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1. Goblin

Attributes

Size Small	Speed 6 squares
Vision Low-Light	Languages Common, Goblin

Traits

Slippery

You gain a +2 racial bonus to your AC against Attack of Opportunities.

Goblin Reflexes

You gain a +1 racial bonus to your Reflex Defense.

Goblin Tactics

You gain the Goblin Tactics power.

Goblin Tactics

You avoid your enemy's blow and cleverly dodge away.

At-will

Immediate Reaction Personal

Trigger: An enemy misses you with a melee attack.

Effect: You shift 1 square.



Feats

Ankle Biter

You gain a +1 feat bonus to damage rolls against creatures larger than you. This bonus increases to +2 at 11th level and to +3 at 21st level. Also, when you score a critical hit against a creature larger than you, the creature takes 1d6 extra damage.

Desperate Tactics

When you use goblin tactics while bloodied, you can shift up to 2 extra squares.

Goblin Feint

When you use goblin tactics, you gain combat advantage against the enemy that missed you until the end of your next turn.

Wrist Biter

When you use goblin tactics in response to an adjacent enemy's attack, the enemy takes 1d4 damage right before you shift. This damage increases to 2d4 at 11th level and 3d4 at 21st level.

Shadowcreeper

When you use Goblin Tactics, you can shift 1 extra square, and you gain partial concealment until the end of your next turn.

2. Character Creation & Advancement

Character Creation

Ancestry

Choose an ancestry from Ancestries, this will give you 2 passive abilities and an encounter power.

Class

Choose a class from Classes, this will decide your main playstyle during combat. Make sure you write down any choices you make during class selection, such as powers selected.

Feat

You may select 1 Feat from either your Ancestry, your Class or the general Feats list.

Theme

Select a theme from Themes. You may ignore the flavor.

Background & Title

Think of your character's Backgrounds and write some of his prior experiences down. You have 6 points to assign total, with a maximum of 5 in a single background entry. Make sure to make it evocative and not too broad. For your title, write down a short piece of text which would be used to refer to your legend in a way. Once again, make sure it is not too broad.

Character Advancement

When your character levels up, you gain new features & abilities. In this table you can find what you get.

Level	Characteristics	Powers and Features	Feats	Techniques	Total Powers (A/E/D/U)
1st	See class	class features; racial traits; gain 1 feat; gain 6 background points; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power	1	0	2/1/2/0
2nd	—	gain 1 utility power; gain 1 feat; gain 1 technique	2	1	2/1/2/1
3rd	—	gain 1 encounter attack power	2	1	2/2/2/1
4th	+1 to non-main	gain 1 feat; gain 1 technique	3	2	2/2/2/1
5th	—	gain 1 daily attack power	3	2	2/2/3/1
6th	—	gain 1 utility power; gain 1 feat; gain 1 background point; gain 1 technique	4	3	2/2/3/2
7th	—	gain 1 encounter attack power	4	3	2/3/3/2
8th	+1 to main	gain 1 feat; gain 1 technique	5	4	2/3/3/2
9th	—	replace 1 daily attack power	5	4	2/3/3/2
10th	—	gain 1 utility power; gain 1 feat; gain 1 technique	6	5	2/3/3/3

11th	—	paragon path features; gain 1 paragon path encounter attack power; gain 1 feat; gain 1 background point	7	5	2/4/3/3
12th	+1 to non-main	gain 1 paragon path utility power; gain 1 feat; gain 1 technique	8	6	2/4/3/4
13th	—	gain 1 encounter attack power	8	6	2/4/4/4
14th	—	gain 1 feat; gain 1 technique	9	7	2/4/4/4
15th	—	replace 1 daily attack power	9	7	2/4/4/4
16th	+1 to all	paragon path feature; gain 1 feat; gain 1 background point; gain 1 technique	10	8	2/4/4/5
17th	—	gain 1 utility power; gain 1 feat	10	8	2/4/4/5
18th	—	gain 1 feat; gain 1 technique	11	9	2/4/4/5
19th	—	replace 1 daily attack power	11	9	2/4/4/5
20th	+1 to main	gain 1 paragon path daily attack power; gain 1 feat; gain 1 technique	12	10	2/4/4/5
21st	—	epic destiny feature; gain 1 feat; gain 1 background point	13	10	2/4/4/5
22nd	—	gain 1 utility power; gain 1 feat; gain 1 technique	13	11	2/4/4/6

23rd	—	replace 1 encounter attack power	14	11	2/4/4/6
24th	+1 to non-main	epic destiny feature; gain 1 feat; gain 1 technique	14	12	2/4/4/6
25th	—	replace 1 daily attack power	15	12	2/4/4/6
26th	—	gain 1 epic destiny utility power; gain 1 feat; gain 1 background point; gain 1 technique	15	13	2/4/4/6
27th	—	gain 1 encounter attack power	16	13	2/4/4/6
28th	+1 to main	gain 1 feat; gain 1 technique	16	14	2/4/4/6
29th	—	replace 1 daily attack power	17	14	2/4/4/6
30th	—	epic destiny feature; gain 1 feat; gain 1 technique	18	15	2/4/4/7

3. Utility

Level 2

Agile Recovery

With a quick leap, you are back on your feet and ready to act.

