

# ORCUS



**HEROES' HANDBOOK**

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

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

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## RELEASE EDITION



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# The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

This is typically called a roll or a check. Examples are:

- A roll to see if you hit an enemy (an attack roll).
- A roll to see if you successfully jump a gap, trick a guard, survive in harsh conditions or tame an animal (all examples of skill checks).
- A roll to see if you shake off a negative condition that is affecting you, like being dazed or slowed (a saving throw).
- A roll to see if your brute strength prevails (an ability check).

## Dice

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

Orcus uses the following dice: d4s, d6s, d8s, d10s, d12s and d20s.

## Modifiers

A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

### Stacking

Modifiers to a given check or roll stack (combine for a cumulative effect) if they have different types (or no type at all), but do **not** stack if they have the same type. If the modifiers to a particular roll do not stack, only the best bonus and worst penalty applies.

### Modifier Types

Note there are also “untyped” modifiers, which do not have a type specified. They stack.

**Ability Modifier:** The bonus or penalty associated with a particular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities.

**Ancestry Bonus:** A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature.

**Armor Bonus:** An armor bonus applies to Armor Class and is granted by armor.

**Enhancement Bonus:** An enhancement bonus represents the benefit from using an item, often a magic item.

**Feat Modifier:** A feat modifier comes from one of your feats.

**Power Modifier:** A power modifier comes from your or another’s use of a power.

**Proficiency Bonus:** A bonus to attack rolls from using a weapon in which you are proficient.

**Shield Bonus:** A shield bonus improves Armor Class and is granted by a shield or by a power or effect that mimics a shield.

**Trained Bonus:** A +5 bonus to skill checks, when you are proficient with the skill.

## Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger. Certain rolls, such as damage, have a minimum of 1.

# Abilities

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Constitution**, measuring endurance, hardiness and health
- **Dexterity**, measuring agility, quickness and fine motor skills
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities – a creature's assets as well as weaknesses.

The three main rolls of the game – the ability check, the saving throw, and the attack roll – rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number.

## Ability Scores and Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

Table – Ability Scores and Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, skill check, ability check, and defense, ability modifiers come up in play more often than their associated scores.

## Using Each Ability

Many tasks that a character or monster might attempt in the game are covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

# Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

## Strength Checks

The GM might call for a Strength check when you try to accomplish tasks that require brute strength, that do not fall under the Athletics skill. Examples might include:

- Forcing open a stuck, locked, or barred door
- Tipping over a statue
- Keeping a boulder from rolling

## Skill Checks

Athletics skill checks add your Strength modifier.

## Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when making a basic attack with a melee weapon such as a mace or battleaxe, or a heavy thrown weapon like a javelin.

Certain powers use a Strength attack roll and/or add Strength modifier to damage.

## Fortitude Defense

Add either your Strength modifier or your Constitution modifier (whichever is higher) to your Fortitude defense.

## Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

**Medium Load:** Your medium load is your Strength score multiplied by 10. This is the weight (in pounds) that you can lift or carry without suffering a penalty, which is high enough that most characters don't usually have to worry about it.

**Heavy Load:** You can lift or carry a weight in pounds up to twice your carrying capacity. While lifting weight in excess of your carrying capacity, you get the slowed condition.

**Push or Drag:** You can push or drag a weight in pounds up to five times your carrying capacity. While pushing or dragging weight in excess of your carrying capacity, you get the slowed condition.

# Constitution

Constitution measures health, stamina, and vital force.

## Constitution Checks

The GM might call for a Constitution check when you try to accomplish tasks that require hardiness and good health, that do not fall under the Endure skill. The Endure skill is broad enough that it would cover most situations that you might otherwise use a Constitution check for, but for example testing to see if you can quaff an entire stein of ale in one go might use a Constitution check since it is not really something you "endure."

## Skill Checks

Endure skill checks add your Constitution modifier.

## Attack Rolls and Damage

Certain powers use a Constitution attack roll and/or add Constitution modifier to damage.

## Fortitude Defense

Add either your Strength modifier or your Constitution modifier (whichever is higher) to your Fortitude defense.

## Hit Points and Recoveries

Your Constitution contributes to your hit points. You add your Constitution score to your hit point total.

If your Constitution score changes, your hit point maximum changes as well, as though you had the new score from 1st level.

You add your Constitution modifier to the number of recoveries that you have.

## Dexterity

Dexterity measures agility, reflexes, and balance.

### Dexterity Checks

The GM might call for a Dexterity check when you try to accomplish tasks that require finesse or agility, that do not fall under the Acrobatics, Stealth, or Sleight of Hand skills. Examples might include:

- Steering a chariot around a tight turn
- Playing a stringed instrument
- Crafting a small or detailed object

### Initiative

An initiative check is a special Dexterity check that you make at the beginning of every combat. Initiative determines the order of creatures' turns in combat.

### Skill Checks

Acrobatics, Stealth, and Sleight of Hand skill checks add your Dexterity modifier.

### Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when making a basic attack with a ranged weapon, such as a sling or a longbow, or with a light throwing weapon.

Certain powers use a Dexterity attack roll and/or add Dexterity modifier to damage.

### Armor Class and Reflex Defense

Add either your Dexterity modifier or your Intelligence modifier (whichever is higher) to your Reflex defense.

If you wear light or no armor, add either your Dexterity modifier or your Intelligence modifier (whichever is higher) to your Armor Class. If you wear heavy armor, do not add any ability modifier to your Armor Class.

## Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

### Intelligence Checks

The GM might call for an Intelligence check when you try to accomplish tasks that require quick-wittedness and rationality, that do not fall under the Arcana, History, and Religion skills. Examples might include:

- Estimating the value of a precious item
- Recalling lore about a craft or trade

### Skill Checks

Arcana, History, and Religion skill checks add your Intelligence modifier.

### Attack Rolls and Damage

Certain powers use an Intelligence attack roll and/or add Intelligence modifier to damage.

### Armor Class and Reflex Defense

Add either your Dexterity modifier or your Intelligence modifier (whichever is higher) to your Reflex defense.

If you wear light or no armor, add either your Dexterity modifier or your Intelligence modifier (whichever is higher) to your Armor Class. If you wear heavy armor, do not add any ability modifier to your Armor Class.

## **Wisdom**

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

### **Wisdom Checks**

The GM might call for a Wisdom check when you try to accomplish tasks that require perceptiveness and intuition, that do not fall under the Dungeoneering, Heal, Insight, and Perception skills. An example could be getting a gut feeling about what course of action to follow.

### **Skill Checks**

Dungeoneering, Heal, Insight, and Perception skill checks add your Wisdom modifier.

### **Attack Rolls and Damage**

Certain powers use a Wisdom attack roll and/or add Wisdom modifier to damage.

### **Will Defense**

Add either your Wisdom modifier or your Charisma modifier (whichever is higher) to your Will defense.

## **Charisma**

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

### **Charisma Checks**

The GM might call for a Charisma check when you try to accomplish tasks that require charm and personality, that do not fall under the Bluff, Diplomacy, Intimidate, and Streetsmarts skills. An example could be communicating with a creature when you do not share a common language.

### **Skill Checks**

Bluff, Diplomacy, Intimidate, and Streetsmarts skill checks add your Charisma modifier.

### **Attack Rolls and Damage**

Certain powers use a Charisma attack roll and/or add Charisma modifier to damage.

### **Will Defense**

Add either your Wisdom modifier or your Charisma modifier (whichever is higher) to your Will defense.

## Generating Abilities

Your character can be assigned ability scores in various ways. Here are three ways.

These methods are done **before** ancestry bonuses are applied.

### Point Buy

You get 32 points to buy your abilities using the chart below.

You cannot have more than one ability score below 10.

Table – Ability Score Costs

Ability	Cost
18	18
17	14
16	11
15	9
14	7
13	5
12	4
11	3
10	2
9	1
8	0

### Roll 'em

Roll 4d6 for each of the six ability scores (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma). Drop the low die in each roll. Put the scores into any order to best fit the character you want to play.

### Standard Array

Assign 16, 14, 14, 12, 11 and 8, one each to the six ability scores.

# Levels, Tiers and Bonuses

A character's level, from 1 to 30, describes roughly how powerful they are. Player characters have levels, but so do monsters, traps, items, rituals, diseases, poisons, powers, and incantations. Everything with a level also belongs to a tier, which is a rough way of identifying the genre of play.

The table below shows how many experience points (XP) are required to reach a particular level, and what benefits (ability score increases, feats, and features) you get upon doing so.

Characters double in power about every four levels.

Table – Levels and Their Benefits

Level	Level bonus	XP to Reach Next Level	Cumulative XP	Ability Scores	Feats	Features
Adventurer tier						
1	+0	1,000	-		1	Class features, ancestry traits
2	+1	1,250	1,000		+1	
3	+1	1,500	2,250			
4	+2	1,750	3,750	Increase two by +1	+1	
5	+2	2,000	5,500			
6	+3	2,500	7,500		+1	
7	+3	3,000	10,000			
8	+4	3,500	13,000	Increase two by +1	+1	
9	+4	4,000	16,500			
10	+5	5,000	20,500		+1	
Prestige tier						
11	+5	6,000	25,500	Increase all by +1		Select a prestige path
12	+6	7,000	31,500		+1	
13	+6	8,000	38,500			
14	+7	10,000	46,500	Increase two by +1	+1	
15	+7	12,000	56,500			
16	+8	14,000	68,500		+1	
17	+8	16,000	82,500			
18	+9	20,000	98,500	Increase two by +1	+1	
19	+9	24,000	118,500			
20	+10	28,000	142,500		+1	
Epic tier						
21	+10	32,000	170,500	Increase all by +1		Select an epic path
22	+11	40,000	202,500		+1	
23	+11	48,000	242,500			
24	+12	56,000	290,500	Increase two by +1	+1	
25	+12	64,000	346,500			
26	+13	80,000	410,500		+1	
27	+13	96,000	490,500			
28	+14	112,000	586,500	Increase two by +1	+1	
29	+14	128,000	698,500			
30	+15	N/A	826,500		+1	

## Level Bonus

Characters have a level bonus equal to half their level, rounded down, which applies to:

- defenses
- attack rolls
- initiative
- ability checks
- skill checks

## Retraining

If you are unsatisfied with a feat, kit, power, or skill you chose, you may trade one old option for a new one each time you gain a level. One retraining per level, only.

You cannot retrain a feat, power, or skill that serves as a requirement for any other character option you have.

While some details are given below, the key is that retraining is meant to allow the player character to make a different decision, but not a better one.

The one exception to this rule is feats; because you can meet the requirements for more powerful feats over time, it is acceptable to trade out a weaker feat for a more powerful one once you meet the requirements of the more powerful one.

**Feat:** The new feat can be any that you meet the requirements of. If you gained the original feat in a special way (for example, through a class feature), the new selection must have been available to you at the time.

**Kit:** You can select any kit. You must also retrain any powers that you only had access to thanks to your old kit (these do not count against your one retraining per level).

**Power:** The new power can be any that you meet the requirements of, that is of the same type (attack or utility) and same or lower level as the power you are replacing.

**Skill:** The new trained skill must be one you are eligible to take (typically, because it is a class skill).

## Replacing powers

At certain levels, you can replace an existing power of a lower level with a power of your current level. This is separate to, and in addition to, retraining.

Retraining only allows you to replace a power with another of the same or lower level. Replacing allows you to replace a lower-level power with a higher-level one.

## Tiers

Adventures that take place with Adventurer tier monsters, traps, and player characters (in other words, those between levels 1 and 10) will likely be focused on more local issues, like rescuing a village or defeating a clan of orcs. Prestige tier adventures might involve more dramatic concerns, like the fate of kingdoms. You might end up fighting a dragon or rooting out an extraplanar plot to control an entire city. In Epic tier, you may fight the devils that run Hell or save the entire world from devastation.

The levels correspond to the tiers as follows:

*Level 1-10: Adventurer tier*

*Level 11-20: Prestige tier*

*Level 21-30: Epic tier*

Tiers do not have a mechanical effect in and of themselves, but they represent a new stage in the player characters' journeys. An epic character is much more capable than an adventurer character.

# Powers

A power is something that your character can do, typically quickly (fast enough to be useful in battle) and with clear rules and effects.

## Power Description

When a character uses a power, the same basic rules are followed, regardless of the character's class or the power's effects.

Each power description begins with a block of information, including the power's name, category, source, level, tags, frequency, action required, attack range and targets, and duration.

The rest of a power entry describes the power's effects.

## Power Category

There are two categories of power:

- Attack
- Utility

An **attack power** is directed against one or more targets, typically enemies (although you can catch allies in friendly fire in some cases). It usually involves an attack roll which, if it hits, has some kind of negative effect on the target. Some powers also have effects when they miss, or regardless of whether they hit or miss.

A **utility power** may affect you, an ally, the environment, etc., but typically not an enemy. They can still serve a function in combat, however.

## Power Frequency

There are three frequencies of power:

- **At-will:** You can use this power as many times as you like.
- **Encounter:** After using this power, you have to take a short rest before using it again.
- **Daily:** After using this power, you have to take a long rest before using it again.

## Traditions

Most powers belong to a tradition. There are currently five traditions: Arcane, Divine, Martial, Spirit and Phrenic. See the Classes chapter for a description of each tradition.

## Action Required

Most powers require a standard action to use, but some powers require a move action, swift action, immediate action, or other. Some only require a free action.

Some powers have a “Trigger” listed. You can only use such powers if the trigger is satisfied, although you do not have to use the power just because you are able to do so. If the power is a counter, the effects of a power that requires a trigger commence before the trigger is resolved, and may prevent the trigger from taking place. If the power is a reaction or free action, the effects of the power that requires a trigger commence after the trigger is fully resolved.

For example, if you have a counter power with the Trigger “You take damage” or “You would take damage,” the effects of the power take place before the damage, and may prevent the damage from taking place (if the power gives you resistance or allows you to move away, for example). If you have a reaction power with the same Trigger and effect, the effects of the power take place after you take damage; they cannot stop you from taking that damage.

## Tags

A power's tags tell you various information about it, which can be relevant for other parts of the game. For example, if you get a +2 bonus on attack rolls with fire powers, that refers to powers with the Fire tag.

A power with the Weapon tag uses the weapon you are currently wielding to determine some of its effects (typically, at least damage, and often range as well). If the weapon you use the attack power with is one you're proficient in, add its proficiency bonus to the attack roll. You need a weapon (or an unarmed strike) to use a Weapon power.

A power with the Focus tag may use the focus you are currently wielding to determine some of its effects.

## Targeting

There are four elements to targeting: origin of effect, area of effect, range, and targets.

### Origin of effect

The five origins of effect for powers are:

- **Melee:** The power originates with the user, and targets one or more creatures the user can reach with a melee weapon.
- **Ranged:** The power originates with the user, and either targets one or more creatures the user can

reach with a ranged weapon, or targets one or more creatures in a range specified by the power.

- **Near area:** The power originates in the user's space and targets squares from there, or creatures in those squares.
- **Far area:** The power originates in a distant square and targets squares from there, or creatures in those squares.
- **Self:** The power originates with you and affects only you. You are always within range of yourself.

You can see here that the first four origins can be sorted two different ways: whether the power affects those near the user (melee, near) or far from them (ranged, far); or whether the power targets creatures directly (melee, ranged) or targets an area of effect (near, far).

Ranged and far powers provoke opportunity attacks. Melee, near, and self powers do not.

### Areas of effect

Areas of effect only apply to near and far powers.

Each near or far power describes its area of effect, usually by giving its size and one of the following area types:

- **Burst:** A burst has an area of effect reaching a number of squares in each direction from the area's base square equal to its size. For example, a "burst 2" will affect the base square and each square within two squares of the base square.
- **Arc:** An arc creates a quadratic area of effect where the length of each side is a number of squares equal to the size of the arc. For example, an "arc 2" will create an area two squares on each side (four squares total). The area of effect begins adjacent to the area's base square.
- **Wall:** A wall creates an area of effect filling a number of squares equal to the area's size, starting with a square adjacent to the area's base square. Each square in the area must share an edge with at least one other square in the area and may not share more than two edges with other squares at the same height. However, wall squares may be stacked on top of each other.

Other areas are possible as specified by individual powers.

When an area of effect attack affects multiple targets you make a separate attack roll for each of them, but you only roll damage once for all targets. Damage that depends on the attack roll, such as critical hit bonus damage, is rolled separately for each target.

If a creature that is Large or larger is affected by an area of effect power it is only affected once, even if

more than one of its squares are within the area of effect.

When you make an area of effect attack with a ranged weapon you need one projectile or thrown weapon for each target.

Special sizes for area of effect are "eyesight" and "earshot". Eyesight means the target(s) can be anywhere that the user has line of sight. Earshot means the target(s) can be any creature that can hear the user.

### Range

For Weapon powers (melee and ranged), this is simple: the reach of the melee weapon (usually 1, in other words, adjacent squares only) or the range of the ranged weapon.

For ranged powers that are not Weapon powers, the range is usually specified in squares.

Melee "touch" means the power has range equal to the user's reach. Medium and Small creatures typically have a reach of 1, and the rules will specify if the creature has a longer reach. This is separate to the user's weapon's reach.

Near powers have no range; they originate with the user and have a set area of effect.

Far powers have a range specified; the origin square of the area of effect has to be within that range.

To calculate range, count how many squares are between the user and the target. When you count range, diagonal squares are considered to be adjacent to one another.

### Targets

Melee and ranged powers will specify whether they have one or more targets.

Unless otherwise mentioned, area of effect powers target all creatures in the area of effect.

Other example targets are:

- **Nearest ally:** the nearest ally in the area of effect
- **Nearest enemy:** the nearest enemy in the area of effect
- **All enemies:** only enemies in the area of effect
- **All allies:** only allies in the area of effect
- **One ally:** one ally in the area of effect of the user's choice
- **One enemy:** one enemy in the area of effect of the user's choice
- **Any:** one or more targets of the user's choice in the area of effect.

**Allies and Enemies:** You choose who your allies are when you use a power. Your enemies are any creatures you do not choose as your allies. A creature can choose to not count as your ally for the purposes of a power.

**A Clear Path to the Target:** To target something with a ranged or far power, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of origin comes into being on the near side of that obstruction.

**Line of Sight:** Some effects require your target to be within line of sight. To determine if a target is within line of sight, draw a line from any corner of a square in your space to any part of the target's space. If you can draw such a line without passing through something that blocks your vision, you can see the target.

**Line of Effect:** A line of effect is similar to a line of sight, except it is only blocked by solid obstacles. Note that an obstacle can be solid but transparent, meaning it blocks line of effect but not line of sight.

**Targeting Yourself:** If a power targets a creature or creatures of your choice, you can choose yourself. If it targets enemies, you cannot choose yourself.

A power that targets an ally or allies does not target you; you are not your own ally.

**Nearest:** To determine the nearest target, determine the range to each possible target and then pick the one at the shortest range. If the range to two or more targets is equal you can choose which is the nearest.

## Power Attack Rolls

Some powers require the user to make an attack roll to determine whether the power effect hits the intended target (one attack roll per target, in the case of a power that targets multiple creatures).

Your attack bonus with an attack power equals the ability modifier specified in the power + half your level + any other relevant modifiers.

All attacks target one of the four defenses: Armor Class, Fortitude, Reflex, or Will.

Unless otherwise specified, you can choose to be hit by an attack instead of requiring the attacker to make an attack roll. For example, *transplant* allows the attacker to see out of your eyes. If the attacker is an ally, you may allow them to do this without making an attack roll against your Will defense first.

### Attacks with ammunition

When you use a power that allows you to make multiple attacks, with a weapon that consumes ammunition, you use one piece of ammunition per

attack unless the description of the power suggests otherwise.

Reloading a weapon between these attacks is free, even if the weapon normally requires a swift action to reload. However, after the attack is complete the normal reload action is then required before another attack can be made with the weapon.

## Power Effects

A power can have three kinds of effects:

- **Hit:** If the attack roll meets or exceeds the target's defense.
- **Miss:** If the attack roll does not meet the target's defense.
- **Effect:** This applies regardless of the attack roll result, or if there is no attack roll.

Unless otherwise specified, a creature knows the effect of a power that has affected it.

### Secondary Attacks

If a power has a "Secondary Attack" listed, the user of the power can make an attack, contingent on that effect occurring. For example, if Secondary Attack is listed under the Hit entry, it only takes place on a hit.

Secondary attacks use the same keywords, attack, defense and range as the original attack, unless otherwise specified.

## Weapon Dice ("dW")

The term "dW" refers to weapon dice. Every weapon has a given damage die. Roll that die as many times as specified, and add up the results. For example, if you use a power with a longsword (weapon die: 1d10), and the Hit effect is "3dW damage" that means you do 3d10 damage. If it is "3dW + Strength modifier damage" and your Strength modifier is +2, you roll three d10s, add them up and then add 2.

Rarely, a weapon will have multiple damage dice, for example 2d4 or 2d6. Multiply these by the number of dW to get the final dice total. For example, a 3dW attack used with a weapon that does 2d6 damage does 6d6 damage.

## Duration

The following are common durations:

- Until the end of the target's next turn
- Until the end of the user's next turn
- Until the start of the target's next turn
- Until the start of the user's next turn
- Save ends

Save ends means you make a saving throw at the end of your turn for every effect that is affecting you. If you roll 10 or higher, you are no longer affected by that effect.

### Persistent damage

If a power's effect includes persistent damage, the target does not take that damage right away. Instead, they take it at the start of their next turn. Usually the duration of persistent damage is "save ends."

### Maintain

Some powers require you to maintain concentration in order to keep functioning. If you lose concentration, such a power ends.

If a power must be maintained with concentration, that fact appears in a Maintain entry, and the power specifies what action is required from you each turn to maintain it. You can end concentration at any time (no action required).

You can maintain any number of powers, provided you have the actions to do so.

You cannot maintain a power that has ended. The one exception is a power that naturally ended at the start of your turn. If a power like this has a Maintain option, it represents restarting the power.

## Keywords

### Augmentable

You can use the "Augment:" section of the power that is used. To be able to augment a power, you must be able to expend your *psi focus*, which you gain from being a phrenic.

### Aura

An aura is always a Near burst effect, a lingering effect that extends over an area. An aura moves with the character who manifested it and lasts for five minutes or until the character dismisses it as a swift action (whichever happens first).

### Conjuration

A conjuration is an object or monster that is created by a power. It normally cannot be attacked. Allies of its creator can pass through its space but enemies cannot. If it makes attacks or is attacked, it uses the power user's attack modifiers and defense scores. A conjuration cannot be affected by conditions or persistent damage.

A conjuration disappears if its creator is killed.

### Consistent

If the user of a Consistent power misses on all attacks made with that power, the power is not expended.

### Form

A Form power changes the shape of the user. Except as described in the power description, the user keeps all other statistics, HP, etc.

A character in a new form cannot do anything that their new form is incapable of doing (for example, in the form of an animal you cannot talk or make weapon attacks).

A character can usually only be under the effect of one Form power at a time.

### Stance

A stance is a type of fighting method that you maintain from round to round. So long as you stay in a stance, you gain some benefit from it.

You can use a single swift action to end one stance and begin another, or you can choose to simply end your current stance without entering another. You continue to gain a stance's benefits until you switch to a new stance or end your current one. You cannot have more than one stance active at a time.

Your stance ends if you are rendered helpless for any reason.

### Summons

A Summons power creates one or more summoned monsters. The summoned monster follows the Companion rules, as well as the following special rules:

- The summoned monster's level is equal to the level of the power that summoned it.
- The summoned monster's maximum HP (and starting HP each time it is summoned) will be specified.
- Your summoned monster uses your Armor Class, Fortitude, Reflex, and Will defenses.
- A summoner can dismiss their summon with a swift action. Otherwise it disappears after five minutes.

- When your summoned monster drops to 0 hit points, it disappears, leaving behind no physical form. You lose one recovery or, if not able to lose a recovery, take damage equal to your recovery value.

### Teleportation

Unless otherwise specified, teleportation obeys the following rules:

- You can teleport while prone or while restrained or immobile. You remain prone after your teleport; whether you remain restrained/immobile depends on whether you have left behind what was causing that condition.
- Teleportation is not affected by the terrain between your start point and your destination.
- The destination of the teleport must be a space that is unoccupied and can fit the subject of the teleport.
- The initiator of the teleportation must have line of sight to the destination of the teleport. The initiator may or may not be the subject of the teleportation, depending on whether the teleportation affects the user or another target.
- Teleportation does not provoke opportunity attacks.
- Teleportation does not count as unwilling movement, even if the creature does not want to be teleported.

Because a teleport requires line of sight, blindfolding creatures that are capable of teleporting prevents them from escaping.

### Wild Shape

A humanoid creature can only use and/or continue to benefit from a Wild Shape power when under the effects of a Form power, unless they already have a physical feature that would allow them to use that power.

### Zones

A zone is an area of effect that remains for a while, created by a power with the Zone tag. It may be a set duration, or until the creature that created it stops Maintaining it. A zone cannot be attacked, it just is. Squares in a zone do not count as occupied just because there is a zone there.

A zone disappears if its creator is killed.

### Boost

If a power has a “Boost” entry, then the power can be chosen as a higher-level power. If so, it has the improved effect. Treat it as a power of a higher level for all purposes.

### Roleplaying Your Powers

Since this is a role-playing game, you are not limited by your powers. Anything your character could do, they can attempt to do – even if there are no rules for it. And even if you have a power that says you can do something, the GM may rule that you cannot because it does not fit the fiction.

Overall, however, powers work the way the rules say they should work almost all of the time.

# Creating a Character

To create an Orcus character, take the following steps:

- **Choose your class.** Your character's class will have a greater effect on their powers and capabilities than any other choice you make, so it makes sense to make it first. Some classes require you to make other choices once you select them, such as choosing a talent (a sub-class).
- **Choose your ancestry.** Your character's ancestry is their background, cultural origin, and/or species, depending on the setting. Different settings may have different rules for ancestries. The Outlaw Kingdoms setting splits ancestry into two choices: crux and heritage.
- **Choose a feat or a kit.** By default, characters can either choose six feats over the course of their first 10 levels (one at level 1), or choose one kit that provides a package of features over the same 10 levels. Feat paths are provided in the Kits chapter as a guide to feats you may take over your first 10 levels.
- **Calculate your ability scores.** You have six ability scores: Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. Different campaigns will calculate ability scores in different ways, but the default is called "point buy."
- **Choose your trained skills.** Your class will say how many trained skills you have, and provide the list from which you can choose your trained skills. You gain a +5 bonus on all checks for a skill in which you are trained. See the Skills chapter for a full description of skills.
- **Choose your powers.** By default, a first-level character chooses two at-will attack powers, one encounter attack power, and one daily attack power. Your class and kit will say which "disciplines" (lists of powers) you can choose your powers from.
- **Purchase equipment.** You begin with 100 gold pieces with which to purchase equipment. Characters beginning at later levels start with more gold, and with magic items.
- **Calculate all other stats.** You should now have made all the choices you need to make in order to calculate your character's defenses, attack bonuses, damage bonuses, skill bonuses, hit points, staggered value, recoveries and recovery value, and so on.

If you create a character at a higher level than 1, the process is similar, except you choose more feats and powers, and you will also choose a prestige path (if level 11 or higher) and epic path (if level 21 or higher).

## Archetypes

Here are some example archetypes, and how you might model them in Orcus.

**Assassin/Ninja:** A mystical rogue can be created with the Mageblade, perhaps coupled with the Brews Poisons kit. Embodies Speed is another good choice for a kit. A non-magical assassin or ninja is best done through the Harlequin class.

**Barbarian/Berserker:** With its focus on Constitution, the Sylvan class is a good start. Any Wild Gift could work for a berserker. For kits, Embodies Strength is a safe choice and even includes some powers that resemble raging. Otherwise a berserker might Eat Monster Hearts, Dabble in Guarding or Worship the God of War, or even Channel Godmind to reflect the influence of a clan spirit or ancestor.

**Beastmaster:** A Sylvan with the Animal Companion Wild Gift and the Binds Familiar kit can have two animal friends, and turn into a third.

**Blackguard:** A Guardian who Worships the God of Tyranny or a Priest are good choices.

**Blue Mage:** A Magician who Eats Monster Hearts is a good model for a blue mage.

**Cleric:** The Priest is a classic cleric.

**Demonologist:** Either the Magician (Conjurer) class or the Conjures Fiends kit would be enough to turn a character into a demonologist; taken together they would represent a very strong demonologist archetype. Consider as an alternative taking the Conjures Fiends kit with a different class for a different take on the demonologist: the hellish knight (with the Guardian class), the Harlequin whose fiddle comes from the Devil, or the Mageblade who fights alongside the fiends they conjure.

**Druid:** The Sylvan has both wild shape and an animal companion covered, so it is a good pick for druids.

**Elementalist:** A Mageblade with many powers from the Elemental Flux discipline is a natural elementalist. The Dabbles in Wizardry kit for the Spells of Ice and Fire discipline would add further elemental options, if needed – as would choosing an elemental familiar from Binds Familiar.

**Fighter (Agile):** The Exemplar or Harlequin.

**Fighter (Heavily Armored):** The Guardian or Commander.

**Jack of All Trades/Savant/Red Mage:** A Mageblade who takes a lot of Veiled Moon powers is already stealthy, skilled with weapons, and able to cast magic spells. Taking Worships the God of Life or Dabbles in Priesthood on top of that would provide divine power to round out an already versatile character.

**Magic Dabbler:** Any character could get a strong dose of non-combat magic with the Cantrip Master feat and an investment in incantations.

**Monk/Martial Artist:** The Martial Training feats, especially the Unarmed Combat feat chain, could turn any weapon-focused character into a martial artist – consider Mageblade for a mystic martial artist, Harlequin for a taunting drunken boxer, Exemplar for an agile combatant, or even Guardian for a sturdy defender. The Channels Godmind kit would add a psychic, meditative element to the build. See the feat path section for ideas for modelling different types of martial artist through feats.

**Mounted Knight:** A Guardian who Charms Animal can pick a horse, giving themselves a powerful and obedient mount and powers that take full advantage of it.

**Paladin:** The Priest class serves perfectly well for a paladin focused on healing and inspiring their allies. Otherwise, try a Guardian who Dabbles in Commanding or Worships the God of Life, Peace, or War.

**Pirate:** Exemplar is a safe choice for a pirate, perhaps one who Dabbles in Reaping with a pistol.

**Poisoner:** The Brews Poisons kit is enough to turn any weapons-based character into a poisoner.

**Psion/Psychic/Ardent:** A Magician (Enchanter) who Channels Godmind would make a good psion, ardent, or other psychic. The Psi Focus and Shard feats are a good investment as well.

You can make a soulknife or psychic warrior with Weapon and Shield Shard feats, or a kineticist with the

Blast Shard feats.

**Ranger:** Sylvan or Reaper are the obvious places to start for a ranger build, depending on whether your focus is melee or ranged combat. For kits, Dabbles in Reaping or Dabbles in Sylvanry would round out the character, as would Charms Animal or (for a smaller animal companion) Binds Familiar. A scout might prefer Embodies Speed.

