

CLEAVE



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.

You hit one enemy, then cleave into another.

Fighter Attack - 1st

Daniel Rivera



FOOTWORK LURE



At-Will — Martial, Weapon

Standard Action

Melee Weapon

Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. You can shift 1 square and slide the target into the space you left.

You press the attack, engaging your enemy before falling back and drawing him after you.

Fighter Attack - 1

Daniel Rivera



TIDE OF IRON



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 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.

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

Fighter Attack - 1st

Daniel Rivera



COVERING ATTACK



At-Will — Martial, Weapon

Standard Action

Melee Weapon

Target: One creature
Attack: Strength vs. AC

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

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 - 1st

Daniel Rivera



VILLAIN'S MENACE



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: 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 - 1st

Daniel Rivera