At-will

Minor Action Personal

Effect: You stand up.

Arcane Senses

You refocus your eyes to see magic energy invisible to the untrained eye, learning how many magical creatures are nearby.

Encounter

Minor Action Personal

Effect: You make an arcane Skill Check and learn the number of elemental, fey, and shadow creatures that are within a number of squares of you equal to the check result. You don't learn the creatures' locations, but you do learn separate counts for each type.

Studied Casting

You catch an error at the last moment, correcting a malformed glyph before it can ruin your technique.

Daily

Free Action Personal

Trigger: You make a skill check to perform a magical technique and dislike the result.

Effect: Reroll the check with a +4 power bonus. You must use the second result.

Cave Sight

You close your eyes, projecting arcane awareness to give you a mental picture of the cavern ahead.

Daily

Minor Action Close burst 20

Effect: You learn the general layout of terrain features in the burst. You cannot sense through solid objects, such as cave walls, but you do sense around corners and into narrow gaps.

Additionally, you can make a Perception check to detect hidden creatures, objects, and traps as though you were within 10 squares of them.

Bounding Leap

As you spring through the air, you tuck in your legs and arms, spinning to eke out a little extra distance.

Encounter

Move Action Personal

Effect: You make a Skill Check to jump with a +5 power bonus. You are considered to have a running start, and the distance you jump can exceed your speed.

Scrambling Climb

You use your forward momentum to help pull yourself upward.

Encounter

Move Action Personal

Effect: You make an Skill Check to climb with a +5 power bonus. If the check succeeds, you climb a number of squares equal to 2 + your speed.

Talented Athletics

You don't always succeed in feats of physicality, but your failures rarely cost you.

At-will

Free Action Personal

Trigger: You fail a Skill Check by 10 or more when swimming or climbing.

Effect: Treat the skill check result as if you failed by 9.

False Bravado

Your apparent courage makes your enemy think twice about pressing its attack.

At-will

Minor Action Personal

Effect: You are no longer marked.

Faith Healing

Your prayers help an ally recover from injury.

Daily ♦ Healing

Standard Action Melee touch

Target: One creature

Effect: The target can spend a healing surge.

Serpent's Tongue

Your lie twists in your foe's mind like a snake, allowing you to hide the venom behind your next words.

Encounter

Free Action **Personal**

Trigger: You fail a Skill Check to lie against a creature

Effect: You gain a +5 power bonus to the next Social Skill Check you make against that creature before the end of your next turn.

Master Diplomat

Catching a possible faux pas in what you were about to say, you quickly adjust your soothing words and flattery to work more magic than the most powerful spell.

Encounter

Free Action **Personal**

Trigger: You make a skill check to persuade and dislike the result

Effect: Reroll the skill check. You decide whether to make the reroll before the DM announces the result. You can use whichever result you prefer.

Soothing Words

The battle done, your allies turn to you for words of encouragement and support.

Daily

Standard Action **Close burst 5**

Target: Each ally who can hear you in the burst

Requirement: You must be taking a short rest

Effect: When each target spends one or more healing surges at the end of the short rest, he or she regains additional hit points equal to your Charisma.

Inspiring Fortitude

Inspired by your resilience, your allies find the will to overcome challenges.

Daily

Standard Action **Close burst 5**

Target: Each ally in the burst

Requirement: Your second wind must be available for you to use

Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution.

Otherworldly Lore

Something about the aberrant horror's movements strikes a chord; you know just how to fight it.

Encounter

Minor Action **Close burst 5**

Target: One aberrant creature you can see in the burst

Effect: You make a monster knowledge check to determine the target's resistances and vulnerabilities. If the check succeeds, you or one ally who can hear you gains a +4 power bonus to his or her next attack roll against the target before the end of your next turn.

Stay Back

You sweep your torch or lantern around you to dazzle enemies accustomed to total darkness.

Encounter

Minor Action **Personal**

Requirement: You must be carrying a light source

Effect: Until the end of your next turn, enemies in the squares illuminated by the light source you are carrying take a -2 penalty to attack rolls.

Endure Pain

You grin and bear it, shrugging off the pain of a new wound.

Daily

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: Until the end of your next turn, you gain resistance to all damage equal to 5 + your Constitution.

Grit and Spittle

Drawing on pure stubbornness, you're ready see your way through disaster.

Encounter

Minor Action **Personal**

Requirement: You must have at least 1 healing surge.

Effect: You spend a healing surge but regain no hit points. You make a saving throw against every effect on you that a save can end.

Inspiring Fortitude

Inspired by your resilience, your allies find the will to overcome challenges.