**Rogue:** Either a Harlequin or an Exemplar that focuses on the stealthy Blades in the Dark discipline would make a good rogue.

**Tactician/“Lazylord”:** The brilliant tactician who hangs back from the fray themselves is a classic archetype rarely supported in RPGs. The Angel’s Trumpet and High Cunning disciplines cater to this style of play, as does the Last Laugh discipline (associated with the Harlequin). A Commander who Embodies Intelligence or Embodies Charisma should be able to contribute while rarely making an attack themselves.

**Warlord:** The Commander is a classic warlord. Alternatively, couple Dabbles in Commanding or Embodies Charisma with another martial class for a different take on the battlefield leader.

**Were-Creature:** The Takes Bestial Form kit allows for werewolves, werebears, and even werevelociraptors.

**Wizard/Sorcerer:** The Magician class allows for Evokers, Conjurers, and Enchanters. Some sorcerers might work better as Mageblades.

### Missing Archetypes

Currently, Orcus does not have many resources for bards, nature spellcasters, wizards of the other schools of magic, or rogues who focus on striking for massive damage instead of distracting or dueling foes.

*Line Up by Joyce Maureira*



# Ancestries

A character's ancestry reflects their upbringing before becoming an adventurer. This can be "nature" or "nurture," or both. For example, one game of Orcus might have characters choose a species origin for their ancestry: dwarf, human, elf, and so on. See the Advanced Options section for more details on ancestries as species.

The default ancestry rules presented here assume that all characters are human, or that their genetic makeup matters less than other details about them. A player chooses two details for their character: their "**crux**" and their "**heritage**."

If the two halves of your ancestry give a bonus to the same skill, choose any other skill for the second bonus.

## Humanity

Not all heroes in the Outlaw Kingdoms are human, but the differences between species matter less than the background that a hero comes from and the moment that marked them for greatness. All heroes have the following traits:

**Size:** Your size is Medium.

**Ability Scores:** +2 to two ability scores of your choice.

**Speed:** Your base walking speed is 6 squares.

**Languages:** You can speak, read, and write Common and one extra language of your choice.

## The implied setting of Orcus

On the outskirts of the Empire hang the hundred and eight Outlaw Kingdoms, a motley collection of clans, city-states, marks, principalities, vassaldoms, and – yes – even a few kingdoms. The formidable mountains and deep river valleys frustrate invaders, giving the people here a hard-won independence – but the Empire casts a long shadow.

## Cruxes

A crux is the moment that marked a hero for greatness, the intervention that set them on their path.

### Betrayer

You betrayed someone or something you once held dear, and it forever left its mark on you.

- +2 Bluff
- **Resistance to Poison:** Resistance to poison damage 5 + half your level.
- **Hold Breath:** +5 ancestry bonus to Endure checks to hold your breath.
- **Poisonous Nip:** You have the *poisonous nip* power.

### Poisonous Nip

Encounter Attack Feature (Swift Action) • Poison

Melee 1, one target

Attack Dexterity or Constitution +2 vs AC

Hit 1d8 + your Dexterity or Constitution modifier poison damage.

Level 11: Attack bonus increases to +4. 2d8 + modifier damage.

Level 21: Attack bonus increases to +6. 3d8 + modifier damage.

### Cut Off

Someone destroyed everyone and everything you loved.

- +2 Heal
- **Go for the Jugular:** +1 ancestry bonus on attacks against staggered enemies.
- **Vengeance of the Pits:** You have the *vengeance of the pits* power.

### Vengeance of the Pits

Encounter Attack Feature (Free Action) • Fire

Near burst 10, one enemy

Trigger An attack by that enemy hits you.

Effect The target takes 1d6 + Intelligence OR Charisma modifier fire damage.

Level 11: 2d6 + Intelligence OR Charisma modifier.

Level 21: 3d6 + Intelligence OR Charisma modifier.

### Destined

Some great event or portent at your birth set your heroism in motion, through no choice of your own.

- +2 History
- **Face the Elements:** Resistance to fire and cold damage 5 + half your level.
- **Dabbler:** Choose a level 1 at-will attack power from any class. It is an encounter power for you.

## Escaped

You were imprisoned, trapped, in check or otherwise in a situation that seemed to spell certain doom – but you somehow slipped away.

- +2 Acrobatics
- **Hide in a Flash:** When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).
- **Web Stride:** Webs, like those from a spider, are not difficult terrain for you.
- **Disappearing Act:** You have the *disappearing act* power.

### Disappearing Act

Encounter Utility Feature (Reaction Action)

Self

Trigger You take damage.

Effect Become invisible until the end of your next turn, or until you make an attack (whichever comes sooner).

## Heir

You discovered that perched in your family tree is a dragon, and its greatness courses in your veins.

- +2 Insight
- **Minor Magics:** You know one power from the Cantrips discipline.
- **Breath Weapon:** You have the *breath weapon* power.

### Breath Weapon

Encounter Attack Feature (Swift Action) • [Energy]

Near arc 3, targets all

Attack (Highest of Strength, Constitution, Dexterity) +2 vs Reflex

Hit 1d6 + Constitution modifier.

Level 11: 2d6 + Constitution modifier.

Level 21: 3d6 + Constitution modifier.

## Hero

You risked your own life to defend something precious: perhaps a loved one, a vital military position or a secret.

- +2 Athletics
- **Unmoved:** Reduce any unwilling movement you are subject to by 1 square. When you would fall prone as the result of an attack, make a saving throw-on a success, you do not fall.
- **Violent Rush:** You have the *violent rush* power.

### Violent Rush

Encounter Utility Feature (Free Action)

Self

Trigger You hit with an attack.

Effect Attack does +1dW. If attack was not with a weapon, +1d8 instead.

## Ninth Life

Through sheer chutzpah and unbelievable luck, you have survived ordeals that would have left anyone else dead eight times over.

- +2 Sleight of Hand
- **Eager Charge:** Your speed increases by +2 when you charge.
- **Lucky:** You have the *lucky* power.

### Lucky

Encounter Utility Feature (Counter Action)

Self

Trigger An attack hits you.

Effect Reroll the attack roll and take the second result.

## Otherworldly

You come from another place or time, or are destined to leave this one in time.

- +2 Stealth
- **Nimbleness:** +2 ancestry bonus to AC against attacks of opportunity.
- **Highblood Teleport:** You have the *highblood teleport* power.

### Highblood Teleport

Encounter Utility Feature (Move Action) • Teleport

Self

Effect Teleport up to 5.

## Returned

You survived impossible peril, physical harm or terror, and came back of your own volition.

- +2 Endure
- **Injured Rage:** +1 ancestry bonus on attack rolls while staggered.
- **Shake Off Fear:** +5 ancestry bonus on saving throws against powers and effects with the Fear tag.
- **Tough as Nails:** You have the *tough as nails* power.

### Tough as Nails

Encounter Utility Feature (Swift Action)

Self

Effect You rally.

## Sage

Through knowledge, practice and experience, you provided sage advice that prevented the unthinkable.

- +2 Perception
- **Skill Training:** You are trained in an extra skill of your choice.
- **Ingenuity:** You have the *ingenuity* power.

### Ingenuity

#### Encounter Utility Feature (Swift Action)

Near burst 5, self or one ally

**Effect** Choose one: target shifts up to 2 as a free action, target makes a saving throw, target gets +2 power bonus to next attack roll or target gets +4 power bonus to next skill check. Power bonuses expire at the end of your next turn if not already used.

## Third Eyed

You experienced something that opened your mind to something beyond this physical world.

- +2 Arcana
- **Shared Mind:** You gain telepathy 5, which means you can communicate mentally with creatures you can see that are within 5 squares of you. The creature must be able to speak at least one language; once you have begun the communication they can “speak” back to you.
- **Shake Off Fear:** +5 ancestry bonus on saving throws against powers and effects with the Illusion tag.
- **Careful Focus:** You have the *careful focus* power.

### Careful Focus

#### Encounter Utility Feature (Free Action)

Self

**Trigger** You just made an attack roll.

**Effect** Reroll the attack roll and take the new result.

## Wild Child

You were abandoned to the wilderness.

- +2 Nature
- **Versatile Stride:** You ignore difficult terrain.
- **Low-Light Vision:** You can see in dim light as if it were bright light.
- **Barrel Along:** You have the *barrel along* power.

### Barrel Along

#### Encounter Utility Feature (Swift Action)

Self

**Trigger** You are staggered.

**Effect** You have a +2 bonus to speed and to damage rolls until the end of the encounter.

## Heritage

A heritage is the culture and upbringing that a hero came from.

### Aristocrat

You are a patrician, and believe yourself to be one of a finer class of people.

- +2 Intimidate
- **Will Defense:** +1 ancestry bonus to Will defense.

### Heretic

Your family belonged to a forbidden religion, which exposed you to the constant threat of persecution.

- +2 Religion
- **Focus Proficiency:** You have proficiency with orbs, staffs and wands.

### Mountainfolk

You come from an isolated town in the mountains.

- +2 Dungeoneering
- **Relentless Endurance (1/encounter):** When you are staggered, gain temporary HP equal to your level.

### Seafarer

You grew up on boats or ships.

- +2 Athletics
- **Reflex Defense:** +1 ancestry bonus to Reflex defense.

### Traveler

Your family moved about a lot, whether out of wanderlust or necessity.

- +2 Diplomacy
- **Speedy:** +1 to your base walking speed.

### Urchin

You grew up on the streets, without parents – or without parents worth speaking of.

- +2 Streetsmarts
- **Light Blade Weapon Proficiency:** You have proficiency with martial weapons in the light blade weapon group.

# 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.

## Reading Class Descriptions

### Tradition

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.

**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, saints, or other higher powers.

**Martial:** Your power comes from skill at arms, experience in battle, force of will, and training. Martial adventurers have extraordinary abilities, but they are grounded in what is humanly possible.

**Phrenic:** The strength of psyche and emotions. The phrenic tradition represents the power inherent in all sentient beings, the ability to draw forth the spark of life, that inner fire which gives strength to convictions. In some, it takes the form of extreme dedication, unusual courage, or an unbreakable discipline. But in others, it takes on physical form. Their font of power is so great that they can manipulate the world around them by using it. There are currently no classes of the phrenic tradition, but there are kits and feats that give phrenic powers.

**Spirit:** 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 spirit tradition. If your power comes from the spirit tradition, it is drawn from the natural world or the spirits of the world.

### Role

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”.

Often, defenders control enemies by “marking” them. See the marked condition in the Conditions chapter for more details.

**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.

### Stats

**Hit Points:** A character's hit point maximum is based on their class, level and Constitution score. A character becomes staggered when their current hit points fall to half or less of their maximum. A character's "recovery value" is equal to one quarter of their hit points.

**Recoveries:** After each long rest, a character has a number of recoveries based on their class and Constitution modifier. When a character has an opportunity to spend a recovery, it is usually in order to heal hit points equal to their recovery value.

**Defenses:** Each class gives a bonus to one or two defenses.

See the Combat chapter more details on hit points, recoveries and defenses.

### Proficiency and Training

**Proficiencies:** A character will gain some combination of armor (including shields), weapon and focus proficiencies from their class.

A character suffers a -2 penalty to Reflex defense and attack rolls if they wear armor or use a shield they are not proficient with. A character cannot add the proficiency bonus of a weapon to their attack rolls

unless they are proficient in that weapon. A character gets no benefit from using a focus unless they are proficient with it.

See the Equipment chapter for more details.

**Trained Skills:** A character gains a +5 bonus on skill checks using skills that they are trained in. A character's class gives them training in a certain number of skills; these must be selected from the list of class skills.

See the Skills chapter for more details.

## Features

Features are typically unique to each class, and - along with powers - they provide the majority of the class's capabilities.

Some classes have features that provide additional feats or kits, or which interact with the action points mechanic. You can find more information about these topics in the Feats and Kits chapters, and in the Combat chapter under "Your Turn" (for action points).

## Powers

Powers are unique things that characters can do, as an action. Some are limited use; others can be used any number of times. See the Powers chapter for more details.

**Abilities:** Each class has a primary ability associated with it. That ability is used for most attacks with that class's powers. Each talent (see below) has a secondary ability associated with it. That ability is used whenever a class power uses an ability that is not the primary ability.

**Power progression:** Classes follow the default power progression, shown below, unless otherwise mentioned. In this book, all classes follow the default progression.

The numbers of powers listed below apply only to your "class powers": those granted through the Powers entry within your chosen class, or powers from other sources that required you to swap a power from your class for that power. Extra powers from other sources such as cruxes, kits, feats are not counted toward these limits. Powers granted by class features other than the Powers entry are also not counted toward these limits.

"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 (for example, the one you got at level 1) in exchange for a level 13 encounter attack power.

## Talents

Most classes have subclasses called talents. These give an additional feature and set the character's secondary ability (see above).

## Dualclassing and multiclassing

Dualclassing and multiclassing are two ways for characters of one class to get features and powers from another.

Each class has a "Dualclass" option listed. This is the benefit that a character receives when they take the Dualclass Recruit feat and select that class. For example, a level 1 Exemplar might take the Dualclass Recruit (Sylvan) feat. They would get the features described under the Sylvan's Dualclass option.

Some kits are multiclassed. Multiclassing is like dualclassing except you get access to more features and powers. For example, the Dabbles in Reaping class gives you access to the same Reaper features as the Dualclass Recruit (Reaper) feat, plus access to a discipline of powers and more Reaper features at later levels.

Table – Default Power Progression

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	
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	
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	

Table – Roles and Traditions

	Controller	Defender	Leader	Striker
<b>Arcane</b>	Magician	Mageblade		
<b>Divine</b>			Priest	
<b>Martial</b>	Harlequin	Guardian	Commander	Exemplar
<b>Spirit</b>	Reaper			Sylvan

# Commander

## Martial Leader

**Key Ability:** Charisma. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Charisma instead.

**Talents and Secondary Abilities:** Stormtrooper Tactics (Dexterity), Siege Tactics (Wisdom), Resilience Tactics (Intelligence), Inspiring Tactics (Strength).

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 12 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 5 per level above first level.

**Recoveries per Long Rest:** 7 plus your Constitution modifier.

**Defenses:** +2 Fortitude.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shields.

**Weapon Proficiencies:** Simple melee, martial melee; simple ranged.

**Focus Proficiencies:** Martial focus.

**Trained Skills:** You are trained in 4 skills from your class skills.

**Class Skills:** Athletics, Diplomacy, Endure, Heal, History, Intimidate, Religion.

## Features

### 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 with the secondary ability linked to your talent (see below).

**Class Disciplines:** Angel's Trumpet, Golden Lion.

### Talents

Choose one at character creation.

- **Stormtrooper Tactics:** Once per turn, an ally that is the target of one of your powers can shift 1 as a free action. Your secondary ability is Dexterity.
- **Siege Tactics:** Once per turn, an ally that is the target of one of your powers receives temporary hit points equal to your Wisdom modifier (double at level 11, triple at level 21). Your secondary ability is Wisdom.
- **Resilience Tactics:** Once per turn, an ally that is the target of one of your powers immediately makes a saving throw against one save ends condition they are subject to. Your secondary ability is Intelligence.
- **Inspiring Tactics:** Once per turn, an ally that is the target of one of your powers receives a +2 power bonus to their next attack roll. Your secondary ability is Strength.

### Lift Spirits

You can use the *lift spirits* power two times each encounter.

*Level 16:* Three times per encounter.

#### Lift Spirits

**Encounter Utility 1 (Swift Action) • 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.

### Armament

Choose one at character creation.

- Proficiency with martial ranged weapons. You may use Strength instead of Dexterity for attack and damage rolls on basic ranged attacks.
- Proficiency with heavy shields and plate armor.
- Proficiency with two exotic melee weapons of your choice.

### Dualclass

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

**Benefit:** You belong to the Commander class (along with any other classes that you belong to), and gain the following benefits:

You can use *lift spirits* once per encounter.



*Rook by Jared von Hindman*

# Exemplar

## Martial Striker

**Key Ability:** Dexterity. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Dexterity instead.

**Talents and Secondary Abilities:** Strength, Charisma.

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 12 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 5 per level above first level.

**Recoveries per Long Rest:** 6 plus your Constitution modifier.

**Defenses:** +2 Reflex.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather; light shield.

**Weapon Proficiencies:** Simple melee, martial 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

### 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 with the secondary ability linked to your talent (see below).

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

### Talents

Choose one at character creation.

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

### Momentum

When you hit an enemy with a melee attack, and do not already have momentum, 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 and Bide Your Time features and is referenced by some powers.

### Triumphant Strike

While you have momentum, once per turn you can add +1dW damage to any kind of attack.

*Level 11:* +2dW damage.

*Level 21:* +3dW 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 (for example, opportunity attacks and immediate actions).

### Dualclass

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

**Benefit:** You belong to the Exemplar class (along with any other classes that you belong to), and gain the following benefits:

- When you hit an enemy with a melee attack, and do not already have momentum, 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 and Bide Your Time features and is referenced by some powers.
- Once per encounter, you can use the Exemplar's Triumphant Strike feature (noting that it requires momentum to use).



*Flashing Ray* by Crystal Frasier

# Guardian

## Martial Defender

**Key Ability:** Strength. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Strength instead.

**Talents and Secondary Abilities:** Constitution, Dexterity, Wisdom.

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 15 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 6 per level above first level.

**Recoveries per Long Rest:** 9 plus your Constitution modifier.

**Defenses:** +2 Fortitude.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale; light shield, heavy shield.

**Weapon Proficiencies:** Simple melee, martial melee, simple ranged, martial ranged.

**Trained Skills:** You are trained in 3 skills from your class skills.

**Class Skills:** Athletics, Endure, Heal, Intimidate, Streetsmarts.

## Features

### 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 Strength instead. You can replace any reference to the discipline's secondary ability with the secondary ability linked to your talent (see below).

**Class Disciplines:** Art of War, Juggernautical.

### Talents

Choose one at character creation.

- **Great Weapon Style:** You get a +1 bonus on attack rolls with two-handed weapons. Your secondary ability is Constitution.
- **Protection:** You get a +1 bonus on attack rolls with one-handed weapons. Your secondary ability is Dexterity OR Wisdom (your choice).

### Combat Dominance

You can choose to emit an aura 1 of combat dominance. While you do so, creatures in the aura who are not marked by anyone else are marked by you. A creature that leaves your aura is no longer marked.

### Veteran Opportunist

Add your Wisdom modifier to your attack rolls when making opportunity attacks.

### Savvy Combatant

You gain the *punish cowardice* and *block retreat* powers.

#### Block Retreat

**At-Will Utility Feature (Free Action) • Martial**

**Trigger** A creature is hit by your opportunity attack, and the opportunity attack was provoked by movement.

**Effect** Their movement stops for this action. They may attempt to move again using another action, if applicable.

#### Punish Cowardice

**At-Will Utility Feature (Counter Action) • Martial**

**Trigger** An adjacent creature you have marked shifts or makes an attack that does not include you.

**Effect** Make a basic melee attack against the triggering creature.

**Special** This is not an opportunity attack.

### Dualclass

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

**Benefit:** You belong to the Guardian class (along with any other classes that you belong to), and gain the following benefits:

- Once per encounter, as a free action, you gain the Combat Dominance feature for a number of rounds equal to your Strength modifier.

# Harlequin

## Martial Controller

**Key Ability:** Charisma. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Charisma instead.

**Talents and Secondary Abilities:** Constitution, Dexterity, Intelligence, Wisdom.

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 10 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 4 per level above first level.

**Recoveries per Long Rest:** 6 plus your Constitution modifier.

**Defenses:** +2 Will.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather.

**Weapon Proficiencies:** Simple melee, simple ranged.

**Focus Proficiencies:** Martial focus.

**Trained Skills:** You are trained in Bluff or Diplomacy and 4 other skills from your class skills.

**Class Skills:** Bluff, Diplomacy, Heal, History, Insight, Intimidate, Perception, Religion, Streetsmarts, Thievery.

## Features

### 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 with the secondary ability linked to your talent (see below).

**Class Disciplines:** Last Laugh, Mastermind's Gambit.

### Talents

Choose one of the following auras at character creation. You can activate an aura as a swift action, which lasts until you end it as a swift action or until you fall unconscious. Unlike stances, multiple auras can be in effect at once.

- **Fixer:** Demoralizing Presence aura 2; enemies in the aura suffer a -2 penalty to all saving throws. Your secondary ability is Dexterity.
- **Jester:** Attention Grabber aura 2; you can mark an enemy in this aura as a swift action. Enemies you have marked inside the aura suffer an additional -1 penalty to attacks that don't include you. Your secondary ability is Wisdom.
- **Saboteur:** Threatened Footfalls aura 2; enemies treat the area within the aura as difficult terrain. Your secondary ability is Intelligence.
- **Scout:** Watchful aura 2; you do not grant combat advantage to enemies inside the aura. Your secondary ability is Constitution.

### Impudent Flourish

You do not provoke opportunity attacks from creatures you have attacked this turn.

### Clever Fellow

You gain the *hasty retreat* and *general confusion* powers.

#### General Confusion

**At-Will Utility Feature (Swift Action) • Martial**

**Near** 5, one creature marked by yourself or one of your allies

**Effect** The target is no longer marked by that character, and is instead marked by yourself or the ally of your choice until the end of your next turn.

#### Hasty Retreat

**At-Will Utility Feature (Swift Action) • Martial**

**Self**

**Effect** Shift 1.

### Dualclass

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

**Benefit:** You belong to the Harlequin class (along with any other classes that you belong to), and gain the following benefits:

- Once per encounter, you can use the *hasty retreat* power.
- Once per encounter, you can use the *general confusion* power.

# Mageblade

## Arcane Defender

**Key Ability:** Intelligence. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Intelligence instead.

**Talents and Secondary Abilities:** Strength, Constitution, Dexterity, Charisma.

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 15 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 6 per level above first level.

**Recoveries per Long Rest:** 8 plus your Constitution modifier.

**Defenses:** +1 AC, +2 Will.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather.

**Weapon Proficiencies:** Simple melee, martial melee; simple ranged.

**Focus Proficiencies:** See Athame feature.

**Trained Skills:** You are trained in Arcana and 3 other skills from your class skills.

**Class Skills:** Arcana, Acrobatics, Athletics, Diplomacy, Endure, History, Insight, Intimidate.

## Features

### 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 with the secondary ability linked to your talent (see below).

**Class Disciplines:** Elemental Flux, Veiled Moon.

### Talents

Choose one at character creation.

- **Illusion Specialist:** You can use the *blurring sigil* power. Your secondary ability is Dexterity.
- **Martyr Specialist:** You can use the *vortex sigil* power. Your secondary ability is Constitution.
- **Punishment Specialist:** You can use the *fiery sigil* power. Your secondary ability is Charisma.

- **Rush Specialist:** You can use the *beacon sigil* power. Your secondary ability is Strength.

### Beacon Sigil

**At-Will Utility Feature (Reaction Action) • Arcane, Teleport, Weapon**

**Near** burst 5, the triggering enemy

**Trigger** A creature marked by your *sigil* makes an attack that does not include you as a target

**Effect** Teleport to an unoccupied square adjacent to the target and make a basic melee attack against them.

### Blurring Sigil

**At-Will Utility Feature (Counter Action) • Arcane, Weapon**

**Near** burst 10, the triggering enemy

**Trigger** A creature marked by your *sigil* makes an attack that does not include you as a target

**Effect** Any one target of the triggering creature's attack gains resistance to all damage equal to your level + your Dexterity modifier, until the end of the current turn.

### Fiery Sigil

**At-Will Utility Feature (Reaction Action) • Arcane, Fire, Weapon**

**Near** burst 10, the triggering enemy

**Trigger** A creature marked by your *sigil* makes an attack that does not include you as a target

**Effect** The triggering creature takes 1d6 + your Charisma modifier fire damage. *Level 11:* 2d6 + your Charisma modifier damage. *Level 21:* 3d6 + your Charisma modifier damage.

### Vortex Sigil

**At-Will Utility Feature (Counter Action) • Arcane, Teleport, Weapon**

**Near** burst 5, the triggering enemy

**Trigger** A creature marked by your *sigil* attempts to make an attack that does not include you as a target

**Effect** The triggering creature teleports to an unoccupied square of your choice adjacent to you. If it now arranges the attack so that it includes you as a target, the attack goes ahead. Otherwise it misses all targets.

### Mageblade's Sigil

You can use the *mageblade's sigil* power.

### Mageblade's Sigil

**At-Will Utility Feature (Swift Action) • Arcane**

**Near** burst 2, one target

**Effect** The target is marked until you use this power again.

## Key Weapon

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.

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:* Move action, within 10 miles.

*Level 21:* Swift action, within 100 miles.

## Athame

You have the Athame feat for the weapon type that your key weapon belongs to. For example, if your key weapon is a +1 longsword, you have the Athame (longsword) feat. This changes if your Key Weapon changes.

## Shimmering Shield

If you have a spare hand (not carrying a shield, wielding a two-handed weapon, holding a focus, etc.), you receive a +2 shield bonus to AC.

## Dualclass

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

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

- You can use *mageblade's sigil* once per encounter.
- Choose one of *beacon sigil*, *blurring sigil*, *fiery sigil* or *vortex sigil*. You can use that power once per encounter.

Warrior by Sarah Carney



# Magician

## Arcane Controller

**Key Ability:** Intelligence. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Intelligence instead.

**Talents and Secondary Abilities:** Constitution, Dexterity, Charisma.

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 10 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 4 per level above first level.

**Recoveries per Long Rest:** 6 plus your Constitution modifier.

**Defenses:** +2 Will.

## Proficiency and Training

**Armor Proficiencies:** Cloth.

**Weapon Proficiencies:** Simple melee.

**Focus Proficiencies:** Orb, staff, wand, rod, book.

**Trained Skills:** You are trained in Arcana and 3 other skills from your class skills.

**Class Skills:** Arcana, Diplomacy, Dungeoneering, History, Insight, Nature, Religion.

## Features

### 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 with the secondary ability linked to your talent (see below).

**Class Disciplines:** Spells of Ice and Fire, Cup of Brimstone, Puppeteer's String.

### Talents

You belong to a particular school of magic. Choose one at character creation.

- **Conjurer:** When an encounter ends and you have one or more daily powers with the Summon keyword still active, those daily powers are not expended. However, if you use them again, the summoned creatures appear in the exact state they were when their last summoning ended (current

HP, conditions, etc.) except that they can use their encounter powers again even if already used before. If you complete a long rest, all your daily powers reset and if you use them from then on a "fresh" creature will be summoned. Your secondary ability is Constitution.

- **Enchanter:** When you use a power with the Psychic tag that does damage on a hit, you can choose for the power to do no damage to any enemies you target. If so, you gain a +2 bonus on the attack roll. Your secondary ability is Charisma.
- **Evoker:** If you wish, a near or far power you use with the Acid, Cold, Fire, Flux, Lightning or Thunder tags has its area increased by 1 (from Near arc 2 to Near arc 3, for example). Also, you can change your flux energy as a swift action (see the Elemental Flux discipline for a description of flux energy). Your secondary ability is Dexterity.

### Arcane Strength

Choose either Arcane Overflow or Arcane Sustenance.

**Arcane Overflow:** Encounter attack powers from your class disciplines gain the following Miss entry if they do not have one:

**Miss:** Half damage, and if a hit would have imposed a condition, the target experiences the following (same duration).

- *Blinded:* The target is rattled.
- *Controlled:* The target is dazed.
- *Immobile:* The target is slowed.
- *Persistent damage 10 or more:* Persistent damage 5.
- *Stunned:* The target is dazed.
- *Weakened:* The target suffers a -4 penalty to damage.
- *Unwilling movement 3 or more:* Unwilling movement of the same variety 1.

**Arcane Sustenance:** At the start of each of your turns, choose one power you have active that requires an action to Maintain or choose a companion of yours (a summon, familiar, etc.).

If you choose the Maintain power, the power is Maintained as if you spent the relevant action on it. If you choose the creature, it can take an action of your choice without you spending an action on it. This does not allow it to exceed its total actions, so for example if you choose for it to take a standard action, you cannot also spend your standard action to have it take another standard action.

## Arcane Training

You gain the Athame feat or a feat from the Art Feats section (your choice).

## Cantrips

You gain the Cantrip Master feat.

## Dualclass

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

**Benefit:** You belong to the Magician class (along with any other classes that you belong to), and gain the following benefits:

- You are proficient with one of the following: orb, staff, wand, rod or book.
- Choose one at-will 1st-level attack power from a Magician class discipline. It is an encounter power for you.

*Vera by Justin Nichol*



# Priest

## Divine Leader

**Key Ability:** Wisdom. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Wisdom instead.

**Talents and Secondary Abilities:** Worships the God of Life (Charisma), Worships the God of Peace (Charisma), Worships the God of Tyranny (Strength), Worships the God of War (Strength).

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 12 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 5 per level above first level.

**Recoveries per Long Rest:** 7 plus your Constitution modifier.

**Defenses:** +2 Will.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather, hide, chainmail.

**Weapon Proficiencies:** Simple melee, simple ranged.

**Focus Proficiencies:** Holy symbol.

**Trained Skills:** You are trained in Religion and 3 other skills from your class skills.

**Class Skills:** Arcana, Diplomacy, Heal, History, Insight, Religion.

## Features

### 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 Wisdom instead. You can replace any reference to the discipline's secondary ability with the secondary ability linked to your talent (see below).

**Class Disciplines:** Angel's Trumpet.

### Talents

Choose one kit that begins with "Worships ...". You gain the benefits of that kit at the appropriate levels, including the associated discipline. This is in addition to any other kits you may have.

- **Worships the God of Life:** Your secondary ability is Charisma.
- **Worships the God of Peace:** Your secondary ability is Charisma.
- **Worships the God of Tyranny:** Your secondary ability is Strength.
- **Worships the God of War:** Your secondary ability is Strength.

If you acquire Worships ... kits through other ways, you get their benefits as usual but they do not change your secondary ability.

### Channel Divinity

You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with access to two such effects: *censure undead* and an effect associated with your talent.

When you use your Channel Divinity, you choose which effect to create. By default, you can use Channel Divinity once per encounter (although see Action Recharge).

#### Censure Undead

*You present your holy symbol and speak a prayer cursing the undead.*

**Encounter Attack Feature (Standard Action) • Divine, Focus, Radiant**

**Near burst 2 (Level 11: 5; Level 21: 8), all undead**

**Attack** Wisdom vs Will

**Hit** 1d8 + Wisdom modifier radiant damage. Target is pushed 3 + your Charisma modifier and immobile until the end of your next turn.

**Level 5:** 2d8 + Wisdom modifier damage; **Level 11:** 3d8 + Wisdom modifier damage; **Level 15:** 4d8 + Wisdom modifier damage; **Level 21:** 5d8 + Wisdom modifier damage; **Level 25:** 6d8 + Wisdom modifier damage.

**Miss** Half damage. Target is pushed squares equal to your Charisma modifier.

## Infuse with Life

You can use the *infuse with life* power twice per encounter.

