Orcus Classes and Powers

A retroclone of 4th Edition

Version 0.1 (Alpha)

Dedicated to the hobbyists, designers, developers and publishers that have released their work under the Open Game License.

Orcus is a work in progress. All feedback is welcome.

Character Elements

Making a first-level character involves choosing a few key elements:

- A race.
- A class.
- A kit, if you play with them, or a feat, if not.
- Some trained skills.
- Some powers.
- Setting their six ability scores.

Of these, the choice of class is probably most consequential.

As a character increases in level, they will make other choices, picking up other feats and powers, and - at certain levels - a prestige path and an epic path as well.

Classes

Every character belongs to a class, which they choose at first level. They will remain a member of this class during their entire adventuring career - perhaps up to level 30, the highest level available.

Since there are ways to get some of the perks of other classes, such as multiclass feats and kits, the original class you chose is sometimes referred to as your "base class". If you do pick up other classes, you count as a member of those classes, but they will never affect your character as much as your base class does.

Traditions and Roles

Each class has one or more traditions, which summarize where that class draws most of its power from.

- **Arcane:** The practitioners of the arcane tradition seek to understand the unexplainable, categorize the bizarre, and otherwise access the ephemeral in a systematic way. If your power comes from arcane magic, it is studied or learned. A bard studies songs that have magical effects; a warlock bargains for or steals magical knowledge from powerful extraplanar beings; and a wizard researches and memorizes magical spells.
- **Natural:** An instinctual connection to and faith in the world, the cycle of day and night, the turning of the seasons, and the natural selection of predator and prey drive the natural tradition. If your power comes from the natural tradition, it is drawn from the natural world or the spirits of the world. A barbarian is ridden by the spirits for their own purposes; a druid

serves the spirits and is empowered by them as a reward. A shaman consults and calls friendly spirits.
- **Martial:** Your power comes from strength at arms, experience in battle and training. Martial adventurers have extraordinary abilities, but they are grounded in what is humanly possible.
- **Divine:** The power of the divine is steeped in faith, the unseen, and belief in a power source from beyond the Material Plane. If your power comes from divine magic, it is granted by the gods or other higher powers. A cleric is or was part of the organized hierarchy of a religion; a speaker has been directly chosen by a god. Paladins serve the gods directly or a cause that a god favors.
- **Shadow:** Your power comes from dark magic, the occult or other mysteries.

Each class has one or two roles, which summarize how the class most often contributes in combat.

- **Defender:** A defender soaks up attacks and damage from enemies, punishes enemies for attacking their allies *and* punishes enemies for attacking the defender. The defender forces enemies to make difficult decisions or puts them in a "catch-22".
- **Striker:** A striker does the most damage or otherwise puts enemies out of action, particularly if they are supported by their allies - but they can be vulnerable if they are left exposed.
- **Leader:** A leader helps their allies do their jobs better in combat, by keeping them alive through healing and defensive bonuses, by increasing their damage output or other contributions, and by enabling them to do things that they couldn't do before (even if that is as simple as helping them get into position for an attack).
- **Controller:** A controller gives the team control over the battlefield, with crowd control attacks, area denial or impeded movement that limits where and how enemies can move, and negative conditions that reduce what the enemies can do or how effectively they do it.

Powers

Classes follow the default power progression, shown below, unless otherwise mentioned.

The numbers indicate powers from your class (although note that sometimes you will have the opportunity to select a power not of your class, but filling a class slot).

"P" indicates a power from your prestige path, so for example at level 11 you will typically gain an encounter attack power from your prestige path. "E" indicates a power from your epic path.

The appendix has a table that shows which level powers a character of a particular level (following the default progression) can have. This is useful if you are creating a character at higher than 1st level, or if you get confused about which powers can be replaced when.

When you reach a level that allows you to replace a power, you choose a class attack power you know of that frequency (encounter or daily) and give it up, exchanging it for a power of the level you're gaining. For example, at level 13 you can give up one of your existing encounter attack powers (e.g., the one you got at level 1) in exchange for a level 13 encounter attack power.

Table - Default Power Progression (Adventurer Tier)

Level	At-will Attack	Encounter Attack	Daily Attack	Utility	Power Replacements
1	2	1	1		
2	2	1	1	1	
3	2	2	1	1	
4	2	2	1	1	
5	2	2	2	1	
6	2	2	2	2	
7	2	3	2	2	
8	2	3	2	2	
9	2	3	3	2	
10	2	3	3	3	

Table - Default Power Progression (Prestige Tier)

Level	At-will Attack	Encounter Attack	Daily Attack	Utility	Power Replacements
11	2	3 + P	3	3	
12	2	3 + P	3	3 + P	
13	2	3 + P	3	3 + P	Replace 1 encounter attack power
14	2	3 + P	3	3 + P	
15	2	3 + P	3	3 + P	Replace 1 daily attack power
16	2	3 + P	3	4 + P	
17	2	3 + P	3	4 + P	Replace 1 encounter attack power
18	2	3 + P	3	4 + P	
19	2	3 + P	3	4 + P	Replace 1 daily attack power
20	2	3 + P	3 + P	4 + P	

Table - Default Power Progression (Epic Tier)

Level	At-will Attack	Encounter Attack	Daily Attack	Utility	Power Replacements
21	2	3 + P	3 + P	4 + P	
22	2	3 + P	3 + P	5 + P	
23	2	3 + P	3 + P	5 + P	Replace 1 encounter attack power
24	2	3 + P	3 + P	5 + P	
25	2	3 + P	3 + P	5 + P	Replace 1 daily attack power
26	2	3 + P	3 + P	5 + P + E	
27	2	3 + P	3 + P	5 + P + E	Replace 1 encounter attack power
28	2	3 + P	3 + P	5 + P + E	
29	2	3 + P	3 + P	5 + P + E	Replace 1 daily attack power
30	2	3 + P	3 + P	5 + P + E	

Swashbuckler

Martial Striker
Group: Rogue

Stats

Hit Points at 1st Level: 12 + your Constitution score.
Hit Points at Higher Levels: 5 + your Constitution modifier per level after 1st.
Recoveries per Long Rest: 6 + your Constitution modifier.
Defenses: +2 Reflex.

Proficiencies and Training

Armor: Cloth, leather; light shield.
Weapons: Simple melee, military melee, simple ranged.
Trained Skills: You are trained in 4 skills from your class skills.
Class Skills: Acrobatics, Athletics, Bluff, Diplomacy, Insight, Intimidate, Perception, Stealth, Streetsmarts, Sleight of Hand.

Features

Gain Momentum

When you hit an enemy with a melee attack, you gain momentum. When you are hit by any kind of attack, you lose momentum.

Triumphant Strike

While you have momentum, once per turn you can add +1d6 damage to any kind of attack. *Level 11:* +2d6 damage. *Level 21:* +3d6 damage.

Bide Your Time

If you use an encounter attack power and do not hit any targets, you can lose your momentum to keep the encounter power (it is not expended). You can only use this feature if you have momentum.

Nick of Time

You get a +2 bonus on attack rolls you make outside of your turn (e.g. opportunity attacks and immediate actions).

Subclasses

Choose either Forceful Swashbuckler or Goading Swashbuckler.