Daily

Standard Action **Close burst 5**

Target: Each ally in the burst

Requirement: Your second wind must be available for you to use

Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution.

Healer's Gift

You tend to a fallen comrade and stave off death's touch.

Encounter ♦ **Healing**

Standard Action **Melee 1**

Target: One dying creature

Effect: The target can spend a healing surge.

Iron Resurgence

Though your hands do little to comfort the wounded, you ensure that an injury will not keep an ally out of the battle.

Encounter ♦ **Healing**

Minor Action **Melee 1**

Target: You or one ally; must be bloodied and have at least two healing surges remaining

Effect: The target loses a healing surge and can then spend one or two healing surges. The target also gains temporary hit points equal to half his or her healing surge value.

Root Understanding

Your studies in history have exposed you to a variety of languages, which sometimes allows you to understand a language in which you aren't fluent.

Daily

Free Action **Personal**

Trigger: You see or hear a language you don't understand.

Effect: You can understand, read, speak, and write the triggering language until the end of the encounter.

Ominous Threat

You draw your enemy's attention to rest squarely on you.

Encounter

Free Action **Melee 1**

Target: The enemy you hit

Trigger: You hit an enemy with a melee attack

Effect: You mark the target until the end of your next turn. In addition, one ally marked by the target is no longer marked.

Elude Senses

You slip past the notice of creatures that have adapted to life underground.

Encounter

Minor Action **Personal**

Effect: Until the end of your next turn, creatures can't use darkvision, blindsight, or tremorsense to detect you. You can be detected with other senses as normal.

Failed Diplomacy

Negotiations are breaking down and will end in bloodshed. You realize this fact a split-second before your enemies do.

Daily

Free Action **Close burst 5**

Target: You and each ally in the burst

Trigger: You and your allies roll initiative.

Effect: Each target gains a +2 power bonus to the initiative check. In addition, the target has combat advantage against all enemies until the end of his or her next turn.

Fast Hands

Your fingers blur as you manipulate objects faster than the eye can follow.

At-will

Free Action **Personal**

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item

Special: You can use this power only once per round.

4. Backgrounds & Skill Checks

Backgrounds

Backgrounds represent an adventurer's past, training, and unique skills. They provide bonuses to skill checks when relevant to the situation.

Each background has a total of five ranks. When a skill check is made and a background is applicable, it grants a +1 bonus per rank. Only one background can be applied to a skill check, and it must be chosen before rolling.

Backgrounds should be specific and evocative to reflect a character's history. For example, rather than simply using "Acrobat," a background like "Acrobat Performer for the Demon Circus" adds more depth and context.

Examples of background skills include:

- Trollwrestling Champion
- An Eye for Lies
- Royal Assassin

When creating a background, consider where it will be most relevant. If a background could apply to almost any skill check, it should be narrowed to focus on more specific situations. A well-crafted background is one that enhances roleplay and offers a clear advantage when applied appropriately.

Titles

When the stories of your adventurer and their fellow adventurers become legend, how will they be remembered? What will they be called when their name falls into obscurity and all that survives is their deeds? People will recognize your adventurer by this title, even if they don't know their name. Titles can reference anything from a fighting style to a physical trait, or even an aesthetic.

Example Titles:

- The Green Knight
- The Herald of Silence
- The Bosstown Bludgeon
- Moonfang
- The Timeless Bard

Whenever you make a skill check, you can invoke your adventurer's title before rolling to gain a +2 bonus. To invoke a title, the action in question must contribute to the legend of your adventurer's title. Think of a story being told about your adventurer, where their name is lost to history and only their title survives. Would this action make it into the story?

Example:

Shawn likes the idea of playing someone smart; a knowledge-seeker. She gives Dhalia the title of "The All-Knowing." Shawn can invoke this title when doing something that contributes to the legacy of "The All-Knowing." For example, if Dhalia is making a skill check to piece together a conspiracy, she can invoke her title to gain a +2 bonus. If Dhalia is making a skill check to climb a mountain, the title wouldn't apply since it doesn't contribute to her being "All-Knowing."

Rephrasing Titles for Balance:

If you find that your title is too easy to invoke, consider rephrasing it to limit its scope. For example, Delmar's adventurer is Dmitri, "The Demigod." After a few sessions, Delmar realizes that "The Demigod" can be invoked in every situation. Delmar rephrases it as "The Demigod of Determination", which limits when it can be invoked.

5. Feats

Heroic Feats

Alchemist

You master the Alchemical Synthesis technique, additionally, you learn a formula of your level or lower at 1st level, 2nd level, and every even level thereafter.

Special: You can take this feat instead of the Ritual Caster feat granted by your class feature.

Alertness

You can't be surprised.

Implement Proficiency

Choose a kind of implement associated with your source. You can now use that kind of implement.

Armor Proficiency

You gain proficiency in the next tier of armor. Going from Cloth - Leather - Hide - Chainmail - Scale - Plate.