### Infuse with Life

Encounter Utility Feature (Swift Action) • Divine

Near burst 5 (Level 11: 10; Level 21: 15), self or one ally

**Effect** Target spends a recovery and heals their recovery value +1d6.

*Level 6: 2d6; Level 11: 3d6; Level 16: 4d6; Level 21: 5d6; Level 26: 6d6.*

## Priest Training

You gain the Shield Proficiency, Athame or Cantrip Master feat or a feat from the Art Feats section (your choice).

## Action Recharge

When you spend an action point, you recover the use of Channel Divinity for the encounter.

## Dualclass

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

**Benefit:** You belong to the Priest class (along with any other classes that you belong to), and gain the following benefits:

- You can use *infuse with life* once per encounter.

Charlene by Justin Nichol



# Reaper

## Spirit Controller

**Key Ability:** Dexterity. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Dexterity instead.

**Talents and Secondary Abilities:** Strength, Constitution, Intelligence.

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 12 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 5 per level above first level.

**Recoveries per Long Rest:** 7 plus your Constitution modifier.

**Defenses:** +1 Reflex, +1 Will.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather.

**Weapon Proficiencies:** Simple melee, simple ranged, martial ranged.

**Trained Skills:** You are trained in Nature and 3 other skills from your class skills.

**Class Skills:** Acrobatics, Athletics, Endure, Heal, Insight, Intimidate, Nature, Perception, Stealth.

## Features

### 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 with the secondary ability linked to your talent (see below).

**Class Disciplines:** Seershot, Starfall.

### Talents

Choose one at character creation.

- Paviser:** If you don't move on your turn, you reduce all unwilling movement you experience by 1 square, and get a +1 bonus to AC until the start of your next turn. You are proficient in hide and chainmail armor. Your secondary ability is Constitution.
- Peltast:** You get a +1 bonus to attacks with weapons with the thrown (light) or thrown (heavy) property. Weapons that you throw are transported

back into your hand by the spirits immediately after you make the attack. While wearing light or no armor, add your Strength to Armor Class instead of Dexterity/Intelligence if it is higher. Your secondary ability is Strength.

- Sharpshooter:** You get a +1 bonus to attack rolls against targets that are 6 or more squares away. Your secondary ability is Intelligence.

### Sprouting Overwatch

You have the sprouting overwatch power.

#### Sprouting Overwatch

*You cover a person or area and attack anything that gets too close.*

**At-Will Attack Feature (Move Action)** • Spirit, Weapon, Zone

**Far burst 1** (ranged 10)

**Effect** You can make a regular ranged basic attack against one creature that enters any square of the target area as an immediate interrupt until the start of your next turn. After you make this attack, all enemies treat the area as difficult terrain until the start of your next turn.

### Spirit Entreaty

You gain the ability to entreat the spirits for a favor.

You start with access to three such effects: *grasping vines*, *spirit's prank* and *unleashed spirit*.

When you use your Spirit Entreaty, you choose which effect to create. By default, you can use Spirit Entreaty once per encounter (although see Action Recharge).

#### Grasping Vines

**Encounter Attack Feature (Swift Action)** • Spirit

**Near burst 1**, all enemies

**Effect** The target is pushed 1 and slowed until the end of your next turn.

**Special Level 11:** Range is now burst 2.

**Level 21:** Range is now burst 3.

#### Spirit's Prank

**Encounter Attack Feature (Free Action)** • Spirit

**Self**

**Trigger** Your ranged attack misses a target

**Effect** Make a ranged basic attack against a creature within 5 of the triggering target.

#### Unleashed Spirit

**Encounter Attack Feature (Reaction Action)** • Spirit, Weapon

**Melee weapon**, the triggering enemy

**Trigger** A melee attack misses you.

**Hit 1dW + Strength modifier damage and push 1.**

### Action Recharge

When you spend an action point, you recover the use of Spirit Entreaty for the encounter.

## Dualclass

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

**Benefit:** You belong to the Reaper class (along with any other classes that you belong to), and gain the following benefit:

- Once per day, you can use a Spirit Entreaty power. You start with access to three such effects: *grasping vines*, *spirit's prank* and *unleashed spirit*.

Ranger by Justin Nichol



# Sylvan

## Spirit Striker

**Key Ability:** Constitution. When you choose powers from your class disciplines, you can replace any reference to the discipline's key ability with Constitution instead.

**Talents and Secondary Abilities:** Dexterity, Wisdom, Charisma.

When you choose powers from your class disciplines, you can replace any reference to the discipline's secondary ability with your talent's secondary ability instead.

## Stats

**Hit Points at 1st Level:** 12 plus your Constitution score.

**Additional Hit Points at Higher Levels:** 5 per level above first level.

**Recoveries per Long Rest:** 6 plus your Constitution modifier.

**Defenses:** +1 Fortitude, +1 Reflex.

## Proficiency and Training

**Armor Proficiencies:** Cloth, leather, hide.

**Weapon Proficiencies:** Simple melee, martial melee, simple ranged, martial ranged.

**Focus Proficiencies:** Staff, druidic focus, martial focus.

**Trained Skills:** You are trained in Nature and 3 other skills from your class skills.

**Class Skills:** Acrobatics, Athletics, Diplomacy, Dungeoneering, Endure, Heal, Insight, Intimidate, Nature, Perception, Stealth.

## Features

### 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 Constitution instead. You can replace any reference to the discipline's secondary ability with the secondary ability linked to your talent (see below).

**Class Disciplines:** Frontline Fighting, Red in Tooth and Claw, Strong Bidding.

### Talents

Choose one at character creation. Note that rampage powers do not necessarily have to target the creature that you hit with the attack that triggered the rampage power.

- **Watchful:** You gain the *fearful rampage* power. Your secondary ability is Wisdom.

- **Companionable:** You gain the *companion rampage* power. Your secondary ability is Charisma.
- **Swift:** You gain the *swift rampage* power. Your secondary ability is Dexterity.

### Companion Rampage

**At-Will Attack Feature (No Action) • Spirit, Weapon or Focus**  
Special range, one creature

**Trigger** You hit with an attack

**Effect** The target must be within melee reach of you, or of your animal companion. The target takes damage equal to 2 + your Charisma modifier.

**Special** You can use this power once per round.

*Level 11:* Special range, one or two creatures.

*Level 21:* Special range, all enemies.

### Fearful Rampage

**At-Will Attack Feature (No Action) • Spirit, Weapon or Focus, Psychic, Fear**  
Melee touch, one creature

**Trigger** You hit with an attack

**Effect** The target takes damage equal to 2 + your Wisdom modifier and is shunted 1.

**Special** You can use this power once per round.

*Level 11:* Melee touch, one or two creatures.

*Level 21:* Melee touch, all enemies.

### Swift Rampage

**At-Will Attack Feature (No Action) • Spirit, Weapon or Focus**  
Melee touch, one creature

**Trigger** You hit with an attack

**Effect** The target takes damage equal to 2 + your Dexterity modifier. You shift 1.

**Special** You can use this power once per round.

*Level 11:* Melee touch, one or two creatures.

*Level 21:* Melee touch, all enemies.

### Wild Gift

Choose one of the following.

**Skinchanger:** When you wear light or no armor, you can add your Constitution modifier to your AC instead of Dexterity or Intelligence.

While under the effects of a *shape of the X* power, you can spend any other *shape of the X* power you have yet to use in order to make an additional Form Attack, over and above the one granted by the using the original *shape of the X* power. This additional Form Attack may be of either the shape you are currently in or the additional shape you have expended. You may use this option once for each *shape of the X* power you have yet to use.

**Hunter:** You treat all one-handed melee weapons as having the side weapon property.

When no ally is closer to an enemy than you are, you get a +1 bonus on attack rolls against that enemy. You

gain this bonus against all enemies who meet these criteria.

In addition, you also get a bonus feat: Toughness, Two-Weapon Defense, Shield Proficiency or Melee Finesse.

**Animal Companion:** You gain the service of an animal companion (from the list below). When you use a Red in Tooth and Claw power, you can choose for your animal companion to use the power in your place (it is assumed to always be in *wild shape* form), using your attack bonus and damage die.

The animal companion obeys the following rules:

#### Actions

- Your companion's initiative equals your own.
- If you take a move action, the animal companion can take a move action as well.
- You can give up actions to command the animal companion, in which case it gets to take the same actions. For example, you can give up your standard action in order for the animal companion to take a standard action, at your direction. You can also use an immediate action in order for the animal companion to make an opportunity attack or use a counter or reaction (in all three cases, only if eligible to do so).
- If you are incapacitated or not present, your animal companion gets its full complement of actions without needing to be "commanded". However, it acts like the animal it is: loyally but with limited intelligence.

#### Stats and Combat

- The animal companion's level is equal to your own.
- The animal companion's maximum HP are equal to your staggered value.
- Your animal companion has no recoveries of its own, but can use yours.
- Whenever you have the chance to spend a recovery to heal, you can spend a second recovery to heal your animal companion your recovery value.
- When your animal companion drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after your next long rest, at full HP.
- Your animal companion can contribute to a flank.

#### Other

- Your animal companion always obeys your commands.
- If you retrain, you can select a different animal companion.
- The animal companion is an ally of you, and of your allies.

- The animal companion is a bright, sensitive animal, but nonetheless has animal-level intelligence.

#### Favored Terrain

After spending a week or more in a particular terrain, you can set it as your Favored Terrain. After spending a week or more in a different terrain, you can change your Favored Terrain.

**Arctic:** You gain the ice stride feature and a +2 bonus to Endure.

**Forest or Heath:** You gain the woodland stride feature and a +2 bonus to Nature.

**Marshes:** You gain the swamp stride feature and a +2 bonus to Athletics.

**Underground or Mountains:** You gain the stone stride feature and a +2 bonus to Dungeoneering.

#### Dualclass

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

**Benefit:** You belong to the Sylvan class (along with any other classes that you belong to), and gain the following benefit:

- Choose a rampage power. Once per encounter, you can use that power.

*Falling Cinder by Justin Nichol*



## Animal Companions

Animal companions are described according to the monster rules. See the *Game Master's Guide* for rules on reading monster stat blocks.

### Ape

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Athletics +8 + half your level, Intimidate +5 + half your level

**Str:** 16, **Con:** 12, **Dex:** 14

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 5, climb 5

**AC:** 14 + your level; **Fort:** 10 + your level, **Ref:** 12 + your level, **Will:** 14 + your level

**HP:** your staggered value; can use your recoveries

‡ **Fist** (standard, at-will)

Your level +4 vs AC; 1d8 + your level damage.

✓ **Stone** (standard, at-will) • **Weapon**

Ranged 5/10; your level +4 vs AC; 1d8 + your level damage.

Could also be used for a yeti.

### Arboreal Sapling

#### Animal Companion

Small Natural Automaton (Unaligned)

**Senses:** low-light vision; **Skills:** Nature +7 + half your level

**Str:** 16, **Con:** 12, **Dex:** 14

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 5

**AC:** 13 + your level; **Fort:** 14 + your level, **Ref:** 10 + your level, **Will:** 11 + your level

**HP:** your staggered value; can use your recoveries

‡ **Branch** (standard, at-will) • **Weapon**

Your level +3 vs AC; 1d10 + your level

Could also be used for a wood golem.

### Bear

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Endure +7 + half your level, Intimidate +5 + half your level

**Str:** 16, **Con:** 14, **Dex:** 14

**Int:** 2, **Wis:** 12, **Cha:** 10

**Speed:** 5

**AC:** 14 + your level; **Fort:** 12 + your level, **Ref:** 10 + your level, **Will:** 12 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +2 vs AC; 1d12 + your level

**Sturdy**

The animal companion starts each battle with temporary hit points equal to double its level.

Could also be used for a giant badger, wolverine or owlbear.

### Big Cat

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Athletics +7 + half your level, Stealth +6 + half your level

**Str:** 14, **Con:** 16, **Dex:** 12

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 7

**AC:** 14 + your level; **Fort:** 10 + your level, **Ref:** 14 + your level, **Will:** 10 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +4 vs AC; 1d6 + your level

**Greased Lightning**

On the first round of battle, the animal companion has combat advantage against any creature that has not yet acted.

A lion, tiger, jaguar, leopard, cougar or other big cat.

### Blink Dog

#### Animal Companion

Medium Fey Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Stealth +7 + half your level

**Str:** 14, **Con:** 16, **Dex:** 14

**Int:** 2, **Wis:** 12, **Cha:** 10

**Speed:** 6, teleport 3

**AC:** 14 + your level; **Fort:** 10 + your level, **Ref:** 14 + your level, **Will:** 10 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +4 vs AC; 1d8 + your level

**Jolt Back**

After the animal companion is hit by an attack, and the attack is fully resolved, it can teleport 2.

### Bull

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Endure +6 + half your level, Nature +7 + half your level

**Str:** 16, **Con:** 12, **Dex:** 14

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 6

**AC:** 14 + your level; **Fort:** 14 + your level, **Ref:** 10 + your level, **Will:** 10 + your level

**HP:** your staggered value; can use your recoveries

‡ **Tusk** (standard, at-will)

Your level +4 vs AC; 1d8 + your level

**Eager to Fight**

+1 attack bonus on a charge.

A bull, buffalo, cow or yak. Could also be used for a boar.



*Impaled Hunter* by Luigi Castellani

### Giant Bat

#### Animal Companion

Small Natural Beast (Unaligned)

**Senses:** darkvision, blindsight 6

**Str:** 14, **Con:** 16, **Dex:** 12

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 2, fly 6

**AC:** 14 + your level; **Fort:** 10 + your level,

**Ref:** 14 + your level, **Will:** 12 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +4 vs AC; 1d6 + your level

### Giant Lizard

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** darkvision; **Skills:** Athletics +7 + half your level, Stealth +6 + half your level

**Str:** 14, **Con:** 16, **Dex:** 12

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 5, climb 5

**AC:** 14 + your level; **Fort:** 12 + your level, **Ref:** 14 + your level, **Will:** 10 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +3 vs AC; 1d8 + your level

A cave gecko, giant anole, giant iguana or other large climbing lizard.

### Giant Raptor

#### Animal Companion

Small Natural Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Perception +7 + half your level, Stealth +6 + half your level

**Str:** 14, **Con:** 16, **Dex:** 12

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 2, fly 8

**AC:** 14 + your level; **Fort:** 10 + your level, **Ref:** 14 + your level, **Will:** 12 + your level

**HP:** your staggered value; can use your recoveries

‡ **Claw** (standard, at-will)

Your level +4 vs AC; 1d6 + your level

A hawk, eagle, owl, vulture, falcon, or other bird of prey.

### Giant Snake

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Stealth +6 + half your level

**Str:** 16, **Con:** 16, **Dex:** 12

**Int:** 2, **Wis:** 12, **Cha:** 10

**Speed:** 5, swim 5

**AC:** 12 + your level; **Fort:** 10 + your level, **Ref:** 14 + your level, **Will:** 12 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +3 vs AC; 1d8 + your level

#### Venomous Snap

The animal companion's opportunity attacks also do 2 persistent poison damage (save ends). *Level 11:* 4 persistent poison damage.

*Level 21:* 6 persistent poison damage.

A venomous snake. Could also be a poisonous spider, toad or Gila monster.



*Coiled Snake by Ian MacLean*

### Hunting Spider

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** darkvision; **Skills:** Athletics +7 + half your level, Stealth +6 + half your level

**Str:** 14, **Con:** 16, **Dex:** 12

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 5, climb 5

**AC:** 14 + your level; **Fort:** 12 + your level, **Ref:** 14 + your level, **Will:** 10 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +3 vs AC; 1d8 + your level

† **Sticky Thread** (standard, encounter)

Reach 2; your level +3 vs AC; 1d8 + your level and pull 1.

A web-throwing spider. Could also be used for a chameleon or a giant frog.

### Horse

#### Animal Companion

Large Natural Beast (Unaligned)

**Skills:** Endure +6 + half your level

**Str:** 16, **Con:** 12, **Dex:** 14

**Int:** 2, **Wis:** 14, **Cha:** 10

**Speed:** 6

**AC:** 14 + your level; **Fort:** 14 + your level, **Ref:** 10 + your level, **Will:** 10 + your level

**HP:** your staggered value; can use your recoveries

‡ **Hoof** (standard, at-will)

Your level +4 vs AC; 1d10 + your level

A horse, camel or llama.

### Hound

#### Animal Companion

Medium Natural Beast (Unaligned)

**Senses:** low-light vision; **Skills:** Endure +8 + half your level, Nature +6 + half your level

**Str:** 14, **Con:** 16, **Dex:** 14

**Int:** 2, **Wis:** 12, **Cha:** 10

**Speed:** 8

**AC:** 12 + your level; **Fort:** 12 + your level, **Ref:** 12 + your level, **Will:** 12 + your level

**HP:** your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

Your level +3 vs AC; 1d8 + your level

#### Combat Advantage

The animal companion does +2 damage when it has combat advantage against the target. *Level 11: +4. Level 21: +6.*

A dog, wolf, coyote, jackal or hyena.

# 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 ancestry, class or talent.

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

By default, characters can choose a kit by giving up the six feats they would normally acquire over the 10 levels of the adventurer tier (levels 1, 2, 4, 6, 8 and 10).

Some Game Masters do not permit characters to take kits at all, and others give all characters a free kit, without them having to give up feats.

## About Kits

Kits are usually named starting with a verb, like “Dabbles in Wizardry”, “Takes Bestial Form” or “Binds Familiar”.

“Dabbles in ...” kits are ways to multiclass. “Worships the ...” kits are for worshippers of different gods (what might be called domains).

## Redundant Features

If a kit grants you a feat you already possess, or training in a skill in which you are already trained, you may re-train the existing feat or skill using the normal retraining rules. This does not count toward your normal limit of one retraining per level.

## Powers and Associated Disciplines

When a kit has an associated discipline, it means characters can select powers from that discipline as if it were one of their class disciplines. Powers selected in this manner count as class powers.

Any other powers granted by kits are in addition to the standard allotment of powers (see the Classes chapter) and do not count toward those limits.

Table – List of Kits

Name	Short Description
Binds Familiar	A small, intelligent creature is your companion.
Brews Poisons	You can prepare poisons each day to use with your attacks.

Channels Godmind Through force of will and a connection to a higher intelligence, you gain power.

Charms Animal A large, powerful animal is your companion.

Conjures Fiends You can summon and control infernal beings.

Dabbles in Commanding Commander multiclass.

Dabbles in Exemplary Combat Exemplar multiclass.

Dabbles in Harlequinry Harlequin multiclass.

Dabbles in Guarding Guardian multiclass.

Dabbles in Mageblading Mageblade multiclass.

Dabbles in Priesthood Priest multiclass.

Dabbles in Reaping Reaper multiclass.

Dabbles in Sylvanry Sylvan multiclass.

Dabbles in Wizardry Magician multiclass.

Eats Monster Hearts You can replace your powers with those of monsters you defeat.

Embodies Charisma You are a natural leader.

Embodies Intelligence You are instinctively clever, able to appraise a situation quickly.

Embodies Speed You are quick and agile, mobile whatever the terrain.

Embodies Strength You are a pillar of strength, tough and powerful.

Sculpts Their Body You can manipulate your own form – stretching, shaping and warping it as you need.

Takes Bestial Form You can turn into a fearsome animal, and fight in that form.

Worships the God of Life You worship a god devoted to life and healing, and gain their blessings.

Worships the God of Peace You worship a god devoted to peace and protection, and gain their blessings.

Worships the God of Tyranny You worship a god devoted to domination and pain, and gain their blessings.

Worships the God of War You worship a god devoted to conflict and combat, and gain their blessings.

## 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). You also get the benefit listed in the “Constant Benefit” column.

The familiar follows the Companion rules, as well as the following special rules:

- If you are incapacitated or not present, your familiar gets its full complement of actions without needing to be “commanded”.
- The familiar’s maximum HP are equal to your recovery value.
- Your familiar uses your Armor Class, Fortitude, Reflex and Will defenses.
- When your familiar drops to 0 hit points, it disappears, leaving behind no physical form. You lose one recovery or, if not able to lose a recovery, take damage equal to your recovery value. Your familiar reappears after your next long rest, at full HP.
- While your familiar is within 20 squares of you, you can communicate with it telepathically.
- The familiar is of human-like intelligence, although it may think very differently to humanoids or not be communicative.

### *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 cannot act, 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.
- While called, the familiar gives you the benefit listed in the “While Called” column.

**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.



*Joshu* by Sarah Carney

Table – List of Familiars

Name	Senses	Speed	Constant Benefit	While Called
Air Elemental	darkvision	fly 8	+2 feat bonus to Acrobatics and Athletics checks while you are outdoors.	<i>Levitation:</i> When you start your movement adjacent to your air elemental, you gain a fly speed equal to your walk speed (hover, maximum altitude 2).
Bat	blindsight 12	2, fly 6	+2 feat bonus to Perception checks.	<i>Echolocation:</i> You gain blindsight 2.
Barn Owl	darkvision	2, fly 12	+4 feat bonus to Perception checks during the night.	<i>Swivel Head:</i> Once per encounter, as a swift action, choose an enemy. That enemy cannot flank you for the rest of the encounter.
Carbuncle	low-light vision	4	+4 feat bonus to Bluff checks when your deception does not involve talking.	<i>False Death:</i> The first time each day the carbuncle is reduced to 0 HP or below, it is instead hidden away with all HP restored. A fake replica of the carbuncle's corpse appears in the original square.
Cat Sith	low-light vision	8, climb 6	+2 feat bonus to Bluff checks.	<i>False Curse:</i> Once per day, as a standard action, choose an enemy. That enemy thinks it has been cursed; it suffers a -2 penalty to all attack rolls, saving throws and skill checks until it passes a roll, throw or check.
Cave Rat	darkvision	4	+2 feat bonus to Sleight of Hand checks.	<i>Light Fingers:</i> As a standard action, make a Sleight of Hand check using the familiar's position instead of your own.
Chameleon	darkvision	4, climb 4 (wall-climber)	+2 feat bonus to Stealth.	<i>Sticky Tongue:</i> As a swift action, the chameleon can pull an unattended object within 2 squares into its square and begin holding it. It can only hold one such item at a time.
Crawler Octopus	darkvision	2, swim 6	+2 feat bonus to Acrobatics checks. You can use Acrobatics to swim instead of Athletics.	<i>Ink Cloud:</i> Once per encounter, as a swift action, allies adjacent to the familiar gain concealment until the end of your next turn.
Faerie Dragon	low-light vision	2, fly 6	+2 feat bonus to Acrobatics.	<i>Euphoria Breath:</i> Once per encounter, as a standard action, an adjacent creature becomes immune to fear and grants combat advantage (save ends both).
Faerie Sea Horse	darkvision	0, fly 4 (hover), swim 4	+2 feat bonus to Arcana checks.	<i>Nudge Enchantment:</i> 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 feat bonus to Sleight of Hand checks.	<i>Stow Item:</i> 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. If the familiar is reduced to 0 HP or below, it drops the stowed item.
Fire Salamander	low-light vision	4, swim 4	+2 feat bonus to Endure.	<i>Messy Death:</i> When the fire salamander is reduced to 0 HP or below, adjacent creatures take poison damage equal to your level.
Frog	darkvision	4, swim 4, jump 2	+4 feat bonus to Stealth when you do not move before hiding.	<i>Noxious Odor:</i> 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 feat bonus to Diplomacy checks.	<i>Mimicry:</i> 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 feat bonus to Perception checks during the day.	<i>Distant Strike:</i> Once per encounter, make a ranged attack as if you were in the familiar's square.
Brimstone Whisp	darkvision	6	+2 feat bonus to Intimidate.	<i>Burning Flesh:</i> A creature that hits the brimstone whisp with a melee attack takes damage equal to your level.
Levitating Quipper	darkvision	0, fly 4 (hover), swim 8	+2 feat bonus to Athletics checks.	<i>Feeding Frenzy:</i> Once per encounter, reroll a missed attack against a staggered enemy and take the higher result.
Monkeybird	low-light vision	4, climb 4, fly 6	+2 feat bonus to Perception.	<i>Graceful Hands:</i> As a swift action, the monkeybird can interact with an adjacent ally's items: swapping out their weapons for them,

Ooze Mephit	darkvision 6, swim 4	+2 feat bonus to Stealth.	administering one of their potions to them, placing an item in their possession or taking one from it, and so on.
Poisonous Snake	blindsight 2	+2 feat bonus to initiative checks. You do not grant combat advantage while squeezing.	<i>Slimy Secretions aura 2:</i> Prone creatures in the aura must make a saving throw when they attempt to stand up from prone. If the saving throw fails, the attempt to stand fails.
Soldier Crab	blindsight 6	You have swamp stride.	<i>Poison Bite:</i> Once per encounter, an enemy adjacent to the familiar gains persistent poison damage 5 (save ends).
Tabby Cat	low-light vision	8, climb 6	+2 feat bonus to Stealth and Acrobatics during the night.
Weaver Spider	darkvision 4, climb 4 (wall-climber)	+2 feat bonus to Athletics checks.	<i>Churn Earth:</i> Once per encounter, create difficult terrain in near burst 1.
Wolpertinger	low-light vision	8, fly 4	+2 feat bonus to Nature.
			<i>Second Life:</i> 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.
			<i>Ensnares Web:</i> At will, as a swift action, the square the weaver spider is in becomes difficult terrain until the end of the encounter.
			<i>Secondary Gore:</i> Enemies adjacent to the wolpertinger gain vulnerability to basic melee attacks 5 (10 at level 11, 15 at level 21).

## Brews Poisons

**Poison Kit (Level 1):** You have a poisonmaker's kit, which you can use to brew poisons. You know the Craft Poison craft, and its completion time is only 1 minute for you

After each long rest, you can give up any number of daily attack powers for the day. For each power that you give up, choose a poison of that level or lower. You prepare that poison without paying the component cost. If you do not use the poison before your next long rest, it goes stale and has no effect if used.

**Rapid Poison (Level 5):** Once per day, you can give up a daily attack power or a poison as a swift action. If you do so, choose a poison of that level or lower. You prepare that poison. If you do not use the poison before your next long rest, it goes stale and has no effect if used.

**Vicious Poison (Level 10):** Creatures that are affected by one or more of your poisons suffer a -1 penalty to saving throws.

**Associated Discipline:** Blades in the Dark.

## Channels Godmind

You can focus your mind to unlock your psychic potential.

**Psi Focus (Level 1):** You gain the Wild Talent feat.

**Mantle (Level 5):** You gain the Phrenic Talent feat.

You can give up your *focus surge* for an encounter to use the *intensity* power instead.

### Intensity

*You focus on your connection with your Godmind and you become more intensely focused on your next action.*

**Encounter Utility Feature (Swift Action) • Phrenic Self**

**Effect** You gain a +1 bonus to your next attack and damage roll.

**Focused (Level 10):** You can perform the meditate action.

### MEDITATE: STANDARD ACTION

You meditate for a short while, regaining your inner focus and becoming in tune with both your inner well of power and the world around you.

**Focus Surge:** You may spend a recovery to regain your psi focus.

**+2 bonus to Will Defense:** You gain a +2 bonus to your Will Defense until the start of your next turn.

**Once per Encounter:** You can meditate once per encounter and can use this action again after you take a short or long rest.

**Associated Discipline:** Third Mind.

## Charms Animal

You have a devoted animal companion who fights alongside you like a member of your adventuring party.

**Animal Companion (Level 1):** You gain the service of an animal companion, as described in the Sylvan class. If you already have an animal companion, you cannot gain another one.

**Combat Ally (Level 5):** You get combat advantage against enemies adjacent to your animal companion.

**Call of the Wild (Level 10):** You can understand and speak a language that your animal companion, and other creatures like it, can comprehend. These creatures may or may not choose to converse with you, depending on their attitude toward you. They still have only animal intelligence, and express themselves and understand concepts accordingly.

**Associated Discipline:** Strong Bidding.

## Conjures Fiends

You summon fiends from the depths of Hell.

**Enduring Summons (Level 1):** When you use a daily Summon power, the summoned creature immediately gets to take an action of the same type as the type you used to summon them (for example, if you use *prestige binding*, a standard action, the big burner you summon can immediately use a standard action).

**Far Call (Level 5):** Increase the range of powers with the Summon tag that you use by 9. For most Cup of Brimstone powers, this means they are now Ranged 10.

**Careful Contract (Level 10):** You do not lose a recovery when your summoned creature is reduced to 0 HP.

**Associated Discipline:** Cup of Brimstone.

## Dabbles in Commanding

Commander multiclass.

**Requirements:** You cannot take this kit if you belong to the Commander class, or if you already have a secondary class.

**Called to Service (Level 1):** You belong to the Commander class (along with any other 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):** Choose a talent from the Commander class. Once per day, as a swift action, you gain that talent until the end of the encounter.

**Associated Discipline:** One of the following disciplines:

- Angel’s Trumpet.
- Golden Lion.

## Dabbles in Exemplary

### Combat

Exemplar multiclass.

**Requirements:** You cannot take this kit if you belong to the Exemplar class, or if you already have a secondary class.

**Buckle Your Swashes (Level 1):** You belong to the Exemplar class (along with any other classes that you belong to), with Exemplar becoming your “secondary class”. You gain the following benefits:

- When you hit an enemy with a melee attack, and do not already have momentum, 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 and Bide Your Time features and is referenced by some powers.
- Once per encounter, you can use the Exemplar’s Triumphant Strike feature (noting that it requires momentum to use).

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

**Bide Your Time (Level 10):** Once per day, you can use the Exemplar’s Bide Your Time feature.

**Associated Discipline:** One of the following disciplines:

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

## Dabbles in Guarding

Guardian multiclass.

**Requirements:** You cannot take this kit if you belong to the Guardian class, or if you already have a secondary class.

**Protective (Level 1):** You belong to the Guardian class (along with any other classes that you belong to), with Guardian becoming your “secondary class”. You gain the following benefits:

- Once per encounter, as a free action, you gain the Combat Dominance feature for a number of rounds equal to your Strength modifier.

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

**Blocker (Level 10):** Once per encounter, you can use the *punish cowardice* power.

**Associated Discipline:** One of the following disciplines:

- Art of War.
- Juggernautical.

## Dabbles in Harlequiny

Harlequin multiclass.

**Requirements:** You cannot take this kit if you belong to the Harlequin class, or if you already have a secondary class.

**The Comedian (Level 1):** You belong to the Harlequin class (along with any other classes that you belong to), with Harlequin becoming your “secondary class”. You gain the following benefits:

- Once per encounter, you can use the *hasty retreat* power.
- Once per encounter, you can use the *general confusion* power.

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

**All About the Timing (Level 10):** Once per encounter, as a swift action, you benefit from the Impudent Flourish feature until the end of your next turn.

**Associated Discipline:** Last Laugh.

## Dabbles in Mageblading

Mageblade multiclass.

**Requirements:** You cannot take this kit if you belong to the Mageblade class, or if you already have a secondary class.

**Ensorcelled Weapon (Level 1):** You belong to the Mageblade class (along with any other classes that you belong to), with Mageblade becoming your “secondary class”. You gain the following benefits:

- You can use *mageblade’s sigil* once per encounter.
- Choose one of *beacon sigil*, *blurring sigil*, *fiery sigil* or *vortex sigil*. You can use that power once per encounter.