- **Forceful Swashbuckler:** Your secondary ability is Strength. Once per turn, when you shift, you can pull an adjacent enemy 1 at one point during your movement.
- **Goading Swashbuckler:** Your secondary ability is Charisma. Your triumphant strike does additional damage equal to your Strength modifier when you attack a marked enemy.

Powers

You can choose powers from your class disciplines. When you do so, you can replace any reference to the discipline's key ability with Dexterity instead. You can replace any reference to the discipline's secondary ability or abilities with the secondary ability linked to your subclass.

Class Disciplines: Rapier's Point, Blades in the Dark.

Dualclass

If a character takes the Dualclass Recruit feat and selects the Swashbuckler, it has the following benefit:

Benefit: You belong to the Rogue group and the Swashbuckler class (along with any other groups and classes that you belong to), and gain the following benefits:

- When you hit an enemy with a melee attack, you gain momentum. When you are hit by any kind of attack, you lose momentum. Momentum has no effect on its own, but it is required for your Triumphant Strike feature and is referenced by some powers.
- Once per encounter, you can use the Swashbuckler's Triumphant Strike feature (noting that it requires momentum to use).

Commander

Martial Leader
Group: Warlord

Stats

Hit Points at 1st Level: 12 + your Constitution score.
Hit Points at Higher Levels: 5 + your Constitution modifier per level after 1st.
Recoveries per Long Rest: 7 + your Constitution modifier.
Defenses: +2 Fortitude.

Proficiencies and Training

Armor: Cloth, leather, hide, chainmail, scale; light shields.
Weapons: Simple melee, martial melee; simple ranged..
Focuses: Martial focus
Trained Skills: 4 from your class skills.
Class Skills: Athletics, Diplomacy, Endure, Heal, History, Intimidate, Religion.

Features

Stratagem

The first time in an encounter that you use a power from either the Angel's Trumpet, the Golden Lion or another discipline, you get a bonus. When you use a power from a different discipline, it changes the bonus you get - so you always only get one bonus.

Tactician: After using a Golden Lion power, allies that are adjacent to you get a +1 bonus on attack rolls.

Healer: After using an Angel's Trumpet power, allies that are adjacent to you get resistance to all damage 2. *Level 11:* Resistance to all damage 4. *Level 21:* Resistance to all damage 6.

Shocktrooper: After using a power from a different discipline, allies that are adjacent to you get a +1 bonus on Fortitude, Reflex and Will defenses.

Lift Spirits

You can use the *lift spirits* power two times each encounter. *Level 16:* Three times per encounter.

Lift Spirits

Encounter Swift Action
Commander Utility 1 ● Martial, Healing
Near burst 5 (10 at level 11, 15 at level 21), one ally or yourself
Effect: The target spends a recovery and heals their recovery value plus your Charisma modifier.

Subclasses

Choose one at character creation.

React to Ill Fortune: If an ally within 5 misses with an attack, they can shift 1 as a free action. Your secondary ability is Intelligence.

React to Good Fortune: If an ally within 5 makes a critical hit, choose an ally within 5. They get a +2 bonus on their next attack roll (if they use it before the end of your next turn). Your secondary ability is Strength.

React to Despair: Allies within 5 gain a +1 bonus to their saving throws for every saving throw that they have failed in that turn. Your secondary ability is Charisma.

React to Treachery: Allies within 5 get a +1 bonus to all defenses against attacks that have combat advantage against them. Your secondary ability is Intelligence.

Powers

You can choose powers from your class disciplines. When you do so, you can replace any reference to the discipline's key ability with Charisma instead. You can replace any reference to the discipline's secondary ability or abilities with the secondary ability linked to your subclass.

Class Disciplines: Angel's Trumpet, Golden Lion.

Dualclass

If a character takes the Dualclass Recruit feat and selects the Commander, it has the following benefit:

Benefit: You belong to the Warlord group and the Commander class (along with any other groups and classes that you belong to), with Commander becoming your "secondary class". You gain the following benefits:

- Once per encounter, you can use the Commander's *lift spirits* power.

Mageblade

Arcane Defender
Group: Spellsword.

Stats

Hit Points at 1st Level: 15 + your Constitution score.
Hit Points at Higher Levels: 6 + your Constitution modifier per level after 1st.
Recoveries per Long Rest: 8 + your Constitution modifier.
Defenses: +2 Will.

Proficiencies and Training

Armor: Cloth, leather.
Weapons: Simple melee, martial melee; simple ranged.
Focuses: See Special Bond feature.
Trained Skills: Arcana and 3 others from your class skills.
Class Skills: Arcana, Acrobatics, Athletics, Diplomacy, Endure, History, Insight, Intimidate.

Features

Athame Bonus Feat

You have the Athame feat for the weapon type that your particular weapon belongs to. For example, if your particular weapon is a *+1 longsword*, you have the Athame (longsword) feat. This changes if your Special Bond changes.

Special Bond

You select a particular weapon that you are proficient with and perform a daylong ceremony to make it your key weapon. You can only have one key weapon at a time, but you can repeat the ceremony with a different weapon to make it your key weapon.

Summon Athame

As a standard action, if you have a free hand you can summon your key weapon. If it is within 10 squares, it appears in your hand.
Level 11: Within 10 miles.
Level 21: Within 100 miles.

Shimmering Shield

You have a +1 bonus to AC. If you have a spare hand (not carrying a shield, wielding a two-handed weapon, etc.) then it is a +3 bonus instead.

Subclasses

Illusion Specialist: Your secondary ability is Constitution. You can use the *blurring sigil* power.

Assault Specialist: Your secondary ability is Strength. You can use the *sigil of retaliation* power.

Sigil of Retaliation

At-Will Swift Action
Mageblade Utility 1 ● Arcane, Weapon, Teleport
Near burst 2, one target
Effect: The target is marked until you use this power again. While this target is marked, if it makes an attack that does not include you as a target, and it hits, you can - as an immediate action - appear in an unoccupied square adjacent to the target and make a basic melee attack against them. You must be within 10 of the target in order to do so.

Blurring Sigil

At-Will Swift Action
Mageblade Utility 1 ● Arcane, Weapon
Near burst 2, one target
Effect: The target is marked until you use this power again. While this target is marked, if it makes an attack that does not include you as a target, and it hits, you can - as an immediate action - reduce the damage to any one target of the attack by 5 + your Constitution modifier (Level 11: 10 + your Constitution modifier; Level 21: 15 + your Constitution modifier). You must be within 10 of the target in order to do so.

Powers

You can choose powers from your class disciplines. When you do so, you can replace any reference to the discipline's key ability with Intelligence instead. You can replace any reference to the discipline's secondary ability or abilities with the secondary ability linked to your subclass.

Class Disciplines:

- Elemental Flux.
- Veiled Moon.

Dualclass

You belong to the Spellsword group and the Mageblade class (along with any other groups and classes that you belong to), and gain the following benefits:

- When you select this feat, select one of the sigil powers. Once per encounter, you can use that power.

Kits

Kits are another way of customizing your character at first level, if permitted by the Game Master (see "Playing with Kits", below). They represent another facet to your character that isn't captured by their race or their class.

You can retrain a kit using your one permitted retrain per level.

Kits will typically give features a few times during the adventurer tier, usually starting with a feature or two at level 1.

Playing with Kits

Game Masters can approach kits in a few different ways:

1. Each character gets a kit at first level.
2. No character gets a kit.
3. Characters can choose a kit, but they have to give up some of their feats to do so.

