



Power Pack : Heroic Fighters

by Kyle Nyce

Introduction

Everyone loves options, especially in Dungeons and Dragons where character building is half the fun of the game and this is what the Power Packs are about: Options.

This power pack for Fighters introduces a slew of At-Wills, Encounter, Utility, and Daily powers. All of these powers are designed to work with existing builds and also help shape out the game where the Fighter may be lacking in a particular play style.

These powers will allow you to play the Fighter how you want to play them!

At-Will

When designing At-Will powers, what was kept in mind was the fact that player's rely on At-Wills as a backup and also as a first-strike method in any combat to test the waters. In our opinion of 4th edition, At-Wills are the most important power to a character as they define what the class does best in any situation.

For the Fighter, we delved into some interesting options such as having some small quick attacks that count as minor actions, wounding attacks, and also attacks that incorporated fighting with double weapons and dual weapons.

Special Notes

You may seem some Keywords in abilities that you may not recognize. These are meant to enhance the flavor, realism, and ability of the powers they are in.

Quick: Maneuvers with the Quick keyword only take a Minor or Free action to use.

Wounding: The Wounding keyword indicates the maneuver has an ongoing damage effect.

Dual-Weapon: If a fighter is wielding one weapon in each hand, they get the bonus effect listed

Two-Handed Weapon: If a fighter is wielding a two-handed weapon, they get the bonus effect listed.

Over-Extension

Fighter Attack 1

With a quick feint, you twirl on the off-shoot of your main maneuver, delivering an additional surprise.

At-Will Quick, Weapon, Martial

Minor Action Melee

Target: One enemy within reach

Attack: Dexterity vs AC

Special (This action must take place after using your standard action)

Hit: Deal 1[W]. You receive a -2 to your reflex defense until the end of your next turn.

Great Weapon Fighter: If you have an adjacent enemy other than the one you struck, you may perform this same attack on them. If you do, you receive a -4 to your AC until the end of your next turn.

Guardian Fighter: If one ally is adjacent to the enemy you just struck, they gain combat advantage against that enemy until the end of their next turn.

Paragon: Increase damage to 2[W].

Epic: You may shift your dexterity modifier before or after this attack.

Vitality Breaker

Fighter Attack 1

You deliver an array of horrendous strikes to the enemy that leaves them bleeding and broken.

At-Will ♦ Wounding, Weapon, Martial

Standard Action Melee

Target: One enemy within reach

Attack: Strength vs Fortitude

Hit: Deal 1[W]+Strength Modifier. Your enemy has ongoing damage equal to your strength modifier (save ends).

Great Weapon Fighter: Your enemy grants combat advantage to the next attack performed on it.

Guardian Fighter: The enemy's speed is reduced by 1 (save ends).

Paragon: Increase ongoing damage by 10.

Epic: The enemy's defense is lowered by an amount equal to your strength modifier (save ends).

Folded Steel

Fighter Attack 1

With a stuttered charge, you maneuver through enemies and deliver two strikes to flanking opponents.

At-Will ♦ Weapon, Martial, Weapon

Standard Action Melee

Target: Two Enemies within Reach that Flank You or One Adjacent Enemy

Attack: Strength vs AC

Shift 1 square before or after the attack. You may attack two enemies that are flanking you or one enemy that is adjacent to you.

Hit: Deal 1[W] damage.

Great Weapon Fighter: You may attack all enemies that are adjacent to you, but you take a -2 to all defenses until the end of your next turn.

Guardian Fighter: You may shift one additional square before or after the attack.

Paragon: Increase weapon damage to 2[W]

Epic: Mark all enemies struck by this attack.

Crescent-Slice

Fighter Attack 1

You semi-circle your weapon(s) in an upward parry that comes straight down for a defenseless victim.

