHAINS OF SORROW

Martial, Weapon
Standard Action **RA** **Melee weapon**
STR vs AC **TARGET** One creature

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's takes a penalty to all defenses equal to your Dexterity modifier.

You deliver a ferocious blow and catch your enemy's armor, shield, or claws with your weapon as you draw back for another attack. Your recovery wrenches your enemy out of place.

Fighter Attack 13

PHB-81

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

GIANT'S WAKE

Martial, Weapon
Standard Action **RA** **Melee weapon**
STR vs AC **TARGET** One creature

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

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

Secondary Target: Each enemy adjacent to the primary target and within your melee reach.

Secondary Attack: Strength vs. AC

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

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

You lay about with heavy, sweeping blows, hewing your enemies left and right.

Fighter Attack 13

PHB-81

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

SILVERSTEP

Martial, Weapon
Standard Action **RA** **Melee weapon**
STR vs AC **TARGET** One or two creatures

Attack: One attack per target.

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

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

Effect: You shift 1 square.

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

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

Fighter Attack 13

PHB-81

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

STORM OF BLOWS

Martial, Weapon
Standard Action **RA** **Melee weapon**
STR vs AC **TARGET** One creature

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 target within reach. You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square.

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

Fighter Attack 13

PHB-82

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

TALON OF THE ROC

Martial, Weapon
Standard Action **RA** **Melee weapon**
STR vs AC **TARGET** One creature

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.

Like the deadly talon of a great raptor, your steel pierces your foe and pins him in place.

Fighter Attack 13

PHB-82

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

INTERPOSING SHIELD

Martial **KEYWORDS**

Immediate Interrupt **RAI** † Melee 1
ATTACK **TARGET**

Trigger: An adjacent ally is hit by an attack.

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

Using your weapon or shield, you block an attack made against a close ally.

Fighter Utility 16

PHB-87

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

SURPRISE STEP

Martial **KEYWORDS**

Immediate Reaction **RAI** † Personal
ATTACK **TARGET**

Trigger: An adjacent enemy moves away from you.

Effect: Shift into the square that the enemy vacated. You have combat advantage against that enemy until the end of your next turn.

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

Fighter Utility 16

PHB-87

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

EXACTING STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

Hit: 2[W] + Strength modifier damage.

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

Fighter Attack 17

PHB-83

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

EXORCISM OF STEEL

Martial, Weapon **KEYWORDS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

Hit: 2[W] + Strength modifier damage, and the target drops one weapon it is holding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (in your square).

You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.

Fighter Attack 17

PHB-83

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

HARRYING ASSAULT

Martial, Weapon **KEYWORDS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

Hit: 2[W] + Strength modifier damage.

Effect: After the attack, you can move a number of squares equal to your Dexterity modifier and make a melee basic attack after your move.

You frustrate your enemy, landing a calculated blow and then moving away before he can retaliate.

Fighter Attack 17

PHB-83

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

MOUNTAIN BREAKING BLOW

Martial, Weapon **KEYWORDS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

Hit: 3[W] + Strength modifier damage, and you push the target 3 squares.

Effect: After the attack, you can shift the same distance you pushed the target. You must end your move adjacent to the target.

You land a ringing blow, then push your enemy back without giving other nearby enemies the opportunity to strike you.

Fighter Attack 17

PHB-83

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

VORPAL TORNADO

Martial, Weapon **KEYWORDS**

Standard Action **RAI** † Close burst 1
ATTACK **TARGET** Each enemy in burst you can see

Hit: 1[W] + Strength modifier damage. You push the target 1 square, and it is knocked prone.

You become a whirling cyclone of death, spinning your weapon about as you strike one foe after another, pushing them back and knocking them down.

Fighter Attack 17

PHB-83

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

WARRIOR'S CHALLENGE

Martial, Weapon **KEYWORDS**

Standard Action **RAI** † Melee weapon
ATTACK **TARGET** One creature

Hit: 3[W] + Strength modifier damage, and you push the target 2 squares.

Special: All of your enemies within 2 squares of the target are marked until the end of your next turn.

You land a mighty blow that causes your foe to stagger backward. With a wicked grin, you hoist your weapon and flash it menacingly at other enemies nearby.

Fighter Attack 17

PHB-83

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CAGE OF CHAINS

Martial, Weapon

Standard Action **Melee weapon**
STR vs REF **One creature**

Hit: 4[W] + Strength modifier damage.

