# Orcus Classes and Powers

A retroclone of 4th Edition

Version 0.3 (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).

### Talents

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 talent.

**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.

### Talents

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 talent.

**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.

### Talents

**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 talent.

**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.

## Exemplifies Charisma

You have always displayed confidence in the way you talk and present yourself. You don't even need to be all that physically attractive; you simply project a presence that encourages followers. Thankfully, beyond the simple aura of your charisma, you're also clever enough to know what to say at the right times to have the greatest effect. You know that how you speak means more than the words themselves. Even if you're not the leader of the group, you often do most of the talking when the need arrives. In your spare time, you socialize with others.

**Commanding Presence (Level 1):** Choose one of the following auras at character generation. Once per day, you can activate an aura as a swift action, which lasts until the end of the encounter, unless you end it as a swift action or you fall unconscious. Unlike stances, multiple auras can be in effect at once.

* **By Example** aura 2; allies in the aura gain a +2 power bonus to Fortitude defense and Will defense.
* **Field Advice** aura 2; allies in the aura gain a +2 bonus to all saving throws except death saves and saves against unconsciousness.
* **Mask of Authority** aura 2; allies in the aura gain a +2 power bonus to damage rolls with basic attacks. *Level 11:* +3 power bonus. *Level 21:* +4 power bonus.
* **Stand as One** aura 2; whenever an ally in the aura regains hit points, he regains additional hit points equal to your Charisma or Intelligence modifier. In addition, the action required for second wind is reduced from standard to move, or from move to minor. *Level 11:* Additional hit points equal to 4 + your Charisma or Intelligence modifier *Level 21:* Additional hit points equal to 8 + your Charisma or Intelligence modifier
* **Strategic Precision** aura 2; allies in the aura gain a +1 power bonus to attack rolls against the last target you hit.

**What a Guy (Level 5):** As a swift action, you can spend a recovery, but regain no hit points; instead, you extend any Command Presence auras you have in effect by a number of squares equal to your Charisma modifier until the end of your next turn.

**Presence of Leadership (Level 10):** When you use the Rally action, one ally in your aura can spend a recovery to heal damage equal to their recovery value.

**Associated Discipline:** Born Leadership.

## Exemplifies Intelligence

Your strengths are not in your endurance, speed, or ability to shoot something with pinpoint accuracy. You use a part of the body most of your comrades seem to let necrotize, your brain. You're the one with all the answers, an encyclopedia of knowledge. You went to school; you have degrees and awards of merit. You understand that you may be on the border between genius and madness, but all the great minds of the world balance that knife-edge. In your spare time, you read.

**Priority Target (Level 1):** You gain a +1 bonus to AC and Reflex. In addition, if you don't use any attack powers on your turn, until the start of your next turn, you gain a +2 bonus to AC and Reflex defense.

**Focused Expertise (Level 5):** Select one Intelligence- or Wisdom-based skill. Apply both your Intelligence and Wisdom modifiers to that skill.

**Surgical Precision (Level 10):** Targets suffer a -2 penalty to saving throws against any conditions you inflict.

**Associated Discipline:** High Cunning.

## Exemplifies Speed

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. You are not a born soldier. If you served time in the military, your talents were as a scout, lightly armored and light on your feet. You may have grown up with an eye for sports. You broke records in the dash and ran for hours in marathons while others fell exhausted by the roadside. This was still not enough and you soon began finding more challenging ways to get from point A to point B. Climbing walls, jumping across roofs, sliding under cars - nothing stood in your way. It’s not enough just to be athletic: you have to keep your eyes and mind sharp, to gauge distances, crawlspaces, and the shortest possible route even if it involves some death-defying feat of acrobatic skill. You can keep an entire landscape in mind, analyzing paths and routes of escape, even when everyone else just sees walls. This may not be raw brainpower but a natural instinct of the surrounding environment. In your spare time, you run.

**Power To Weight Ratio (Level 1):** You can use Dexterity in place of Strength for Athletics checks when performing a climb or a jump. You can also use Dexterity in place of Strength for attack or damage rolls with unarmed attacks or one-handed melee weapons, as well as grapples.

You do not grant combat advantage while balancing.

**Speed Vault (Level 5):** If you move at least 2 squares while running toward a wall, you gain a climb speed equal to your remaining movement. If you have not cleared the wall by the end of your movement, you must make an Athletics check to climb normally.

**Split-Slide (Level 10):** Once per round, use a swift action and select one enemy in line of sight. You do not provoke opportunity attacks from that enemy and can pass through the enemy’s square as if it wasn't occupied. You cannot end your movement in the square.

**Associated Discipline:** Born to Run.

## Exemplifies Strength

You are a beast. Blessed with amazing stamina and brutal strength, you base your reputation upon the build you were gifted with and train daily to maintain. You were self-taught, trained by a coach, or beaten down by a drill instructor. You might have earned a name in a ring or on the combat field. You could be an imposing behemoth or a gentle giant, only raising your hand when necessary. Regardless of what kind of pitiful body you were born with, you have worked up to nothing less than the physique of legends. In your spare time, you work to maintain your physical perfection.

**Full Torque (Level 1):** You can use Strength in place of Dexterity for all attack and damage rolls with weapons with the light thrown and heavy thrown properties and with weapons from the slings and bows weapon groups.

**No Time for Pain (Level 5):** If you are staggered, add your Strength modifier to your recovery value.

**Comical Reaction (Level 10):** If you succeed on a saving throw for the following conditions, you gain a basic attack as a free action: blinded, dazed, deafened, slowed, stunned, or weakened.

**Associated Discipline:** Juggernautical.

## Binds Familiar

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

Joshu by Sarah Carney

**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.<br>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. |
| 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.<br>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 shunt the target 4  
**Level 27:** 3dW + Strength modifier damage and shunt 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.

## Battlefield Healer

You exist for the betterment of others. You specialize in impromptu medical care, in the field, under the pressures of combat. You're still armed and protect your team with blades and bandages.

***Requirements:*** Trained in Heal

### Class Features

***A True Healer (11th level):*** Gain a +2 bonus to Heal.

***Heal Thy Self (11th level):*** The Rally action only takes a move action for you.

***Profound Medical Advice (16th level):*** When you spend an action point to take an extra action, all allies in open range can make a saving throw. Gain a +1 bonus to Heal.

## Bounty Hunter

You don’t analyze the patterns of combat but the actions and motivations of individuals, their goals and intents. You can pinpoint specific threats and coordinate others to properly remove this threat without firing a shot. Thankfully, you have weapons as a backup.

### Class Features

***Target Focus (11th level):*** Once per encounter, select a single creature in line of sight to be your focus until the end of the encounter. Each time you hit your focus with a ranged weapon, the target is marked until the end of your next turn. If you hit the target while it is marked, you deal +3 damage.

***All In (11th level):*** When you spend an action point to make an attack against your focus, you gain a +2 power bonus to the attack roll and can score a critical hit on an 18, 19, or 20 with the attack.

***Threat Compensation (16th level):*** Whenever your focus moves, you can shift 1 square as an immediate reaction.

## Breathstealer

You are a silent, cold, calculating assassin. Your skills involve intimate kills, forcing to be close to your enemy. You rise from nowhere and eliminate opponents before others can notice or respond. Crossbows and knives, even when they’re most quiet, still make a noise you would prefer to avoid.

***Requirements:*** Proficiency with garrote.

### Class Features

***Out of Nowhere (11th level):*** You can spend an action point on a surprise round if you are granted one. If you spend an action point on your first turn in an encounter, you gain two actions.

***Complete Control (11th level):*** If you have grappled a target with a garrote, you can slide the target 1 square or render the target prone without having to roll to sustain the grapple.

***Special Technique (16th level):*** Your proficiency bonus with the garrote increases by +2. The damage die increases by +4 (from 1d4 to 1d8).

## Ring Fighter

You have the belt, claimed the trophy. Few others boast the record you have. You fought hard and trained hard for the respect and it is well earned. In the realm of physical training, there is no better.

***Requirements:*** Unarmed Combat feat

### Class Features

***Guard Control (11th level):*** You gain a +2 bonus to all saving throws against being dazed, stunned, or weakened.

***Change Your Guard (11th level):*** You can spend an action point while grappling an opponent to make any at-will attack or basic attack against that enemy, instead of taking an extra action. The attack automatically hits and doubles any damage inflicted.

***Choke/Lock (16th level):*** Each turn you sustain a grapple, you deal damage equal to your Strength or Dexterity modifier to the grabbed creature.

## Darkwood Archer

***Requirements:*** Proficiency with military ranged weapons.

### Class Features

***Automatic Reflexes (11th level):*** You can spend an action point as a free action. You can use two at-will powers as a standard action with this action point.

***Waste of Skill (11th level):*** If you score a critical hit with a ranged weapon, you can instead deal damage equal to your Dexterity modifier and make a regular basic attack. If you scored the critical with a daily power and the creature you hit was the only target, the power is not expended.

***They Thought You Missed (16th level):*** If you miss with any attack roll without a miss effect with a ranged weapon, you still inflict damage equal to your Dexterity modifier.

## Deadeye Arbalester

You keep your weapon down until the last second. You prefer to stare down opponents than use your crossbow. However, when you fire, you make it quick and final - single shots, single kills.

***Requirements:*** Proficiency with simple ranged weapons.

### Class Features

**Precise Shot (11th level):** You can spend an action point to add an additional 2dW damage to your last hit this turn using a one-handed ranged weapon, instead of taking an extra action.

**Improved Reaction Time (11th level):** You gain a +2 bonus to initiative.

**12 O’Clock (16th level):** If you ready an action with an attack power, you gain a +2 power bonus to your next attack roll.

## Ironsides

You're the one they make statues of. You're the one that stands above the others, immortalized through history. As the hero, you draw the admiration of your comrades and the weapons of your foes. You're proud, determined, and the anchor for your cause or country.

### Class Features

**Pick Your Foe (11th level):** Once per encounter, you can mark one enemy in line of sight as a minor action. This mark lasts until the end of the encounter. Against this target, you gain a +2 bonus to damage rolls. This bonus increases to +4 at 21st level.

**The War Shout (11th level):** Once per encounter, use a minor action to mark all enemies in a Near burst 10 until the end of your next turn.

**Unexpected Response (16th level):** When you spend an action point to take an extra action, you can also spend a recovery to heal your recovery value.

## Manslayer

Someone hands you an image, an address, or just a name. You move in quickly and quietly, eliminating defenses that lay in your path. You dispatch the enemy efficiently and vanish into the shadows, leaving onlookers wondering who ordered the hit and why.

***Requirements:*** Proficiency with simple melee and ranged weapons.

### Class Features

***Twice in the Chest (11th level):*** Spend an action point to add 2dW damage to your last hit with any one-handed weapon, instead of taking an extra action.

***Once in the Head (11th level):*** You can score a critical hit with any one-handed weapon on a natural roll of 19 or 20.

***Quick Succession (16th level):*** Each time you stagger a target with a one-handed weapon, you gain a basic attack you must use by the end of your turn as a free action. You must use a one-handed weapon for the basic attack.

## Martial Arts Champion

Surrounded on all sides, armed with little more than your iron will, you've stood your ground and defeat whatever lies ahead. They can have knives, crossbows, or broadswords; it’s all meaningless to you.

***Prerequisite:*** Unarmed Combat feat

### Class Features

**Carry Through (11th level):** Once per round, if you roll a critical hit, roll maximum damage on any of your dice, or drop a target with a melee attack, you immediately deal damage equal to your Strength or Dexterity modifier to one target in reach.

**Bad Idea (11th level):** You can spend an action point to make a melee basic attack against each adjacent target, instead of taking an extra action.

**Unstoppable Momentum (16th level):** If you inflict any of the following conditions on a target - dazed, slowed, stunned, or weakened - one creature in an adjacent square to the initial target suffers the same condition until the start of your next turn.

## 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.

## Shadowsneak

You move in darkness behind enemy lines. You sneak under heavy cover into prohibited areas. You know how to avoid cameras, dogs, and roaming guards. You sneak through the shadows or stroll in broad daylight, given the proper circumstances.

**Prerequisite:** Trained in Stealth

### Class Features

**Impossible Maneuver (11th level):** Use a move action and spend a recovery to shift your speed. You can move vertically up to two squares during this shift.

**Like a Hawk (11th level):** You can spend a standard action and gain a +5 bonus to Stealth against one opponent up to 10 squares away as long as the target does not detect you.

**Under any Shadow (16th level):** While in superior cover or total concealment, you can spend an action point; instead of taking an extra action, you can maintain superior cover or total concealment until the end of your next turn, regardless of where you move.

## Selfless Protector

You possess a natural instinct to protect whoever is assigned to you. You may never have taken an arrow but likely neither has your target. You can spot threats from miles away and can act to move your ward to a better position if that threat gets too close.

### Class Features

**Take a Bullet (11th level):** As a swift action, select one adjacent creature to be your focus. You can only have one focus at a time. Until the end of the encounter, as long as your focus does not attack and remains adjacent to you, they can use your AC and Reflex defense if it is higher than theirs. If your focus is hit by an attack against AC or Reflex, you take the damage instead. When you move, you slide your focus with you.

**Total Cover (11th level):** When you spend an action point, both you and your focus gain a +4 bonus to AC and Reflex defense until the end of your next turn and you can shift together 4 squares, instead of taking an extra action.

**Keep it Together (16th level):** Each time you regain hit points, you can give your focus any or all of the hit points instead.

## Silver Tongue

You’re the one brought in when weapons cannot be used, when even the brandishing of blades is considered a total failure. You cannot give the appearance of aggression, not even when the situation goes out of control. You’re the wave of the future, where words will solve disputes, not weapons.

***Requirements:*** Trained in Diplomacy.

### Class Features

***The Art of Compromise (11th level):*** Gain a +2 bonus to Diplomacy.

***Confidence Comes with the Position (11th level):*** Gain a +2 bonus to Will defense.

***I Think We Got Off On The Wrong Foot (16th level):*** You can spend an action point to add a +10 bonus to any failed Diplomacy or Intimidate check this turn, instead of taking an extra action. If you use an action point this way, at your next streak, you gain two action points.

## Tactician

You have probably graduated from a command school or officer college. You emerged as a trained, disciplined leader, ready to rally the uncontrolled masses. You are not some scholar trained from books. You possess natural, applicable talents, earning the respect that goes along with them.

### Class Features

***Coordination (11th level):*** Anytime an ally in open range rolls a natural 1, 2, or 3 on an attack roll, you one other ally in open range can shift 2 squares.

***Tide of War (11th level):*** Whenever an ally in open range is staggered, you gain an action point. This can only occur once per ally per encounter. You can spend a swift action to transfer an action point from you to any ally in open range.

***Take the Opportunity (16th level):*** Once per encounter, if you are staggered by an attack, up to five allies in open range can make a basic attack as an immediate (react) action.

## 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.

# 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).

Traditionally, each epic path has given the player character a way to cheat death, and a way to achieve to immortality. Some of the epic paths included below are more understated, and do not necessarily include these options. Of course, just because a path does not describe a way to achieve immortality, does not mean immortality is out of reach for that character.