At-Will ♦ **Dual-Weapons, Martial, Weapon**

Standard Action **Melee**

Target: One enemy within reach

Attack: Strength or Dexterity vs Fortitude

Hit: Deal 1[W]+Strength modifier damage. The enemy takes -2 to their AC until the end of their next turn.

Great Weapon Fighter: The enemy is dazed (save ends).

Guardian Fighter: The enemy automatically fails their next save against any one effect of choice that they could save against if they are marked.

Dual-Weaponry: You may perform this same attack on another adjacent enemy if they are marked.

Paragon: Increase ongoing damage by 10.

Epic: The enemy's defense is lowered by an amount equal to your strength modifier (save ends).

Compounding Attack

Fighter Attack 1

With one great attack, you cripple the enemy, knocking them vulnerable to your allies.

At-Will ♦ **Two-Handed Weapon, Martial, Weapon**

Standard Action **Melee**

Target: One enemy within reach

Attack: Strength vs Fortitude

Hit: Deal 1[W]. The enemy now has Damage Vulnerability equal to your strength modifier (save ends).

Great Weapon Fighter: The enemy takes a -2 to their AC (save ends).

Guardian Fighter: You may slide the enemy 1 square.

Two-Handed Weapon: Add your strength and constitution to the damage modifier. You take a -2 to hit.

Paragon: Increase the damage to 2[W] or increase the Damage Vulnerability to double strength modifier.

Epic: Increase the damage to 3[W] or increase the damage Vulnerability to triple strength modifier.

Encounter

When designing Encounter powers, it was important to remember that these powers were both renewable but only useable once per combat encounter.

For the Fighter we felt that the roles of defender, striker, and support were important to emphasize. Also for encounters, we wanted to present some new mechanics that allowed powers to be felt long after they were spent since some combat encounters can get lengthy.

Also, we wanted to play with the fact that although heroic encounters were often replaced with paragon encounters, we thought that presenting the upgradeable options for these powers in paragon and epic were an interesting idea since some players like to build trademark maneuvers with their fighters.

Strike and Coil

Fighter Attack 1

After a painful attack, you hold your weapon(s) high, daring your opponent to attack you.

Encounter ♦ **Dual-Weapons, Martial, Stance, Weapon**

Standard Action **Melee**

Target: One enemy within reach

Attack: Dexterity vs Reflex

Hit: Deal 2[W]. The enemy takes -2 to their attack rolls until the end of their next turn. Until the end of your next turn, if the enemy makes an attack against you, you may immediately interrupt with a basic melee attack.

Great Weapon Fighter: Your next basic melee attack dazes the enemy (save ends).

Guardian Fighter: The next time you make a basic melee attack, you can make a save.

Dual-Weaponry: You may perform this same attack on another adjacent enemy if they are marked.

Paragon: Increase damage to 3[W] or increase penalty to attack rolls to -4.

Epic: The attacks ongoing effect lasts until the end of the encounter.

Break and Forge

Fighter Attack 3

With a snap kick, you knock your enemy back and open their defenses up.

Encounter ♦ **Quick, Martial, Weapon**

Minor Action **Melee**

Target: One enemy within reach

Attack: Dexterity vs Reflex

Hit: Deal your Strength modifier in damage. The enemy receives -1 AC and another -1 AC for every time they are hit by an attack (save ends).

Great Weapon Fighter: The enemy takes a -2 to the save to end the effect.

Guardian Fighter: If the enemy is marked, the enemy takes a -1 to hit every time they do not attack you (save ends or ends when the enemy is no longer marked).

Paragon: Increase the negative AC effect to -2 for every time the enemy is hit by an attack (save ends)

Epic: The enemy is knocked prone by the attack.

Bleed and Drain

Fighter Attack 7

You drive your weapon deep within the enemy, bursting blood vessels and disabling a part of them.

Encounter ♦ **Wounding, Martial, Weapon, Two-Handed Weapon**

Standard Action **Melee**

Target: One enemy within reach

Attack: Strength vs Fortitude

Hit: Deal 2[W]+ Strength Modifier. The target has ongoing damage 5 (save ends). For every turn that they fail their save, the ongoing damage increases by 5.