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

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

Fighter Attack 23

PHB-84

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

FANGS OF STEEL

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

Hit: 3[W] + Strength modifier damage. Make a 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 Target: One creature adjacent to the primary target and within your melee reach.

Secondary Attack: Strength vs. AC

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

Secondary 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.

You lunge forward and draw blood from one enemy, then spin around and strike another foe with deadly ferocity.

Fighter Attack 23

PHB-84

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

HACK 'N' SLASH

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

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.

You swing your weapon in deadly arcs, mercilessly hacking and slashing at your foe's armor until finally you break through.

Fighter Attack 23

PHB-84

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

PARALYZING STRIKE

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

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.

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

Fighter Attack 23

PHB-85

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

SKULLCRUSHER

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

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 your enemy is blinded until the end of your next turn.

You bring your weapon down upon your enemy's skull with a loud crack that leaves him dazed and reeling.

Fighter Attack 23

PHB-85

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

WARRIOR'S URGING

Martial, Weapon

Standard Action **Close burst 4**
STR vs AC **Each enemy in burst you can see**

Effect: You pull each target 3 squares to a space adjacent to you. You cannot pull a target that cannot end adjacent to you. You then make a close attack targeting each adjacent enemy.

Hit: 2[W] + Strength modifier damage.

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

Fighter Attack 23

PHB-85

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

ADAMANTINE STRIKE

Martial, Weapon

Standard Action **Melee weapon**
STR vs REF **One creature**

Hit: 4[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.

Your weapon breaks through shields and armor like they're made of parchment.

Fighter Attack 27

PHB-85

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CRUEL REAPER

Martial, Weapon

Standard Action **Close burst 1**
STR vs AC **Each enemy in burst you can see**

Hit: 2[W] + Strength modifier damage.

Effect: You can shift 2 squares, and then make a secondary attack.

Secondary Target: Each enemy in close burst 1

Secondary Attack: Strength vs. AC

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

You spin your weapon about, carving into adjacent foes and causing them to scream in agony. Without warning, you slip through their blockade and make another spinning sweep.

Fighter Attack 27

PHB-85

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

DIAMOND SHIELD DEFENSE

Martial, Weapon

Standard Action **Melee** Weapon
STR vs AC **One creature**

Requirement: You must be using a shield.

Hit: 4[W] + Strength modifier damage, and you take 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.

Your shield becomes your staunchest ally.

Fighter Attack 27

PHB-86

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

INDOMITABLE BATTLE STRIKE

Martial, Weapon

Standard Action **Melee** Weapon
STR vs AC **One creature**

Hit: 4[W] + Strength modifier damage.

Effect: All of your enemies within 10 squares of you are marked until the end of your next turn.

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

Fighter Attack 27

PHB-86

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

FRONTLINE SURGE

Martial, Weapon

Standard Action **Melee** Weapon
STR vs AC **One creature**

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You can shift into the square formerly occupied by the target. If you do so, each ally within 2 squares of you can shift 1 square as well.

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

Iron Vanguard Attack 11

PHB-86

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

INEXORABLE SHIFT

Martial

Move Action **Personal**

Effect: Shift into any adjacent square. If a creature occupies the square into which you shift, you push that creature 1 square.

You throw yourself at your enemy and knock him back.

Iron Vanguard Utility 12

PHB-86

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

MASTERSTROKE

Martial, Weapon

Standard Action **Melee** Weapon
STR+2 vs AC **One creature**

Hit: 2[W] + Strength modifier damage.

An unerring strike foretells your enemy's demise.

Kensei Attack 11

PHB-87

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

ALL BETS ARE OFF

Martial, Weapon

Standard Action **Melee** Weapon
STR vs AC **One creature**

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

Secondary Attack: Strength + 2 vs. AC

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

After landing a solid blow, you belt your enemy in the face with your fist.

Pit Fighter Attack 11

PHB-88

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

PRECISION CUT

Martial, Weapon

Standard Action **Melee** Weapon
STR vs REF **One creature**

Special: This power can be used as an opportunity attack.

Hit: 3[W] + Strength modifier damage.

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

Swordmaster Attack 11

PHB-88

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

FANTASTIC FLOURISH

Martial

Minor Action **Ranged 5**
One enemy other than the one you just hit

Requirement: You make a successful melee attack with a light blade or heavy blade (not a polearm).