If you play with the third option, characters must give up three of their adventurer-tier feats (levels 1, 4 and 10) in order to access one kit's features, or all six of their adventurer-tier feats (levels 1, 2, 4, 6, 8 and 10) to access one kit's features and the discipline associated with that kit. Of course, you can always allow player characters to pick up a kit at a later time, as long as they give up the same number of feats.

About Kits

Kits are usually named starting with a verb, like "Dabbles in Wizardry", "Takes Vermin Form", "Binds Familiar" or "Manifests Mindblade".

"Dabbles in ..." kits are ways to multiclass. "Worships the ..." kits are for worshippers of different gods (what might be called domains). "Specializes in ..." kits are for those who specialize in a particular school of arcane magic.

Dabbles in Mageblading

Mageblade multiclass.

Requirements: You cannot take this kit if you belong to any class in the Spellsword group (e.g. Mageblade), or if you already have a secondary class.

Ensorcelled Weapon (Level 1): You belong to the Spellsword group and the Mageblade class (along with any other groups and classes that you belong to), with Mageblade becoming your "secondary class". You gain the following benefits:

- When you select this kit, select one of the sigil powers. Once per encounter, you can use that power.

Mageblade Skills (Level 5): You become trained in a skill of your choice from the Mageblade class skills.

Brief Shield (Level 10): Once per day, as a swift action, you can gain the benefits of the Shimmering Sword feature. This lasts until the end of the encounter.

Associated Disciplines (Level 1): You can take powers from the Spellsword list, and from one of the following disciplines:

- Elemental Flux.
- Veiled Moon.

Dabbles in Commanding

Commander multiclass.

Requirements: You cannot take this kit if you belong to any class in the Warlord group (e.g. Commander), or if you already have a secondary class.

Called to Service (Level 1): You belong to the Warlord group and the Commander class (along with any other groups and classes that you belong to), with Commander becoming your "secondary class". You gain the following benefits:

- Once per encounter, you can use the Commander's *lift spirits* power.

Commander Skills (Level 5): You become trained in a skill of your choice from the Commander class skills.

Stratagem Research (Level 10): You get the Commander's Stratagem feature, but your stratagem is set by the first power you use in an encounter, and does not change.

Associated Disciplines (Level 1): You can take powers from the Warlord list, and from one of the following disciplines:

- Angel's Trumpet.
- Golden Lion.

Dabbles in Swashbuckling

Swashbuckler multiclass.

Requirements: You cannot take this kit if you belong to any class in the Rogue group (e.g. Swashbuckler), or if you already have a secondary class.

Buckle Your Swashes (Level 1): You belong to the Rogue group and the Swashbuckler class (along with any other groups and classes that you belong to), with Swashbuckler becoming your "secondary class". You gain the following benefits:

- When you hit an enemy with a melee attack, you gain momentum. When you are hit by any kind of attack, you lose momentum. Momentum has no effect on its own, but it is required for your Triumphant Strike feature and is referenced by some powers.
- Once per encounter, you can use the Swashbuckler's Triumphant Strike feature (noting that it requires momentum to use).

Swashbuckling Skills (Level 5): You become trained in a skill of your choice from the Swashbuckler class skills.

Bide Your Time (Level 10): Once per day, you can use the Swashbuckler's Bide Your Time feature.

Associated Disciplines (Level 1): You can take powers from the Rogue list, and from one of the following disciplines:

- Rapier's Point.
- Blades in the Dark.

Binds Familiar

You have bound to your service a familiar, a Tiny animal or creature that aids you and provides companionship.

Spirit Friend (Level 1): You gain the service of a familiar, a spirit that takes an animal form you choose (from the list below).

The familiar obeys the following rules:

Actions

- If you take a move action, the familiar can take a move action as well.
- You can give up actions to command the familiar, in which case it gets to take the same actions. For example, you can give up your standard action in order for the familiar to take a standard action.

Stats and Combat

- All familiars have 1 hit point, but they are never damaged on a miss. Your own attacks never target your familiar, even if they normally target "all creatures".
- When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after your next extended rest.
- Your familiar uses your Armor Class, Fortitude, Reflex and Will defenses.
- Your familiar cannot contribute to a flank.

Hidden Away/Called

- As a swift action, your familiar can hide away on your person, which may involve disappearing in a puff of smoke until you call them again, or turning into a tattoo on your arm or a statuette in your pocket, or simply slipping into your pocket. While hidden away, it provides you with no benefits, but it also cannot be targeted by any effect, does not take damage, etc.
- You can call a hidden away familiar as a swift action. It appears in a square adjacent to you.

Other

- Your familiar always obeys your commands.
- While your familiar is within 20 squares of you, you can communicate with it telepathically.
- If you retrain this kit, you can select a different familiar.
- The familiar is an ally of you, and of your allies.
- The familiar is of human-like intelligence, although it may think very differently to humanoids or not be communicative.

Combat Assistant (Level 5): Your familiar gets a +1 bonus to all defenses.

While your familiar is hidden away, you get a +1 bonus to Reflex defense.

While your familiar is called, you get a +1 bonus on attack rolls against enemies adjacent to or in the same space as your familiar.

Speedy Summons (Level 10): Your familiar gets a further +1 bonus to all defenses.

Your familiar reappears after your next short rest if it drops to 0 hit points.

Associated Discipline: Strong Bidding.

Table - List of Familiars

Name	Senses	Speed	Constant Benefits	While Called
Barn Owl	darkvision	2, fly 12	+4 bonus to Perception checks during the night.	*Swivel Head:* Once per encounter, as a swift action, choose an enemy. That enemy cannot flank you for the rest of the encounter.
Cave Rat	darkvision	4	+2 bonus to Sleight of Hand checks.	*Light Fingers:* As a standard action, make a Sleight of Hand check using the familiar's position instead of your own.
Crawler Octopus	darkvision	2, swim 6	+2 bonus to Acrobatics checks. You can use Acrobatics to swim instead of Athletics.	*Ink Cloud:* Once per encounter, as a swift action, allies adjacent to the familiar gain concealment until the end of your next turn.
Faerie Sea Horse	darkvision	0, fly 4 (hover), swim 4	+2 bonus to Arcana checks.	*Nudge Enchantment:* Once per encounter, as a swift action, suppress the effects of a zone or conjuration that the familiar is adjacent to until the beginning of your next turn.
Ferret	low-light vision	6	+2 bonus to Sleight of Hand checks.	*Stow Item:* As a swift action, the familiar can conceal a small item (5 lb or less) somewhere that no one can find it until you retrieve it from the adjacent familiar as a swift action.
Frog	darkvision	4, swim 4, jump 2	+4 bonus to Stealth when you do not move before hiding.	*Noxious Odor:* Once per encounter, one of your attacks does poison damage instead of its usual damage type.
Gray Parrot	low-light vision	2, fly 10	+2 bonus to Diplomacy checks.	*Mimicry:* The gray parrot can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering.