Special: You may take this feat multiple times.

Blindfighting Warrior

Your melee attacks take no penalties due to partial or total concealment.

Blindfighting Warden

You do not grant combat advantage to enemies invisible to you. While you are blinded, you do not take the penalty to checks which use your eyes.

Bloodied Fleetness

While you are bloodied, you gain a +1 bonus to speed.

Combat Medic

You can administer first aid to stabilize a dying creature as a minor action, instead of a standard action.

Coordinated Explosion

When you use any implement power that targets creatures in a burst or a blast, you gain a +1 bonus to attack rolls against the power's targets if at least one ally is within the burst or the blast.

Daring Duelist

You gain combat advantage against enemies that have no creatures adjacent to them other than you.

Defensive Mobility

You gain a +2 bonus to AC against opportunity attacks.

Disciple of Death

You gain a +5 feat bonus to death saving throws.

Distant Advantage

You gain combat advantage for ranged or area attacks against any enemy flanked by your allies.

Durable

Your number of healing surges increases by two.

Eager Advance

You gain a +4 feat bonus to speed on your first turn during an encounter.

Escape Artist

You can attempt to escape a grab as a minor action, instead of as a move action.

Expert Technique-ist

You gain a +2 bonus to skill checks that you make while performing a technique.

Far Thought

Once per day, you can use telepathy for 5 minutes. You can communicate with any creature within 5 squares of you that has a language and that you can see. This telepathy allows for two-way communication.

Improved Initiative

You gain a +4 feat bonus to initiative.

Low-Light Adaptation

You gain Low-Light vision.

Lucky Start

If your initiative is the highest at the start of an encounter, when you make your first attack roll of the encounter you can roll twice and use either result.

Resilient

You gain a +2 feat bonus to saving throws.

Shield Proficiency

You gain proficiency in the next tier of shield.
Going from Light-Heavy.

Special: You may take this feat multiple times.

Speed Loader

As a free action, you can reload a crossbow you're wielding that has the load minor weapon property.

Unarmored Agility

You gain a +2 feat bonus to AC while wearing either cloth armor or no armor.

Unfailing Vigor

When you roll a 18 or higher on a death saving throw, you can spend a healing surge as if you had rolled a 20.

Weapon Proficiency

Choose a weapon, you become proficient in that weapon.

Special: You may take this feat multiple times.

Toughness

You gain 5 additional hit points. These additional hit points increase to 10 at 11th level and 15 at 21st level.

Technique Mastery

Choose a Technique category, once per day, you can ignore the cost of a technique of that category of your level or lower that you have mastered.

Special: You may take this feat multiple times, each time you do, select another category.

Multiclass Feats

General

Novice Power

Requirements: Level 4+

You can swap one encounter attack power you know for one encounter attack power of the same level or lower from the class you multiclassed into.

Intermediate Power

Requirements: Level 8+

You can swap one utility power you know for one utility power of the same level or lower from the class you multiclassed into.

Adept Power

Requirements: Level 10+

You can swap one daily attack power you know for one daily attack power of the same level or lower from the class you multiclassed into.

Fighter

Student of the Sword

Choose either one-handed melee weapons or two-handed melee weapons. Once per encounter as a free action, you can add a +1 bonus to the next attack roll you make with a weapon of that category. Whether the attack hits or misses, you mark the target until the end of your next turn.

Wrathful Warrior

Once per encounter, when you are hit by a melee attack or a close attack, you gain temporary hit points equal to your Constitution modifier.

Cyclone Warrior

Once per encounter as a free action during your turn, while you are wearing light armor or chainmail and wielding a weapon in each hand, you can gain a +1 bonus to damage rolls with melee or close attacks until the end of your turn. This bonus increases to +2 at 11th level and +3 at 21st level.

Brawling Warrior

Once per encounter while you wield a weapon in one hand and have nothing in your other hand, you can use a free action during your turn to gain a +1 bonus to an attack roll you just made or a +1 bonus to AC until the start of your next turn.

Battle Awareness

Once per encounter, whenever an enemy that is adjacent to you shifts or makes an attack that does not include you as a target, you can make a melee basic attack against that enemy as an immediate interrupt.

Cleric

Initiate of the Faith

Once per day, you can use the Cleric's healing word power. In addition, you can use a holy symbol as an implement.

Divine Healer

You gain the cleric's Healer's Lore class feature. In addition, you can wield cleric implements.

Paladin

Soldier of Virtue

Once per day, you can use the virtue's touch power. In addition, you can wield paladin implements.

Squire of Righteousness

You have proficiency with holy symbols. You gain the defender aura power. You can use righteous radiance as an encounter power.

Soldier of the Faith

Once per encounter, you can use the Paladin's divine challenge power. In addition, you can use a holy symbol or a holy avenger as an implement.

Ranger

Warrior of the Wild

Once per encounter, you can use the Ranger's Hunter's Quarry class feature. The target you designate as your quarry remains your quarry until the end of your next turn.