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

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

Swordmaster Utility 12

PHB-88

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

A detailed illustration of a dragon's head, rendered in shades of red, orange, and yellow. The dragon has its mouth wide open, showing sharp teeth and a red tongue. The background is a dark, textured surface.

**DUNGEONS
& DRAGONS**

FIGHTER
DAILY EXPLOIT

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**DUNGEONS
& DRAGONS**

FIGHTER
DAILY EXPLOIT

BRUTE STRIKE

Martial, Reliable, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
STR vs AC One creature

Hit: 3[W] + Strength modifier damage.

You shatter armor and bone with a ringing blow.

Fighter Attack 1

PHB-78

DAILY EXPLOIT

DUNGEONS & DRAGONS

COMEBACK STRIKE

Healing, Martial, Reliable, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
STR vs AC One creature

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

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

Fighter Attack 1

PHB-78

DAILY EXPLOIT

DUNGEONS & DRAGONS

VILLAIN'S MENACE

Martial, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
STR vs AC One creature

Hit: 2[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.

Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

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

Fighter Attack 1

PHB-78

DAILY EXPLOIT

DUNGEONS & DRAGONS

BOUNDLESS ENDURANCE

Healing, Martial, Stance

Minor Action **RA** **ATTACK** **TARGET** **Personal**

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

You shake off the worst of your wounds.

Fighter Utility 2

PHB-78

DAILY EXPLOIT

DUNGEONS & DRAGONS

UNSTOPPABLE

Healing, Martial

Minor Action **RA** **ATTACK** **TARGET** **Personal**

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

You let your adrenaline surge carry you through the battle.

Fighter Utility 2

PHB-78

DAILY EXPLOIT

DUNGEONS & DRAGONS

CRACK THE SHELL

Martial, Reliable, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
STR vs AC One creature

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

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

Fighter Attack 5

PHB-79

DAILY EXPLOIT

DUNGEONS & DRAGONS

DIZZING BLOW

Martial, Reliable, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
STR vs AC One creature

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

You crack your foe upside the head.

Fighter Attack 5

PHB-79

DAILY EXPLOIT

DUNGEONS & DRAGONS

RAIN OF STEEL

Martial, Stance, Weapon

Minor Action **RA** **ATTACK** **TARGET** **Personal**

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

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

Fighter Attack 5

PHB-79

DAILY EXPLOIT

DUNGEONS & DRAGONS

BATTLE AWARENESS

Martial **KEYWORDS**

No Action **RA** **ATTACK** **TARGET** Personal

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

No villain or monster can get the drop on you!

Fighter Utility 6

PHB-80

DAILY EXPLOIT

DUNGEONS & DRAGONS

DEFENSIVE TRAINING

Martial, Stance **KEYWORDS**

Minor Action **RA** **ATTACK** **TARGET** Personal

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

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

Fighter Utility 6

PHB-80

DAILY EXPLOIT

DUNGEONS & DRAGONS

SHIFT THE BATTLEFIELD

Martial, Weapon **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Close burst 1

STR vs AC Each enemy in burst you can see

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

Miss: Half damage.

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

Fighter Attack 9

PHB-80

DAILY EXPLOIT

DUNGEONS & DRAGONS

THICKET OF BLADES

Martial, Reliable, Weapon **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Close burst 1

STR vs AC Each enemy in burst you can see

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

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

Fighter Attack 9

PHB-80

DAILY EXPLOIT

DUNGEONS & DRAGONS

VICTORIOUS SURGE

Healing, Martial, Reliable, Weapon **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Melee weapon

STR vs AC One creature

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

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

Fighter Attack 9

PHB-81

DAILY EXPLOIT

DUNGEONS & DRAGONS

LAST DITCH EVASION

Martial **KEYWORDS**

Immediate Interrupt **RA** **ATTACK** **TARGET** Personal

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

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

Fighter Utility 10

PHB-81

DAILY EXPLOIT

DUNGEONS & DRAGONS

STALWART GUARD

Martial, Stance **KEYWORDS**

Minor Action **RA** **ATTACK** **TARGET** Personal

Effect: Any ally gains a +1 shield bonus to AC while adjacent to you. If you are using a shield, the bonus increases to +2 and applies to Reflex defense as well.