## 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

## Master

The master is the single greatest expert on the planet on a specific subject. You are the foremost authority with no equal. All others bend to your word. Long after you have passed on, your papers and essays will be analyzed for hidden truths previously undiscovered. Your name will be uttered in the same breaths of legends from centuries past. Whatever vocation you have chosen, competitors and publishers will jostle for your contract should you leave your present employment.

### Class Features

**Out of Anyone's League (21st level):** Gain a +2 bonus to one ability score of your choice and a +3 bonus to one skill of your choice.

**Against the Laws of Physics (24th level):** Pick one your daily utility powers of level 22 or lower. It is now an encounter power.

Select one additional utility power of any level, from any class.

**Beyond Impossible (30th level):** Spend a recovery as a swift action but regain no hit points; instead, you gain a +20 power bonus to your next skill roll with the skill you selected with Out of Anyone's League.

## Most Dangerous

No one who hunts you knows your real name. You’re a ghost. Enemies and allies don't have just one nickname for you; there are several. Few are aware of all your accomplishments. Most of these victories were erased or never directly connected to you. Others you must deny. You career might never have existed at all. Missions that you took were probably illegal, extremely difficult, with no room for failure. Your handle or moniker labels you as one of the most wanted individuals on the planet.

### Class Features

**Second Nature (21st level):** You reroll natural 1s and 2s on attack rolls and skill checks, but you must take the second result even if it is another 1 or a 2.

**Implausible Speed (24th level):** You can use two action points per encounter and if you reach a streak, you gain two action points.

**Vorpal Ways (30th level):** Once per hit, if you roll the maximum result on any of your initial damage dice, you can roll that die again and add it to your damage total.

## Respected

Your uniform weighs you down with the number of medals and honors bestowed. You have reached the point where brandishing such decorations is meaningless. Every soldier that passes you knows your face and gives you the courtesy you have earned. You can sway thousands by your command. Your advice is taken to heart by high priests, archmages, and kings. You don't win battles. You win wars.

### Class Features

**“Try Again and Aim This Time” (21st level):** As an immediate (counter) action, you can allow one ally in line of sight to reroll a missed attack roll.

**Chess Play (24th level):** When an ally is staggered or reduced to below 0 hit points, as an immediate (react) action, you can grant any other ally in line of sight a standard, a move, and a swift action.

**Master Tactician (30th level):** As a standard action, you can give one swift action, one move action, and one standard action to be split among up to three allies of your choice in line of sight.

## Team

It has never been about personal glory or selfish ideals. From the beginning, you have stood tall among others you have treated as equals, others that have returned that honor a hundred times over. You have all lost count how many engagements you have shared, the taken bullets, the close calls. It was always, and will always be, about the team. It's been years or even decades and none of you will quit until the others do. You each push to be the best and as a result, you all are.

### Class Features

**Team Support (21st level):** Spend a recovery as a swift action but regain no hit points; instead, all epic-tier allies in line of sight automatically save against one effect a save can end (except dying) at the start of their next turn.

**Where the Need is Greatest (24th level):** As a swift action, you can give one of your recoveries to any other epic-tier ally in line of sight. The target ally must use the recovery before the end of the encounter or it is lost.

**Brothers and Sisters of Blood (30th level):** For every epic-tier ally in line of sight, you gain a cumulative +1 bonus to all skill checks and damage rolls (maximum +4).

## Ultimate

As the legendary fighter, you have too many laurels to count. In the old age, you would have been given freedom by the Caesar or awarded a lordship and a manor for your deeds. You have the blood of kings. History is written by the winners and you have seldom seen defeat.

### Class Features

**Why Won’t You Die? (21st level** ): Attacks cannot score critical hits against you (take normal damage).

**Glory of the Fight (24th level):** If you kill a non-mook enemy, you gain a standard, a move, and a swift action that you must use before the end of your next turn.

**Risky Maneuver (30th level):** As a free action, you can reduce all your defense values to 1. After you are hit three times by enemy attacks, you defenses return to normal and your next attack roll is an automatic critical hit.