Name	Senses	Speed	Constant Benefits	While Called
Hawk	low-light vision	2, fly 12	+4 bonus to Perception checks during the day.	*Distant Strike:* Once per encounter, make a Ranged attack as if you were in the familiar's square.
Levitating Quipper	darkvision	0, fly 4 (hover), swim 8	+2 bonus to Athletics checks.	*Blood Frenzy:* Once per encounter, reroll a missed attack against a staggered enemy and take the higher result.
Poisonous Snake	blindsight 2	6, swim 6	+2 bonus to initiative checks. You do not grant combat advantage while squeezing.	*Poison Bite:* Once per encounter, an enemy adjacent to the familiar gains persistent poison damage 5 (save ends).
Soldier Crab	blindsight 6	4, swim 4	You have swamp stride.	*Churn Earth:* Once per encounter, create difficult terrain in Near burst 1.
Tabby Cat	low-light vision	8, climb 6	+2 bonus to Stealth and Acrobatics during the night.	*Second Life:* Once per encounter, an attack that would hit the familiar misses it instead. You get a +2 bonus to all defenses until the end of your next turn.
Weaver Spider	darkvision	4, climb 4 (wall-climber)	+2 bonus to Athletics checks.	*Ensnaring Web:* Once per encounter, the square the weaver spider is in becomes difficult terrain until the end of the encounter.

Disciplines

A discipline is a set of powers that are thematically related. Characters get access to disciplines from their classes, and sometimes from other sources. Having access to a discipline just means you can choose powers from that discipline when you get to select class powers; it does not give you immediate access to those powers.

Key and Secondary Abilities

Some classes specify that powers selected from class disciplines use different abilities to those specified. If you gain access to the powers of a discipline from another source, this rule does not apply.

For example, Arty is a Goading Swashbuckler, which lets him replace a power's secondary ability with Charisma. He selects the power deadly thrust *from Blades in the Dark, which identifies Strength as its secondary ability. He uses Charisma in place of Strength when using that ability.*

Porthy is a Fighter with the kit "Dabbles in Swashbuckling", which gives him access to the Blades in the Dark discipline. However, since his access to the discipline comes from his kit, not his class, he cannot use Charisma in place of Strength when using Blades in the Dark powers.

Angel's Trumpet

Key Ability: Charisma.
Secondary Ability: Wisdom.

Identify Target

At-Will Standard Action
Angel's Trumpet Attack 1 • Martial, Focus
Ranged 10, one enemy
Attack: Charisma vs Will
Hit: The target grants combat advantage until the end of your next turn. The first ally to hit the target with an attack heals 1d6 + your Charisma modifier HP.

Targeted Call

Encounter Standard Action
Angel's Trumpet Attack 1
Near burst 10, one ally
Effect: Choose one ally. They make a basic melee or ranged attack. In addition, until the end of the encounter, each time they hit with an attack they gain temporary HP equal to your Wisdom modifier.

Break Will

Daily Standard Action
Angel's Trumpet Attack 1 • Martial, Focus, Psychic
Near burst 3, all enemies
Attack: Charisma vs Will
Hit: The target is weakened (save ends).

Rescuing Angel

Daily Immediate (React) Action
Angel's Trumpet Attack 1 • Martial, Focus
Near burst 10, one ally
Trigger: An ally in range is reduced to 0 HP or below
Effect: Choose one ally. They make a basic melee or ranged attack against the creature that made the attack, and can add your Charisma modifier to their attack and damage. You move your speed. If you end your move adjacent to the original ally, they can spend a recovery to heal their recovery value plus your Wisdom modifier.

Teaspoon of Cement

Encounter Immediate (Counter) Action
Angel's Trumpet Utility 2 • Martial
Near burst 10, one ally
Trigger: An ally in range is hit by an attack.
Effect: The ally can spend a recovery to gain temporary hit points equal to their recovery value.

Encouraging Peal

Daily Swift Action
Angel's Trumpet Utility 2 • Martial
Near burst 5, all allies
Effect: Targets receive a +2 power bonus on attack rolls and add the user's Charisma modifier to damage until the end of the encounter.

The Strength Within

Daily Swift Action
Angel's Trumpet Utility 2
Near burst 10, one ally or yourself
Effect: The target can spend a recovery to heal their recovery value, and add your Charisma modifier to damage rolls until the end of your next turn.

Pride Leader's Stance

Daily Swift Action
Angel's Trumpet Utility 2 • Martial, Stance
Self
Effect: Allies within 10 (including yourself) have a +2 power bonus to Will defence and on saving throws.

Call to Action

Encounter Standard Action
Angel's Trumpet Attack 3 • Martial, Weapon
Near burst 10, one enemy
Effect: Choose two allies. Each ally chooses one: they may Charge the target, or make a basic melee or ranged attack against them.

Rallying Instruction

Daily Standard Action
Angel's Trumpet Attack 5
Near burst 10, one ally
Effect: The target can make a basic melee or ranged attack. They also regain one recovery.

Golden Commander Stance

Encounter Swift Action
Angel's Trumpet Utility 6 • Martial, Stance
Self
Effect: Any enemies within 10 that are flanked by any allies (including yourself) count as flanked by all of your allies. For example, if A and B are flanking a goblin, ally C can attack that goblin and get the benefits of flanking, even if they make a ranged attack.

Inherit Toughness

Encounter Swift Action
Angel's Trumpet Utility 6 • Martial, Healing
Near burst 5, all allies and yourself
Effect: Each target heals 10 + your Charisma modifier HP.

Milestone Foe

Encounter Standard Action
Angel's Trumpet Attack 7
Near burst 10, one enemy
Effect: Until the end of your next turn, attacks against the target add your Charisma modifier to the attack and damage roll. If the enemy is reduced to 0 HP or below in that time, all allies within range can spend a recovery to heal their recovery value plus your Wisdom modifier.

Identify Weak Point

Daily Standard Action
Angel's Trumpet Attack 9
Near burst 10, one enemy
Attack: Charisma vs Will
Hit: The target is vulnerable to all damage 5 until the end of the encounter.
Effect: The target is dazed (save ends).

Golden General's Victory

Daily Swift Action
Angel's Trumpet Utility 10 • Martial, Healing
Near burst 5, all allies
Effect: Each target can spend a recovery to heal their recovery value. They also make a saving throw against one effect of their choice. They get a +2 power bonus to attack rolls until the end of your next turn.

Blades in the Dark

Many of these powers use momentum. Other than these powers, the main way to gain momentum are the features of the Swashbuckler class. You are welcome to take these powers without belonging to the Swashbuckler class, but if they involve momentum they may be of limited use to you.

If you do gain momentum from a power, the same rule for losing momentum applies as for the Swashbuckler: you lose it if you are hit by any attack.

Key Ability: Dexterity.
Secondary Ability: Strength.

Evasive Strike

At-Will Standard Action
Blades in the Dark Attack 1 • Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier damage and you shift 1.
Level 21: 2dW + Dexterity modifier damage.

Deadly Thrust

At-Will Standard Action
Blades in the Dark Attack 1 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier. If the target is staggered, also add your Strength modifier to the damage.
Level 21: 2dW + Dexterity modifier damage.

Flying Blade

At-Will Standard Action
Blades in the Dark Attack 1 ● Martial, Weapon
Ranged weapon, one target
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier and you gain momentum.
Level 21: 2dW + Dexterity modifier damage.

Retort

Daily Immediate (React) Action
Blades in the Dark Attack 1 ● Martial, Weapon
Melee weapon, one target
Trigger: You lose momentum
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier.
Effect: Make a secondary attack against the same target.
Secondary Attack: Dexterity vs AC; 1dW + Dexterity modifier damage *or* 2dW + Dexterity modifier damage if you gained momentum this turn.

Sure Cut

Encounter Standard Action
Blades in the Dark Attack 1 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier.
Miss: If you have momentum, you lose momentum but the target takes damage equal to your Triumphant Strike value.

Roll With It

Daily Immediate (Counter) Action
Blades in the Dark Utility 2 ● Martial
Self
Trigger: You are hit by an attack while you have momentum.
Effect: You take half damage from the attack and do not lose momentum.

Pocket of Sand

Encounter Standard Action
Blades in the Dark Utility 2 ● Martial
Melee touch, one target
Attack: Dexterity vs Reflex

Hit: The target is blinded until the end of their next turn.

Special: If you have momentum and an enemy targets you with an attack, you can lose momentum to use this as an immediate (react) action against that enemy.

Tumbling Strike

Encounter Standard Action

Blades in the Dark Attack 3 ● Martial, Weapon

Melee weapon, one target

Attack: Dexterity vs AC

Hit: 2dW + Dexterity modifier damage.

Effect: Until the start of your next turn, if an attack misses you you can shift 1 as an immediate (react) action.

Attack from the Blue

Daily Standard Action

Blades in the Dark Attack 5 ● Martial, Weapon

Melee weapon, one target

Attack: Dexterity vs AC

Hit: 2dW + Dexterity modifier damage.

Special: Move up to your speed before your attack. If you moved less than your speed before the attack, you can shift a number of squares up to the difference after your attack.

Double Down

Encounter Immediate (Counter) Action

Blades in the Dark Utility 6 ● Martial

Trigger: You make an attack roll or skill check.

Effect: Reroll the attack roll or check. If the attack still misses or the check still fails, you are dazed until the end of your next round.

Sloppy Strike

Encounter Standard Action

Blades in the Dark Attack 7 ● Martial, Weapon

Melee weapon, one target

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier damage. The first time the target attacks you, you can make a secondary attack against them as an immediate (counter) action. If they do not attack you before the start of your next turn, the effect ends.

Secondary Attack: Dext

Bleeding Strike

Daily Standard Action

Blades in the Dark Attack 9 ● Martial, Weapon

Melee weapon, one target

Attack: Dexterity vs AC

Hit: 2dW + Dexterity modifier damage and the target takes persistent 5 damage and is slowed (both ongoing).

Miss: Half damage (no persistent damage).

Kip-Up

At-Will Swift Action
Blades in the Dark Utility 10 • Martial
Self
Effect: You stand up from prone.

Deflection

Encounter Immediate (React) Action
Blades in the Dark Utility 10 • Martial, Weapon
Self
Trigger: You are missed by a Melee or Ranged attack while you have momentum.
Effect: Choose an enemy in range of the missed attack. The attacker makes the attack that missed you against that target.

Elemental Flux

When you first gain a power with the Flux tag, choose an element: lightning, acid, cold, fire or thunder. All powers with the Flux keyword have that energy as a keyword, and replace any reference to [flux] in the power text with that energy. There are some powers that allow you to change your flux energy, if you take them. You can also change your flux energy when you retrain at a new level. Some classes interact with Flux powers in other ways.

When a power refers to [flux], it always means your current flux energy, even if you used the power when your flux energy was different. For example, if you conjured a vortex devil, it does damage of your current flux energy not the flux energy you had when you conjured it.

Primary Ability: Intelligence
Secondary Ability: Constitution

Spark Strike

Encounter Standard Action
Elemental Flux Attack 1 • Flux, Arcane, Weapon
Melee or Ranged weapon, one target
Attack: Intelligence vs AC
Hit: 2dW + Intelligence modifier [flux] damage.

Variable Flux

Daily Standard Action
Elemental Flux Attack 1 • Flux, Arcane, Weapon
Melee or Ranged weapon, one target
Attack: Intelligence vs AC
Hit: 1dW + Intelligence modifier [flux] damage, and the target is subject to one of the following until the end of your next turn.

- Lightning: -2 penalty on Ranged attack rolls.
- Acid: Slowed.
- Fire: Persistent fire damage equal to your Constitution modifier.
- Cold: Vulnerability to lightning and cold 5.
- Thunder: Dazed.

Miss: Half damage.

Energy Jolt

At-Will Standard Action
Elemental Flux Attack 1 • Flux, Arcane, Weapon
Near burst 3, one target
Attack: Intelligence vs Reflex
Hit: 1dW + Intelligence modifier [flux] damage, and the target:

- Air: Is pulled 2.
- Acid: Takes a -2 penalty to AC until the end of your next turn.
- Fire: Loses their next move action.
- Cold: Slides 1.
- Thunder: Is pushed 2.

Eldritch Shield

Encounter Immediate (Counter) Action
Elemental Flux Utility 2 • Arcane, Flux
Self
Trigger: You are about to take damage.
Effect: You gain resistance to [flux] 5 + your Constitution modifier, for that attack.

Elemental Nimbus

Daily Swift Action
Elemental Flux Utility 2 • Arcane, Flux
Self
Effect: Each attack that hits does +1d6 [flux] damage. You can choose to daze a target that you hit until the end of your next turn, but then this power ends.
Maintain: Swift

Elemental Realignment

Daily Swift Action
Elemental Flux Utility 2 • Arcane, Flux
Self
Effect: Change your Flux energy. You gain resistance to [flux] 5 + your Constitution modifier until the end of the encounter.

Fluctuation Movement

Encounter Swift Action
Elemental Flux Utility 2 • Arcane, Stance, Flux
Self
Effect: You get a benefit based on your [flux]:

- Lightning: Make a jump as a free action, with a +10 bonus to Athletics.
- Acid: Ignore difficult terrain until the end of your next turn.
- Fire: Your speed increases by +2 until the end of your next turn.
- Cold: Until the end of your next turn, when you charge you can move however you like (not just in a straight line).
- Thunder: Until the end of your next turn, whenever you are subject to unwilling movement you can shift 1 at the end of the move.

Arcane Shield

Daily Immediate (Counter) Action
Elemental Flux Utility 2 • Arcane
Trigger: You are hit by an attack.
Effect: Attacker rerolls their attack.

Degrade Resistance

Daily Swift Action
Elemental Flux Utility 2 • Arcane
Effect: Your attacks ignore the first 5 points of energy resistance.
Maintain: Swift

Eldritch Fang

Encounter Standard Action
Elemental Flux Attack 3 • Arcane, Flux, Weapon
Melee or Ranged weapon, one target
Attack: Intelligence vs Fortitude
Hit: 2dW + Intelligence modifier [flux] damage and the target is dazed until the end of your next turn.

Elemental Strike

Daily Standard Action
Elemental Flux Attack 5 • Flux, Arcane, Weapon
Melee or Ranged weapon, one target
Attack: Intelligence vs Fortitude
Hit: 2dW + Intelligence modifier [flux] damage, and the target is subject to one of the following based on your flux energy.

- Acid: Weakened (end of your next turn).
- Thunder: Immobilised (end of your next turn).
- Fire: Blinded (end of your next turn).
- Cold: Knocked prone.
- Lightning: Dazed (end of your next turn).

Miss: Half damage.