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

Fighter Utility 10

PHB-81

DAILY EXPLOIT

DUNGEONS & DRAGONS

DRAGON'S FANGS

Martial, Weapon **KEYWORDS**

Standard Action **RA** **ATTACK** **TARGET** Melee weapon

STR vs AC One or two creatures

Attack: Two attacks against one target or one attack against each target.

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

You strike twice in rapid succession.

Fighter Attack 15

PHB-82

DAILY EXPLOIT

DUNGEONS & DRAGONS

SERPENT DANCE STRIKE

Martial, Weapon

Standard Action **WORDS** **RA** **Melee weapon**
STR vs AC **ATTACK** **TARGET** One creature

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

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can shift and repeat the attack up to three times against different targets.

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

Fighter Attack 15

PHB-87

DAILY EXPLOIT

DUNGEONS & DRAGONS

UNYIELDING AVALANCHE

Healing, Martial, Stance, Weapon

Minor Action **WORDS** **RA** **Personal**
ATTACK **TARGET**

Effect: You gain regeneration equal to your Constitution modifier, a +1 power bonus to AC, and a +1 power bonus to saving throws. Any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, as long as you are able to make opportunity attacks.

You twirl your weapon about and test the defenses of nearby foes while expertly parrying their blows.

Fighter Attack 15

PHB-87

DAILY EXPLOIT

DUNGEONS & DRAGONS

IRON WARRIOR

Healing, Martial

Minor Action **WORDS** **RA** **Personal**
ATTACK **TARGET**

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

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

Fighter Utility 16

PHB-87

DAILY EXPLOIT

DUNGEONS & DRAGONS

DEVASTATION'S WAKE

Martial, Weapon

Standard Action **WORDS** **RA** **Close burst 1**
STR vs AC **ATTACK** **TARGET** Each enemy in burst you can see

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the start of your next turn, you can make a secondary attack as a free action against any enemy that starts its turn adjacent to you.

Secondary Attack: Strength vs. AC

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

You thrash your foes with a devastating array of strikes, and then unleash your fury a second time against anyone left standing.

Fighter Attack 19

PHB-84

DAILY EXPLOIT

DUNGEONS & DRAGONS

REAVING STRIKE

Martial, Reliable, Weapon

Standard Action **WORDS** **RA** **Melee weapon**
STR vs AC **ATTACK** **TARGET** One creature

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

You swing your weapon in a terrific arc, hitting with such force that your foe stumbles backward.

Fighter Attack 19

PHB-84

DAILY EXPLOIT

DUNGEONS & DRAGONS

STRIKE OF THE WATCHFUL GUARD

Martial, Weapon

Standard Action **WORDS** **RA** **Melee weapon**
STR vs AC **ATTACK** **TARGET** One creature

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.

After landing a tremendous blow, you dog your enemy and make him think twice about turning his back on you.

Fighter Attack 19

PHB-84

DAILY EXPLOIT

DUNGEONS & DRAGONS

ACT OF DESPERATION

Martial

Minor Action **WORDS** **RA** **Personal**
ATTACK **TARGET**

Requirement: An ally within 10 squares is dying.

Effect: You gain an action point that you must spend during your current turn.

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

Fighter Utility 22

PHB-84

DAILY EXPLOIT

DUNGEONS & DRAGONS

NO SURRENDER

Healing, Martial

No Action **WORDS** **RA** **Personal**
ATTACK **TARGET**

Trigger: Your hit points drop to 0 or lower.

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

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

Fighter Utility 22

PHB-84

DAILY EXPLOIT

DUNGEONS & DRAGONS

REAPER'S STANCE

Martial, Stance, Weapon

Minor Action **RA** Personal
ATTACK **TARGET**

Effect: Whenever you use a fighter 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. Any enemy that starts its turn adjacent to you takes 1[W] damage and ongoing 10 damage (save ends), as long as you are able to make opportunity attacks.

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

Fighter Attack 25

PHB-85

DAILY EXPLOIT

DUNGEONS & DRAGONS

REIGN OF TERROR

Martial, Reliable, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

Hit: 6[W] + Strength modifier damage, and all of your enemies you can see are marked until the end of your next turn.

After smashing your weapon into a foe with amazing force, you cast your baleful glare upon the enemies that still stand before you.