**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 Discipline:** One of the following disciplines:

- Elemental Flux.
- Veiled Moon.

## Dabbles in Priesthood

Priest multiclass.

**Requirements:** You cannot take this kit if you belong to the Priest class, or if you already have a secondary class.

**Part-Time Medic (Level 1):** You belong to the Priest class (along with any other classes that you belong to), with Priest becoming your “secondary class”. You gain the following benefits:

- You can use *infuse with life* once per encounter.

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

**Divine Blessing (Level 10):** You learn the *censure undead* Channel Divinity power. You can Channel Divinity once per encounter.

**Associated Discipline:** Angel’s Trumpet.

*Turn Undead by Miguel Santos*



## Dabbles in Reaping

Reaper multiclass.

**Requirements:** You cannot take this kit if you belong to the Reaper class, or if you already have a secondary class.

**Spirit's Mantle (Level 1):** You belong to the Reaper class (along with any other classes that you belong to), with Reaper becoming your “secondary class”. You gain the following benefits:

- Once per day, you can use a Spirit Entreaty power. You start with access to three such effects: *grasping vines*, *spirit's prank* and *unleashed spirit*.

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

**Cultivator (Level 10):** Once per encounter, you can use the *sprouting overwatch* power.

**Associated Discipline:** Starfall.

## Dabbles in Sylvanry

Sylvan multiclass.

**Requirements:** You cannot take this kit if you belong to the Sylvan class, or if you already have a secondary class.

**Spirit's Mantle (Level 1):** You belong to the Sylvan class (along with any other classes that you belong to), with Sylvan becoming your “secondary class”. You gain the following benefits:

- Choose a rampage power. Once per encounter, you can use that power.

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

**Favored Terrain (Level 10):** You gain the Sylvan's Favored Terrain feature. However, upon gaining this feature you must choose one of the terrain options. This is set as your Favored Terrain. You cannot change it by spending time in different terrain. However, you can retrain to change your selection.

**Associated Discipline:** One of the following disciplines:

- Red in Tooth and Claw.
- Strong Bidding.
- Frontline Fighting.

## Dabbles in Wizardry

Magician multiclass.

**Requirements:** You cannot take this kit if you belong to the Magician class, or if you already have a secondary class.

**Magician's Apprentice (Level 1):** You belong to the Magician class (along with any other classes that you belong to), with Magician becoming your “secondary class”. You gain the following benefits:

- You are proficient with one of the following: orb, staff, wand, rod or book.
- Choose one at-will 1st-level attack power from a Magician class discipline. It is an encounter power for you.

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

**Magical Tricks (Level 10):** You gain the Cantrip Master feat.

**Associated Discipline:** One of the following disciplines:

- Spells of Ice and Fire.
- Cup of Brimstone.
- Puppeteer's String.

## Eats Monster Hearts

You have a mystical connection to monsters, and can steal a measure of their supernatural power from their bodies.

**Consume Strength (Level 1):** After an encounter in which you defeated a monster, you can replace one of your encounter attack powers with an at-will attack power of the monster's. The power is an encounter power for you. The encounter power you replace must be of a level equal to or greater than the monster's level.

You can instead or also replace one of your daily attack powers with an encounter or refresh attack power of the monster's. The power is a daily power for you. The daily power you replace must be of a level equal to or greater than the monster's level.

If the daily power you replaced had already been expended, you must wait until after your next long rest before using the new power acquired from the monster.

Powers you gain through this feature have the Focus tag and use the ability score of your choice for the attack.

After each long rest, roll 1d6 for each monster power you used that day. On a 1, you lose that monster power. Alternatively, you can choose to lose a monster power

after any short or long rest. However you lose the power, it is replaced with the encounter or daily attack power you originally replaced it with.

**Level 5:** After an encounter in which you defeated a monster, you can replace one of your utility powers with a non-attack power, movement speed, resistance, immunity or sense of the monster's. The utility power you replace must be of a level equal to or greater than the monster's level.

If the monster could use the power at-will or it was always active, your utility power is an encounter power that lasts until the end of your next round or a daily power that lasts until the end of the encounter (your choice). If the monster could use the power once per encounter or on a refresh basis, your utility power is a daily power.

After each long rest, roll 1d6 for each monster power you used that day. On a 1, you lose that monster power. Alternatively, you can choose to lose a monster power after any short or long rest. However you lose the power, it is replaced with the utility power you originally replaced it with.

**Level 10:** After an encounter in which you defeated a monster of your level or lower, you can gain an aura of the monster. You can only have one such aura active at any one time.

In addition, you do not need to defeat a monster to use your Level 1, 5 or 10 features. The monster can willingly grant you the power(s) instead.

**Associated Discipline:** Red in Tooth and Claw.

## Embodies Charisma

You have always displayed confidence in the way you talk and present yourself. 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.

**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.

- **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, they regain additional hit points equal to your Charisma or Intelligence modifier. In

addition, the action required for rally is reduced from standard to move, or from move to swift.

*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.

**People's Hero (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:** Angel's Trumpet.

## Embodies Intelligence

Your strengths are not in your endurance, speed, or ability to strike something with pinpoint accuracy. You use a part of the body most of your comrades seem to let rot, your brain. 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.

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

**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.

## Embodies Speed

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. 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.

**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 and damage

rolls with unarmed attacks, one-handed melee weapons, and 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, as a swift action, you can 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.

## Embodies Strength

You are a beast. 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.

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

You can use Strength in place of Charisma when making Intimidate checks.

**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.

## Sculpts Their Body

You can manipulate your own form – stretching, shaping and warping it as you need.

**Malleable Form (Level 1):** You gain the *brief mimicry* at-will attack power from the Deep, Dark Truthful Mirror discipline.

You also get a +2 feat bonus to Bluff.

**Adaptable Body (Level 5):** While the target of a power with the Transmutation keyword, you get a +1 bonus to all defenses and a +1 bonus to speed.

**Reflexive Shaper (Level 10):** You gain the *instinctive shift* daily utility power from the Deep, Dark Truthful Mirror discipline.

**Associated Discipline:** Deep, Dark, Truthful Mirror.

## Takes Bestial Form

You can take the shape of a fearsome animal, or half-person half-beast.

**Wild Shape (Level 1):** You gain the Hybrid Form feat as a bonus feat.

You have the shapechanger tag.

**Stubborn Beast (Level 5):** While in another form, you get a +1 bonus to Fortitude, Reflex and Will defenses.

**Writhing Transformation (Level 10):** Each time you change form (using or ending a Form power), shift a number of squares equal to your Wisdom modifier.

**Associated Discipline:** Red in Tooth and Claw.

Ratman by Justin Nichol

## Worships the God of Life

**Channel Divinity – Guidance (Level 1):** If you do not already have the ability to Channel Divinity, you gain the ability to Channel Divinity once per encounter, choosing any Channel Divinity power that you know.

You also gain the Blessing of the God (Life) feat.

**Disciple of Life (Level 5):** Add your Wisdom modifier to the amount you heal with powers with the Healing tag.

**Towards the Light (Level 10):**

You and allies within 5 squares gain a +2 bonus on saving throws while at 0 HP or below.

**Associated Discipline:** Radiant Dawn.



## Worships the God of Peace

**Channel Divinity – Light Ward (Level 1):** If you do not already have the ability to Channel Divinity, you gain the ability to Channel Divinity once per encounter, choosing any Channel Divinity power that you know.

You also gain the Blessing of the God (Peace) feat.

**Disciple of Peace (Level 5):** Enemies you are adjacent to suffer a -1 penalty on attack rolls.

**Calming Presence (Level 10):** Allies adjacent to you can rally as a swift action.

**Associated Discipline:** One of the following disciplines:

- Angel's Trumpet.
- High Cunning.

## Worships the God of Tyranny

**Channel Divinity – Spur On (Level 1):** If you do not already have the ability to Channel Divinity, you gain the ability to Channel Divinity once per encounter, choosing any Channel Divinity power that you know.

You also gain the Blessing of the God (Tyranny) feat.

**Disciple of Tyranny (Level 5):** You are trained in Intimidate.

**Dig Deeper (Level 10):** Each time you use a Healing power, you may give one target temporary HP equal to your Strength modifier.

**Associated Discipline:** Puppeteer's String.

## Worships the God of War

**Channel Divinity – Shielded Soul (Level 1):** If you do not already have the ability to Channel Divinity, you gain the ability to Channel Divinity once per encounter, choosing any Channel Divinity power that you know.

You also gain the Blessing of the God (War) feat.

**Disciple of War (Level 5):** You gain one additional recovery per long rest.

**Brothers in Arms (Level 10):** When you are a target of a near or far attack, you and all allies that are targets get a bonus to defense against that attack equal to the number of allies that are targets.

You are not an ally of yourself, so for example you would get a +1 bonus to defense against an attack that targets you and one ally.

**Associated Discipline:** Art of War.

## Feat Paths

One of the benefits of kits is that they replace six feat choices over the heroic tier with a single kit choice, reducing the decision-making load for players in what is already a complex and detailed game. The following feat paths are suggestions for players who have trouble thinking of what feats to take, providing all six feat choices over the heroic tier.

**Channels Aura:** *Level 1: Aura Shard, Level 2: Forceful Aura, Level 4: Healing Aura, Level 6: Shifting Aura, Level 8: Restorative Aura, Level 10: Surging Aura.*

**Channels Mindfire:** *Level 1: Blast Shard, Level 2: Mind Blast, Level 4: Far Blast, Level 6: Cold Blast, Level 8: Lightning Blast, Level 10: Fire Blast.*

**Conjures Shield:** *Level 1: Shield Shard, Level 2: Greater Shield, Level 4: Bashing Shield, Level 6: Toughened Shield, Level 8: Shield Focus, Level 10: Refreshing Shard.*

**Fights with Fists:** *Level 1: Unarmed Combat, Level 2: Unarmed Combat (Improved), Level 4: Way of the Turn, Level 6: Hunker Down, Level 8: Balance and Direction, Level 10: Unarmed Expanded Profile.*

**Mind and Body as One:** *Level 1: Wild Talent, Level 2: Adaptation, Level 4: Immovable Dominion, Level 6: Surging Mind, Level 8: Phrenic Talent, Level 10: Phrenic Meditation.*

**Wields Soulmknife:** *Level 1: Weapon Shard, Level 2: Slayer's Weapon, Level 4: Stormshard, Level 6: Extended Weapon, Level 8: Malleable Weapon, Level 10: Assassin's Weapon.*

**Wrestles:** *Level 1: Unarmed Combat, Level 2: Evolution of Pankration, Level 4: Superior Position, Level 6: Kayfabe Maneuver, Level 8: Best on the Mat, Level 10: Unarmed Combat (Improved).*

# Skills

A skill check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for a skill check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

**Using Skills:** To make a skill check, roll:

**1d20 + skill modifier (Skill modifier = +5 if you are trained in the skill + ability modifier + miscellaneous modifiers)**

This roll works just like an attack roll – the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result.

**Ability Modifier:** The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

**Miscellaneous Modifiers:** Miscellaneous modifiers include ancestry bonuses, armor check penalties, and bonuses provided by feats, among others.

## Using Skills

When your character uses a skill, you make a skill check to see how well they do. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise they would fail.

## Skill Checks

A skill check takes into account a character's training (skill training), natural talent (ability modifier), and luck (the die roll). It may also take into account their ancestry's knack for doing certain things (ancestry bonus) or what armor they are wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply,

including ancestry bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

### Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Table – Recommended Difficulty Classes by Level

Level	Easy	Moderate	Hard
1	8	12	18
2	9	13	19
3	9	14	20
4	10	14	21
5	10	15	22
6	11	16	22
7	11	16	23
8	12	17	24
9	12	18	25
10	13	19	26
11	13	19	26
12	14	20	27
13	14	21	28
14	15	21	29
15	15	22	30
16	16	23	30
17	16	23	31
18	17	24	32
19	17	25	33
20	18	26	34
21	18	26	34
22	19	27	35
23	19	28	36
24	20	28	37
25	20	29	38
26	21	30	38
27	21	30	39
28	22	31	40
29	22	32	41
30	23	33	42

## Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

## Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

## Untrained Skill Checks

Generally, if your character attempts to use a skill they do not possess, you make a skill check as normal. The skill modifier doesn't have a skill training bonus added. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Certain uses of some skills are only available to someone who is trained in that skill.

## Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

- Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
- Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
- Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
- Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill

modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

## Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions or move actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

## Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

**Taking 10:** When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure – you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

**Ability Checks:** The normal take 10 rules apply for ability checks.

**Passive Checks:** A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

$10 + \text{all modifiers that normally apply to the check}$

The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and training in Perception, they have a passive Perception score of 17.

## Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

### Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group check, everyone in the group makes the skill check (or, in rare cases, the ability check). If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a Nature group check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

### Aid Another

You can help another character achieve success on their skill or ability check by making the same kind of check in a cooperative effort. The DC is  $10 + \text{half your level}$ . If you succeed, the character you are helping gets a +2 bonus to their check. If you fail, the character you are helping gets a -1 penalty to their check.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

### Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In contests like these, the outcome is determined by an opposed check.

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher check modifier wins. If these scores are the same, roll again to break the tie.

## Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check.

In some cases, what is needed is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

## Skill List

What follows is a description of each skill, including which ability modifies the skill and common uses for the skill. Characters can sometimes use skills for purposes other than those noted here.

The skills are:

- Acrobatics (Dex, Armor Check Penalty)
- Arcana (Int)
- Athletics (Str, Armor Check Penalty)
- Bluff (Cha)
- Diplomacy (Cha)
- Dungeoneering (Wis)
- Endure (Con, Armor Check Penalty)
- Heal (Wis)
- History (Int)
- Insight (Wis)
- Intimidate (Cha)
- Perception (Wis)
- Religion (Int)
- Sleight of Hand (Dex, Armor Check Penalty)
- Stealth (Dex, Armor Check Penalty)
- Streetwise (Cha)

**Trained Only:** If this notation is included for an example use, you must be trained in the skill to use it. If it is omitted, the skill can be used untrained.

**Armor Check Penalty:** If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

### Knowledge

Five skills – Arcana, Dungeoneering, History, Nature and Religion – can be used to test a character's

knowledge about a particular topic. General knowledge should have an Easy DC, knowledge that is based on specialization in a field a Moderate DC and obscure, hidden or secret knowledge a Hard DC.

### Monster Knowledge

To test what you know about a monster, make a skill check against a Moderate DC (using the level of the monster, not the player character, to determine the DC). On a success, you learn its name, ancestry, type, tags and standard temperament.

If you also beat the Hard DC, you also learn its powers, its resistances and immunities and its vulnerabilities.

Use Arcana for elemental, fey and shadow creatures, and creatures with the construct tag. Use Dungeoneering for aberration creatures. Use Religion for outsider creatures, and creatures with the undead tag. Use Nature for natural creatures.

### Variant: Skills with Different Abilities

Normally, a set ability modifier applies to all checks with a particular skill. For example, Athletics checks add your Strength modifier.

In some situations, though, a different ability might reasonably apply. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a different modifier.

## Acrobatics (Dex)

*Armor Check Penalty applies*

Acrobatics covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for an Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

### Balance

You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for the rest of the action. A failure by 5 or more means you fall. The difficulty varies with the surface.

*Being Attacked while Balancing:* If you take damage while balancing, you must make another Acrobatics check against the same DC to remain standing.

### Escape Restraints

Your Acrobatics check is opposed by a DC based on the type of restraint. It takes five minutes, or a standard action if you take a -10 penalty on the check. If you fail

the check, you can only try again if someone is in a position to assist you with Aid Another.

### Escape a Grapple

See the Escape action.

### Fall with Style (Trained Only)

Reduce the damage by an amount equal to half the Acrobatics check result (for example, if your result is 23, you take 11 less damage). If this reduces the damage to zero, you land on your feet (not prone).

## Arcana (Int)

Your Arcana check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

### Detect Magic (Trained Only)

You sense the presence of magic.

**Identify Persistent Power (swift action):** Make an Arcana check against a power you can see with the Conjunction, Summons or Zone tags (DC  $15 + 1/2$  power's level). On a success, you learn the power's name, tags and tradition. On a failure, you must take a short rest before trying to identify that particular power again.

**Identify Magical Things (standard action):** Make an Arcana check against an environmental magical effect or the results of an incantation (hard DC). On a success, you identify the name of the phenomenon, any tags it might have or tradition it comes from, and its general purpose. If it is the result of an incantation, you learn the incantation's names and the basics of its effects. On a failure, you must take a long rest before trying to identify that particular thing again.

**Sense Magic (standard action):** You attempt to sense the presence of magic within  $5 + \text{your level}$  squares.

For each magical thing in range:

- If its level is your level -5 or less, you automatically learn its tradition and location.
- If its level is greater than your level -5, make an Arcana check (hard DC) to learn its tradition and location.

## Athletics (Str)

Armor Check Penalty applies

Athletics covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

### Climb

With a successful Athletics check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at half your normal speed.

An Athletics check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

Each square climbed costs one extra square of movement (so if you have a speed of 6, with a move action you can climb 3).

Any time you take damage while climbing, make an Athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

*Catching Yourself When Falling:* It's difficult to catch yourself while falling. Make an Athletics check (DC = wall's DC + 5) to do so.

### Escape a Grapple

See the Escape action.

### Jump

Your Strength determines how far you can jump.

**Long Jump:** When you make a long jump, you cover a number of squares equal to the check result divided by 10 (standing long jump) or divided by 5 (if you move at least 2 squares immediately before the jump). If the jump is successful, you land in the square beyond the square you jumped over.

Either way, each square you clear on the jump costs a square of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. If you clear at least one square, the vertical height of your jump is 2 feet + the number of squares you could clear. For example, if your jump could clear a 4-square gap, the vertical height is 6 feet.

**High Jump:** When you make a high jump, you leap into the air a number of feet equal to the check result divided by 10 (standing high jump) or divided by 5 (if you move at least 2 squares immediately before the jump). Either way, every five feet costs a square of movement.

You can extend your arms a third of your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1-1/3 times your height.

### Swim

Make an Athletics check once per round while you are in the water. Success means you may swim at up to one-half your speed. If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you sink 1 square.

The DC for the swim check depends on the water: calm (DC 10), rough (DC 15) or stormy (DC 20).

Ryzom MMORPG Concept Art (Swim)



## Bluff (Cha)

Your Bluff check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Compare the results of the check to the target's passive Insight or their Insight check (the latter if they are actively questioning the deception).

### Feint

See the Feint action.

### Create Diversion

See the Create Diversion action.

## Diplomacy (Cha)

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Diplomacy check.

Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring nations, or inspiring a crowd of townsfolk.

Generally, the DC should be based on the Recommended Difficult Classes by Level table at the start of this chapter, using the level of the target of the Diplomacy check. Choose an Easy, Moderate or Hard DC depending on the target's attitude, and adjust for the circumstances (for example, what the character is requesting).

## Dungeoneering (Wis)

Knowledge of aberrations, caverns, oozes and spelunking.

### Subterranean Hunting and Foraging

Hunting and foraging takes one hour. On a successful check against DC 15, you find a day's worth of food and water for one creature. DC 25, you find a day's worth of food and water for five creatures.

If you fail, you cannot attempt the check again for 24 hours.

## Endure (Con)

Armor Check Penalty applies

Harsh conditions or long exertions do not easily tire you. The GM might call for an Endure check when you:

- March or labor for hours without rest
- Go without sleep
- Survive without food or water

## Swim for Long Periods

Each hour that you swim, you must make an Endure check (use the DC of the Athletics check you've been using, +2 for every hour). If you fail, you cannot swim any more and begin to sink.

## Heal (Wis)

A Heal check lets you try to stabilize a dying companion or diagnose an illness.

### Treat Ally

See the Treat Ally action.

### Treat Disease

To treat a disease means to tend a single diseased character. Every time the character makes an Endure or other check against disease effects, you make a Heal check. The diseased character uses your check result or their check result, whichever is higher.

## History (Int)

Your History check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

## Insight (Wis)

Your Insight check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

## Intimidate (Cha)

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make an Intimidate check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

The special Deter and Unnerve actions have their own rules. Otherwise, the DC should be based on the Recommended Difficult Classes by Level table at the start of this chapter, using the level of the target of the Intimidate check.

## Deter

See the Deter action.

## Unnerve

See the Unnerve action.

## Nature (Wis)

Your Nature check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Nature check. You also make a Nature check to control your mount when you attempt a risky maneuver.

The GM might ask you to make a Nature check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

### Wilderness Hunting and Foraging

Hunting and foraging takes one hour. On a successful check against DC 15, you find a day's worth of food and water for one creature. DC 25, you find a day's worth of food and water for five creatures.

If you fail, you cannot attempt the check again for 24 hours.

### Soothe Beast

To calm or soothe a natural beast, for example so you can ride it or because it has been startled, make a Nature check (hard DC, use the creature's level to calculate DC) as a standard action.

### Teach an Animal a Trick

You can teach a natural beast a specific trick, like attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track or work. This may take an extended challenge to complete.

## Perception (Wis)

Your Perception check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

## Notice

Most of the time, whether you notice something will be determined by the GM rolling against your passive Perception score. When you deliberately turn your attention to something, you can take a swift action to see if you notice something.

### Search

When you spend a minute or more searching an area, you can cover a 3 square by 3 square space.

### Notice Hiding Creature

Make an opposed Perception vs Stealth check. On a success, you know where they are and, unless they are hidden from you for some other reason (for example, they are invisible), you can see them.

## Religion (Int)

Your Religion check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

## Sleight of Hand (Dex)

*Armor Check Penalty applies*

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Sleight of Hand check. The GM might also call for a Sleight of Hand check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

### Disable Device

Make a Sleight of Hand check as a standard action.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it.

### Open Lock

Opening a lock is a standard action.

### Pick Pockets

If you try to take something from another creature, you must make a Sleight of Hand check against a hard DC (target's level, not player character's) to obtain it.

If the check succeeds, you get the item. If it fails by 4 or less, you have failed but are not caught. If you fail by 5 or more, you have failed and the target catches you doing it.

An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

## Stealth (Dex)

*Armor Check Penalty applies*

Make a Stealth check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

### Hiding

You can hide at the end of any action where you moved.

When you try to hide, make a Stealth check. Until you are discovered or you stop hiding, that check's total is contested by the Perception check of any creature that actively searches for signs of your presence.

You must have superior cover or total concealment to hide from a target.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you attack a creature or come out of hiding and approach a creature, it sees you at the end of that action. This means you still get combat advantage on that action.

**Movement:** If you moved 3 squares or more, take a -5 penalty on the check to hide. If you took the Dash action, take a -10 penalty instead.

While hidden, if you move 3 squares or more, you must make another Stealth check vs passive Perception score with a -5 penalty (-10 if running).

**Passive Perception:** When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Stealth check with that creature's passive Perception score (see Passive skills, above).



*Thief* by Luigi Castellani

## Streetsmarts (Cha)

You know about life on the streets and feel the pulse of your local settlement.

### Gather Information

An hour's time, a few gold pieces for buying drinks and making friends, and a Streetwise check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

The DC is higher in unfamiliar settlements and where the information sought is secret or protected.

# Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

## Variant: Bonus Feats

Some Game Masters give all characters the Keen Defenses feat and either the Weapon Focus or Focus Caster feats for free, because they are almost default choices from level 11 onwards.

## General Feats

### Alertness

**Benefit:** You get a +2 bonus on all Perception checks and you cannot be caught surprised.

### Arcane Archer

**Prerequisite:** Athame (ranged or thrown weapon).

**Benefit:** When you use a ranged or thrown weapon as your focus, you can use its range instead of the power's range for ranged or far attack powers.

### Armor Focus

**Benefit:** Armor does not inflict an armor check penalty on you.

### Armor Grace

**Prerequisite:** Armor Focus

**Benefit:** You can move at full speed when wearing heavy armor or carrying a heavy load.

### Armor Proficiency

**Prerequisite:** Depends on the armor you wish to gain proficiency with:

*Leather:* No prerequisites.

*Chainmail:* Str 13, Con 13, proficiency with leather or hide armor

*Hide:* Str 13, Con 13, proficiency with leather armor

*Full plate:* Str 15, Con 15, proficiency with scale armor

*Scale mail:* Str 13, Con 13, proficiency with chainmail

**Benefit:** Choose a type of armor you meet the prerequisites for. You are proficient with that type of armor.

**Special:** You can gain Armor Proficiency multiple times. Each time you take the feat, it applies to a new type of armor.

### Athame

**Prerequisite:** Proficiency with one or more focuses.

**Benefit:** Choose one weapon type (longsword, longbow, etc.) that you are proficient with. You can use a weapon of that type, including a magic weapon, as your focus. Add its enhancement bonus, if any, to attack and damage rolls with powers with the Focus tag. If you score a critical hit, you do additional damage equal to 1d6 times by the enhancement bonus of the weapon.

Any properties of the enchanted weapon apply to powers to powers you use with the weapon as your focus.

**Special:** Your weapon's proficiency bonus, however, is not applied to focus powers even if you use the weapon as a focus.

### Avoidance

**Benefit:** Opportunity attacks suffer a -2 penalty on attack rolls against you.

### Awareness

**Benefit:** You may use your Wisdom bonus instead of your Dexterity bonus to determine your initiative bonus.

**Special:** Note that the Improved Initiative feat will be a better choice for most characters.

### Bashing Shield

You can push back enemies when the situation becomes dire.

**Prerequisite:** Proficiency with light shields

**Benefit:** Once per encounter, as an immediate (react) action after someone has missed a melee attack against you, you can push that enemy 1d4 squares away from you. You must be equipped with a shield with which you are proficient to receive this benefit.

### Blind-Fighting

**Benefit:** Ignore attack penalties because your target is in concealment or total concealment.

### Cantrip Master

**Benefit:** You learn three powers from the Cantrips discipline.

**Special:** You can gain Cantrip Master multiple times. Each time you take the feat, you learn three new powers from the Cantrips discipline.

## Crossfire

**Benefit:** While you wield a ranged weapon, you can flank from two squares away from an enemy as long as you would be flanking the target if you moved into the nearest adjacent square.

## Crossfire, Improved

**Prerequisite:** 21st level, Crossfire

**Benefit:** While you wield a ranged weapon, you can flank from three squares away from an enemy as long as you would be flanking the target if you moved into the nearest adjacent square.

## Deflecting Shot

**Benefit:** Ignore attack penalties because your target is in cover.

## Easy Target

**Benefit:** When targeting a Large or larger creature with an arc, burst, or wall attack, you gain a +2 bonus to damage rolls against the target for every square beyond the first that it occupies.

## Energy Resistance

**Benefit:** You gain resistance to a damage type equal to your level. Choose from one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder.

**Special:** You can gain Energy Resistance multiple times. Each time you take the feat, it applies to a new type of energy.

## Fling Familiar

**Prerequisite:** You have a familiar

**Benefit:** When you call your familiar, it appears in an unoccupied space within 12 squares of you.

## Focused Caster

**Prerequisite:** Level 2

**Benefit:** Choose one type of focus, like “wands” or “orbs”. You gain a +1 feat bonus on all attack rolls you make using the selected focus, provided you are proficient with them. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of focus.

## From the Deck

**Benefit:** You do not suffer the penalty to attack rolls for being prone.

## Game Of Sticks

You are trained in a stick-based martial art.

**Benefit:** When wielding a quarterstaff, it gains the reach property.

*Critical:* If you score a critical hit with a quarterstaff, the target drops one held item and is dazed until the start of your next turn.

## Great Fortitude

**Benefit:** You get a +2 feat bonus to Fortitude defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

## Hunker Down

**Benefit:** As a swift action, you can spend a recovery to gain resistance to all damage 5 until the end of your next turn.

*Critical:* If you score a critical hit and you have spent a recovery on this feat since the start of your last turn, you gain a bonus equal to half your recovery value to your next melee damage roll.

## Improved Initiative

**Benefit:** You get a +4 feat bonus on initiative checks.

## Iron Will

**Benefit:** You get a +2 feat bonus to Will defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

## Keen Defenses

**Benefit:** You get a +1 feat bonus to Fortitude, Reflex and Will defenses. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

## Lightning Reflexes

**Benefit:** You get a +2 feat bonus to Reflex defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

## Linguistic Savant

You are talented at learning languages.

**Benefit:** You may speak three new languages that are available for you to learn. If you are not illiterate, you can also read and write in these languages.

**Special:** You can gain Linguistic Savant multiple times. Each time you take the feat, it applies to three new languages.

## Melee Finesse

**Benefit:** Choose an ability. Use that ability modifier for your basic melee attack’s attack rolls, instead of Strength. You may also add half that ability modifier to damage in lieu of your Strength modifier, if it is higher.

## Monster Expert

**Prerequisites:** 11th level

**Benefit:** You can take 10 on knowledge and monster knowledge checks with skills you are trained in, and you can take 10 with these skills during an encounter as a standard action.

## Night Sight

**Prerequisites:** Low-light vision.

**Benefit:** You gain darkvision up to 2 squares distance.  
*Level 11:* You gain darkvision (to the same distance as your regular sight).

## Non-Lethal Intent

**Benefit:** If you inflict damage with a melee attack equal to half the target's staggered value in a single turn, you can elect to inflict no damage for that entire turn and instead stun the target until the start of your next turn. In addition, if the damage equals or exceeds the target's staggered value, you can elect to inflict no damage for that entire turn and instead knock the target prone and render it unconscious for five minutes. Any further damage wakes the target up.

## Ranged Discipline

**Benefit:** You can treat a one-handed ranged weapon you are wielding as a melee weapon with a reach of 1 for the purpose of using powers and making attacks, including opportunity attacks.

## Rapid Reload

**Benefit:** Weapons you wield with the Loading (swift) property only take a free action to reload.

## Resilience

**Benefit:** Your recovery value increases by +3.

*Level 11:* By +1 further, to +4.

*Level 21:* By +1 further, to +5.

## Rolling Kip

**Prerequisite:** 11th level

**Benefit:** If you fall prone, you can make a DC 20 Acrobatics roll as a reaction to immediately stand up.

## Sign of Weakness

**Benefit:** The first time a creature is staggered in an encounter, your next hit against that creature gains a bonus to the damage roll equal to your Wisdom modifier. This may only occur once per target per encounter.

## Sharp Opportunist

**Benefit:** You get a +2 bonus on attack rolls when making opportunity attacks.

## Shield Focus

**Benefit:** Shields do not inflict an armor check penalty on you.

## Shield Proficiency

**Prerequisite:** Depends on the shield you wish to gain proficiency with:

*Light:* Str 13

*Heavy:* Str 15, proficient with light shields

**Benefit:** Choose a type of shield you meet the prerequisites for (light or heavy). You are proficient with that type of shield.

**Special:** You can gain Shield Proficiency a second time to gain proficiency with heavy shields.

## Skill Focus

**Prerequisite:** You must have at least one rank in the chosen skill

**Benefit:** Choose a skill. You get a +3 feat bonus on all checks involving that skill.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

## Skill Training

**Benefit:** Each time you take this feat, you gain training in an additional skill.

## Swords of Grace

You are trained in a defensive weapon-based martial arts.

**Benefit:** When wielding a one-handed light blade, you do not grant combat advantage when flanked.

*Critical:* Once per round, if you score a critical hit while wielding a one-handed light blade, you can immediately make a melee basic attack against the same target.

## Tactical Rearrangement

**Benefit:** When you would push or pull a target, you can shunt them instead.

## Tag Team

**Prerequisite:** 11th level

**Benefit:** If an ally hits an enemy adjacent to you with a melee attack, you can deal damage to that enemy equal to your Strength or Dexterity modifier as an immediate reaction.

## Talented Healer

**Benefit:** You can provide first aid as a swift action. You also get a +2 bonus on all Heal checks.

## The Presence

**Prerequisite:** 11th level, Charisma 16

**Benefit:** Anytime any ally spends a recovery within 5 squares of you, they recover additional hit points equal to your Charisma modifier.

## Touch of Grace

Fate is looking out for you.

**Benefit:** You get a +1 bonus on all saving throws. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

## Toughened Shield

Your shield shares your pain and bears the brunt of a powerful attack.

**Prerequisite:** Proficiency with heavy shields

**Benefit:** Once per encounter, when an enemy successfully deals damage to you, reduce the damage by 5. You must be equipped with a shield to receive this benefit.

*Level 11:* Reduce the damage by 10 instead.

*Level 21:* Reduce the damage by 15 instead.

## Toughness

**Benefit:** You gain additional hit points equal to your level.

## Twilight Sight

**Benefit:** You gain low-light vision.

## Two-Weapon Defense

**Prerequisite:** Dex 13, Two-Weapon Fighting

**Benefit:** When wielding a double weapon or two melee weapons, you gain a +1 shield bonus to your AC and Reflex defenses.

## Way of the Turn

You specialize in a martial art specializing in redirecting an opponent's momentum or throwing them to the ground.

**Benefit:** When you hit with a melee attack that inflicts at least 1dW damage, you can choose to inflict half damage and knock your opponent prone.

*Critical:* If you score a critical and choose to use this feat, the target is stunned until the start of your next turn.

## Weapon Focus

**Prerequisite:** Level 2

**Benefit:** Choose one weapon group, like "axes" or "spears and lances". You gain a +1 feat bonus on all attack rolls you make using the selected weapons, provided you are proficient with them. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group of weapons.

## Weapon Proficiency

**Benefit:** Choose one type of weapon, like "longsword" or "light crossbow". You are proficient with that type of weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

## Weapon Specialization

**Prerequisite:** Level 2

**Benefit:** Choose one weapon group, like "axes" or "spears and lances". You gain a +1 bonus on all damage rolls you make using the selected weapons. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group of weapons.

## Martial Training Feats

These feats represent expanded possibilities for unarmed combat.

### Balance and Direction

You are trained in a martial art focused on pure foot and fist fighting.

**Prerequisite:** Unarmed Combat

**Benefit:** If you are unarmed or wielding only natural weapons, you gain a +1 feat bonus to all defenses against melee attacks.

*Critical:* If you score a critical hit with an unarmed attack, the target is weakened and grants you combat advantage until the end of your next turn.

## Best on the Mat

**Prerequisite:** Evolution of Pankration, Unarmed Combat

**Benefit:** You gain a +1 feat bonus to grapples and attack powers involving grapples while prone. You gain a +2 feat bonus to damage against grappled opponents while you are prone.

## Bouncing Combo

**Prerequisite:** 21st level, Unarmed Combat

**Benefit:** If you stagger or drop an enemy with an unarmed attack, you can take a move action that must be used before the end of your turn. You can only gain one move action this way per round, and you can only use it to walk, run, or shift.

## Earned the Belt

**Prerequisite:** 11th level, Evolution of Pankration, Unarmed Combat

**Benefit:** You can sustain two grapples with only a single swift action. You can move a grappled target one square with a move action without requiring a Strength attack.

## Evolution of Pankration

You are trained in a martial art involving pinning or submission.

**Prerequisite:** Unarmed Combat

**Benefit:** You do not grant combat advantage if prone. If you grapple a prone opponent, they are restrained instead of immobile (you are still capable of forcing movement on the target) and cannot stand until they escape.

*Critical:* If you roll a natural 20 on a grapple attempt or attack power that involves a grapple, the target cannot attempt to escape from the grapple on its next turn.

## Ham Hands

**Prerequisite:** 21st level, Unarmed Combat

**Benefit:** If you hit a target one size larger than you or smaller with an unarmed attack, you can spend a move action to immobilize that target until the start of your next turn. This takes up a hand.

## Jumping Knee

**Prerequisite:** Unarmed Combat, Unarmed Expanded Profile

**Benefit:** When you hit with an unarmed attack as part of a charge, the target also suffers the effects of a bull rush as well the damage from the hit. If the target cannot be pushed because of an obstruction, it takes an additional +2 damage.

## Kayfabe Maneuver

**Prerequisite:** Superior Position

**Benefit:** You can move a target you have grappled with a move action instead of a standard action.

## Master Degree Martial Artist

**Prerequisite:** 21st level, Unarmed Combat

**Benefit:** With unarmed attacks, you score a critical hit on a natural roll of 19 or 20.

## Superior Position

**Benefit:** When an enemy attempts to escape from a grapple you are sustaining, regardless if the target uses Acrobatics or Athletics, it rolls against the higher of your Fortitude or Reflex defenses.

In addition, you do not release an opponent from a grapple if you are dazed.

## The Ritual of Dance and Damage

Your combat style has become flamboyant and entertaining when not directly involved in the harming of another.

**Prerequisite:** Unarmed Combat, Unarmed Expanded Profile

**Benefit:** While you are unarmed or wielding only natural weapons and are in reach of an enemy, you can shift two squares as a move action instead of one as long as you remain in reach of that enemy.

*Critical:* If you score a critical hit with an unarmed attack, you can shift up to your speed as free action and gain combat advantage against all adjacent enemies until the end of your next turn.

## Unarmed Combat

**Benefit:** You are proficient with your fists in combat. Your unarmed strikes gain a +3 proficiency bonus. Your one-handed unarmed strikes do 1d6 damage and have the side weapon property. Your two-handed unarmed strikes do 1d10 damage.

## Unarmed Combat (Improved)

**Prerequisite:** Unarmed Combat

**Benefit:** Your one-handed unarmed strikes do 1d8 damage. Your two-handed unarmed strikes do 1d12 damage.

## Unarmed Combat (Master)

**Prerequisite:** 11th level, Unarmed Combat, Unarmed Combat (Improved)

**Benefit:** Your one-handed unarmed strikes do 1d10 damage. Your two-handed unarmed strikes do 2d8 damage.

## Unarmed Expanded Profile

Your legs become part of your unarmed attack profile.

**Prerequisite:** Unarmed Combat

**Benefit:** You can spend a move action before making an unarmed melee attack to gain a +2 bonus to all damage rolls with that attack. At 11th level, this bonus increases to +3 and at 21st level, it increases to +4.

## Art Feats

Arts are special, time-consuming practices that achieve remarkable effects. They are described in more detail in the Game Master's Guide.

### Beyond Ken

**Benefit:** Choose one category of practice or incantation (schema, treatment, practical, curative, etc.). Treat your level as 4 higher for the purposes of learning and performing the arts of that category.

### Practiced Artisan

**Benefit:** You learn one art of each level, up to your current level, without spending the time or money normally required. Each time you increase in level, you learn one additional art of your current level or lower.

### Varied Arts

**Benefit:** You can learn arts that belong to a skill you are not trained in.

## Channel Divinity Feats

### Blessing of the God

**Prerequisite:** You have the Channel Divinity feature.

**Benefit:** Choose one Channel Divinity power from the list below, based on a theme associated with the god(s) you worship. When you Channel Divinity, you can choose that power.

**Special:** You can take this feat multiple times, choosing a different power each time.

Domain	Outlaw Kingdoms god	Channel Divinity power
Destruction	Valkon, Vogg	<i>Explosive item</i>
Family	Yaheine	<i>Wrath of the she-bear</i>
Feasting	Chalavar	<i>Shared bite</i>
Greed	Chalavar, Thoin	<i>I'll have that</i>
Life	Yaheine	<i>Guidance</i>
Light	Shehaan	<i>Light shadow</i>
Love	Thalander	<i>Easy charm</i>
Mischief	Vaath	<i>Death defying</i>
Murder	Larhoon, Vogg	<i>Blood tracer</i>
Mystery	Larhoon, Shehaan	<i>Slip between worlds</i>

Peace	Thalander	<i>Light ward</i>
Protection	Korven, Kain	<i>Negate critical</i>
Revenge	Enoran	<i>Biteback</i>
Sky	Vaath, Valkon	<i>Skyfall</i>
Spiders	Kurzana	<i>Throw web</i>
Stone	Kurzana, Thoin	<i>Stoneblood</i>
Time	Enoran	<i>The weight of time</i>
Tyranny	Kain	<i>Spur on</i>
War	Korven	<i>Shielded soul</i>

<b>Biteback</b>
<b>Encounter Attack Feature (Reaction Action) • Divine</b>
<b>Self</b>
<b>Trigger</b> You are hit by an attack, and you have not made an attack so far in this encounter.
<b>Effect</b> Make a basic attack.

<b>Blood Tracer</b>
<b>Encounter Utility Feature (Reaction Action) • Divine</b>
<b>Near</b> burst 10, one ally
<b>Trigger</b> The target's attack just reduced an enemy to 0 HP or below.
<b>Effect</b> The ally's next attack does +1d8 damage. <i>Level 11: +2d8</i> damage instead. <i>Level 21: +3d8</i> damage instead.

<b>Death Defying</b>
<b>Encounter Attack Feature (Counter Action) • Divine</b>
<b>Self</b>
<b>Trigger</b> You fail an Acrobatics, Athletics, Endure, Sleight of Hand or Stealth check.
<b>Effect</b> Reroll the skill check and use the new result instead. After the action associated with the skill check, you fall prone.

<b>Easy Charm</b>
<b>Encounter Attack Feature (Swift Action) • Charm, Divine, Focus</b>
<b>Near</b> burst 10, one enemy
<b>Attack</b> Wisdom vs Will
<b>Hit</b> The target cannot target you with attacks (save ends). This effect ends immediately if the target takes damage from any source.

<b>Explosive Item</b>
<b>Encounter Attack Feature (Standard Action) • Divine, Fire, Focus</b>
<b>Near</b> burst 10, one object
<b>Attack</b> Wisdom vs AC
<b>Hit</b> The object takes 2d8 fire damage. If the object is destroyed, creatures in the same and adjacent spaces take fire damage equal to the amount of damage that was needed to reduce the object to 0 HP. <i>Level 11: 3d8</i> damage instead. <i>Level 21: 4d8</i> damage instead.

<b>Guidance</b>
<b>Encounter Utility Feature (Swift Action) • Divine</b>
<b>Near</b> burst 3, self or one ally
<b>Effect</b> The target receives a +1 bonus to their next attack roll or saving throw. If they do not use this bonus by the end of their next turn, they lose it.

### I'll Have That

**Encounter Attack Feature (Reaction Action) • Divine, Focus**  
Near burst 5, one enemy  
**Trigger** The target is the target of a beneficial power.  
**Attack** Wisdom vs Will  
**Effect** You become the target of the beneficial power instead.

### Light Shadow

**Encounter Utility Feature (Move Action) • Conjuration, Divine Self**  
**Effect** Shift 1. Conjure a light shadow of your size in the space you left. Attacks against a target adjacent to your light shadow suffer a -2 penalty.  
**Maintain Swift**

### Light Ward

**Encounter Utility Feature (Standard Action) • Divine**  
Near burst 10, one ally  
**Effect** The target receives a +2 bonus to all defenses until the end of your next turn. The first time it is hit by an attack during this period, the attacker takes your Wisdom modifier in damage.

### Negate Critical

**Encounter Utility Feature (Counter Action) • Divine**  
Near burst 10, yourself or one ally  
**Trigger** The target is hit by a critical hit.  
**Effect** The attack becomes a normal hit instead.

### Shared Bite

**Encounter Utility Feature (Free Action) • Divine**  
Near burst 5, one ally  
**Requirements** You *rally*.  
**Effect** Your ally can *rally* on their turn as a swift action.

### Shielded Soul

**Encounter Utility Feature (Counter Action) • Divine**  
Near burst 3, self or one ally  
**Trigger** The target takes damage.  
**Effect** The target gets resistance to all damage 5.  
*Level 11: 10.*  
*Level 21: 15.*

### Skyfall

**Encounter Utility Feature (Free Action) • Divine**  
Self  
**Trigger** You use a ranged or far power or make a ranged or far attack.  
**Effect** Double the range of the ranged or far power or attack.

### Slip Between Worlds

**Encounter Utility Feature (Swift Action) • Divine, Teleportation**  
Self  
**Effect** You teleport up to 5 squares, and are lightly concealed until the end of your next turn.

### Spur On

**Encounter Utility Feature (Counter Action) • Divine, Psychic**  
Near burst 5, self or one ally  
**Trigger** The target is making an attack roll or saving throw.  
**Effect** The target takes 1d6 psychic damage, but can reroll the roll once if it misses/fails.

### Stoneblood

**Encounter Utility Feature (Swift Action) • Divine**  
Near burst 1, yourself or an ally  
**Effect** The target gains resistance to all damage 3 until the end of your next turn. *Level 11: Resistance 5. Level 15: Resistance 10.*

### The Weight of Time

**Encounter Attack Feature (Standard Action) • Divine, Focus**  
Near burst 10, one enemy  
**Attack** Wisdom vs Will  
**Hit** The target is slowed until the end of their next turn. At the end of their next turn, make a secondary attack. *Secondary Attack: Wisdom vs Will;* on a hit, the target is immobile until the end of their next turn.

### Throw Web

**Encounter Utility Feature (Standard Action) • Divine, Zone**  
Far burst 1 within range 5  
**Effect** The area of effect becomes difficult terrain. You can end the effect as a swift action, in which case a creature of your choice within the zone (if any) is slowed until the end of your next turn.  
**Maintain Swift**

### Wrath of the She-Bear

**Encounter Attack Feature (Reaction Action) • Divine**  
Self  
**Trigger** An ally within 10 squares is reduced to 0 HP or below by an attack.  
**Effect** You may move your speed towards the ally and make a basic attack against the enemy who made the attack.

## Psi Focus Feats

Feats from this section expand the power of your mind. They require the *psi focus* feat to use, except for Wild Talent (which grants the *psi focus* feat). The kit Channels Godmind is currently the only other source of the *psi focus* power.

### Adaptation

**Prerequisite:** *Psi focus* power

**Benefit:** When you make a save, you may expend your *psi focus* to gain a bonus to that save equal to your Charisma modifier. This counts as using the *psi focus* for an encounter power.

### Immovable Dominion

**Prerequisite:** *Psi focus* power

**Benefit:** Expend your *psi focus* as a free action when being pushed, pulled or shunted. Reduce the distanced moved by your Charisma modifier. This counts as using the *psi focus* for an encounter power.

### Mind and Body

**Prerequisite:** *Psi focus* power, focus surge

**Benefit:** When you spend a focus surge, regain hit points equal to your Charisma modifier.

## Mind-Eye Accuracy

**Prerequisite:** *Psi focus power, careful focus power*

**Benefit:** When using your *careful focus* ancestry power, you may expend your *psi focus* to gain a bonus on the attack roll equal to your Charisma bonus. This counts as using the *psi focus* for an encounter power.

## Phrenic Breath

**Prerequisite:** *Psi focus power, breath weapon power*

**Benefit:** Expend your *psi focus* to make your *breath weapon* a Near arc 3 + your Charisma modifier instead of Near arc 3. This counts as using the *psi focus* for an encounter power.

## Phrenic Dodge

**Prerequisite:** *Psi focus power, lucky power*

**Benefit:** When using your *lucky* ancestry power, and the enemy misses you on their re-roll, you may expend your *psi focus* instead of your ancestry power. This counts as using the *psi focus* for an encounter power.

## Phrenic Meditation

**Prerequisite:** *Psi focus power, you can perform the Meditate action*

**Benefit:** You can perform the Meditate action as a swift action once per encounter.

## Phrenic Reservoir

**Prerequisite:** *Psi focus power, Dabbler ancestry feature*

**Benefit:** When using the power from your Dabbler ancestry feature, you may expend your *psi focus* and retain the use of the power gained from your Dabbler. This counts as using the *psi focus* for an encounter power.

## Phrenic Talent

**Prerequisite:** *Psi focus power*

**Benefit:** You gain the *focus surge* power.

### Focus Surge

*You tap into the mental connection between yourself and your Godmind, allowing you to refresh the phrenic energies of either yourself or an ally.*

**Encounter Utility Feature (Swift Action) • Phrenic**

**Near burst 5** (10 at level 11, 15 at level 21), you or an ally

**Effect** The target can spend a recovery to recharge their *psi focus*.

## Phrenic Teleport

**Prerequisite:** *Psi focus power, highblood teleport power*

**Benefit:** When using your *highblood teleport* ancestry power, you can expend your *psi focus* to teleport a number of additional squares equal to your Charisma modifier. This counts as using the *psi focus* for an encounter power.

## Phrenic Wrath

**Prerequisite:** *Psi focus power, vengeance of the pits power*

**Benefit:** You may expend your *psi focus* as a free action to use your *vengeance of the pits* ancestry power even against an enemy which hasn't just hit you. This counts as using the *psi focus* for an encounter power.

## Surging Mind

**Prerequisite:** *Psi focus power*

**Benefit:** When you use your *psi focus*, you immediately gain temporary hit points equal to your level.

## Wild Talent

**Benefit:** You have access to the *psi focus* power, a heightened state of mental and emotional clarity, that you can utilize to augment powers with the Augmentable keyword.

*Psi focus*, once used, must refresh, much like how certain monsters have powers that refresh at the beginning of their turn on a successful roll. *Psi focus* works in the exact same way, but the roll needed to refresh it depends on what kind of power it was last used to augment.

### Psi Focus

*Utilizing your phrenic power, you heighten a power or ability beyond what others could fathom.*

**At-Will Utility Feature (Free Action) • Phrenic Self**

**Effect** When using an Augmentable power, you activate the effect noted under the Augment: line.

**Special** *Psi focus* refreshes on a 4, 5 and 6 after using it to augment an at-will power, on a 5 and 6 after using it to augment an encounter power, and on a 6 after using it to augment a daily power. You cannot use *psi focus* unless it is recharged.

## Shard Feats

These feats allow you to manifest your phrenic energies in a variety of ways. The four feats below give the basic capability, with each having a family of feats that further develop the manifestation.

A shard effect you have manifested ends when you cancel it, are knocked unconscious, take a long rest, sleep, or are reduced to 0 or fewer hit points.

### Aura Shard

You have learned how to weave together all of your emotions, directed and controlled by your intense willpower, casting them as an aural web around you and thus strengthening both yourself and your allies in the process.

**Prerequisite:** Cha 13

**Benefit:** As a move action, you manifest an aura which allows you to help your allies. This aura has a range of 10. When you or an ally in your aura spend an action point, that individual gains temporary hit points equal to your Charisma modifier.

*Level 11:* Temporary HP equal to double your Cha modifier.

*Level 21:* Temporary HP equal to triple your Cha modifier.

### Blast Shard

You have taught yourself how to focus all of your emotions – anger, hate, spite, rage, wrath – and to wrap them in willpower and discipline, turning it all into a fearsome ranged weapon. Because you use your emotions as weapons, you might often seem somewhat apathetic and cold to others.

**Benefit:** As a standard action, you can fire a phrenic blast of energy (see stats below). Blast shards are supernatural weapons, and thus do not belong to any weapon group, and can take almost any form, color and shape, all according to the wishes of the user. The user is always proficient with his blast shard. For all intents and purposes, the blast shard can be used to make all forms of ranged attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

Your blast shard has a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after the 1st (6th, 11th, 16th, 21st, 26th).

Blast Shard (Simple Ranged Weapon), **Proficiency:** +2, **Damage:** 1d6, **Range:** 10/20

### Shield Shard

You draw your power from strong emotions such as chivalry, honor and even fear. These act as energizers to your will and discipline, allowing them to act in conjunction to protect you from harm.

**Benefit:** As a move action, you can manifest a shield of force which attaches to one of your hands, as a regular shield. You gain a +1 shield bonus to AC and Reflex defenses and your shield hand counts as if it was holding a light shield. You can dismiss the shield of force as a swift action.

You count as having proficiency in light shields for the purpose of meeting feat prerequisites.

**Special:** Feats that apply to shields, like Toughened Shield or Bashing Shield, also apply to your shield of force.

### Weapon Shard

You have learned how to focus your intense internal energies into a weapon, giving it shape and form according to your subconscious wishes.

**Benefit:** As a move action, you can manifest a weapon shard (see stats below). Weapon shards are supernatural weapons (and thus do not belong to any weapon group), and can take almost any form, color and shape, all according to the wishes of the user. The user is always proficient with his weapon shard, and it is a one-handed weapon. For all intents and purposes, the weapon shard can be used to make all forms of melee attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

Your weapon shard has a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after 1st (+2 at 6th, +3 at 11th, etc.). On a critical hit, you do an additional 1d6 points of damage for every point of enhancement bonus.

Weapon Shard (Simple Melee Weapon)

**Proficiency:** +2, **Damage:** 1d8

## Aura Shard Feats

### Blasting Aura

Your emotions are so strong, and composed from such volatile feelings, that you have learned how to strike out against an enemy within your aura and channel your violent energies into it instead.

**Prerequisite:** Aura Shard, Cha 13

**Benefit:** When you manifest your aura, or by taking a move action when your aura is active, you may make an attack (Charisma vs Will) against one enemy within range, who takes 5 points of psychic damage.

Additionally, when you or an ally spend an action point while inside your aura, you (and only you) may make an additional attack against one enemy within range (Cha vs Will, 5 psychic damage).

*Level 11:* Damage increases to 10.

*Level 21:* Damage increases to 15.

### Empowering Aura

Your experience in using your thieving abilities now allows you weave of emotions and discipline to tap into the surging emotions of others and to gain part of their heroic abilities

**Prerequisite:** Aura Shard, Thieving Aura, Cha 13, 26th level

**Benefit:** When an ally within range of your aura spends an action point, you immediately gain an additional standard action.

### Extended Aura

You have put time and training into extending your aura further, so that you can utilize its effects to their maximum potential, almost always keeping allies within range.

**Prerequisite:** Aura Shard, Cha 13

**Benefit:** The range of your aura extends by 10 squares.

### Forceful Aura

Your aura shard extends from the phrenic realm into the purely physical realm, and as it comes into existence like a rolling wave of thunderous emotions, it physically pushes enemies away from you.

**Prerequisite:** Aura Shard, Cha 13

**Benefit:** When you manifest your aura, or at any other time by spending a move action while your aura is active, every enemy adjacent to you is pushed 1 square directly away from you.

Additionally, when you or an ally spends an action point while inside your aura, you may choose to make a Charisma vs Fortitude attack against one enemy within

range of your aura. If successful, that enemy is pushed 1 square directly away from you.

### Healing Aura

Using your weave of emotions, you are able to redirect some of the emotions and strength that comes soaring out of you when you stride into action.

**Prerequisite:** Aura Shard, Cha 13

**Benefit:** When you spend an action point, one ally within range of your aura can spend a recovery as an immediate (react) action.

### Restorative Aura

Your aura shard and its ability to give your allies a surge in healing has now matured to the point where your own emotions do not merely trigger the surge, but enhances it and makes it stronger.

**Prerequisite:** Aura Shard, Healing Aura, Cha 13

**Benefit:** Whenever you or an ally within range of your aura would regain hit points, that individual gains an additional number of hit points equal to your Charisma modifier.

### Shifting Aura

You have learned how to channel the roiling energies of your aura into the physical realm, enhancing the movements of your allies as it comes into effect.

**Prerequisite:** Aura Shard, Cha 13

**Benefit:** When you manifest your aura, or by taking a move action when your aura is active, one ally within range may immediately shift 1 square.

Additionally, when you or an ally spends an action point while inside your aura, that person may choose to forego the temporary hit points and instead shift 1 square.

### Surging Aura

Your mind now interconnects your aura shard with a surge of emotions, allowing you to share that with your allies, lending strength to their blows and precision to their attacks.

**Prerequisite:** Aura Shard, Cha 13

**Benefit:** When you manifest your aura, or by taking a move action when your aura is active, every ally within range gains a +1 bonus on attack rolls for one round.

Additionally, when you or an ally spends an action point while inside your aura, that person may choose to gain either the temporary hit points for a +1 bonus on attack rolls for one round.

## Thieving Aura

Your aura shard weaves its strength from that of your emotions and is kept in check by your discipline – your enemies do not have the same kind of control, which allows you to siphon off their energies and gain them yourself.

**Prerequisite:** Aura Shard, Cha 13

**Benefit:** Whenever an enemy within range of your aura spends an action point or a recovery, you regain one action point or recovery (your choice).

## Blast Shard Feats

### Acid Blast

Your shard is touched by the vitriol and hate you hold for your enemies, allowing it to cling to them as if it was acid, burning through them as your emotions burn through you.

**Prerequisite:** Blast Shard

**Benefit:** When using your blast shard, at your option, it gains the Acid tag and does acid damage.

You gain the *acid shard* at-will power.

#### Acid Shard

**At-Will Attack 1 (Standard Action) • Acid, Phrenic, Weapon**

Ranged weapon (blast shard), one target

Attack Dexterity vs Reflex

Hit 1d4 + Dexterity acid damage, and the target takes 5 persistent acid damage (save ends).

Level 21: 2d4 + Dexterity acid damage, and 10 persistent acid damage (save ends).

### Cold Blast

You hold nothing but disdain and contempt for your enemies and your phrenic power shapes your blast into the same cold and numbing extension of your will.

**Prerequisite:** Blast Shard

**Benefit:** When using your blast shard, at your option, it gains the Cold tag and deals cold damage.

You gain the *cold shard* at-will power.

#### Cold Shard

**At-Will Attack 1 (Standard Action) • Cold, Phrenic, Weapon**

Ranged weapon (blast shard), one target

Attack Dexterity vs Fortitude

Hit 1d8 + Dexterity cold damage, and the target is slowed until the end of your next turn.

Level 21: 2d8 + Dexterity cold damage, and the target is slowed until the end of your next turn.

### Empowered Blast Shard

Experience has taught you how to apply your discipline and emotions in the best way, allowing you to extract more energy from your phrenic well than before.

**Prerequisite:** Blast Shard

**Benefit:** Your blast shard damage increases by one die size (for example, from 1d6 to 1d8).

### Far Blast

So strong is your will, so intense are your emotions that you can sustain attacks far beyond what others can stomach.

**Prerequisite:** Blast Shard

**Benefit:** Increase both the normal and long range of your blast shard by 5.

### Fire Blast

Rage, wrath, pride and anger are all fiery emotions that set the world on fire. You, however, use those very emotions to set your blast shard, and enemies, on fire.

**Prerequisite:** Blast Shard

**Benefit:** When using your blast shard, at your option, it gains the Fire tag and deals fire damage.

You gain the *fire shard* at-will power.

#### Fire Shard

**At-Will Attack 1 (Standard Action) • Fire, Phrenic, Weapon**

Near arc 3

**Requirements** The attack must be made with a blast shard.

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity fire damage.

Level 21: 2d6 + Dexterity fire damage.

### Improved Blast Shard

You have seen so much of what the world offers, and you can channel that experience into even stronger emotions and a tightened discipline, allowing you to become even more dangerous.

**Prerequisite:** Empowered Blast Shard, 11th level

**Benefit:** Your blast shard damage increases by one die (for example, from 1d6 to 2d6).

### Lightning Blast

Nothing is as fast as the mind – and lightning. You use your willpower and discipline to hone your attacks, giving them the symbolic form of lightning blasts and increasing your accuracy.

**Prerequisite:** Blast Shard

**Benefit:** When using your blast shard, at your option, it gains the Lightning tag and deals lightning damage.

You gain the *lightning shard* at-will power.

### Lightning Shard

**At-Will Attack 1 (Standard Action) • Lightning, Phrenic, Weapon**  
Ranged weapon (blast shard), one target  
Attack Dexterity vs Fortitude  
Hit 1d12 + Dexterity lightning damage.  
Level 21: 2d12 + Dexterity lightning damage.

### Mind Blast

You do not manifest your blast shard as a physical creation, rather you use your training to mentally attack your enemies, filling their minds with emotion and will until they burst from your attack.

**Prerequisite:** Blast Shard

**Benefit:** When using your blast shard, at your option, it gains the Psychic tag and deals psychic damage.

You gain the *mind shard* at-will power.

### Mind Shard

**At-Will Attack 1 (Standard Action) • Phrenic, Psychic, Weapon**  
Ranged weapon (blast shard), one target  
Attack Dexterity vs Will  
Hit 1d10 + Dexterity psychic damage, and you mark the target.  
Level 21: 2d10 + Dexterity psychic damage.

## Shield Shard Feats

### Force Shield

Your long experience and strong emotions allow you to call upon them for a short moment. For a short time your phrenic energies surge, creating a powerful shielding effect around all nearby allies.

**Prerequisite:** Shield Shard, 11th level

**Benefit:** Once per encounter as a swift action, you can extend the protection of your shield of force to yourself and all allies within 5 squares until the end of your next round.

**Special:** If you have any feats that would be usable when you are attacked, you can use them when any protected ally is attacked.

### Greater Shield

Your shield shard has expanded together with your own internal energies, giving it a stronger ability to protect you from outside harm.

**Prerequisite:** Shield Shard

**Benefit:** You may choose to manifest a heavy shield instead of a light shield, when manifesting your shield of force. If you do, you gain a +2 shield bonus to AC and Reflex defenses and your shield hand counts as if it was holding a heavy shield.

You count as having proficiency in heavy shields for the purpose of meeting feat prerequisites.

**Special:** You suffer an armor check penalty as if you were wielding a heavy shield.

### Grounding Shard

Your shield's phrenic powers extend deep into the earth, grounding you against enemy attacks that threaten to move you from your position without your approval.

**Prerequisite:** Shield Shard

**Benefit:** Any time you would be pushed, pulled or shunted, reduce the number of squares you are moved by 1 (minimum 0).

**Level 11:** Reduce the number of squares by 2 (minimum 0).

### Immovable Shield

Your shield shard now bonds, almost permanently, with the ground if you don't move, redirecting much of the force in enemy attacks into the earth below you.

**Prerequisite:** Grounding Shard, Shield Shard

**Benefit:** If you do not move at all during your round, you gain resistance 5 until the beginning of your next turn. This stacks with any other forms of resistance you might have.

**Level 11:** Resistance 10.

**Level 21:** Resistance 15.

### Offensive Shield

Even as you protect yourself, your shard has learned that at times a good offense is the best defense, allowing you to use the shield shard as a weapon against enemies not expecting it.

**Prerequisite:** Shield Shard

**Benefit:** Your shield of force has all the properties of a weapon shard (as described in the Weapon Shard feat). You count as having the Weapon Shard feat for the purpose of meeting feat prerequisites.

### Refreshing Shard

Your shield shard allows you to turn internal emotions and diamond hard discipline into energy, providing you with a surge of healing when you are damaged.

**Prerequisite:** Shield Shard

**Benefit:** Once per encounter, when you are damaged, as an immediate (counter) action, you may spend a recovery.

## Weapon Shard Feats

### As One

Your intense physical training regimes have combined with your powerful phrenic abilities to allow you to use the weapon shard and your exploits as one.

**Prerequisite:** Weapon Shard, at least one power from the martial power source

**Benefit:** When using a power with the martial tag with your weapon shard, you gain a +2 feat bonus to damage rolls. This increases to +3 at 11th level and to +4 at 21st level.

### Assassin's Weapon

You have now used your weapon shard to slay so many in such an underhanded way that your internalized feelings and behaviors have stained your shard. It too excels in underhanded combat.

**Prerequisite:** Slayer's Weapon, Weapon Shard

**Benefit:** If you have combat advantage against an opponent and score a critical hit, you deal +2d8 damage. This increases to +3d8 at 11th level and to +4d8 at 21st level.

**Special:** This feat stacks with the benefit of Slayer's Weapon.

### Extended Weapon

Your willpower and intense emotions allow you to extend your weapon, allowing it to strike enemies further away from you than what would be expected, or normal.

**Prerequisite:** Weapon Shard

**Benefit:** Your weapon shard becomes a reach weapon.

### Greater Weapon Shard

You are a legend that walks amongst men, your myth has already begun to spread around the world. Now the wellspring of a thousand powers your weapon, giving you an equally legendary weapon shard.

**Prerequisite:** Improved Weapon Shard, Weapon Shard, 11th level

**Benefit:** Your weapon shard damage increases to 2d6.

### Improved Weapon Shard

Your experience of the world has only deepened your wellspring of willpower, discipline and emotion and this spills into your weapon shard that is now even more lethal.

**Prerequisite:** Weapon Shard

**Benefit:** Your weapon shard damage increases to 1d10.

### Malleable Weapon

Your weapon is no longer bound to one form, instead it is as fluid as your thoughts and emotions, becoming whatever kind of weapon you happen to need at the moment.

**Prerequisite:** Weapon Shard

**Benefit:** By taking a standard action instead of a move action when you manifest your weapon shard, you can choose to have it belong to any weapon group of your choice until the end of the encounter. You also increase the proficiency bonus to +3.

### Slayer's Weapon

Your weapon has been used for so many finishing strikes and lethal attacks that it now draws on your most bloodthirsty thoughts and spiteful emotions, becoming a terrible instrument of death.

**Prerequisite:** Weapon Shard

**Benefit:** Your weapon shard becomes an improved critical weapon and deals +1d8 damage when you score a critical hit. This increases to +2d8 at 11th level and to +3d8 at 21st level.

### Stormshard

In the blink of an eye and by focusing your phrenic energies, your shard shatters after a successful strike and hits all enemies within reach.

**Prerequisite:** Weapon Shard

**Benefit:** Once per encounter, when attacking with your weapon shard, your attack gains Near arc 1. Only enemies are affected while inside the arc.

### Twin Weapon

You focus your energies into your weapon, splitting it into two identical weapons that you use as if they were nothing but extensions of your body and will – flawlessly.

**Prerequisite:** Weapon Shard

**Benefit:** When you manifest your weapon shard, you can choose to manifest one for each hand instead. When making an attack that requires two melee weapons, you gain a +1 feat bonus to your attack rolls.

## Wild Shape Feats

### Hardy Shift

**Prerequisite:** You know a Form power

**Benefit:** When you use a Form power, you may spend a recovery to heal damage up to your recovery value.

## Hybrid Form

**Prerequisite:** You know at least one power with the Form keyword.

**Benefit:** When you use a Form power, you can choose to take a hybrid, humanoid form instead of a pure animal form. In this case, you can keep your current size, and your current speeds wherever they are better than your new form's speeds. Because your hybrid form is humanoid, you can talk, use weapon powers and otherwise make use of having arms and hands.

## Versatile Shifting

**Prerequisite:** You know at least one *shape of the X* power.

**Benefit:** Once per day, you can expend a *shape of the X* power to use any other *shape of the X* power of the same level or lower.

## Dualclassing

You can also take feats to take some of the class features and powers of other classes. Once you take any Dualclassing feat, you count as that class (your “secondary class”) as well as your base class for the purpose of prerequisites.

**Retraining:** Each level, you can retrain one power selection from your Battle Adaptation, Functional Adaptation or Daily Adaptation feats. This could involve swapping a power for a secondary class power, swapping a secondary class power for a power from your base class, or swapping a secondary class power for a different one of the same level.

## Dualclass Recruit (Dualclass)

As you take this feat, choose a class of which you are not already a member.

**Prerequisite:** You cannot take this kit if you already have a secondary class.

**Benefit:** You count as the chosen class (sometimes called your “secondary class”) in addition to any classes of which you are already a member. In addition, you gain the benefits described in the chosen class’s “Dualclass” section.

## Battle Adaptation (Dualclass)

**Prerequisite:** Dualclass Recruit

**Benefit:** When you gain this feat, choose one encounter attack power. You lose that power and may select one encounter attack power of the same level from your secondary class.

## Functional Adaptation (Dualclass)

**Prerequisite:** Dualclass Recruit

**Benefit:** When you gain this feat, choose one utility power. You lose that power and may select one utility power of the same level from your secondary class.

## Daily Adaptation (Dualclass)

**Prerequisite:** Dualclass Recruit

**Benefit:** When you gain this feat, choose one daily attack power. You lose that power and may select one daily attack power of the same level from your secondary class.

## Kit Study Feats

### Kit Study

**Prerequisite:** Level 11

**Benefit:** You gain the Level 1 feature of a kit of your choice.

### Kit Study (Expert)

**Prerequisite:** Level 15, Kit Study

**Benefit:** You gain the Level 5 feature of the kit you chose for Kit Study.

### Kit Study (Advanced)

**Prerequisite:** Level 20, Kit Study

**Benefit:** You gain the Level 10 feature of the kit you chose for Kit Study.

# Equipment

## Starting Equipment

First-level characters begin with 100 gold pieces to spend. Assume a character owns at least one outfit of normal clothes.

Unless the GM provides otherwise, characters at higher levels start with one permanent magic item of their level +1, one permanent magic item of their level, one permanent magic item of their level -1, and gold pieces equivalent to the cost of a magic item of their level -1.

## Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The platinum piece (pp) originates from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. A platinum piece is worth one hundred gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

Table – Exchange Rates

Coin	CP	SP	GP	PP
Copper (cp)	1	1/10	1/100	1/10,000
Silver (sp)	10	1	1/10	1/1,000
Gold (gp)	100	10	1	1/100
Platinum (pp)	10,000	1,000	100	1

## Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

**Arms, armor, and other equipment:** As a general rule, undamaged weapons, armor, and other equipment fetch one-fifth their cost when sold in a market.

**Magic items:** As a general rule, magic items fetch one-fifth their cost when sold in a market.

**Gems, jewelry, and art objects:** These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

**Trade goods:** On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods – bars of iron, bags of salt, livestock, and so on – retain their full value in the market and can be used as currency.

*Merchant by Luigi Castellani*



## Armor

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from cloth (lightly padded armor or regular clothing) to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into two categories: light armor and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

**Armor Proficiency:** Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor you are not proficient with, you suffer a -2 penalty to attack rolls and Reflex defense.

**Armor Class (AC):** Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

**Armor Check Penalty:** The wearer suffers the listed penalty to skills that identify that they come with an Armor Check Penalty.

**Shields:** A shield is made from wood or metal and is carried in one hand.

You can benefit from only one shield at a time.

Light shields are strapped to your arm, you can still use your hand (for example, to hold things or climb, but not to wield a weapon). Heavy shields are strapped to your arm and held in your hand, so you cannot use your hand for anything else.

A shield's bonus applies to Armor Class and Reflex defenses.

**Speed Penalty:** The wearer's speed is reduced by the listed amount. If the wearer has multiple movement modes (for example, walk, swim and fly speeds), the penalty applies to each movement mode.

### Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity or Intelligence modifier to the base number from your armor type to determine your Armor Class.

**Cloth:** Cloth armor is padded armor, or just regular clothes or a robe.

**Leather:** The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

**Hide:** This armor consists of thick furs and pelts.

### Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor does **not** let you add your Intelligence or Dexterity modifier to your Armor Class.

**Chain Mail:** Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows.

**Scale:** This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

**Plate:** Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Table – Armor and Shields

Name	Type	Base AC	Armor Check Penalty	Speed Penalty	Cost	Weight
Cloth armor	Light	10			1	4 lb.
Leather armor	Light	12			25	15 lb.
Hide armor	Light	13	-1		30	25 lb.
Chainmail	Heavy	16	-1	-1	40	40 lb.
Scale armor	Heavy	17		-1	45	45 lb.
Plate armor	Heavy	18	-2	-1	50	50 lb.

Name	Type	Shield Bonus	Armor Check Penalty	Speed Penalty	Cost	Weight
Light shield	Shield	+1			5 gp	6 lb.
Heavy shield	Shield	+2	-2		10 gp	15 lb.

## Weapons

Your class grants proficiency in certain weapons, reflecting both the class's approach and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess.

Every weapon is classified as either melee or ranged. A **melee weapon** is typically used to attack a target in an adjacent square to you, whereas a **ranged weapon** is used to attack a target at a distance. Some melee weapons, called **thrown weapons**, can be used at a range. Other melee weapons, called **reach weapons**, are still held in the hands for an attack but can attack creatures further away than just adjacent squares.

By default, Strength is added to attack and damage rolls for melee weapon attacks and Dexterity to attack and damage rolls for ranged weapons.

### Weapon Proficiency

Your ancestry, class, and feats can grant you proficiency with certain weapons or categories of weapons. The three categories are **simple**, **martial** and **exotic**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use. Typically, proficiency in an exotic weapon only comes with specialized training.

Proficiency with a weapon allows you to add the weapon's proficiency bonus to the attack roll for any

attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add the proficiency bonus to the attack roll.

### Character Size and Weapons

Small characters have trouble wielding two-handed weapons. Small characters cannot wield a two-handed weapon unless the weapon has the Small property.

Medium characters who wield a one-handed weapon in two hands (other than one-handed weapons with the Side Weapon property) get a +1 bonus to damage.

**Variant: No Weapon Limitations for Small Characters**  
While officially Small characters are limited in which weapons they can use, this can be frustrating for players and is not very important for game balance. GMs may prefer to let Small characters use any weapon they like.

### Weapon Groups

A weapon group describes the category that a weapon belongs to. Handaxes, battleaxes and greataxes all belong to the Axes category, for example.

Weapon group has no rules of its own, but other powers and features might depend on the player character using a weapon from a particular group.

- Axes
- Bows
- Crossbows
- Slings
- Maces and Clubs
- Light Blades
- Spears and Lances

- Staffs
- Heavy Blades
- Picks and Hammers
- Polearms
- Flails and Chains

## Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

**Improved Critical:** *Level 1:* +1dW damage on a critical hit. *Level 11:* +2dW damage on a critical hit. *Level 21:* +3dW damage on a critical hit.

**Loading:** You can use a weapon that requires loading with ammunition to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container takes either a free or swift action, as specified in the table. At the end of the encounter, you can recover half your expended ammunition by taking a minute to search the battlefield.

*Loading (free):* It takes two hands to reload this weapon.

*Loading (swift):* It takes two hands to reload this weapon. Because of the time required to load this weapon, after making a basic attack or attack power with this weapon, you must spend a swift action before attacking with it again.

**Range:** A weapon that can be used to make a ranged attack has a range. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have a -2 penalty on the attack roll. You can't attack a target beyond the weapon's long range.

**Reach:** This weapon adds 1 square to your reach when you attack with it. You can only flank or opportunity attack adjacent enemies, however.

**Thrown:** You can throw the weapon to make a ranged attack.

*Thrown (light):* Use Dexterity for attack and damage rolls when you make a basic ranged attack with a heavy thrown weapon.

*Thrown (heavy):* Use Strength instead of Dexterity for attack and damage rolls when you make a basic ranged attack with a heavy thrown weapon.

**Two-Handed:** This weapon requires two hands when you attack with it.

**Side Weapon:** You can hold a side weapon in your off hand. You can wield a one-handed weapon in one hand

and a side weapon in your other. Each time you make a weapon attack (including a weapon power), you choose which weapon you attack with.

**Small:** Small characters cannot use a two-handed weapon unless it also has the Small property.

## Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon, 10 crossbow bolts, 20 sling bullets or 30 arrows for 500 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

## Improvised Weapons

An improvised weapon, including an unarmed strike, does 1d4 damage (one-handed) or 1d8 damage (two-handed), with no proficiency bonus on the attack.

## Designing Your Own Weapons

Only a small selection of weapons are presented.

However, you can design your own melee weapons by selecting one of the generic options in square brackets, and assigning a Weapon Group to them.

Certain weapons get an additional property or benefit based on their Group (if [group] is written under Properties):

- **Axes; Maces and Clubs; Spears and Lances; Staffs:** Weapon die increases by one (see Increased Weapon Die table below).
- **Light Blades; Heavy Blades:** Proficiency bonus increases by +1.
- **Picks and Hammers; Flails and Chains:** Improved Critical.
- **Polearm:** Reach 1.

You can design an exotic melee weapon by taking a martial weapon and adding another Group to it, along with the Group-based benefit or property listed above.

For example, a khopesh could be a one-handed weapon in the Heavy Blades and Axes Groups, making it a proficiency +3, damage 1d10 weapon. A kukri could be a side weapon in the Light Blades and Heavy Blades Groups, making it a proficiency +4, damage 1d6 weapon.

You can design an exotic ranged weapon by taking a martial weapon and increasing either its proficiency bonus by +1 or its damage die by one step.

Table – Increased Weapon Die

Die	Increases to
1d4	1d6
1d6	1d8
1d8	1d10
1d10	2d6 or 1d12

#### Example Weapons:

**Simple side weapon:** Knife (light blade), dart (spear)

**Simple one-handed weapon:** Light mace (mace), sickle (light blade), shortspear (spear), club (mace)

**Simple two-handed weapon:** Greatclub (mace), morningstar (mace), quarterstaff (staff), scythe (heavy blade)

**Martial side weapon:** Throwing hammer (hammer), handaxe (axe), hatchet (axe), shortsword (light blade), juggling club (mace), combat grapple (flail), fork (spear), light pick (pick)

**Martial one-handed weapon:** Rapier (light blade), scimitar (light blade), heavy mace (mace), longsword (heavy blade), warhammer (hammer), adze (axe), war pick (pick), battleaxe (axe), bladed scarf (flail), fighting fan (light blade)

**Martial two-handed weapon:** Greataxe (axe), greatsword (heavy blade), maul (hammer), heavy flail (flail), falchion (heavy blade), greatpick (pick), hooked hammer (pick)

**Martial reach weapon:** Longspear (polearm, spear), halberd (axe, polearm), glaive (heavy blade, polearm), bo staff (polearm, staff), pike (polearm, spear)

**Exotic side weapon:** Kukri (light blade, heavy blade), nunchaku (flail, mace)

**Exotic one-handed weapon:** Khopesh (axe, heavy blade)

**Exotic two-handed weapon:** Dwarven urgrash (axe, spear), gnome hooked hammer (mace, pick), orc double-axe (axe, heavy blade), two-bladed sword (light blade, heavy blade)

**Exotic reach weapon:** Spiked chain (light blade, flail)

#### Special Weapons

The exotic weapon category is a good place for weapons that do not follow the normal weapon creation rules. The garrote is given as an example.

**Garrote:** A simple wire, when used properly, can disable or kill an opponent in seconds.

**Requirement:** You can only use a garrote against a target granting you combat advantage which is not aware of you. You can only use the garrote with a melee basic attack or specific powers which utilize the garrote.

**Property:** When you hit with a garrote, you grapple the target. The target cannot speak while grappled. The target is dazed while the grapple is in effect. The target also suffers a -2 penalty to escape attempts.

Table – Weapon Templates

Type	Range	Type	Hand	Proficiency	Damage (dW)	Cost (gp)	Weight (lb)	Range	Properties
Simple side weapon	Melee	Simple	1	+2	1d4	2	2	5/10	Side Weapon, Thrown (Light)
Simple one-handed weapon	Melee	Simple	1	+2	1d8	5	5		
Simple two-handed weapon	Melee	Simple	2	+2	1d10	5	10		
Martial side weapon	Melee	Martial	1	+2	1d6	5	1	5/10	Side Weapon, Thrown (Heavy), [group]
Martial one-handed weapon	Melee	Martial	1	+2	1d8	10	4		[group]
Martial two-handed weapon	Melee	Martial	2	+2	1d10	25	8		[group]
Martial reach weapon	Melee	Martial	2	+2	1d8	25	8		Polearm (Reach 1), [group]

Table – Simple Ranged Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Buffs	Group
Light Crossbow	Ranged	Simple	1	+2	1d6	10/20	35	4	Loading (Free)	Crossbows
Sling	Ranged	Simple	1	+2	1d6	10/20	0	0	Loading (Free)	Slings
Heavy Crossbow	Ranged	Simple	2	+2	1d8	15/30	50	8	Loading (Swift)	Crossbows

Table – Martial Ranged Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Buffs	Group
Longbow	Ranged	Martial	2	+2	1d10	20/40	50	4	Loading (Free)	Bows
Shortbow	Ranged	Martial	2	+2	1d8	15/30	35	3	Loading (Free), Small	Bows

Table – Exotic Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Cost (gp)	Weight (lb)	Buffs	Group
Exotic side weapon	Melee	Exotic	1	+2	1d6	5	1	5/10	Side Weapon, Thrown (Heavy), [two groups]
Exotic one-handed weapon	Melee	Exotic	1	+2	1d8	10	4		[two groups]
Exotic two-handed weapon	Melee	Exotic	2	+2	1d10	25	8		[two groups]
Exotic reach weapon	Melee	Exotic	2	+2	1d8	25	8		Polearm (Reach 1), [two groups]
Garrote	Melee	Exotic	2	+3	1d4	1	0	Special (Garrote)	Special

## Fociuses

Most arcane, divine and natural powers, and some martial powers, have the Focus tag, meaning that they benefit from a magic focus if you use one while you use the power. Each power can only benefit from one magic focus at most.

You get no benefit from using a focus unless you are proficient with it.

**Arcane Focus:** An arcane focus is a special item – typically an orb, rod, staff, wand or book, although a crystal or a pouch of spell components would also be thematically appropriate – designed to channel the power of arcane spells.

A quarterstaff can be used as both an arcane focus and a weapon. A quarterstaff can be held in one hand when being used as a focus. A quarterstaff can either be enchanted as a focus or as a weapon, or separately as a weapon and as a focus -- in which case it costs as much as each item would separately, put together.

Unless otherwise mentioned, an arcane focus requires a hand to use.

**Druidic Focus:** A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or

another special wood, a staff drawn whole out of a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

Unless otherwise mentioned, a druidic focus requires a hand to use.

**Holy Symbol:** A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic.

Unless otherwise mentioned, a holy symbol does not require a hand to use. It is enough that you have it on your person (perhaps emblazoned on a shield or hung around your neck).

**Martial Focus:** A martial focus is an item that inspires or reminds when seen or studied. It might be a short scroll describing a meditation that sharpens the mind for battle, or a book of strategies that can be reviewed quickly before bed, or a blunt sword that can be practiced with, or bindings wrapped around your hands while bareknuckle boxing, or a banner you carry on your back.

Unless otherwise mentioned, a martial focus does not require a hand to use. It is enough that you have it on your person.

## Adventuring Gear

This section describes items that have special rules or require further explanation.

**Climber's Kit:** A climber's kit includes a grappling hook, a small hammer and 10 pitons. Gain a +2 bonus on Athletics checks to climb when you use a climber's kit.

**Candle:** Illuminates a 2-square radius with dim light. Burns for one hour.

**Dungeoneer's Pack (15 gp):** Includes a backpack, a bedroll, a flint and steel, a belt pouch, 10 days of rations, a waterskin and two sunrods. The pack also has 50 feet of hempen rope strapped to the side of it. The total weight of the pack is 30.5 lbs.

**Everburning torch:** This otherwise normal torch has a *continual flame* incantation cast upon it. Casts bright light in a 5-square radius.

**Lantern:** Burns for 8 hours per pint of oil and casts bright light in a 10-square radius.

**Rations:** Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

**Spellbook:** Essential for wizards, a spellbook is a leather-bound tome with 128 blank vellum pages suitable for recording spells. It is also used to record incantations by those who can cast them.

**Sunrod:** This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates (bright light) a 20-square radius. It glows for 4 hours, after which the gold tip is burned out and worthless.

**Tent:** A simple and portable canvas shelter.

**Torch:** A torch burns for 1 hour, providing bright light in a 5-square radius.

**Thieves' tools:** This kit contains the tools you need to disable traps and open locks, and gives you a +2 bonus on Thievery checks to do so.

**Waybread:** 10 days' worth of food in a light but expensive form. Impractically wrapped in flaky leaves.

Table – Ammunition

Item	Cost	Weight
Arrows (30)	1 gp	3 lb.
Crossbow bolts (20)	1 gp	2 lb.
Sling bullets (20)	1 gp	5 lb.

Table – Focuses

Item	Cost	Weight
Arcane focus: Book	10 gp	1 lb.
Arcane focus: Orb	10 gp	1 lb.
Arcane focus: Rod	10 gp	1 lb.
Arcane focus: Staff	5 gp	4 lb.
Arcane focus: Wand	10 gp	1 lb.
Druidic focus	5 gp	1 lb.
Holy symbol	10 gp	1 lb.
Martial focus	10 gp	1 lb.

Table – Adventuring Gear

Item	Cost	Weight
Backpack	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Candle	1 cp	-
Chain (10 feet)	30 gp	2 lb.
Chest	2 gp	25 lb.
Climber's kit	2 gp	11 lb.
Everburning torch	50 gp	1 lb.
Flask	3 cp	1 lb.
Flint and steel	1 gp	-
Good clothes	30 gp	6 lb.
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Lantern	10 gp	2 lb.
Oil (flask)	1 sp	1 lb.
Piton	1 sp	0.5 lb.
Pole (10-foot)	5 cp	7 lb.
Pouch	1 gp	0.5 lb.
Rations (10 days)	5 gp	10 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Spellbook	50 gp	3 lb.
Sunrod	4 gp	2 lb.
Tent, two-person	10 gp	20 lb.
Thieves' tools	20 gp	1 lb.
Torch	1 cp	1 lb.
Waterskin	1 gp	4 lb. (full)
Waybread (10 days)	50 gp	1 lb.

## Mounts and Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down.

More rules for mounts and vehicles appear in the Advanced Options chapter.

Table – Mounts and Other Animals

Item	Cost
Riding horse	360 gp
War horse	520 gp

Table – Vehicles

Item	Cost	Carrying Capacity
Cart	340 gp	2,000 lb.
Rowboat	420 gp	600 lb.

# 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. Prestige path powers do not count towards total class powers available.

**Table – Prestige Paths and Their Requirements**

Name	Requirements
Assassin	Proficiency with simple melee and ranged weapons.
Battlefield Healer	Trained in Heal.
Bounty Hunter	
Breathstealer	Proficiency with garrote.
Darkwood Archer	Proficiency with military ranged weapons.
Deadeye Arbalester	Proficiency with light and heavy crossbows.
Devotee	
Elocater	<i>Psi focus.</i>
Invested	Channel Divinity.
Ironsides	
Martial Arts Champion	Unarmed Combat feat.
Pyromancer	A power with the Fire tag.
Ring Fighter	Unarmed Combat feat.
Ruler of Shadows	
Selfless Protector	
Shadowsneak	Trained in Stealth.
Silver Tongue	Trained in Diplomacy.
Spellwright	Arcane class.
Tactician	
Weapon Master	At least one Martial power.



## Assassin

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 your basic melee attack damage to your last hit with any one-handed melee 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.

**Getaway (16th level):** Each time you stagger a target with a one-handed weapon, you may shift a number of squares equal to your Dexterity modifier as a free action.

### Powers

#### Make Sure They're Dead

*Otherwise you don't get paid ...*

**Encounter Attack 11 (Free Action) • Martial, Consistent, Weapon**

**Near** burst 5, the triggering creature

**Trigger** You stagger a creature with a one-handed weapon.

**Attack** Strength or Dexterity (your choice) vs AC

**Hit** 2dW + Strength or Dexterity (your choice) modifier damage.

#### The Professional

*No emotions. No investments. No hesitation.*

**Daily Utility 12 (Swift Action) • Martial**

**Self**

**Effect** Until the end of the encounter, when you are granted a basic attack outside of your turn (from an opportunity action, ally power, etc.), you do additional damage equal to your Dexterity modifier +2 if you hit.

**Level 21:** You do additional damage equal to your Dexterity modifier +5 if you hit.

#### Like a Ghost

*You move like the wind and strike like lightning.*

**Daily Attack 20 (Standard Action) • Martial, Weapon**

**Melee or Ranged** weapon, one creature granting you combat advantage

**Attack** Strength or Dexterity (your choice) vs AC

**Hit** 4dW + Strength or Dexterity (your choice) modifier damage.

**Miss** Half damage.

**Effect** Shift up to 10 squares.

# Battlefield Healer

Calling Back by Miguel Santos

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):** When you spend an action point to take an extra action, all allies in sight can make a saving throw.

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

**Profound Medical Advice (16th level):** Once per round, you can take the Treat Ally action as a swift action.

## Powers

### Race to the Fallen

An ally falls from a heavy blow. You race to their aid, attacking the enemy desperately in hopes it will back off.

**Encounter Attack 11 (Reaction Action) • Healing, Martial, Weapon**  
Near burst 5, the triggering ally

**Trigger** One ally in burst you can see is staggered by an attack.

**Effect** The triggering enemy is pushed 2 squares, and you make a basic attack against it (in either order). Shift into a square adjacent to the target. The target can spend a recovery and regain its recovery value plus 3d6 additional hit points.

### Impromptu Surgery

A foreign implement is causing internal bleeding. You fish it out and try to close the wound.

**Daily Utility 12 (Standard Action) • Healing, Martial**  
Melee touch, one staggered ally

**Effect** The target automatically succeeds on one saving throw and can spend up to two recoveries to heal its recovery value that many times.

### No Longer Civilized

An ally succumbs to their injuries. You can no longer be a healer. You must be a protector.

**Daily Attack 20 (Standard Action) • Martial, Weapon**  
Melee or Ranged weapon, one creature that has reduced an ally in line of sight to 0 hit points or below.

**Attack** Wisdom vs AC

**Hit** 4dW + Wisdom modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

**Miss** Repeat the attack against the same target. The second attack suffers a -2 to the attack roll but deals +1dW damage on a hit. If you still miss, the target takes half damage and is pushed one square.

# 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, you can mark a creature as a swift action. When you hit a creature you have marked, you do 1d6+3 damage (2d6+5 at level 21).

**All In (11th level):** When you spend an action point to make an attack against a creature you have marked, 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):** When a creature you have marked moves, you can shift 1 square as an immediate reaction.

## Powers

### Thought Process

You predict where the enemy will move.

**Encounter Attack 11 (Swift Action) • Martial, Consistent**

Near burst 10, a creature you have marked

**Attack** Intelligence +2 vs Will

**Hit** The target is rattled and grants combat advantage to all allies in sight until the end of your next turn.

### Mental Prediction

Your knowledge of the enemy runs deep, beyond what your allies or even enemies know.

**Encounter Utility 12 (Move Action) • Martial**

Near earshot, you and up to four allies

**Effect** The target gains a +2 power bonus to AC and Reflex defense against creatures you have marked until the start of your next turn.

**Maintain Swift** The effect persists until the start of your next turn. You can maintain only once.

### This One Especially

Of all the targets, this is the one that must be taken down immediately.

**Daily Attack 20 (Swift Action) • Martial, Weapon**

Near earshot, you and up to four allies

**Effect** Choose a creature you have marked. Each target makes a basic attack against that creature.

## 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 one standard action and one move action (in either order).

**Complete Control (11th level):** If you have grappled a target with a garrote, you can shunt 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 two steps (from 1d4 to 1d8).

### Powers

#### Torque Twist

*You wind the cord and draw it tight employing a technique few others know.*

**Encounter Attack 11 (Free Action) • Martial, Weapon Self**

**Trigger** You hit a creature with a garrote.

**Effect** The target takes 1dW extra damage from the triggering attack, and is stunned until the start of your next turn.

#### Compliant Target

*Your opponent doesn't appear capable of struggling when you have a cord wrapped tight around their neck.*

**Daily Utility 12 (Move Action) • Martial**

**Self**

**Requirements** You are grappling a creature using a garrote.

**Effect** Shift your speed and pull the creature you are grappling with you. You gain a +2 bonus to sustain the grapple until the grapple ends.

#### Go to Sleep

*You feel the breath leave the target as you apply pressure.*

**Daily Attack 20 (Swift Action) • Martial, Weapon**

**Melee weapon**, one creature you are grappling with a garrote

**Effect** The target is helpless against your attacks until the start of your next turn or until you score a hit (whichever comes first). On a hit, the target falls unconscious. If the target suffers any further damage, it is no longer unconscious.

## Darkwood Archer

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

### Class Features

**Automatic Reflexes (11th level):** When you use an action point, you can use two at-will attack powers with the extra action.

**Waste of Skill (11th level):** If you score a critical hit with a daily attack power, and the creature you hit was the only target, the power is not expended.

**They Thought You Missed (16th level):** When you make an attack with a ranged weapon that misses, you still inflict damage equal to your Dexterity modifier.

### Powers

#### Splintering Shot

*The arrow shatters, damaging targets around.*

**Encounter Attack 11 (Free Action) • Martial Self**

**Trigger** You reduce a creature to 0 HP or below.

**Effect** Each creature in a burst 2 around the target takes damage equal to 2 + your Dexterity modifier.

**Level 21:** Each creature in a burst 2 around the target takes damage equal to 5 + your Dexterity modifier.

#### Stalking Horse

*Your enemy is certain of your location. They're wrong.*

**Daily Utility 12 (Move Action) • Martial, Teleportation**

**Near** burst 10, an unoccupied space you can see that grants three-quarters cover or total concealment

**Effect** You teleport to the target space.

#### Perfect Shot Placement

*Once you get the measure of one enemy, their allies are easy pickings.*

**Daily Attack 20 (Standard Action) • Consistent, Martial, Weapon Ranged weapon, one creature**

**Attack** Dexterity vs AC

**Hit** 4dW + Dexterity modifier damage and make a secondary attack against all enemies within burst 3 of the target.

**Secondary Attack:** Dexterity vs AC; 2dW + Dexterity modifier damage.

## 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 light and heavy crossbows.

### Class Features

**Precise Shot (11th level):** Spend an action point to add your basic ranged attack damage to your last hit with any 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.

### Powers

#### Strafing Attack

*You bolt across the battlefield, hardly taking a moment to aim. The crossbow remains steady as you run.*

**Encounter Attack 11 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

Miss Half damage, and the target is pushed 1 square.

**Effect** Before your attack, shift your speed. You can attack at any point during the move.

#### Through the Hat

*That last shot had you for certain. You pass your fingers nonchalantly through your hair and reenter the fight.*

**Daily Utility 12 (Counter Action) • Martial**

Self

Trigger You are hit with a ranged attack.

**Effect** The attack misses.

#### Bolt Waltz

*Like a ballet, you sashay and sidestep, firing at opponents and avoiding every counterattack.*

**Daily Attack 20 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

**Effect** Repeat the attack three times, shifting 4 squares before each attack.

## Devotee

You specialize in deepening your specialization.

**New At-Will Power (11th level):** Choose an at-will attack power from a discipline you have access to. You gain that power.

**Devoted Action (11th level):** When you spend an action point to use an at-will or encounter attack power, you get a +2 bonus to the attack roll and do an additional +2 damage if you hit.

**New Encounter Power (11th level):** Choose an encounter attack power (level 7 or lower) from a discipline you have access to. You gain that power.

**New Utility Power (12th level):** Choose a utility power (level 10 or lower) from a discipline you have access to. You gain that power.

**New Daily Power (20th level):** Choose a daily attack power (level 19 or lower) from a discipline you have access to. You gain that power.

## Elocater

You specialize in the cracks in reality, the passages between worlds. With the right leverage, you can pass from anywhere to anywhere.

**Requirements:** Psi focus.

### Class Features

**Accelerated Echo (11th level):** When you spend an action point, you may expend your psi focus. If you do so, roll 1d6. On a 4, 5 or 6, you get a bonus action point.

**Turn Sidereal (11th level):** You gain the compress Tiny movement mode, allowing you to pass through gaps as if you were Tiny size.

**Flight (16th level):** You gain a fly speed equal to your walk speed (maximum altitude 1).

### Powers

#### Sidestep Charge

Encounter Attack 11 (Counter Action) • Phrenic, Weapon Self

**Trigger** An enemy that has already moved this turn makes an attack against you that misses.

**Effect** Make a basic attack against the triggering creature.

#### Flanking Echo

Encounter Utility 12 (Swift Action) • Phrenic, Summons, Teleportation

Near burst 5, one unoccupied square

**Effect** You summon a dimensional echo in the target square. When you take a move action, you can move the dimensional echo up to 6 squares. The echo assists your allies with flanks. The echo remains until the end of the encounter, or until you dismiss it with a swift action. When you dismiss it, you may teleport to the square it occupied if you wish.

#### Accelerated Action

Daily Attack 20 (Swift Action) • Phrenic Self

**Effect** Make a basic attack or take a move action.

**Maintain Swift** Repeat the effect.

## Invested

By candlelight in the temple, you were sworn to take the word of your god to the world, to challenge non-believers and bring enemies of the faith to their knees.

**Requirements:** Channel Divinity.

### Class Features

**Divine Reach (11th level):** When you spend an action point to use a divine power, and that power is a melee or ranger power, you may choose one additional target. If the power is a near or far power, you may increase the area of the power by 1.

**Gift of the Divine (11th level):** During a short rest, choose an ally. Until your next short rest, that ally can use Channel Divinity once, choosing from the powers available to you.

**In God's Hands (16th level):** Once per encounter, you can reroll an attack roll that missed. If you still miss, you are dazed until the end of your next turn.

### Powers

#### Blast Infidels

Encounter Attack 11 (Standard Action) • Divine, Focus, Radiant

Near burst 3, all creatures of the alignment of your choice

**Attack** Wisdom vs Fortitude

**Hit** 2d10 + Wisdom modifier radiant damage.

#### Faith Healing

Daily Utility 12 (Swift Action) • Divine, Healing

Near burst 5, you and all allies

**Effect** The target may spend a recovery to heal hit points equal to their recovery value.

#### Proselytize

Daily Attack 20 (Standard Action) • Charm, Divine, Focus, Radiant

Ranged 10, one enemy

**Attack** Wisdom vs Will

**Hit** The target is controlled until the end of your next turn.

**Miss** 2d12 + Wisdom modifier radiant damage.

## Ironsides

You're the one they're going to make statues of. 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 swift action. This mark lasts until the end of the encounter.

Against creatures you have marked, you gain a +2 bonus to damage rolls. This bonus increases to +4 at 21st level.

**Unexpected Response (11th level):** When you spend an action point to take an extra action, you can also spend a recovery to heal your recovery value.

**The War Shout (16th level):** Once per encounter, use a swift action to mark all enemies in a Near burst 10 until the end of your next turn.

### Powers

#### Remember Me?

*A few well-placed shots brings an enemy's attention back around to you.*

**Encounter Attack 11 (Counter Action) • Martial, Weapon**

**Melee or Ranged** weapon, the triggering enemy

**Trigger** An enemy you have marked attacks an ally.

**Attack** Strength vs AC

**Hit** 3dW + Strength modifier damage.

**Miss** Half damage.

**Effect** The target's attack misses.

#### Encouraging Stance

*You may not be the leader, but you do set the example.*

**Daily Utility 12 (Free Action) • Martial**

Near burst 10, up to three allies

**Trigger** You score a critical hit on an enemy.

**Effect** The target can spend a recovery and heal their recovery value plus your Constitution modifier.

#### Onslaught

*The enemy forces are close enough to see your eyes. They expect you to run; you don't. They realize too late your unshakable will.*

**Daily Attack 20 (Standard and Move Action) • Martial, Weapon**

Near arc 6, all enemies

**Attack** Strength vs AC

**Hit** 2dW + Strength modifier damage, and the target is knocked prone.

**Maintain Standard** Shift three squares and repeat the attack. You cannot attack prone targets and you cannot maintain if you have no targets.

## Martial Arts Champion

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

### Class Features

**Carry Through (11th level):** Once per round, after one of your melee attacks does one of the following:

- Scores a critical hit
- Staggers a target
- Drops a target

You immediately deal damage equal to your Strength or Dexterity modifier (whichever is higher) 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.

### Powers

#### Pressure Point

*Your strike causes the touch of death.*

**Encounter Attack 11 (Free Action) • Martial, Weapon**

**Self**

**Trigger** You hit a creature.

**Effect** The triggering creature takes persistent 10 damage (save ends).

#### Battlefield Dance

*You flip, jump, and dance your way past your enemies.*

**Daily Utility 12 (Move Action) • Martial**

**Self**

**Effect** Shift up to 10 squares, ignoring difficult terrain.

#### Technical Attack

*Your attack carries amazing power from a short distance.*

**Daily Attack 20 (Swift Action) • Martial, Stance**

**Self**

**Effect** While in this stance, each time you hit a creature with a melee attack, you push it 4 squares and knock it prone. If the creature cannot be pushed 4 squares, it takes additional damage equal to twice your Dexterity modifier and is dazed until the end of your next turn. If the target is pushed, you can immediately shift into an adjacent square.

## Pyromancer

Since a child you have been obsessed with fire: its destructive potential, but also its capacity to inspire and transform. But let's be honest, mostly its destructive potential.

**Requirements:** A power with the Fire tag.

### Class Features

**Sirocco (11th level):** When you spend an action point, in addition to the normal benefit you also gain a fly speed equal to your walking speed until the end of the turn.

**Faerie Fire (11th level):** Enemies you are adjacent to do not benefit from concealment or invisibility.

**Burnt Over (16th level):** You gain resistance to fire 10 and a +2 bonus to saving throws against all persistent damage.

### Powers

#### Fire Lash

**Encounter Attack 11 (Standard Action) • Arcane, Fire, Focus**

Melee 5, one creature

**Attack** Intelligence vs Reflex

**Hit** 3d10 + Intelligence fire damage and the target is pulled 4 squares.

#### Fast Burn

**Encounter Utility 12 (Swift Action) • Arcane, Fire, Focus**

Near burst 5, all enemies suffering any persistent damage

**Attack** Intelligence vs Fortitude

**Hit** The target takes damage equal to the amount of persistent damage they are suffering. This damage is of the same type they are already suffering.

#### Heat Death

**Daily Attack 20 (Standard Action) • Arcane, Fire, Focus**

Near burst 5, one creature

**Attack** Intelligence vs Will

**Hit** 2d10 + Intelligence modifier fire damage and the target suffers from persistent 10 fire damage (save ends).

**Effect** Until the end of the encounter, if the target takes fire damage they suffer from persistent 10 fire damage (save ends). If they are already suffering from persistent fire damage, only the higher persistent fire damage applies.

## 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.

### Powers

#### Side Control

*You gain the edge and lock your opponent on the ground.*

**Encounter Attack 11 (Move Action) • Martial**

Melee touch, one creature you are grappling

**Effect** Strength modifier + Dexterity modifier damage, and the target is dazed until they escape.

#### Tolerance Threshold

*The enemy puts on the pressure. You grit your teeth and hold back the pain.*

**Daily Utility 12 (No Action) • Martial**

**Self**

**Effect** Recover from any of the following conditions at the start of your turn: dazed, slowed, stunned, and weakened. You also end any persistent damage conditions you currently suffer from, and gain a +5 bonus to escape from any grapple you are currently in until you succeed.

#### Mounted Attack

*You have complete control. Your enemy is done for the day.*

**Daily Attack 20 (Standard Action) • Martial**

Melee touch, one creature you are grappling

**Effect** Strength modifier + Dexterity modifier damage, and the target is stunned (save ends).

**Maintain Move** The target takes Strength modifier + Dexterity modifier damage. You cannot maintain if the target escapes your grapple.

## Ruler of Shadows

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.

**Prerequisite:** Your class or secondary class has the Striker role.

### Class Features

**Trusty Action (11th level):** 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):** 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 (16th level):** You do not grant combat advantage from being flanked.

### Powers

#### Just Desserts

*You show a foe that two can play at that game.*

**Encounter Attack 11 (Reaction Action) • Shadow, Weapon**

**Melee or Ranged** weapon, one target in weapon range

**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

*You slip out of view and appear somewhere totally different.*

**Daily Utility 16 (Swift Action) • Shadow, Teleport**

**Self**

**Effect** You teleport 20 squares, but must choose an unoccupied space that either no creature can see or that no creature other than you can see. You are incorporeal and have phasing until the end of your next turn.

#### Cloak Abduction

*You sweep someone up in your cloak.*

**Daily Attack 20 (Standard Action) • Shadow, Teleport**

**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. If you wish, 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 your next turn, and it takes no damage.

## 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 Hit (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 or until you change focus, 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 shunt 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.

### Powers

#### Protective Instincts

*Someone takes a shot at you or your assignment. Your reflexes kick in.*

**Encounter Attack 11 (Counter Action) • Martial, Weapon Self**

**Trigger** A creature attacks you or your focus.

**Effect** Make a basic attack, and you and your focus shift together 4 squares.

#### Evasive Techniques

*You throw your client out of the way of imminent death.*

**Daily Utility 12 (Counter Action) • Martial**

**Melee** touch, your focus

**Trigger** Your focus is hit by an attack.

**Effect** Swap places with your focus and you are the target of the attack. You and your focus shift together 5 squares. You gain a +2 power bonus to AC and Reflex defense until the end of your next turn.

#### Aggressive Response

*The point is to act before your enemy even intends to strike.*

**Daily Attack 20 (Counter Action) • Martial, Weapon**

**Melee or Ranged** weapon, one creature

**Trigger** An enemy moves within range of your weapon.

**Effect** Make a basic attack against the triggering enemy: on a hit, the enemy's turn ends. Nominate a creature within 4 squares as your focus and pull them to an adjacent square.

## 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):** As a move action, you can spend a recovery to shift your speed. You can move vertically up to two squares during this shift.

**Under any Shadow (11th level):** While in three-quarters cover or total concealment, you can spend an action point; instead of taking an extra action, you can maintain three-quarters cover or total concealment until the end of your next turn, regardless of where you move.

**Attack from Ambush (16th level):** When you attack from three-quarters cover or total concealment, you do additional damage on a hit equal to your Dexterity modifier.

### Powers

#### Complete Covertness

*You could be standing in front of the enemy, and they still wouldn't see you.*

**Encounter Attack 11 (Swift Action) • Martial**

Ranged 10, one creature granting you combat advantage

**Attack** Dexterity +2 vs Will

**Hit** Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

#### Back of Your Head

*Nothing gets past you.*

**Daily Utility 12 (Swift Action) • Martial**

**Self**

**Effect** Until the end of the encounter, you don't grant combat advantage and you cannot be distracted. You can walk or run without suffering penalties to Stealth checks.

#### Looking Nonchalant

*You slip by your enemies even with them looking straight at you.*

**Daily Attack 20 (Move Action) • Martial**

Near burst 10, all enemies you can see

**Attack** Dexterity +2 vs Will

**Hit** Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

**Miss** You may reroll a missed attack roll once against each target.

**Effect** You do +2dW damage on your next weapon attack that hits.

## 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.

**I Think We Got Off On The Wrong Foot (11th level):** When you fail a Diplomacy or Intimidate check, you can spend an action point to add a +10 bonus to your check and reassess the outcome with this new total. You do not gain an extra action when you use an action point this way.

**Confidence Comes with the Position (16th level):**

Gain a +2 bonus to Will defense.

### Powers

#### Volume and Presence

*Your opponent's argument is invalid and ridiculous and your tolerance for their ignorance is over.*

**Encounter Attack 11 (Move Action) • Fear, Martial, Psychic, Consistent**

Near burst 5, one creature

**Attack** Charisma +2 vs Will

**Hit** The target is immobile and dazed until the start of your next turn. You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

**Maintain Swift** You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

#### Making It Up

*Unable to find the right set of truths to make your point, you just take a guess.*

**Daily Utility 12 (Free Action) • Martial**

**Self**

**Effect** You treat your next Bluff, History or Streetsmarts check before the end of your next turn as if you had rolled a 20.

#### Everything You Got

*Your arguments are so compelling, your opponent is having a difficult time concentrating.*

**Daily Attack 20 (Move Action) • Martial, Psychic, Consistent**

Near burst 5, one creature

**Attack** Charisma +2 vs Will

**Hit** The target is stunned until the start of your next turn. The target suffers a -4 penalty against any opposed Diplomacy or Intimidate checks and suffers a -4 penalty to Will defense until the end of the encounter.

**Effect** The target has vulnerability to your attacks 5 (save ends).

# Spellwright

You have dedicated yourself to mastering the arcane arts through dedicated study and intense theory.

**Requirements:** Arcane class.

## Class Features

**Dark Academia (11th level):** You have an intuitive sense of magic. The sense magic and detect magical things uses of Arcana are swift actions for you.

**Practiced Casting (11th level):** When you use an arcane encounter attack power with the action you gain from spending an action point, roll 1d6. On a 6, the power is not expended.

**Instinctive Counterspell (16th level):** Choose one keyword from Acid, Charm, Cold, Fear, Fire, Illusion, Lightning, Psychic and Thunder. You gain a permanent +2 bonus to defenses against powers with that keyword. Your allies also benefit from this bonus whenever they are within 10 squares of you.

## Powers

### Metamagical Violence

Encounter Attack 11 (Free Action) • Arcane

Self

**Trigger** You use an arcane at-will attack power.

**Effect** The attack's damage type changes to your choice of acid, cold, fire, lightning, psychic or thunder. You can also add one target to a melee or ranged attack, or increase the area of effect of a near or far power by 1. If the attack hits, you do an additional +2d8 damage.

### Metamagical Theorems

Encounter Utility 12 (Free Action) • Arcane

Self

**Trigger** You use an arcane power.

**Effect** You can alter one property of the power for this use.

- From a range of Self to Near burst 5, one ally
- From a range of Near to Far or vice versa
- From a range of Melee to Ranged or vice versa
- From Maintain Standard or Maintain Move to Maintain Swift

### Arcane Expulsion

*You suddenly and painfully unleash the unrealised magical potential of your target.*

Daily Attack 20 (Standard Action) • Arcane, Focus

Near burst 5, one creature

**Attack** Intelligence vs Will

Hit 4d10 + Intelligence modifier psychic damage.

**Effect** Make a secondary attack centered on the target.

*Secondary Attack:* Near burst 2, all creatures; Intelligence vs Will; on a hit, 2d10 + Intelligence modifier psychic damage.

# 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 sight rolls a natural 1, 2, or 3 on an attack roll, you and one other ally in sight can shift 2 squares.

**Tide of War (11th level):** The first time each encounter that an ally in sight is staggered, you gain an action point. You can spend a swift action to transfer an action point from you to any ally in sight.

**Take the Opportunity (16th level):** The first time each encounter that you are staggered by an attack, an ally in sight can make a basic attack as an immediate (react) action.

## Powers

### Eyes All Around

*You relay enemy weaknesses to an ally, giving them an opportunity to attack.*

Encounter Attack 11 (Move Action) • Martial

Near burst 10, one ally

**Effect** The target makes a basic attack.

### Reevaluate Strategy

*Battles are unpredictable and you make a quick alteration in the plan to adjust to enemy maneuvers.*

At-Will Utility 12 (Move Action) • Martial

Near burst 10, up to two allies

**Effect** The target shifts 1 square.

### Superior Strategic Endeavor

*You shout out a particularly complicated plan which will work flawlessly if everyone does what they're supposed to do.*

Daily Attack 20 (Standard Action) • Martial

Near burst 10, up to two allies

**Effect** The target uses one encounter power. The chosen power is not expended.

# 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.

**Pincer Attack (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 Strike

**Encounter Attack 11 (Standard Action) • Martial, Weapon**

**Melee or Ranged** weapon, one target

**Attack** Strength vs AC, two attacks

**Hit** 1dW + Strength modifier damage and the target is dazed until the end of your next turn. If both attacks hit, the target is stunned until the end of your next turn.

### Fast Learner

**Daily Utility 12 (Swift Action) • Martial**

**Self**

**Effect** Select a feat you meet the prerequisites for. You gain that feat until your next long rest.

### First Blood

**Daily Attack 20 (Standard Action) • 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 or above 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). Like prestige path powers, powers granted by epic paths are in addition to those granted you a character's class and do not count towards total class powers available.

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.

**Table – Epic Paths and Their Requirements**

Name	Description
Agent Retriever	You travel across the planes, locating and acquiring whatever your patrons need.
Master	You are the single greatest expert on the planet on a specific subject.
Most Dangerous	No one who hunts you knows your real name. You're a ghost.
Respected	Every soldier that passes you knows your face and gives you the courtesy you have earned.
Team	It was always, and will always be, about the team.
Ultimate	As the legendary fighter, you have too many laurels to count.

## 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 can make basic attacks and 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.

## Power

### Force Sphere

Daily Utility 26 (Counter Action) • 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. The zone persists until the end of your next turn.

**Maintain Swift** The zone persists until the end of your next turn.

## Master

You are the single greatest expert on the planet on a specific subject. 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 of your daily utility powers. It is now an encounter power.

**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.

### Power

#### Pioneer

*You're not tired. You're just getting warmed up.*

**Daily Utility 26 (Free Action) • Martial**

**Self**

**Effect** You heal damage equal to double your recovery value. You recover all your used encounter powers.

**Special** Once you use this power, you cannot recover it except by taking a long rest.

## 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. Your 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. You cannot use more than one action point per round.

**Vorpal Ways (30th level):** Once per hit, if you roll the maximum result on one or more of your initial damage dice, you can roll those dice again and add them to your damage total.

### Power

#### Reputation Earned

*Your enemy will soon discover why your name is so feared.*

**Daily Utility 26 (Free Action) • Martial**

**Self**

**Effect** You gain two action points.

## 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):** The first time in an encounter that an ally within line of sight misses on an attack, they may reroll their attack roll.

**Sacrifice Play (24th level):** As an immediate (react) action once per encounter, when an ally is reduced to below 0 hit points, you can grant any other ally in line of sight a standard , a move, and a swift action.

**Master Tactician (30th level):** Once per encounter, 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.

### Power

#### Not Tolerate Losing

*You make every ally in the battle know how you feel about defeat.  
You make them fear you more than the enemy.*  
**Daily Utility 26 (Standard Action) • Martial**  
Near burst 10, all allies  
**Effect** The target regains one expended encounter power.

## 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):** Each time you spend a recovery for any purpose, choose one ally within line of sight. The ally immediately saves against one effect a save can end (except dying).

**Where the Need is Greatest (24th level):** As a swift action, choose an ally (or yourself). The target loses one recovery. If you do so, choose an ally (or yourself). The target gains one recovery.

**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).

### Power

#### For the Sake of the Team

*You give an ally the precious time they need complete the task.*  
**Encounter Utility 26 (Free Action) • Martial**  
Near burst 10, one ally  
**Effect** The target takes one standard action.

## 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 +4 power bonus on your next attack roll.

**Risky Maneuver (30th level):** As a swift action, you can reduce all your defense values to 1 until the start of your next turn. On your next turn, the first attack you make is an automatic critical hit.

### Power

#### Lasting Image

*You are prepared to die, but you will be damned if you will let this opponent get away with what it just did.*

**Daily Utility 26 (No Action) • Martial**

**Self**

**Trigger** You begin dying.

**Effect** You regain consciousness and stand up. You can take a single action on your turn, losing all other actions except free actions. You can still take immediate actions and opportunity attacks. You gain a +2 bonus to all attack rolls and a +5 bonus to all damage rolls until the end of the encounter. You cannot be healed until the end of the encounter, and do not make death saves until then. At the end of the encounter, you fall unconscious and begin making death saves as normal.

# 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 like kits. 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.

See the “Powers” chapter for details on reading and interpreting powers.

## Key and Secondary Abilities

Some classes specify that powers selected from class disciplines may 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 an Exemplar (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 may use Strength or Charisma when using that ability.*

*Porthy is a Guardian with the kit “Dabbles in Exemplary Combat”, 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.*

Table – Disciplines

Name	Key Ability	Secondary Ability	Tradition
Angel's Trumpet	Charisma	Wisdom	Martial
Art of War	Strength	Dexterity	Martial
Blades in the Dark	Dexterity	Strength	Martial
Born to Run	Dexterity	Constitution	Martial
Cantrips			Arcane
Cup of Brimstone	Charisma	Constitution	Arcane
Deep, Dark, Truthful Mirror	Constitution	Charisma	Arcane
Elemental Flux	Intelligence	Constitution	Arcane
Frontline Fighting	Strength	Dexterity	Martial
Golden Lion	Strength	Charisma	Martial
High Cunning	Intelligence	Wisdom	Martial
Juggernautical	Strength	Constitution	Martial
Last Laugh	Charisma	Dexterity	Martial
Mastermind's Gambit	Intelligence	Wisdom	Martial
Puppeteer's String	Wisdom	Charisma	Arcane
Radiant Dawn	Wisdom	Charisma	Divine
Rapier's Point	Dexterity	Charisma	Martial
Red in Tooth and Claw	Constitution	Wisdom	Spirit
Seershot	Dexterity	Wisdom	Martial
Spells of Ice and Fire	Dexterity	Intelligence	Arcane
Starfall	Dexterity	Intelligence	Martial
Strong Bidding	Charisma	Wisdom	Spirit
Third Mind	Wisdom	Charisma	Phrenic
Veiled Moon	Intelligence	Dexterity	Arcane

# Angel's Trumpet

**Key Ability:** Charisma

**Secondary Ability:** Wisdom

**Sources:** Commander, Priest (classes), Embodies Charisma, Worships the God of Peace (kits)

You inspire and direct your allies, without getting your hands dirty with any actual fighting yourself.

Level 1

## Identify Target

**At-Will Attack 1 (Standard Action) • Focus, Martial**

Ranged 10, one enemy

Attack Charisma vs Will

**Effect** The target grants combat advantage until the end of your next turn. The first ally to hit the target with an attack heals  $1d6 + \text{your Charisma modifier}$  HP.

## Make Room

*There are others in a better position. You give them the opening they need.*

**At-Will Attack 1 (Standard Action) • Martial**

Near earshot, one ally

**Effect** The target makes a basic attack against an enemy of your choice, and gains a bonus to damage rolls for the attack equal to your Charisma modifier.

*Level 21:* Use as a move action instead of a standard action.

## Quick Save

*A quick word or push allows an ally a momentary improvement to their accuracy.*

**Encounter Attack 1 (Counter Action) • Martial**

Near earshot, the triggering ally

**Trigger** One ally misses with an attack roll against a creature you can see.

**Effect** The target may reroll the attack.

## Targeted Call

**Encounter Attack 1 (Standard Action) • Martial**

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 Attack 1 (Standard Action) • Focus, Martial, Psychic**

Near burst 3, all enemies

Attack Charisma vs Will

**Hit** The target is weakened (save ends).

## Geometric Strategy

*There's a whole machine that works because everyone does what they are supposed to.*

**Daily Attack 1 (Reaction Action) • Martial, Booster**

Near earshot, the triggering ally

**Trigger** One ally hits with an attack.

**Effect** The target's attack deals  $+3dW$  damage.

Cleric by Miguel Santos



### No One Hits The Chief

You're hit and your comrades don't take kindly to that.

**Daily Attack 1 (Move Action) • Martial**

Near earshot, two allies

**Effect** The target makes a basic attack against one creature that hit you since the start of your last turn.

### Rescuing Angel

**Daily Attack 1 (Reaction Action) • Focus, Martial**

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.

## Level 2

### Hold Fast

*You push the heads down of those around you, keeping them from the line of fire.*

**Encounter Utility 2 (Move Action) • Martial**

Near burst 1, two allies or you and one ally

**Effect** The target gains resistance to all damage equal to your Charisma modifier until the start of your next turn.

**Maintain Move** The effect persists until the end of your next turn. If either target leaves its current square, the effect ends.

### An Ounce of Prevention

**Encounter Utility 2 (Counter Action) • 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.

### Inspire the Troops

*"Come on, say a few words ..."*

**Daily Utility 2 (Standard Action) • Martial**

Near burst 5, two allies

**Effect** The target gains a +2 power bonus to all attack rolls until the start of your next turn. The target gains an additional move action on their next turn, and can trade two move actions for one standard action.

### Encouraging Peal

*You let out shouts of encouragement to bolster your allies in battle.*

**Daily Utility 2 (Swift Action) • Martial**

Near burst 5, all allies

**Effect** Targets receive a +2 power bonus on attack rolls and add your Charisma modifier to damage until the end of the encounter.

### Pride Leader's Stance

*By adopting the mannerisms of commanding lions of the great savannahs, you inspire heroics by your presence.*

**Daily Utility 2 (Swift Action) • Martial, Stance**

**Self**

**Effect** Allies within 10 squares (including yourself) have a +2 power bonus to Will defense and on saving throws.

### The Strength Within

**Daily Utility 2 (Swift Action) • Martial**

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.

## Level 3

### Call to Action

*By having a watchful eye on the flow of combat, you know when to spur an ally into a better position.*

**Encounter Attack 3 (Standard Action) • 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.

## Level 5

### Rallying Instruction

**Daily Attack 5 (Standard Action) • Martial**

Near burst 10, one ally

**Effect** The target regains one recovery. The target can make a basic melee or ranged attack. They do +2dW damage if they hit.

## Level 6

### Golden Commander Stance

*Through the use of your superior tactical ability, you are able to direct your allies in combat for maximum effectiveness.*

**Encounter Utility 6 (Swift Action) • Martial, Stance**

**Self**

**Effect** Any enemies within 10 that are flanked by any allies (including yourself) count as flanked by all of your allies.

### No One Left Behind

*You grab an ally by the shoulder and drag them to safety.*

**Encounter Utility 6 (Move Action) • Healing, Martial**

Melee touch, one staggered ally

**Effect** Spend a recovery, but do not regain hit points; instead, the target regains hit points as if they had spent a recovery. You and the target shift a number of squares equal to 1+ your Charisma modifier. You and the target must be adjacent at the end of the shift.

**Maintain Move** You and the target shift a number of squares equal to 1+ your Charisma modifier squares. You and the target must be in adjacent squares at the end of the shift.

### Inherit Toughness

*With a cry to defend themselves from incoming attacks, your inspirational words aid your allies in their defense.*

**Daily Utility 6 (Swift Action) • Martial, Healing**

Near burst 5, all allies and yourself

**Effect** Each target heals 10 + your Charisma modifier HP.

### When A Plan Comes Together

*You congratulate the group for a job well done.*

**Daily Utility 6 (No Action) • Martial**

**Self**

**Requirements** An encounter ends with no allies dying, unconscious, or staggered.

**Effect** Each ally gains one additional action point.

## Level 7

Milestone Foe
<p><b>Encounter Attack 7 (Standard Action) • Martial</b> Near burst 10, one enemy <b>Effect</b> Until the end of your next turn, attacks against the target add your Charisma modifier to the attack and damage roll.</p>

## Level 9

Identify Weak Point
<p><b>Daily Attack 9 (Standard Action) • Focus, Martial</b> Near burst 10, one enemy <b>Attack</b> Charisma vs Will <b>Hit</b> The target is vulnerable to all damage 5 until the end of the encounter. <b>Effect</b> The target is dazed (save ends).</p>

## Level 10

Bolster the Line
<p><i>You shout a few inspiring words and quote the soldier's creed. The spines of those around you stiffen.</i></p> <p><b>Encounter Utility 10 (Standard Action) • Healing, Martial</b> Near burst 2, all allies <b>Effect</b> The target gains temporary hit points equal to twice your Charisma modifier.</p>
Control The Battle Theatre
<p><i>You bark out orders and change the pattern of attack.</i></p> <p><b>Encounter Utility 10 (Move Action) • Martial</b> Near burst 3, you and four allies <b>Effect</b> The target shifts its speed.</p>

Golden General's Victory
<p><i>You are a beacon of command on the field of battle, inspiring your troops by your mere presence.</i></p> <p><b>Daily Utility 10 (Swift Action) • Martial, Healing</b> Near burst 5, all allies <b>Effect</b> 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.</p>

Now What Did We Learn?
<p><i>You talk it over with the others and you show how, even in the direst circumstances, something can be learned.</i></p> <p><b>Daily Utility 10 (No Action) • Martial</b> <b>Self</b> <b>Requirements</b> An encounter ends. At least two allies were staggered at some point during the encounter. <b>Effect</b> An ally who was staggered during the encounter regains 2 recoveries and 1 daily power. <b>Special</b> This power can only be recovered during a long rest.</p>

## Level 13

Restraint
<p><b>Encounter Attack 13 (Standard Action) • Focus, Martial</b> Near burst 10, one enemy <b>Attack</b> Charisma vs Will <b>Hit</b> The target cannot make attacks until the end of your next turn.</p>

## Level 15

Lead the Group
<p><i>You stand in front as a proud example. Where you point, others will follow.</i></p> <p><b>Daily Attack 15 (Swift Action) • Martial</b> Near earshot, all allies <b>Effect</b> Until the end of the encounter, on the target's turn, you can either shunt the target one square or the target gains a +2 bonus to all attack rolls until the end of the turn. You can also use a reaction to grant the target a basic attack.</p>

To Arms
<p><b>Daily Attack 15 (Standard Action) • Martial</b> Near burst 10, three allies <b>Effect</b> Each ally may immediately choose to perform any one of the following: charge, make a basic melee or ranged attack or spend a recovery to heal their recovery value.</p>

## Level 16

Discipline of the Holy Host
<p><i>Through training with your allies, you have taught them the basics of your military skill that they may call upon in times of duress.</i></p> <p><b>Encounter Utility 16 (Free Action) • Martial</b> Near burst 10, one ally <b>Trigger</b> Use when you have just used a utility power with the range of Self. <b>Effect</b> The utility power you just used has a range of "Self and one ally within range of discipline of the holy host"</p>

Look Alive!
<p><i>You grab an ally by the shoulder, help them up, and reassure them of the triviality of their wound.</i></p> <p><b>Encounter Utility 16 (Standard Action) • Healing, Martial</b> Melee touch, one staggered ally <b>Requirements</b> The target can spend a recovery and heal their recovery value. If the target is prone, they can stand up.</p>

Hang Together
<p><i>Your presence inspires others to act with a similar strength of personality.</i></p> <p><b>Daily Utility 16 (Move Action) • Martial</b> Near burst 5, you and all allies <b>Effect</b> The target receives temporary hit points equal to twice your Charisma modifier. Until the end of your next turn, the target gains a +2 bonus to Fortitude and Will defense and a +2 bonus to all saving throws.</p>

## Level 17

Martyr
<p><b>Encounter Attack 17 (Reaction Action) • Martial</b> Near burst 10, one ally <b>Trigger</b> You are hit by an attack <b>Effect</b> An ally within range can make a basic melee or ranged attack or charge against the creature that made the attack. The attack has combat advantage, and adds your Wisdom modifier to attack and damage rolls.</p>

## Level 19

### Blitzing Yell

Daily Attack 19 (Standard Action) • Martial

Near burst 5, all enemies

Attack Charisma vs Will

Hit The target is stunned (save ends).