Energy Spark

Daily Standard Action
Elemental Flux Attack 5 • Flux, Arcane, Focus
Ranged 10
Attack: Intelligence vs Reflex
Hit: 3dW + Intelligence modifier [flux] damage

Elemental Flux Stance

Daily Swift Action
Elemental Flux Utility 6 • Flux, Arcane, Stance
Near burst 3, all allies
Effect: Yourself and allies within range get one based on your [flux], until the end of your next turn:

- Lightning: +2 bonus to speed.
- Acid: Ignore the first 1 square of unwilling movement.
- Fire: Heal an additional +1d6 damage each time they would heal.
- Cold: Take a +2 bonus on all saving throws.
- Thunder: One hit on an attack per turn pushes 1.

Lance of Power

Encounter Standard Action
Elemental Flux Attack 7 ● Flux, Arcane, Weapon
Near arc 3, all creatures
Attack: Intelligence vs Fortitude
Hit: 1dW + Intelligence modifier [flux] damage and one option based on [flux]:

- Thunder: Targets are deafened (save ends).
- Lightning: Targets must save or drop what they are holding.
- Fire: Take an additional 1d8 damage.
- Cold: Targets must save or fall prone.
- Acid: Targets are slowed.

Raging Flux

Daily Standard Action
Elemental Flux Attack 9 ● Flux, Arcane, Weapon
Far burst 3, all creatures (range 10)
Attack: Intelligence vs Fortitude
Hit: 3dW + Intelligence modifier [flux] damage.
Effect: Creates a zone in the area of effect, until the end of the encounter. Creatures that enter the zone take 1d6 + Intelligence modifier [flux] damage. At the beginning of each of your turns, creatures in the zone take 1d6 + your Intelligence modifier [flux] damage. While the zone persists, you can change your flux energy once each turn a creature is damaged by your *raging flux*.

Assay Resistance

Encounter Swift Action
Elemental Flux Utility 10 ● Flux, Arcane
Near burst 5, one creature
Effect: You learn the target's resistances, immunities and vulnerabilities. Until the end of your next turn, the target becomes vulnerable to [flux] 5 + your Constitution modifier.
Boost: *Level 22:* Targets all creatures in area of effect. Vulnerable 10.

Golden Lion

Key Ability: Strength.
Secondary Ability: Charisma.

Pack Pounce

At-Will Standard Action
Golden Lion Attack 1 ● Martial, Weapon
Melee or Ranged weapon, one target
Attack: Strength vs AC
Hit: 1dW + Strength modifier damage, +2 for every ally that is adjacent to the target.
Level 21: 2dW + Strength modifier damage, +4 for every ally that is adjacent to the target.

Demoralizing Roar

Daily Standard Action
Golden Lion Attack 1 ● Martial, Focus
Near burst 2, all enemies
Attack: Strength vs Will
Hit: Target is dazed (save ends)
Miss: Target is dazed until the end of your next turn

Tactical Strike

Encounter Standard Action
Golden Lion Attack 1 ● Martial, Weapon
Melee or Ranged weapon, one target
Attack: Strength vs AC
Hit: 1dW + Strength modifier damage. Choose an ally within 2. They can shift 2.

Hunting Party

Encounter Immediate (React) Action
Golden Lion Utility 2 ● Martial
Near burst 5, one ally
Trigger: An ally hits an enemy
Effect: Another ally within range of the enemy (including yourself) makes a basic attack (melee or ranged) against the enemy.

Pride Movement

Encounter Swift Action
Golden Lion Utility 2 ● Martial
Melee touch, one ally
Effect: The target can take a move action right away,

Distracting Strike

Encounter Standard Action
Golden Lion Attack 3 ● Martial, Weapon
Melee or Ranged weapon, one target
Attack: Strength vs AC
Hit: 1dW + Strength modifier damage and the target grants combat advantage until the end of your next turn.

Defending the Pride

Daily Standard Action
Golden Lion Attack 5 ● Martial, Weapon
Melee or Ranged weapon, one target
Attack: Strength vs AC
Hit: 2dW + Strength modifier damage.
Effect: Allies within 5 receive a +2 power bonus to AC until the end of the encounter.

Warning Roar

Encounter Immediate (Counter) Action
Golden Lion Utility 6 ● Martial
Near burst 5, one ally
Trigger: An ally in range is hit by an attack.
Effect: The attacker must reroll their attack and use the second result.

Circling the Prey

Encounter Swift Action
Golden Lion Utility 6 ● Martial
Near burst 5, all allies and yourself
Effect: You and all allies in range shift 1.

Pyrite Swipe

Encounter Standard Action
Golden Lion Attack 7 ● Martial, Weapon
Melee weapon, one target
Attack: Strength vs AC
Hit: 1dW + Strength modifier damage and push the target 2. Each ally that is in reach of the target at some point during its move may make a melee basic attack against it.
Boost: Level 17: 2dW + Strength modifier damage and slide the target 4
Level 27: 3dW + Strength modifier damage and slide the target 8

Kill the Wounded

Daily Standard Action
Golden Lion Attack 9 ● Martial, Weapon
Melee or Ranged weapon, one target
Attack: Strength vs AC
Hit: 2dW + Strength modifier damage.
Effect: The target gets vulnerability to all damage 5 until the end of your next turn.

Direct the Pride

Encounter Swift Action
Golden Lion Utility 10 ● Martial
Near burst 5, one ally that has not yet acted this turn
Effect: The ally moves up in the inititative order to act just after your turn ends.

Golden Lion Charger

Encounter Swift Action
Golden Lion Utility 10 ● Martial, Stance
Near burst 5, all allies and yourself
Effect: Allies in range, including yourself, add your Charisma modifier to damage when attacking during the Charge action.

Rapier's Point

Many of these powers use momentum. Other than these powers, the main way to gain momentum is through the features of the Swashbuckler class. You are welcome to take these powers without belonging to the Swashbuckler class (provided you have access to this discipline), but if they involve momentum they may be of limited use to you.

If you do gain momentum from a power, the same rule for losing momentum applies as for the Swashbuckler: you lose it if you are hit by any attack.

Key Ability: Dexterity.
Secondary Ability: Charisma.

Gentlefolk's Challenge

At-Will Standard Action
Rapier's Point Attack 1 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier damage.
Level 21: 2dW + Dexterity modifier damage.
Effect: The target is marked.

Dance of Blades

At-Will Standard Action
Rapier's Point Attack 1 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier and you swap places with the target.
Level 21: 2dW + Dexterity modifier damage.

Sure Thing

Encounter Standard Action
Rapier's Point Attack 1 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity +2 vs Reflex
Hit: 1dW + Dexterity modifier damage.

Only Fooling

Daily Standard Action
Rapier's Point Attack 1 ● Martial, Weapon
Melee weapon, one target
Trigger: You are prone, immobile, restrained, grappled or slowed.
Attack: Dexterity vs Reflex
Hit: 2dW + Dexterity modifier damage.
Special: You lose one condition that triggers this power, or you stand up from prone. Move up to your speed before making your attack.

Scornful Laugh

Encounter Immediate (React) Action
Rapier's Point Utility 2 ● Martial
Near burst 10
Trigger: An enemy misses you with an attack.
Effect: The enemy takes a -4 penalty on attack rolls (save ends).