Fighter Attack 25

PHB-85

DAILY EXPLOIT

DUNGEONS & DRAGONS

SUPREMACY OF STEEL

Martial, Reliable, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

Hit: 6[W] + Strength modifier damage, and until the end of your next turn the only attacks the target can make are basic attacks.

Your weapon blurs as you attack your foe a dozen times in the blink of an eye. You have an answer for every parry and every counterattack. Under your incredible assault, your enemy can do little more than defend itself.

Fighter Attack 25

PHB-85

DAILY EXPLOIT

DUNGEONS & DRAGONS

FORCE THE BATTLE

Martial, Stance, Weapon

Minor Action **RA** Personal
ATTACK **TARGET**

Effect: You deal an extra 1[W] damage with your at-will and encounter fighter powers. If an enemy starts its turn adjacent to you, you can use an at-will fighter power against it as a free action at the start of its turn, as long as you are able to make opportunity attacks.

With the slightest flick of your weapon and minimal movement, you control the battle and turn your enemies' thoughts from conquest to survival.

Fighter Attack 29

PHB-86

DAILY EXPLOIT

DUNGEONS & DRAGONS

NO MERCY

Martial, Reliable, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

Hit: 7[W] + Strength modifier damage.

Let nothing stand between a warrior and the object of his wrath.

Fighter Attack 29

PHB-86

DAILY EXPLOIT

DUNGEONS & DRAGONS

STORM OF DESTRUCTION

Martial, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One or two creatures

Attack: One attack per target.

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

You knock aside your enemies' weapons, creating holes in their defenses that enable you to strike deadly blows against two of them at once.

Fighter Attack 29

PHB-86

DAILY EXPLOIT

DUNGEONS & DRAGONS

INDOMITABLE STRENGTH

Healing, Martial, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

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

Miss: Half damage.

Effect: You can spend a healing surge.

A mighty blow sends your opponent flying through the air and gives you a few seconds to regain your composure.

Iron Vanguard Attack 20

PHB-87

DAILY EXPLOIT

DUNGEONS & DRAGONS

ULTIMATE PARRY

Martial

Immediate Reaction **RA** Personal
ATTACK **TARGET**

Trigger: You take damage from an attack.

Effect: Reduce the damage by an amount equal to your level.

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

Kensei Utility 12

PHB-87

DAILY EXPLOIT

DUNGEONS & DRAGONS

WEAPONSOUND DANCE

Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

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

Effect: You can shift 5 squares, and then make a secondary attack.

Secondary Attack: Target one creature other than the primary target. Strength + 2 vs. AC. 2[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn.

Secondary Effect: You can shift 5 squares, and then make a tertiary attack.

Tertiary Attack: Target one creature other than the primary and secondary targets. Strength + 3 vs. AC. 1[W] + Strength modifier damage, and the target is knocked prone and immobilized until the end of your next turn.

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

Kensei Attack 20

PHB-87

DAILY EXPLOIT

DUNGEONS & DRAGONS

DEADLY PAYBACK

Martial, Weapon

Immediate Reaction **Personal**
STR vs AC **One creature**

Trigger: You take damage from a melee attack.

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

You react viciously to an enemy that just hurt you.

Pit Fighter Utility 12

PHB-88

DAILY EXPLOIT

DUNGEONS & DRAGONS

LION OF BATTLE

Fear, Martial, Weapon

Standard Action **Melee weapon**
STR vs AC **One creature**

Hit: 4[W] + Strength modifier damage. If the target was bloodied before the attack, it takes +2[W] damage.

Miss: Half damage.

Effect: If you reduce the target to 0 hit points or fewer, you can make a secondary attack.

Secondary Target: Each enemy within 5 squares of you.

Secondary Attack: Strength vs. Will

Secondary Hit: The target moves its speed away from you.

You skewer yet another unworthy foe and let loose a terrifying roar of triumph when he falls.

Pit Fighter Attack 20

PHB-88

DAILY EXPLOIT

DUNGEONS & DRAGONS

CRESCENDO SWORD

Martial, Weapon

Standard Action **Close burst 1**
STR vs AC **Each enemy in burst you can see**

Requirement: You must be wielding a light blade or a heavy blade (not a polearm).

Hit: 2[W] + Strength modifier damage.

Effect: If you hit at least one of your enemies, you regain one daily power you have already used. If you miss all enemies, you regain one encounter power you have already used.

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.

Swordmaster Attack 20

PHB-88

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS