

Trigger Sheet

My Turn

- 2+ enemies marked, RESIST 5 all
- Use Fearsome Threat (ENC Mnr: Close burst 3, grants cmbt adv to all until hits/misses me or until end of next turn)
- Use Shield Clamor (ENC Std: Close burst 5, mark all enemies I can see, if target makes atk that does not include me before end of next turn, CHARGE as imm interr, if hit, prone)
- Use Crag of Steel (DLY Mnr: Stance, Resist 5 all—if reduce atk dmg to 0 negate atk effect, reduce forced movement 5, and adjacent enemy takes 1d12 on turn start while able to opp atk)

Trigger	Action
Mark enemy	Use <u>Dual Challenge</u> (Also mark adjacent enemy)
Charge	<ul style="list-style-type: none"> • Use <u>Charging Strike</u> (+2d6 dmg & push tgt 1, shift into vacated square) • Use <u>Ruinous Onslaught</u> (ENC Std: +30 vs. AC, 2d12+17 & dazed until end of next turn) • Use <u>Minotaur Charge</u> (ENC Std: +30 vs. AC, 3d12+17 & push tgt 1, shift into vacated square, +30 vs. Fort, push tgt 3 and prone) • Use <u>Battlefield Challenge</u> (DLY Std: +30 vs. AC, 5d12+17 & until end of encounter, mark enemy I can see making atk that doesn't include me as opp action, lasts until end of next turn)
Group of enemies	Use <u>Giant's Wake</u> (ENC Std: +30 vs. AC, 2d12+23 & each enemy adjacent within range, +30 vs. AC, 1d12+23)
Difficult Terrain, Line of enemies	Use <u>Inexorable Momentum</u> (ENC Mnr: ignore difficult terrain, move thru enemy squares, +2 power bonus to AC vs. opp atks until end of next turn)
Spend Action Point	Use <u>Unstoppable</u> (Make saving throw)
Spend Action Point to charge	Use <u>Charging Action</u> (+2 speed & DEF end of next turn, take further actions after charge)

Enemy Turn

Trigger	Action
Drop to 0 HP or fewer	Use <u>No Surrender</u> (DLY No Action: Reset to ½ HP, -2 all atks until end of encounter)