Lunging Draw

Encounter Standard Action
Rapier's Point Attack 3 ● Martial, Weapon
Melee weapon +1 reach, one target
Attack: Dexterity vs Will
Hit: 2dW + Dexterity modifier damage and pull 1.

Calling Card

Daily Standard Action
Rapier's Point Attack 5 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 2dW + Dexterity modifier damage.
Effect: Your allies get a +2 bonus on attack rolls against the target while you maintain this effect.
Maintain: Swift

Throw Off

Daily Swift Action
Rapier's Point Utility 6 ● Martial
Near burst 5, one enemy
Effect: The target grants combat advantage until the end of your next turn.

Through the Foot

Encounter Standard Action
Rapier's Point Attack 7 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 1dW + Dexterity modifier damage and the target is immobile until the end of their next turn.

Certain Strike

Daily Standard Action
Rapier's Point Attack 9 ● Martial, Weapon
Melee weapon, one target
Attack: Dexterity vs AC
Hit: 2dW + Dexterity modifier damage. On this attack, you can score a critical hit on a 16-20.
Miss: This power is not expended.

Bravado

Encounter Immediate (Counter) Action
Rapier's Point Utility 10 ● Martial
Self
Effect: An attack against your Fortitude, Reflex or Will is instead made against your Armor Class.

Strong Bidding

"Companion" refers to a familiar, animal companion or summoned creature. Unless otherwise mentioned, all Strong Bidding powers require you to have a companion within 20.

Share Senses

Daily Swift Action
Strong Bidding Utility 2 ● Arcane, Companion
Effect: You can use any or all of your companion's senses as your own, gaining the benefits of any special senses that it has. During this time, you lose any of the senses that you take from your companion. For example, you could share your companion's sight, but keep your hearing.
Maintain: Swift
Boost: Level 16 (encounter): This becomes an encounter power.

Lifelink

Daily Immediate (Counter) Action
Strong Bidding Utility 2 ● Arcane, Companion
Trigger: Your companion is hit by an attack.
Effect: You experience all of the consequences of the attack hit, instead of your companion. If you are also a target of the attack, you experience the attack twice.

Leaping Intercept

Daily Immediate (Counter) Action
Strong Bidding Utility 6 ● Arcane, Companion
Trigger: Your companion is adjacent to you and you are hit by an attack
Effect: You take half damage from the attack and your familiar takes half damage from the attack.

Familiar Guidance

Daily Immediate (Counter) Action
Strong Bidding Utility 6 ● Arcane, Companion
Trigger: You miss on an at-will or encounter attack
Effect: Reroll the attack and take the second result.

Leap to Companion

Encounter Move Action
Strong Bidding Utility 6 ● Arcane, Teleport, Companion
Self
Effect: Teleport to the space occupied by your companion. If they are a familiar, they are hidden away. If they are a different type of companion, they shift 1 into an unoccupied space.

Safeguard Companion

Encounter Immediate (Counter) Action
Strong Bidding Attack 7 ● Arcane, Focus, Companion
Trigger: Your companion is the target of an attack from an enemy adjacent to it.
Attack: Charisma vs Will
Hit: 1d8 + Charisma modifier + Intelligence modifier and push the target 2.

Call Back Familiar

Daily Immediate (Counter) Action
Strong Bidding Utility 10 ● Arcane, Companion
Trigger: Your familiar is hit by an attack.
Effect: Your familiar teleports to your space and is hidden away.

Interfering Companion

Encounter Swift Action
Strong Bidding Utility 10 ● Arcane, Companion
Self
Effect: Your companion can flank, if it couldn't already.
Boost: *Level 10:* You get combat advantage against enemies adjacent to your companion.
Level 20: Enemies adjacent to your companion cannot shift. You get combat advantage against enemies adjacent to your companion.

Companion Form

Daily Swift Action
Strong Bidding Utility 10 ● Arcane, Transmutation, Companion
Self
Effect: You take the form of your companion, including size, ancestry and type, senses and speed. As a swift action, you can resume your true form until you spend another swift action.
Maintain: Standard

Master's Form

Daily Swift Action
Strong Bidding Utility 10 ● Arcane, Transmutation, Companion
Ranged 10, one companion
Effect: Your companion transforms into a humanoid of your race with the same age, gender, and build of its true form, though it always maintains a clearly unnatural remnant of its nature, such as a cat's eyes or a serpent's tongue.
Maintain: Swift

Veiled Moon

Dimensional Strike

At-Will Standard Action
Veiled Moon Attack 1 ● Shadow, Weapon
Melee or Ranged weapon, one target
Attack: Intelligence vs Reflex
Hit: 1dW + Intelligence modifier damage.
Level 21: 2dW + Intelligence modifier damage.

Disturbing Blow

Encounter Standard Action
Veiled Moon Attack 1 ● Shadow, Weapon
Melee weapon, one target
Attack: Intelligence vs AC
Hit: 1dW + Intelligence modifier damage. The creature grants combat advantage until the end of your next turn or until it is next attacked, whichever occurs sooner.

Cursed Fate

Daily Standard Action
Veiled Moon Attack 1 ● Shadow, Weapon
Melee or Ranged weapon, one target
Attack: Intelligence vs Will

Hit: 2dW + Intelligence modifier damage and the target grants combat advantage until the end of your next turn.

Miss: 1dW + Intelligence modifier damage and the creature grants combat advantage until the end of your next turn or until it is next attacked, whichever occurs sooner.

Ghost Hunting Blow

Encounter Swift Action
Veiled Moon Utility 2 ● Shadow, Stance
Self
Effect: Your attacks do force damage as well as any other type of damage, and they do damage against incorporeal targets as if the targets were not incorporeal.

Inner Sense

Encounter Free Action
Veiled Moon Utility 2 ● Shadow
Self
Trigger: You make a saving throw.
Effect: Add +2 to the result.
Special: You can use this power after seeing the result of your roll.

Spirit Sensing Stance

Daily Swift Action
Veiled Moon Utility 2 ● Shadow, Stance
Self
Effect: You know the location to the nearest square of all creatures within 6 squares of you, even if they are hiding, incorporeal or invisible.

Leaping Spirit Dance

Daily Swift Action
Veiled Moon Utility 2 ● Shadow, Stance
Self
Effect: You receive a +2 power bonus to AC and Reflex. If you end any turn without having moved at least 2 squares, this stance ends.

Resonance Strike

Daily Standard Action
Veiled Moon Attack 5 ● Shadow, Weapon
Near burst 10, one enemy in range
Attack: Intelligence vs Reflex
Hit: 3dW + Intelligence modifier force damage
Miss: Half damage.

Fading Strike

Encounter Move Action
Veiled Moon Utility 6 ● Shadow, Teleport
Self
Effect: Teleport 6

Half-Gone

Encounter Immediate (Counter) Action
Veiled Moon Utility 6 ● Shadow
Self
Trigger: You are hit by an attack.
Effect: You are incorporeal for the purpose of this attack (typically, you take half damage from the attack).

Altered Penumbra

Daily Immediate (Counter) Action
Veiled Moon Utility 6 ● Shadow, Conjuration, Teleport
Self
Trigger: You are the target of an attack.
Effect: Teleport 2. In your space is conjured an immovable illusion of yourself. The conjuration disappears once it is hit by a Melee or Ranged attack (potentially including the attack that triggered the use of this power).
Special: If the teleportation does not move you outside the range of a Near or Far attack, you are still subject to that attack.
Maintain: Move

Brilliant Moon

Encounter Standard Action
Veiled Moon Attack 7 ● Shadow, Weapon
Melee or Ranged weapon, one target
Attack: Intelligence vs Reflex
Hit: 2dW + Intelligence modifier force damage.