Two-Blade Warrior

You can wield a one-handed weapon in your off hand as though it were an off-hand weapon.

Rogue

Ruthless Efficiency

You gain the Ruthless Ruffian class feature.

Sly Dodge

Once per encounter, when an enemy makes an

opportunity attack against you, you can add your Charisma modifier to your AC against that attack.

Twilight Adept

Once per encounter, you can use a free action during your turn to gain the benefit of the Rogue class feature Cunning Sneak until the end of your turn.

Sneak of Shadows

Once per encounter, you can use the Rogue's Sneak Attack class feature.

Warlock

Student of Malediction

Once per encounter, you can use the Warlock's Curse class feature. The curse ends the first time you deal the extra damage from Warlock's Curse. In addition, you can wield Warlock implements.

Pact Initiate

Choose a Warlock pact. You gain the pact's at-will power as an encounter power, and you can pursue the Warlock's paragon path based on that pact. In addition, you can use a rod, a wand, or a pact blade as an implement.

Warlord

Resourceful Leader

When an ally you can see spends an action point to make an attack, the ally gains a +3 bonus to damage rolls on a hit or gains 3 temporary hit points on a miss. This bonus increases to +5 at 11th level and +7 at 21st level. These temporary hit points increase to 5 at 11th level and 7 at 21st level.

Student of Battle

Once per day, you can use the Warlord's inspiring word power.

Bravura Leader

When an ally you can see spends an action point to attack, that ally can choose to gain a +4 bonus to the attack's damage roll. If the ally chooses to use the bonus, he or she grants combat advantage to the target of the attack until the end of his or her next turn. This bonus increases to +6 at 11th level and +8 at 21st level.

Skirmishing Leader

When an ally you can see spends an action point

to take an extra action, that ally can shift 1 square as a free action before or after the extra action.

Insightful Leader

When an ally you can see spends an action point to take an extra action, that ally gains a +1 bonus to all defenses until the end of his or her next turn.

Inspiring Leader

Once per encounter, when an ally who can see you spends an action point to take an extra action, that ally also gains temporary hit points equal to 1 + one-half your level.

Tactical Leader

Once per encounter, when an ally you can see spends an action point to make an attack, that ally gains a +1 bonus to the attack roll.

Wizard

Arcane Initiate

Choose a 1st-level wizard at-will power. You can use that power once per encounter. In addition, you can use Wizard implements.

Avenger

Disciple of Divine Wrath

You can use the Avenger's oath of enmity power. The effect lasts until the end of your next turn. In addition, you can wield Avenger implements.

Barbarian

Barbarian's Fury

Once per day as a free action, you can gain a +2 bonus to damage rolls until the end of the encounter.

Rampant Fury

You gain the Barbarian's class feature Rampage.

Bard

Basic Dilettante

Once per day, you can use the Bard's majestic word power. In addition, you can wield bard implements.

Druid

Initiate of the Old Faith

You gain the Druid's wild shape power. Choose a 1st-level Druid at-will attack power that has the beast form keyword. You can use that power once

per encounter. In addition, you can wield Druid implements.

Hunting Predator

While you are in beast form, you gain a +1 bonus to speed.

Invoker

Keeper of Divine Secrets

Choose a 1st-level Invoker at-will attack power. You can use that power once per encounter. In addition, you can wield Invoker implements.

Shaman

Spirit Talker

You gain the Shaman's call spirit companion power, but you use it as a standard action. Choose a Companion Spirit option. You gain the at-will Shaman power associated with that option, such as spirit's shield or spirit's fang, as an encounter power. You gain speak with spirits as a daily power. In addition, you can wield Shaman implements.

Mending Spirit

Requirements: Spirit Talker

You gain the shaman power healing spirit, but you can use it only once per encounter.

Sorcerer

Arcane Prodigy

Once per encounter as a free action, you can gain a +2 bonus to your next damage roll. The bonus increases to +3 at 11th level and +4 at 21st level. In addition, you can wield sorcerer implements.

Soul of Sorcery

Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain resist 5 to that damage type. In addition, you can wield sorcerer implements.

Warden

Defender of the Wild

Once per encounter as a free action, you can mark each enemy adjacent to you until the end of your next turn.

Warden's Endurance

Once per encounter, you can make a saving throw against one effect that a save can end at the start of

your turn. On a save, the effect immediately ends, preventing it from affecting you on your current turn. If you fail the saving throw, you still make a saving throw against the effect at the end of your turn.

Rune priest

Student of Divine Runes

Once per day, you can use the Rune priest's rune of mending power.

Artificer

Student of Artifice

Once per day, you can use the Artificer's healing infusion power. The infusion you create cannot be replenished. In addition, you can wield Artificer's implements.

Swordmage

Blade Initiate

Once per day, when you are wielding a blade, you can invoke the Swordmage Warding class feature as a minor action. Until the end of the encounter, you gain a +1 bonus to AC (or a +3 bonus to AC if you have one hand free). In addition, you can use Swordmage implements.