Great Weapon Fighter: The enemy takes a -2 to the save to end the effect.

Guardian Fighter: If the enemy is marked and they provoke an attack of opportunity from you, each successful hit you score increases the ongoing damage by 5. This can only happen while the enemy has ongoing damage.

Two-Handed Weapon: You may impale the weapon through the enemy, giving them either a -2 to all defenses (save ends), +5 ongoing damage, or reducing their speed by 2. If you choose to impale the enemy, the weapon is inside the enemy and must be retrieved by grabbing it.

Paragon: Increase damage to 3[W] or increase ongoing damage effect for failing their save to 10.

Epic: You may use this attack on every enemy within reach.

Utility

Utility powers are a very unique section of every class. Utility powers are meant to not only exist for powers that allow a character to get out of a sticky situation but also powers that are useful outside of combat as well.

For the Fighter, this meant allowing him to get into the melee fray faster or to be able to help his allies if he could not get their on the first couple of turns.

Explosive War-Scream

Fighter Utility 2

You emit a thundering yell that shakes an enemy's conviction or heightens an ally

At-Will ♦ **Martial**

Standard Action

Range 10

Target: One enemy within range or One ally within range

Attack: Constitution vs Will

Hit: Your enemy is marked or your ally gets a +2 to their next attack roll.

Great Weapon Fighter: If your ally makes an attack with the +2 bonus, they deal half damage on a miss.

Guardian Fighter: The enemy may not shift if it would provoke an attack of opportunity from one of your allies.

Paragon: The enemy is weakened while marked (save ends) or your ally is healed for 3d6+your constitution modifier.

Epic: This attack now has an alternative range of Close Burst 5.

Unreal Charge

Fighter Utility 6

You pick up your movement with quick thrusts of muscle and vigor, rebounding off walls and taking turns that others think is not possible.

Encounter ♦ **Quick, Martial, Movement Action**

You may shift a total of 6 squares. You may shift vertically as well as horizontally but must land on the ground at the end of your movement. You may space this movement out between different actions and you may complete separate actions while vertically shifted, but this effect does end at the end of your turn.

Paragon: Increase the total shift of squares to 10. If you shift downwards vertically toward an opponent you deal +5 damage per square shifted vertically downwards.

Epic: You may take up to two different allies or enemies (make grab attacks) with you when you first start this power.

The Last Hero Stands

Fighter Utility 10

At the moment of greatest loss, your raw martial determination shows supernatural prowess, raising your fallen allies and making yourself into a combat titan.

Daily ♦ **Martial, Healing**

Standard Action

Close Burst 20

Target: Self and All allies within Burst

You must have at least one remaining healing surge to use this power.

All of your allies who are at negative hit points but not slain may spend all of their remaining healing surges to have all of their hit points and 1 encounter restored. An ally must have at least 1 healing surge left to participate in this.

As part of this power, you must expend all remaining healing surges. You receive a +4 to all rolls and defenses until the end of the encounter.

Great Weapon Fighter: Your weapon inflicts ongoing damage 5 whenever it strikes until the end of the encounter.

Guardian Fighter: Your weapon inflicts daze(save ends) whenever it strikes until the end of the encounter.

Paragon: Any ally who is still alive within range may participate in the power.

Epic: Increase your bonus to all rolls and defenses to +10.

Daily

Daily Power are considered to be the most powerful of all the abilities at a characters disposal and also represent the peak of a classes efforts to make a group work.

For the Fighter this meant the most tactical of maneuvers and also maneuvers that can handle crowds as well as debilitate stronger elite opponents so as to make them easier for his allies to deal with.

Leaping Whirlwind

Fighter Attack 1

You flounder out your weapons, hitting all around you as you spring into another mob of enemies, unleashing the same attack again.