Breath of the Moon

Daily Standard Action
Veiled Moon Attack 9 ● Shadow, Weapon
Near arc 3
Attack: Intelligence vs Will
Hit: 2dW + Intelligence modifier psychic damage, and the target cannot target you with attacks (save ends).
Miss: Target cannot target you with attacks until the end of your next turn.

Formless Dance

Encounter Swift Action
Veiled Moon Utility 10 ● Shadow, Stance
Self
Effect: You have concealment and truesight 6.

Ghostwalk

Encounter Swift Action
Veiled Moon Utility 10 ● Shadow
Self
Hit: You become incorporeal until the end of your next turn.

Ethereal Reminiscence

Daily Standard Action
Veiled Moon Utility 10 ● Shadow
Self
Hit: You become incorporeal until the end of your next turn. Spend a recovery and heal your recovery value.

Fading Leap

Encounter Swift Action
Veiled Moon Utility 10 ● Shadow, Teleport
Self
Effect: Teleport 6

Prestige Paths

At level 11, each player character gets a prestige path. This path is in addition to their main class, which still gives them some powers.

Weapon Master

Requirements: One or more of your powers has the Martial tag

Class Features

Quick Change Artist (11th level): As a swift action, you can sheathe a weapon and draw a weapon.

Whirling Dervish (11th level): Instead of spending an action point to take an additional action, you can spend it to use two at-will attack powers that require a standard action, one after the other. They do not have to have the same target.

Careful Opportunist (16th level): When a creature provokes an opportunity attack, you can use an at-will attack power instead of making a basic attack. You must make a melee attack.

Powers

One-Two Punch

Encounter Standard Action
Weapon Master Attack 11 ● Martial, Weapon
Melee or Ranged weapon, one target
Attack: Strength vs AC, two attacks
Hit: 2dW + Strength modifier damage and the target is dazed until the end of their next turn. If both attacks hit, the target is stunned until the end of their next turn.

Fast Learner

Daily Swift Action
Weapon Master Utility 12 ● Martial
Self
Effect: Select a feat you meet the prerequisites for. You gain that feat until your next long rest.

First Blood

Daily Standard Action
Weapon Master Attack 20 ● Martial, Weapon
Near burst 1, all enemies
Attack: Strength vs AC
Hit: 3dW + Strength modifier damage if the target is below maximum HP.
5dW + Strength modifier damage if the target is at maximum HP.
Miss: Half damage.

Prince of Shadows

Requirements: Your base class has the Striker role.

You are recognized by every brigand and cutpurse, every sneakthief and bandit. Cat burglars are your courtiers; extortionists your earls. The darkness is your cloak and crown.

Class Features

Trusty Action (11th level): You perform … not quite reliably, but always with spectacular results.

When you use an action point to take an extra action, the action always succeeds (you pass your skill check or at least one attack roll in an attack no matter your roll, for example). If you would fail, you succeed but there's a side-effect or "sting in the tail" - like a tremendous success drawing unwanted attention or a desperate lunge slaying your enemy but leaving you open to their allies.

Do As I Do (11th level): You are used to leading teams along corridors on tip-toes or up walls without rope or crampon. No one can afford to fail.

When you make a skill check, allies gain a +2 power bonus to the same skill until the beginning of your next turn.

The Cloak is My Shadow, I Shall Not Want (16th level): Your cloak billows as you move, hiding you away until it seems to be all cloak and no man.

You do not grant combat advantage from being flanked.

Powers

Just Desserts

Encounter Immediate (React) Action
Prince of Shadows Attack 11 ● Shadow, Weapon
Melee or Ranged weapon, one target
Trigger: The target imposes a condition or persistent damage on you or an ally.
Attack: Dexterity vs AC
Hit: 2dW + Dexterity modifier and the target suffers the condition or persistent damage that they imposed.

Out of Mind

Daily Minor Action
Prince of Shadows Utility 16 ● Shadow, Teleport
Self
Effect: You teleport 20, but must choose a square that no other creature can see (you need not be able to see it). You are incorporeal and have phasing until the end of your next turn.

Cloak Abduction

Daily Standard Action
Prince of Shadows Attack 20 ● Shadow
Near burst 1, one target
Attack: Dexterity vs AC
Hit: The creature is transported to an extradimensional space and cannot act (save ends). On a successful save, it appears in an unoccupied space adjacent to you.
Optional: The creature takes 2dW + Dexterity modifier damage at the start of each turn it spends in the extradimensional space.
Miss: The creature is transported to the extradimensional space only till the end of its next turn, and it takes no damage.

Epic Paths

At level 21, each player character gets an epic path. This path is on top of their main class, which still gives them some powers, and their prestige path (which stops giving them powers after level 20).

Agent Retriever

Elemental tyrants, the heralds of the gods, the voices between the planets - they all have peculiar needs, and the agents retriever cater to them. You travel across the planes, locating and acquiring whatever your patrons need.

Requirements: You must have retrieved something of value from another plane of existence, and traded it for a fair price.

Immortality

When your adventuring days come to an end, a number of different fates may await you. What follows is one possibility.

Corner of the World's Eye: You fade away from public view, but no one can ever confirm your death. Just when people think old age, misadventure or vengeance must have done you in, someone reports spying you in a bazaar, or finding your calling card in the Celestial Vaults, or seeing you for a moment through a pool in the Astral Plane.

Class Features

Appropriation (Level 21): Each night, you dream of a magic item. After a long rest, choose any magic item of your level or lower. That magic item appears under your bedroll, ready for use. It disappears when you begin your next long rest.

The magic item is not created, it is summoned. The GM may want to identify which creature's possession the magic item was summoned from, and whether there are any hints to your identity when it arrives back in their possession the following day.

Interplanar Contingencies (Level 24): Once per day, when you die, you appear the following round on your initiative count with half your maximum HP and under the slowed condition, in an unoccupied space of your choice at least 6 squares from your dead body. You cannot use any attack powers or recoveries, but you have all the equipment and magic items that were on your person when you died. The equipment and magic items that are actually on your body become shimmering and insubstantial, and cannot be used or picked up.

When you are adjacent to your corpse, you can use a swift action to merge the old and new bodies. You can now use attack powers and recoveries, although you do not recover any powers or recoveries that were already spent. You lose the slowed condition, but otherwise keep the HP and any conditions, persistent damage, etc., of your new body. Choose which square your merged body appears in.

The Economic Flow (Level 30): You are at the center of a vast trade network. If something is for sale anywhere in the planes, for any price, you can purchase it with a snap of your fingers (free action). The object appears in your hand or on your person, if feasible, or otherwise in the nearest unoccupied space(s) that can hold it. The payment price must be on your person (for example, a pouch of gold pieces on your belt) - it disappears at the same time as the purchased object appears.

Powers

Force Sphere

Daily Immediate Action
Agent Retriever Utility 26 ● Arcane, Force, Zone
Near burst X
Effect: Create a sphere of force in a near burst between 1 and 5 squares in radius (your choice). The sphere is impenetrable by any means.
Maintain: Swift action