Heart of the Blade

You gain the Swordmage's Swordbond class feature. In addition, you can wield Swordmage's implements.

6. Equipment

Weapons

Improvised One-Handed Melee Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Unarmed Attack		1d4		Unarmed

Simple One-Handed Melee Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Club	+2	1d6	Off-hand	Club
Dagger	+3	1d4	Off-hand, Thrown	Light Blade
Handaxe	+2	1d6	Thrown 5/10	Axe
Javelin	+2	1d6	Thrown 5/10	Spear
Mace	+2	1d8	None, Implement	Hammer
Sickle	+2	1d6	Off-hand	Light Blade

Simple Two-Handed Melee Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Greatclub	+2	1d10	None	Club
Quarterstaff	+2	1d8	Versatile, Implement	Staff
Spear	+2	1d8	Thrown 5/10	Spear

Simple Ranged Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Sling	+2	1d6	Ranged 20/40	Sling
Light Crossbow	+2	1d8	Load Minor, Ranged 15/30	Crossbow

Military One-Handed Melee Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Battleaxe	+3	1d10	Versatile	Axe
Flail	+3	1d8	None	Flail
Longsword	+3	1d8	Versatile	Heavy Blade
Pick	+3	1d8	Brutal	Hammer
Rapier	+3	1d8	High Crit	Light Blade
Scimitar	+3	1d8	None	Heavy Blade
Shortsword	+3	1d6	Off-hand	Light Blade
Warhammer	+3	1d10	Versatile	Hammer

Military One-Handed Ranged Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Throwing Hammer	+3	1d6	Thrown 5/10	Hammer
Throwing Shield	+3	1d6	Thrown 5/10, Defensive	Shield

Military Two-Handed Melee Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Glaive	+3	1d10	Reach, Versatile	Heavy Blade
Greataxe	+3	1d12	Brutal	Axe
Greatsword	+3	1d10	High Crit	Heavy Blade
Halberd	+3	1d10	Reach, Severe	Polearm
Longspear	+3	1d10	Reach	Spear
Maul	+3	2d6	Brutal	Hammer
Warpick	+3	1d12	Severe	Hammer

Military Two-Handed Ranged Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Composite Bow	+3	1d8	Load Free, Ranged 20/40	Bow
Greatbow	+3	1d10	Load Minor, Ranged 25/50	Bow
Heavy Crossbow	+3	1d10	Load Minor, Ranged 20/40	Crossbow
Sling Staff	+3	1d10	Ranged 15/30, Versatile	Sling

Superior One-Handed Melee Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Bastard Sword	+3	1d10	Versatile	Heavy Blade
Double-Bladed Dagger	+3	1d8	Off-hand	Light Blade
Parrying Dagger	+3	1d6	Defensive, Off-hand	Light Blade

Superior Two-Handed Melee Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Fullblade	+3	1d12	Brutal, Severe	Heavy Blade
Execution Axe	+3	1d12	High Crit	Axe
Spiked Chain	+3	2d4	Reach, Versatile	Flail

Superior Ranged Weapons

Weapon	Proficiency Bonus	Damage	Properties	Weapon Category
Recurve Bow	+3	1d8	Ranged 25/50, Load Free	Bow
Repeating Heavy Crossbow	+3	1d10	Load Free, Ranged 25/50	Crossbow

Properties

Balanced

A balanced weapon is particularly easy to maneuver under pressure. A proficient character wielding only weapons with the balanced property reduces their armor check penalty to skill and ability checks by 2 while in combat, and when you replace the ability score for the melee basic attack power or ranged basic attack power using a balanced weapon, you may use the full replacement ability score, rather than half, for the associated damage roll.

Brutal

A brutal weapon's minimum damage is higher than that of a normal weapon. When rolling the damage from a weapon attack made with a brutal weapon, reroll any damage die that displays a value of 2 or lower until it shows 3 or greater, then use the new value.

Defensive

A defensive weapon grants you a +1 bonus to AC while you wield at least one defensive weapon you are proficient with. Multiple defensive weapons do not stack.

Severe

A severe weapon's maximum damage is higher than that of a normal weapon. When rolling the damage from a weapon attack made with a severe weapon, whenever you roll a die that displays its maximum value, that die explodes: roll a second damage die of the same size, and add these dice to the original roll as extra damage.

High Crit

A high crit weapon deals more damage when you score a critical hit with it. A critical hit with a weapon attack deals maximum rolled damage and an extra [W] based on level:

- 1[W] at 1st–5th levels
- 2[W] at 6th–10th levels
- 3[W] at 11th–15th levels
- 4[W] at 16th–20th levels
- 5[W] at 21st–25th levels
- 6[W] at 26th–30th levels

This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

Innocuous

Weapons with the innocuous keyword easily pass as peaceful tools. A character visibly carrying only an innocuous weapon adds its proficiency bonus to any check made to pretend they are not armed.