Daily ♦ **Two-Handed Weapon, Dual-Weapons, Martial, Weapon**

Standard Action

Close Burst 1

Target: All enemies within Burst Effect

Attack: Strength or Dexterity vs AC

Hit: Deal 1[W]+Strength modifier. You may perform a running jump check with a +10 power bonus and attack all enemies within a Close Burst 1 with the same attack and damage.

Great Weapon Fighter: Increase damage dealt to 2[W].

Guardian Fighter: All the enemies who are struck by this attack are marked.

Two-Handed Weapon: You may push each enemy hit by your attack 1 square.

Dual-Weaponry: If you miss any enemy with this attack, you still deal half damage to them.

Paragon: After the second attack, you may perform a running jump check with a +10 power bonus and attack all enemies within a Close Burst 1 with the same attack and damage.

Epic: All running jump bonuses performed with this attack are increased to +20.

Stem the Tide with Blood

Fighter Attack 5

You guard the front of your party with diligence, charging to attack any interlopers and leaving them with nasty wounds.

Daily ♦ **Wounding, Martial, Weapon**

Standard Action

Close Burst 5

Target: Any enemy within Burst that shifts or moves.

Attack: Strength vs AC

You cannot move or shift until the end of your next turn.

Until the end of your next turn, if any enemy shifts or moves in any square within the Burst effect then you may use a charge attack against them. If you hit, your attack inflicts ongoing damage 5 (save ends).

Great Weapon Fighter: When you successfully strike the enemy, push them 1 square.

Guardian Fighter: Your allies gain +2 AC while within the Burst Effect.

Paragon: Increase the ongoing damage to 10.

Epic: Your charge attacks immobilize (save ends) the enemy.

Sudden Slam

Fighter Attack 9

Before the enemy knows what hits them, you slam them down to the ground, preempting their attack and letting your allies gain access to their weak position.

Daily ♦ **Quick, Martial, Weapon**

Immediate Interrupt

Melee

Target: A marked adjacent enemy that is attacking you or an ally

Attack: Strength vs Fortitude

Hit: Deal 1[W]+Strength modifier. The enemy is knocked prone and grants combat advantage to all your allies until the end of your next turn.

Great Weapon Fighter: The enemy gains 5 Damage Vulnerability (save ends).

Guardian Fighter: The enemy is Weakened (save ends).

Paragon: Increase damage to 2[W] or the enemy is immobilized (save ends).

Epic: This attack now has an alternative range of close burst 1.

Alternative Builds

Alternative Builds is a section that builds upon some of the new keywords that you saw in the powers section. These are all very optional and should be approved by your DM just like the extra powers presented.

The Fighter is a defender that needs the ability to shape the battlefield by what he defends, which should definitely help if filled out by a secondary role such as controller, defender, or support. The new builds presented here are the **Blood-Thane** and the **Blade Walker**. These alternate builds are chosen instead of a **Great Weapon Fighter** or **Guardian Fighter**.

The Blood-Thane

The Blood-Thane is a weapons master who excels in dealing grievous wounds with a variety of weapons. He is never out-armed and loves a challenge in warfare to any degree. Some say warfare was born to his kind for games and that without it, he would quickly have wound up in prisons or executed. Thank goodness for war then.

Bonuses for playing a Blood-Thane:

(Obsession of Weapons) The Blood-Thane trains excessively with all manner of weapons just in case he has to one day use them in a duel or in a pinch. He knows that combat is never forgiving to the unprepared. As such, the Blood-Thane starts with proficiency in 2 Superior Melee Weapons.

(Blood Grooving) True to his name, the Blood-Thane will kill his opponents with outright force. If that fails, he will bleed them to death. All of the Blood-Thane's weaponry comes slotted with a groove along the the weapon, giving it the ability to drain blood faster. Whenever the Blood-Thane uses a power with the keyword Wounding in it, he gets a +2 to hit. Also, all of his powers that have ongoing damage effects, have those effects increased by his strength modifier.

