

Barbarian
Utility Power

Tiger's Leap

Use this power instead of moving.

Move to a tile within 2 tiles.

Barbarian
Daily Power

Swift Panther Rage

Attack an adjacent monster.

Hit or miss, you gain +2 speed until you use another daily power.

Att +6

Dmg 3

Barbarian
At-Will Power

Recuperating Strike

Attack an adjacent monster.

Att +6

Dmg 1 and you may heal 1 HP.

Barbarian
At-Will Power

Pressing Strike

Attack an adjacent monster.

Att +6

Dmg 1 and mover yourself and the target up to 1 tile away.

Barbarian
Daily Power

Frost Wolf Rage

Attack an adjacent monster.

Hit or miss, monsters that hit you suffer 1 damage. This lasts until you use another daily power.

Att +6

Dmg 2

Barbarian
At-Will Power

Devastating Strike

Attack an adjacent monster.

Hit or miss, you suffer -2 AC until the start of your next turn.

Att +6

Dmg 2

Barbarian
Utility Power

Combat Surge

Use this power when you miss with an attack. Re-roll that attack.

Barbarian
Utility Power

Combat Sprint

Use this power at the start of your Hero phase.

Until the start of your next turn you gain +4 Speed and +4 AC.

Barbarian
Daily Power

Bloodhunt Rage

Attack an adjacent monster.

Hit or miss, you gain a +2 to attack rolls until you use another daily power.

Att +6

Dmg 3