Beat Down
Next successful attack knocks target prone

Double Tap
Make a free action melee basic after a successful melee attack, or a free ranged basic after a successful ranged attack.

The Crowd Has Your Back
Make an attacker re-roll any single attack roll.

Blood Lust
Deal +2 Damage until the end of the encounter

Fate Smiles on the Wicked
Critical on a 19 or 20

Bathed in Blood
When you next bloody an opponent, you gain an action point

Quickened Blood
Until the end of the encounter, shift or stand as a minor

Untouchable
AC +1 until the end of the encounter

Unbreakable
+1 top reflex, will, and fortitude until the end of the encounter
Hit From Behind
Arena Infamy

The next person to attack your flank has combat advantage.

Aversion to Blood - Your own
Arena Infamy

The next attack that bloodies you also dazes you until the end of your next turn.

Unimpressive Strike
Arena Infamy

Until the end of your next turn, all damage dice rolled are considered '1'.

The Crowd is not Impressed
Arena Infamy

Boos and hisses from the crowd give you -2 to all skill checks until you have achieved a moment of glory.

Fate Frowns Upon Cowardice
Arena Infamy

The ultimate in disrespect. Rotten vegetables come flying your way. The next time you are hit by an attack, it does max damage.

Hobbled by Pain
Arena Infamy

Until the combat ends, your movement and reflex is -1.

Rock from the Audience
Arena Infamy

You are struck in the head by a chunk of rock and fall prone.

Heads Not In It
Arena Infamy

AC -1 until the end of the encounter.

Breakable
Arena Infamy

-1 top reflex, will, and fortitude until the end of the encounter.