Thrown

A thrown weapon may be used to make ranged attacks without penalty. You hurl most thrown weapons from your hand, rather than using the weapon to loose a projectile.

A thrown weapon with a specified load speed is instead a launcher that can be used with enchanted ammunition if desired– the launcher is not thrown at the target.

Implement

A weapon with the Implement property may be used as an implement, even if they are held in only one hand.

Versatile

Versatile weapons are one-handed but deal bonus damage and qualify as a two-handed weapon for power riders and requirements when supported with a second hand. This bonus is equal to:

- +1 to each [W] die at levels 1–10
- +2 at levels 11–20
- +3 at levels 21–30

The versatile bonus may be gained by supporting the weapon with an off-hand occupied by a light shield or weapon in the unarmed group, but no bonuses from the item equipped in the off-hand apply to the attack, and the unarmed weapon cannot be used to attack until the grip is released. Changing grip is a free action.

7. Themes

Here you can find a list of possible themes to select. Note they are sorted at what playstyle they offer, while you may think this means you should pick one that matches your class, it is not mandatory and even beneficial if you take one to spread your capabilities a bit.

I didn't really have time yet to properly do this in the document, so have a link that is pre-queried for you:
[See Themes Here](#)

Flavor

The flavor of these themes are very specific. As such I recommend ignoring any part of those you don't enjoy or like.

Notes

Anything that says "+X bonus to Y checks and Z checks" or the likes in regards to skill, ignore these lines for now. They will gain something else as we don't use the old skill system anymore.

Defender	Striker
<ul style="list-style-type: none">• Bloodsworn• Earth Forger• Elemental Initiate• Gloomwrought Emissary• Guardian• Knight Hospitaller• Melee-Magthere Champion• Misshapen• Sentinel Marshal• Trapsmith• Vigilante	<ul style="list-style-type: none">• Firecrafter• Ghost of the Past• Infernal Prince• Iron Wolf Warrior• Ironwrought• Mercenary• Outlaw• Reaver• Skulker of Vhaeraun• Sohei• Son of Alagondar
Leader	Controller
<ul style="list-style-type: none">• Noble Adept• Disgraced Noble• Halaster's Clone• Iliyanbruen Guardian• Neverwinter Noble• Noble• Templar	<ul style="list-style-type: none">• Beguiler• Blackstaff Apprentice• Ghost of the Past• Ooze Adept• Order Adept• Primordial Adept• Sorcerer Adept• Veiled Alliance

8. The Cleric



Their prayers burn, and the unholy tremble.

Divine Leader

Proficiencies

		
Cloth (L)	Simple Melee	Holy Symbol
Leather (L)	Simple Ranged	
Hide (L)		
Chainmail (H)		

Defenses & Health

	
Fortitude: 11	Health: 22
Will: 13	Health on level-up: 5
Reflex: 11	Healing Surges: 7

Abilities

Your abilities decide what your character will specialise in. Depending on your playstyle, you want to focus on different abilities.

Main Ability

Choose either **Strength** or **Wisdom**, that ability has 4 points and is your main ability.

Assign points

Assign 6 points to any combination of abilities that aren't your main ability. You can assign a maximum of 3 points to any single ability.

Most Cleric powers use either **Strength** or **Wisdom** for accuracy, while sometimes benefitting from **Intelligence** or **Charisma** for extra effects.

Dexterity +1 Reflex +1 Initiative	Strength +1 Fortitude	Constitution +1 Fortitude +1 Heal Surge +2 Health
Intelligence +1 Reflex +1 Initiative	Wisdom +1 Will	Charisma +1 Will

Lore

Some Cleric's specialised in the text of renewal and soothing, while others specialised in conquest and warfare. Choose one of the options below.

Healer's Lore

When you let a creature spend a healing surge to regain hit points with one of your cleric powers that has the healing keyword, add your Wisdom to the hit points the recipient regains.

Battlepriest's Lore

You gain a +2 shield bonus to AC, and you have proficiency with scale armor. In addition, whenever you use a cleric healing power to allow a target to spend a healing surge, that target gains a +2 bonus to attack rolls until the end of your turn.

Healing Word

Using the healing word power, clerics can grant their comrades additional resilience with nothing more than a short prayer.

Healing Word

You utter a soothing word that mends wounds of the body and spirit.

Encounter (Special) ♦ Healing

Minor Action **Close** burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

- Level 6: 2d6 additional hit points.
- Level 11: 3d6 additional hit points.
- Level 16: 4d6 additional hit points.
- Level 21: 5d6 additional hit points.
- Level 26: 6d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per round.

Channel Divinity

Once per encounter you can invoke divine power, filling yourself with the strength of your patron deity. With the divine strength you invoke you can wield special powers. You can also learn other uses for this feature; for instance, the divinity feats grant characters with access to the Channel Divinity class feature the ability to use additional special powers. **Regardless of how many different uses for Channel Divinity you know, you can use only one such ability per encounter.** The special ability or power you invoke works just like your other powers. You gain the Favor of the Gods Channel Divinity power.