The Blade Walker

The Blade Walker is a storm of steel, iron, and sharpness. Opponents who see him in battle are terrified of his quick ripostes to their attacks followed up with an avalanche of his/her own attacks. The Blade Walkers attacks seem endless.....and sometimes they are.

Bonuses for playing a Blade Walker

(Eye for an Eye) The Blade Walker sees combat as an economy. A trade of one set of blows for another. He views himself as a merchant seeking to buy low and sell high in this area. When struck by a melee attack by an enemy that is adjacent to himself/herself, the BladeWalker may use any power he has with the Quick keyword in it as an immediate reaction as long as he is wielding a light weapon in both hands.

(Blade Walking) Blade Walkers are a prestigious sort of swashbuckler that aim to make their attacks connect in an endless chain of hurt, confusion, and murder. Thus, whenever the Blade Walker spends an action point and uses it to make an attack, roll a d20. If it is 10 or above, the Blade Walker can make an additional basic melee attack against any adjacent opponent. Then roll another d20. If it is 15 or above, the Blade Walker can make an additional basic melee attack against any adjacent opponent. Then roll another d20. If it is 20, the Blade Walker can make an additional basic melee attack against any adjacent opponent.

Great Weapon Fighter

The Great Weapon Fighter is easy to pick out of a crowd. They are usually lumbering specimens of their race hoisting a massive claymore, pike, or a club two times too big for a normal medium sized being. These Fighters do not ever worry about an enemy's armor protecting them from their weaponry, they just worry about it hitting all of the enemy's friends too. The Great Weapon Fighter hits **VERY** hard and is extends his usefulness as a battering ram in case the enemy is too afraid to come out and face him.

(Shockwave Stance) The Great Weapon Fighter deals with crowds very well. He is able to "level" the playing field by swinging his weapon in great arcs by using his whole body to give the overly sized weapon a great boost in momentum to make it through all those bodies. As such, the Great Weapon Fighter may spend a minor action to enter Shockwave Stance until the end of their next turn. Doing so gives the Fighter half their bonuses to all defenses but allows him to have an alternative range of Close Burst 1 on all melee powers. This action may only be taken twice a day.

(Destroyer) The Great Weapon Fighter's weapon destroys hardened materials and metals as well as flesh. The Great Fighter deals double damage to all objects and materials.

Guardian Fighter

The Guardian Fighter makes the battlefield his clay. No one will control his allies or himself as long as he is involved in the conflict. They are often times found wearing the heaviest armor, the biggest shields, and the lightest weapons or weapons with reach. Enemies cannot ignore the threat the Guardian Fighter has on them with their enhanced mark nor their ability to protect their friends better if they are around.

(Enhanced Mark) The Guardian harries all opponents threatened by his reach and weapons, distracting their aims and concentrations of his allies. The Guardian Fighter's mark no longer allows them to make attacks of opportunities if opponents shift away from them. However, the mark decreases all attack rolls made by the enemy against any of your allies by 2.

(The Wedge of Deflection) The Guardian Fighter may enter a stance of complete defense that heavily aids his allies if they are adjacent to him. By spending a movement action, the Guardian Fighter may give all of his adjacent allies +2 to all defenses until the end of his next turn. The Guardian exposes himself by doing this and thus takes a -2 to all defenses while this stance is active. This action can only be taken twice a day.

A Thank You to the most important people, YOU!

It takes a fair amount of work to put these together, but it is quite a bit of fun. At Black Death Publishing, the gamer is thought of first when thinking about what material is useful and what is just extra fluff.

It is always a big risk to buy new products from people you have never heard of before, but hopefully that risk is well worth it when you discover a handful of options that you had not thought of before and that make your game that much better.

So this is to all you who bought this and may there be many more supplements that will slaughter both player and monster alike!



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