Favor of the Gods

When luck runs against you, you beseech the gods for aid to turn chance in your favor.

Encounter ♦ Channel Divinity, Divine

Minor Action Close burst 3

Target: One creature in the burst

Effect: The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.

Additionally, choose one of the Channel Divinity powers below:

Punish the Profane

Punish the Profane

You channel divine energy into your weapon, causing it to release a burst of radiance when you strike an undead foe.

Encounter ♦ Channel Divinity, Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One undead creature

Attack: Strength vs. AC

Hit: 2[W] + Strength radiant damage, and the target is immobilized until the end of your next turn.

- Level 11: 3[W] damage.
- Level 21: 4[W] damage.

Effect: Make the secondary attack.

Channel Divinity: You can use only one channel divinity power per encounter

Punish the Profane Secondary Attack

Encounter (Special) ♦

No Action Close burst 3

Target: Each undead enemy in the burst other than the primary target

Attack: Strength vs. Will

Hit: Charisma radiant damage. In addition, you push the secondary target a number of squares up to 3 + your Charisma

Turn undead

Turn Undead

You sear undead foes, push them back, and root them in place.

Encounter ♦ Channel Divinity, Divine, Implement, Radiant

Standard Action Close burst 2 (3 at 11th level, 5 at 21st level)

Target: Each undead creature in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom radiant damage, and you push the target a number of squares up to 3 + your Charisma. The target is immobilized until the end of your next turn.

- Level 11: 2d10 + Wisdom radiant damage.
- Level 21: 3d10 + Wisdom radiant damage.

Channel Divinity: You can use only one channel divinity power per encounter

Healer's Mercy

Healer's Mercy

Strength flows out from you to your injured comrades, rekindling their resolve to see the battle to its end.

Encounter ♦ Channel Divinity, Divine, Healing

Standard Action Close burst 5

Target: Each bloodied ally in the burst

Effect: Each target can spend a healing surge. You are weakened until the end of your next turn.

Channel Divinity: You can use only one channel divinity power per encounter

Divine Technique

You may choose a level 1 or 2 Divine Technique, you master it.

Powers

You may choose 2 At-Will, 1 Encounter and 2 Daily acolyte Powers.

Feats

You gain access to the Acolyte feat list

Cleric Powers

At-Will

[Link to Level 1 At-Wills](#)

Encounter

[Link to Level 1 Encounters](#)

[Link to Level 3 Encounters](#)

Daily

[Link to Level 1 Dailies](#)

Utility

[Link to Level 2 Utilities](#)

Heroic Cleric Feats

Battlepriest's Armanents

Requirements: 3 Strength

You gain proficiency with light shields and with one military weapon of your choice.

Battle Healer

When you use your healing word, you regain hit points equal to your Strength.

Defensive Grace

Requirements: Healer's Mercy

When you use your healer's mercy, you gain a power bonus equal to your Charisma to all defenses until the end of your next turn.

Defensive Healing Word

When you use your healing word, the target also gains a power bonus to all defenses equal to your Charisma against the next attack made against him or her before the end of your next turn.

Shielding Word

Targets of your healing word class feature also gain a +2 bonus to all defenses until the start of your next turn.

Sturdy Faith

When you use your healing word on an ally, you gain temporary hit points equal to your Constitution.

Greater Turning

Requirements: Turn Undead

Whenever you miss a target when using turn undead, the target is pushed a number of squares equal to your Charisma. The target takes no damage and is not immobilized.

Harbinger of Rebirth

Any ally within 5 squares of you gains a +5 feat bonus to death saving throws.

Healer's Implement

When you let a creature spend a healing surge to regain hit points with any of your cleric healing powers, add your holy symbol's enhancement bonus to the hit points the recipient regains.

Templar's Domain

Requirements: Healer's Lore

Choose a divine domain that has a 1st level domain feature associated with it, such as the storm or the sun domain of the warpriest. You lose Healer's Lore and gain that 1st level domain feature. If the feature grants powers, you don't gain them.

Word of Retaliation

When you use healing word, the target regains extra hit points equal to the number of enemies adjacent to him or her.

Pacifist Healer

When you use healing word or a divine power that allows a target to spend a healing surge, the target regains additional hit points equal to $1d6 +$ your Charisma modifier. Whenever you use said power, until the end of your next turn if you deal damage to a bloodied enemy, you become Dazed.

The additional hit points increase to $2d6 +$ your Charisma modifier at 11th level, and to $3d6 +$ your Charisma modifier at 21st level.

Pacifist's Reward

When you hit with an attack that doesn't deal damage, if you didn't deal any damage on your turn, gain 2 temporary hit points at the end of the turn. The temporary hit points increase to 3 at 11th level, and to 4 at 21st level.