Effect Allies within range can spend a recovery to heal their recovery value plus your Wisdom modifier.

### Blessed Feast

*Victory over each foe invigorate your allies like the courses at a great banquet.*

Daily Utility 22 (Swift Action) • Martial, Stance, Healing

Self

Effect Whenever an enemy within 10 is reduced to 0 HP or below, choose an ally within 10. That ally can spend a recovery and heal their recovery value plus your Charisma modifier.

## Level 23

### Critical Moment

*One word of encouragement at the right moments can make all the difference.*

Daily Attack 19 (Reaction Action) • Martial

Near earshot, the triggering ally

Trigger An ally hits with an attack

Effect The triggering hit becomes a critical hit.

### Take Me

Encounter Attack 23 (Standard Action) • Focus, Martial

Near burst 10, one enemy

Attack Charisma vs Will

Hit The target is stunned and marked until the end of your next turn.

Miss The target is marked until the end of your next turn.

## Level 22

### Pull It Together

*You resort to anger, encouraging support, or violence to get an ally to shrug it off.*

Encounter Utility 22 (Swift Action) • Healing, Martial

Melee touch, one ally suffering from any of the following conditions: blinded, dazed, deafened, slowed, stunned, or weakened.

Effect You suppress one of the listed conditions until the start of your next turn.

Maintain Swift The effect persists until the start of your next turn. The target must still be in range.

### Level 25

### Encouraging Reaction

*You risk everything, even personal injury, towards the success of the mission.*

Daily Attack 25 (Standard Action) • Healing, Martial

Near earshot, you and four allies

Effect The target can spend a recovery. They can either regain hit points or gain their recovery value as a power bonus to the damage roll on their next hit. The target can make a basic attack.

### Full Suite

Daily Attack 25 (Standard Action) • Martial

Near burst 10, one ally

Effect One ally regains all expended encounter powers. You regain one expended encounter power.

## Level 27

### Peal of Hope

*With an awesome cry for victory and bravery from your allies, you bolster allies' defenses and attacks for a moment as your allies cannot help themselves but to win.*

Daily Utility 22 (Swift Action) • Martial

Near burst 5, all allies

Effect Until the end of your next turn, any ally that misses with an encounter or daily attack power can choose to keep the power unexpended instead of its usual miss effect (if any).

### Boost Performance

*You offer your expertise to others. Your talents are appreciated.*

Encounter Attack 27 (Move Action) • Martial

Near earshot, four allies

Effect The target gains a 2dW damage bonus to her next hit.

### Gripped with Fear

Encounter Attack 27 (Standard Action) • Focus, Martial, Fear

Near burst 5, all enemies

Attack Charisma vs Will

Hit Shunt the target a number of squares equal to your Charisma modifier. Each ally in range selects one target. If that target passes within reach, they may make an opportunity attack against that creature during the shunt.

### On Your Feet

*Your inspiring words reach even the fallen.*

Daily Utility 22 (Swift Action) • Healing, Martial

Melee touch, one unconscious ally

Effect The target is no longer unconscious. If they spend a recovery, they heal hit points equal to double their recovery value; otherwise they heal hit points equal to their recovery value.

### Just Stop ...

*"We need to take a moment to focus ... just focus. Take a deep breath and let us deal with this threat like the team we are."*

Daily Utility 22 (Swift Action) • Martial

Near earshot, you and all allies

Effect The target recovers one expended encounter power. The target may spend a recovery. If they do so, they heal their recovery value.

## Level 29

### Battle Symphony

Allies target where you want. You perform a magnum opus of combat--your concert of sharp gunfire, thunderous explosions, and the silence of your fallen foes.

**Daily Attack 29 (Standard Action) • Martial**

Near earshot, four allies

**Effect** The target can shift a number of squares equal to 1 + your Charisma modifier. The target can make a basic attack before or after the move, dealing +2dW extra damage on a hit. If the target misses, they can make a second basic attack, dealing +1dW extra damage on a hit.

### Remember Me?

**Daily Attack 29 (Reaction Action) • Martial**

Near burst 10, one ally

**Trigger** An ally has just finished an action.

**Effect** The target can repeat the last action it performed again, even if it used an expended power.

**Special** You must spend an action point to use this power.

## Art of War

**Key Ability:** Strength

**Secondary Ability:** Dexterity

**Sources:** Guardian (class), Worships the God of War (kit)

You are a highly effective fighter who takes advantage of any weakness left by your enemy.

## Level 1

### Passing Kill

A mere low-level thug blocks your path. You don't even give them the luxury of losing momentum.

**At-Will Attack 1 (Swift Action) • Martial, Weapon**

Melee or Ranged weapon, one creature

Attack Dexterity (ranged) or Strength (melee) vs AC

Hit 1 point of damage.

**Special** At 21st level, you can make two attacks.

### Swift Strike

You find a split-second opening and deliver the attack, hoping to hold the enemy back.

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Melee or Ranged weapon, one creature

Attack Dexterity (ranged) or Strength (melee) vs AC

Hit Dexterity (ranged) or Strength (melee) modifier damage, and the target is dazed until the start of your next turn.

### In Their Face

Your darting attack puts your enemy off guard.

**Encounter Attack 1 (Standard Action) • Martial, Weapon**

Melee or Ranged weapon, one creature

Attack Dexterity (ranged) or Strength (melee) vs AC

Hit 2dW + Dexterity (ranged) or Strength (melee) modifier damage and the target grants combat advantage until the end of your next turn.

## The Finisher

You hit hard. That's it. That's enough.

**Daily Attack 1 (Standard Action) • Consistent, Martial, Weapon**

Melee or Ranged weapon, one creature

**Attack** Dexterity (ranged) or Strength (melee) vs AC

**Hit** 3dW + Dexterity (ranged) or Strength (melee) modifier damage.

## Level 2

### Heron Defense

Your enemy tries to find a weakness. It finds none.

**At-Will Utility 2 (Move Action) • Martial**

Self

**Effect** You do not grant combat advantage until the start of your next turn.

### Counter-Surge

An opponent strikes you with an attack. You take the impact and channel it into strength.

**Daily Utility 2 (Reaction Action) • Martial**

Self

**Trigger** You take damage from a melee or ranged attack.

**Effect** You gain temporary hit points equal to the damage dealt (to a maximum of your recovery value).

## Level 3

### Faster Than The Hammer

You hear your enemy's muscles twitch.

**Encounter Attack 3 (Counter Action) • Martial, Weapon**

Melee or Ranged weapon, the triggering creature

**Trigger** A creature makes an attack against you.

**Effect** Make a basic attack against the target. The target suffers a -4 penalty to the triggering attack roll.

## Level 5

### All or Nothing

You strike so fast, both attacks are literally too close to distinguish them.

**Daily Attack 15 (Free Action) • Martial**

Self

**Trigger** You hit an enemy.

**Effect** The target takes 2dW extra damage from the triggering attack and is knocked prone.

**Boost Level 15** The target takes 3dW extra damage from the triggering attack and is knocked prone.

## Level 6

### Flow or Crash

Become what you need to survive. Adapt, flow, slide, and prove yourself.

**Encounter Utility 6 (Free Action) • Martial**

Self

**Effect** You gain a move action.

## Level 7

### False Strike

*Your first strike was intentionally lackluster to trick your opponent into a mistake. You counter and strike hard before they realize their folly.*

**Encounter Attack 7 (Standard Action) • Martial**

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

**Miss** Shift to any square adjacent to the target and repeat the attack. Don't repeat if you miss with the second attack.

## Level 19

### An Unwise Action

*Enemies train their weapons. You advise your opponents of the wisdom of such a risk, and then show them why.*

**Daily Attack 19 (Move Action) • Martial, Weapon**

Near burst 1, all enemies you can see

**Effect** The target drops any weapons it is holding, and you make a basic attack against it.

**Special** You can choose to grab any weapon a target drops and use it for subsequent basic attack/s. You can drop a weapon you pick up as part of this power as a free action.

## Level 10

### Idle Hands

*Your limbs seemingly act on their own as you concentrate on other matters.*

**Daily Utility 10 (Free Action) • Martial**

Self

**Effect** You gain an additional standard action on your next turn.

## Level 23

### Strike and Slip Away

*After your attack, you move into your target's blind spot.*

**Encounter Attack 23 (Free Action) • Martial, Weapon**

Self

**Trigger** You hit an enemy.

**Effect** The target takes 2dW extra damage from the triggering attack, and it cannot attack you until the start of your next turn unless that attack includes at least one other creature.

## Level 13

### Reflex Shot

*Your training creates an instinctual reaction if an ally is at risk of being struck down.*

**Encounter Attack 13 (Counter Action) • Martial, Weapon**

Melee or Ranged weapon, the triggering creature

**Trigger** A creature's attack does damage to an ally that would cause the ally to become staggered.

**Effect** Make a basic attack against the target. If the attack hits, the triggering creature's attack misses.

## Level 25

### Attack Deflection

*You maneuver in such a way to direct the attack to an enemy nearby.*

**Daily Attack 25 (Counter Action) • Martial, Weapon**

Near burst 1, one creature

**Trigger** You are hit by an attack.

**Effect** The attack hits the target instead of you. If the target is not in range or in line of sight of the attack, shunt the target to the nearest square to place it in range and in line of sight. Then shift your speed and make a basic attack.

## Level 16

### Swell of Discipline

*Your body moves faster than others can blink and without warning, you have either vanished or your enemies around have fallen at your feet.*

**Daily Utility 16 (Free Action) • Martial**

Self

**Effect** Until the end of your turn, all powers you use have their actions reduced from standard to move, or move to swift.

## Level 29

### Delayed Death Touch

*With a twist in the right position, your attack carries a powerful energy that shatters your opponent's bones and ruptures their organs.*

**Daily Attack 29 (Free Action) • Martial**

Self

**Trigger** You hit an enemy.

**Effect** The triggering creature makes a saving throw at the end of each turn. The first time the saving throw fails, the target takes 7d10 points of damage.

## Level 17

### Nerve Cluster

*Your attack temporarily paralyzes your opponent.*

**Encounter Attack 17 (Standard Action) • Martial, Weapon**

Melee weapon, one creature marked by you

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is dazed, weakened, and is rattled until the end of your next turn.

**Miss** Half damage, and the target is dazed until the end of your next turn.

**Maintain Standard** Repeat the attack against the same target. You cannot maintain if you miss.

**Boost Level 27** 2dW + Strength modifier damage, and the target is dazed, weakened, and is rattled until the end of your next turn.

# Blades in the Dark

**Key Ability:** Dexterity

**Secondary Ability:** Strength

**Sources:** Exemplar (class), Brews Poison (kit)

Your attacks are tricky and punishing, taking advantage of any signs of weakness.

**Note:** Many of these powers use momentum. Other than these powers, the main way to gain momentum are the features of the Exemplar class. Powers that involve momentum may be of limited use to non-Exemplars.

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

## Level 1

### Deadly Thrust

**At-Will Attack 1 (Standard Action) • 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.

### Evasive Strike

**At-Will Attack 1 (Standard Action) • 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.

### Flying Blade

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, one target

**Attack** Dexterity vs AC

**Hit** 1dW + Dexterity modifier and you gain momentum.

**Level 21:** 2dW + Dexterity modifier damage.

### Sure Cut

**Encounter Attack 1 (Standard Action) • 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.

### Retort

**Daily Attack 1 (Reaction Action) • 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.

## Level 2

### Pocket of Sand

**Encounter Utility 2 (Standard Action) • Martial**

Melee touch, one target

**Attack** Dexterity vs Reflex

**Hit** The target is blinded until the end of your next turn.

**Special** If you have momentum and an enemy targets you with an attack, you can lose momentum to use this as a reaction against that enemy.

### Roll With It

**Daily Utility 2 (Counter Action) • 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.

## Level 3

### Tumbling Strike

**Encounter Attack 3 (Standard Action) • 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 a reaction.

## Level 5

### Attack from the Blue

**Daily Attack 5 (Standard Action) • Martial, Weapon**

Melee weapon, one target

**Attack** Dexterity vs AC

**Hit** 3dW + 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.

## Level 6

### Double Down

**Encounter Utility 6 (Counter Action) • Martial**

**Trigger** You miss with an attack roll or fail on a 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 turn.

## Level 7

### Sloppy Strike

**Encounter Attack 7 (Standard Action) • Martial, Weapon**

Melee weapon, one target

**Attack** Dexterity vs AC

**Hit** 1dW + Dexterity modifier damage. The next 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:** Dexterity vs AC; 2dW + Dexterity modifier damage and the target is slowed until the end of your next turn.

**Boost Level 17** If your secondary attack hits, the triggering attack automatically misses.

Level 9

### Bleeding Strike

**Daily Attack 9 (Standard Action) • Martial, Weapon**

Melee weapon, one target

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage and the target takes persistent 5 damage and is slowed (save ends both).

Miss Half damage (no persistent damage).

Level 10

### Kip-Up

**At-Will Utility 10 (Swift Action) • Martial**

Self

Effect You stand up from prone.

### Deflection

**Encounter Utility 10 (Reaction Action) • 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 again, but this time against that target.

Level 13

### Slick Feint

**Encounter Attack 13 (Standard Action) • Martial, Weapon**

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage and the target is dazed until the end of your next turn.

Effect Make a secondary attack against a different target.

Secondary Attack: Dexterity vs AC; 2dW + Dexterity modifier damage.

Level 16

### Thief's Strike

**Encounter Utility 16 (Reaction Action) • Martial**

Self

Trigger You hit a target within reach.

Effect You can make a Sleight of Hand check against that enemy, for example to plant something on them or to pick their pocket.

Level 17

### Assassin's Gambit

**Encounter Attack 17 (Standard Action) • Martial, Weapon**

Melee weapon, one target

Attack Dexterity vs AC

Hit 3dW + Dexterity damage. If the target is reduced to 0 HP or below, you can shift 2 and make a secondary attack.

Secondary Attack: Dexterity vs AC; 3dW + Dexterity damage.

Level 19

### Spikey Bastard

**Daily Attack 19 (Reaction Action) • Martial, Weapon**

Melee weapon, one target

Trigger An enemy misses you with an attack.

Attack Dexterity vs AC

Hit 4dW + Dexterity damage.

Effect Until the end of your next turn, while you maintain this power, each time an enemy misses you with an attack you can make a basic melee attack against them as a reaction.

Maintain Swift The effect persists until the end of your next turn.

Level 22

### I'll Take It

**Daily Utility 22 (Counter Action) • Martial**

Self

Trigger You roll a natural 18 or 19 on an attack.

Effect The attack counts as a critical hit.

### True Targeting

**Daily Utility 22 (Swift Action) • Martial**

Self

Effect Until the end of the encounter, you ignore all cover and concealment penalties, and can see invisible creatures and things.

Level 23

### Death's Twin

**Encounter Attack 23 (Standard Action) • Martial, Weapon**

Melee weapon, one target

Effect You hit automatically and do 3dW + Dexterity modifier damage.

Level 27

### Twirling Towards Freedom

**Encounter Attack 27 (Standard Action) • Martial, Weapon**

Near burst 2, all enemies

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Effect Until the start of your next turn, you can take an immediate (counter) action to shift 2 at any point during the turn of each enemy you targeted.

Level 29

### End of the Beginning

**Daily Attack 29 (Standard Action) • Martial, Weapon**

Melee weapon, one target

Attack Dexterity vs AC

Hit 7dW + Dexterity modifier damage.

Miss Half damage.

Effect Until the end of the encounter, you can score a critical hit on a 19 as well as on a 20.

## Born to Run

**Key Ability:** Dexterity

**Secondary Ability:** Constitution

**Source:** Embodies Speed (kit)

You are a master of agile, fast and unconventional movement.

Level 2

### Brilliant Display

*You prepare for an amazing feat of athleticism.*

**At-Will Utility 2 (Standard Action) • Martial**

**Self**

**Effect** Gain a +2 power bonus to your next Acrobatics or Athletics check.

### Kinesics

*You study an enemy's movements and countermove to best avoid them.*

**At-Will Utility 2 (Move Action) • Focus, Martial**

**Near** burst 10, one creature you can see

**Attack** Dexterity +2 vs Reflex

**Hit** Until the end of your next turn, you can pass through the target's square, and the target cannot make opportunity attacks against you. If you end your movement 3 or more squares from your starting point, you gain a +2 power bonus to AC and Reflex defense against the target.

**Effect** Move up to your speed -2.

### Flip Dodge

*You throw your legs and toss yourself in the air, avoiding an enemy's attack. The level of flamboyance is up to you.*

**Encounter Utility 2 (Counter Action) • Martial**

**Self**

**Trigger** You are hit by an attack.

**Effect** You gain a +2 power bonus to AC and Reflex defense against the attack. If this causes the attack to miss, shift 1 square. If it still hits, you recover the use of this power.

### Head Down

*You keep your profile low and move defensively.*

**Encounter Utility 2 (Move Action) • Martial**

**Self**

**Effect** Shift your speed. You gain a +4 power bonus to AC and Reflex defense until the start of your next turn.

### Slippery Bastard

*You employ all the tools your body gave you in order to evade enemy attacks.*

**Encounter Utility 2 (Move Action) • Martial, Consistent**

**Near** burst 10, two creatures you can see

**Attack** Dexterity +2 vs Reflex

**Hit** The target cannot attack you until the start of your next turn.

You can pass through the target's square.

**Effect** Shift your speed and ignore difficult terrain.

### Single Bound

*You clear the heads of your opponents in a single jump, getting their attention, but not their attacks.*

**Daily Utility 2 (Move Action) • Martial**

**Self**

**Effect** Shift a number of squares equal to your Dexterity modifier.

You can pass through enemy occupied squares.

All enemies in squares you pass through and adjacent to squares you pass through cannot attack you until the start of your next turn unless the attack targets at least one other creature.

Level 6

### Only Way Out Is Through

*The only way to escape is through the enemy line. You analyze the position of every opponent and plan a dash to avoid them.*

**Encounter Utility 6 (Free Action) • Martial**

**Self**

**Effect** Until the end of this turn, all your movement is considered a shift. You can pass through enemy occupied squares.

### Step Aside

*You don't freak out. As the creature lunges forwards, you take an almost casual sidestep.*

**Encounter Utility 6 (Counter Action) • Martial**

**Near** burst 1, the triggering creature

**Trigger** A creature enters an adjacent square as part of an attack against you.

**Effect** Shift a number of squares equal to 1+ your Dexterity modifier and the target grants you combat advantage until the end of your next turn.

### Somatic Reflex Arc

*Weeks practicing in front of a mirror have finally paid off.*

**Daily Utility 6 (Free Action) • Martial, Weapon**

**Self**

**Trigger** You start your first turn of the encounter.

**Effect** You gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls until the end of your first turn or until you hit, whichever comes last.

### Unachievable Transition

*Onlookers haven't a clue how you got from here to there. It was almost as if you walked on air or phased through matter.*

**Daily Utility 6 (Swift Action) • Martial, Teleportation**

**Near** burst 10, one creature you can see

**Effect** Until the end of your next turn, the target can only hit you with a natural 20. You teleport up to 8 squares. You must have line of sight and line of effect to the destination square.

Level 10

### Mad Dash

*Papers fly off shelves and bystanders are blown down as you race past them all.*

**Encounter Utility 10 (Swift Action) • Martial**

**Self**

**Effect** Double your speed until the end of your next turn.

### Abnormally Fast

You know there's danger and jump into action.

**Daily Utility 10 (No Action) • Martial**

**Self**

**Trigger** You roll initiative.

**Effect** Gain a standard action or two move actions and take them immediately.

### Instant Recovery

You stumble but your instincts take over and you recover to prevent something catastrophic.

**Daily Utility 10 (No Action) • Martial**

**Self**

**Trigger** You make an Athletics or Acrobatics check and dislike the result.

**Effect** Either add +20 to the roll or gain a move action.

### Moment of Truth

You slide like water with the speed of a cheetah, effortlessly avoiding any attack, never losing an inch of momentum in your run.

**Daily Utility 22 (Free Action) • Martial**

**Self**

**Effect** Until the end of your next turn, you gain a +10 power bonus to all Athletics checks to jump, all your movement is treated as a shift, you ignore difficult terrain, your speed is not reduced by crawling or squeezing, you can stand up from prone as part of a move action, you automatically succeed on Acrobatics checks to balance, and you can pass through enemy occupied squares.

**Special** If you reach a streak, you recover the use of this power.

## Level 16

### Focus Everything

Eyes on the target. Think of nothing else.

**At-Will Utility 16 (Move Action) • Martial**

**Self**

**Effect** Gain a +3 power bonus to your next Acrobatics or Athletics check.

### Loose Joints

You wriggle your way free and do so without knives, broken bones, or untying any knots.

**Daily Utility 16 (Free Action) • Martial**

**Self**

**Effect** Gain a +10 power bonus to escape from restraints or grapple. If escaping a grapple, you cannot be grappled by the same creature until after the end of your next turn.

**Special** If you don't escape, you recover the use of this power, though it cannot be used again this round.

### Where They Don't Expect You

You feint and slip under your opponent's arm to position yourself behind them.

**Daily Utility 16 (Counter Action) • Martial**

Near burst 5, the triggering enemy

**Trigger** One enemy in range hits you with a melee or ranged attack.

**Effect** Take no damage. Shift to any unoccupied square within 2 squares of the target. The target grants you combat advantage until the end of your next turn.

## Cantrips

**Sources:** Heir (crux), Magician (class), Cantrip Master (feat)

You have mastered minor magics.

**Note:** The Cantrips "discipline" is a collection of powers that can be selected by characters with the Cantrips feat. As such, it does not have a key or secondary ability.

### Chill Spirit

**At-Will Utility Feature (Standard Action) • Arcane, Cold**

**Self**

**Effect** Use this power to accomplish one of the effects given below, or an equivalent with the GM's approval. Continuing effects persist until the end of your next turn.

- Extinguish a flame no larger than one square or cool up to one square of a hot surface so that it can be safely touched.
- Freeze a gallon of water (other liquids may be affected at different volumes, at the GM's discretion). This effect can be maintained on successive turns to affect larger bodies of water: it requires two turns to freeze one full square, and each subsequent turn increases the size of the affected area by burst 1.
- Create an ice cube in your hand (size dependent on ambient moisture), or give an enemy an uncomfortable and distracting freezer burn if used in combat.
- Chill food to a desired temperature.

**Maintain Swift** The effect persists until the end of your next turn. After you stop maintaining this power, things warm and ice melts out over time according to ambient conditions.

## Level 22

### I Can Hear Bells Ringing

A blast occurs nearby. You narrowly escape its effects.

**Encounter Utility 22 (Counter Action) • Martial**

**Self**

**Trigger** You are targeted by an area effect.

**Effect** Shift to the nearest unoccupied square outside the area. Gain a +5 power bonus to AC and Reflex defense until the end of your next turn.

### Fiery Spirit

At-Will Utility Feature (Standard Action) • Arcane, Fire

Self

**Effect** Use this power to accomplish one of the effects given below, or an equivalent with the GM's approval. Continuing effects persist until the end of your next turn.

- You can cajole, bully and bribe fire as if it were a person.
  - You can heat things by concentrating on them.
  - You can start a fire by clicking your fingers.
  - You can burn small objects to provide yourself with sustenance.
  - Light something easily flammable, such as gasoline, paper, or gunpowder.
  - Boil a gallon of water (other liquids may be affected at different volumes, at the GM's discretion). This effect can be maintained on successive turns to affect larger bodies of water: it requires two turns to boil one full square, and each subsequent turn increases the size of the affected area by burst 1.
  - Create a flame in your hand. It can produce uncomfortable and distracting burns if used in combat but does not inflict any damage.
  - Cook food to a desired temperature.
- Maintain Swift** The effect persists until the end of your next turn. After you stop maintaining this power, heat dissipates and fires burn out over time according to ambient conditions.

### Friendly Zephyr

At-Will Utility Feature (Standard Action) • Arcane, Air

Ranged 20

**Effect** You may do to one target in the area one of the following:

- Shunt a Tiny object 10 squares, a Small object 5 squares, a Medium object 2 squares or a Large object 1.
- Hear what a creature says this round as if you were standing right beside them.
- Moisten a creature, giving it resistance to fire 5 until the end of your next turn.

**Maintain Swift** Repeat the effect.

### Ghost Sound

At-Will Utility Feature (Standard Action) • Illusion

Ranged 10, one object or empty square

**Effect** Create a sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound when spending the standard action to create it. You must use another standard action to change the sound's basic character. You can produce as much noise as a person. The noise can be virtually any type of sound within the volume limit. The noise persists until the end of your next turn.

**Maintain Swift** The effect persists until the end of your next turn.

### Create Item

Encounter Utility Feature (Standard Action) • Arcane, Conjunction

Self

**Effect** Create an item that costs 5 gp or less. It disappears after 24 hours.

### Glowing Moss

Encounter Utility Feature (Swift Action) • Arcane, Zone

Special

**Effect** You and any zones you have created emit bright light in a burst X where X is your Intelligence modifier.

### Telepathy

Encounter Utility Feature (Swift Action) • Arcane

Self

**Effect** You have telepathy 10 until the end of your next turn.

### Buoyancy

Daily Utility Feature (Standard Action) • Arcane

Melee touch, one creature

**Effect** Target ignores encumbrance until your next long rest.

### Double Dimension

Daily Utility Feature (Standard Action) • Arcane

Melee touch, one item

**Effect** You make an item two times longer, two times wider and two times deeper on the inside than it is on the outside, until your next long rest. At that point, if the contents of the item are too large to be contained by it, all the contents are emptied out of the item just beside it.

### Sheltering Lamp

Daily Utility Feature (Counter Action) • Arcane, Transmutation

Self

**Requirements** You are hit by an attack, or as a standard action at any time.

**Effect** Spend a recovery. You take the form of a lamp, bottle or other small container. In this form you have your defenses, but cannot take any actions other than a swift action to end this power. The bottle has HP equal to your recovery value - minus whatever damage is done by the triggering attack, if any. If the bottle is destroyed, you take any excess damage yourself and appear in the space the bottle occupied.

**Special** You can take a long rest while in lamp form.

### Stow

Daily Utility Feature (Swift Action) • Arcane

Melee touch, one item of your size or smaller

**Effect** An item you are holding disappears. It reappears in your hands the next time that you take a long rest. If you are reduced to 0 HP or below, it appears immediately in an unoccupied square adjacent to you. The item does not weigh anything while stowed.

## Cup of Brimstone

**Key Ability:** Charisma

**Secondary Ability:** Constitution

**Sources:** Magician (class), Conjures Fiends (kit)

You call on demonic forces for your attacks, and summon fiends to fight for you. The statistics for the summoned monsters appear after all powers for this discipline.

*Summoning by Joyce Maureira*

Level 1

### Burn It Off

At-Will Attack 1 (Standard Action) • Focus, Arcane, Fire

Ranged 10, one enemy

**Attack** Charisma vs Fortitude

**Hit** 1d8 + Charisma modifier fire damage.

**Level 21:** 2d8 + Charisma modifier fire damage.

**Special** You can use this power as a basic ranged attack.



### Stab in the Soul

**At-Will Attack 1 (Standard Action) • Focus, Arcane, Necrotic**  
**Ranged 10, one enemy**  
**Attack Charisma vs Fortitude**  
Hit 1d12 + Charisma modifier necrotic damage.  
Level 21: 2d12 + Charisma modifier necrotic damage.  
**Miss:** You take 1d6 damage.  
**Special** You can use this power as a basic ranged attack.

### Death Mark

**Encounter Attack 1 (Standard Action) • Focus, Arcane**  
**Ranged 10, one enemy**  
**Attack Charisma vs Fortitude**  
Hit 1d8 + Charisma modifier necrotic damage and the target gains vulnerability to all damage 5 until the end of your next turn.

### Redoubled Misery

**Encounter Attack 1 (Reaction Action) • Focus, Arcane**  
**Ranged 10, one enemy**  
**Trigger** The target fails a saving throw  
**Attack Charisma vs Fortitude**  
Hit 2d6 + Charisma modifier damage and they suffer a -2 penalty on saving throws until the end of your next turn.

### Least Binding

**Daily Attack 1 (Standard Action) • Focus, Arcane, Summons**  
**Ranged 1, unoccupied square**  
**Effect** You summon a Small demon toad or Small hopping imp until the end of the encounter.

Level 2

### Perverse Blessing

**Daily Utility 2 (Swift Action) • Arcane, Stance**  
**Self**  
**Effect** You gain a +2 power bonus to defenses. If you are hit by an attack, you lose this bonus and instead get a -1 penalty to defenses. Until you leave this stance, you keep switching between bonus and penalty each time you are hit.

Level 3

### Everburn

**Encounter Attack 3 (Standard Action) • Focus, Arcane, Fire**  
**Ranged 10, one enemy**  
**Attack Charisma vs Fortitude**  
Hit 1d6 + Charisma modifier fire damage. The target takes persistent 5 fire damage and gains vulnerability to fire 5 (save ends both).

Level 5

### Minor Binding

**Daily Attack 5 (Standard Action) • Focus, Arcane, Summons**  
**Ranged 1, unoccupied square**  
**Effect** You summon a Medium burner demon or Medium hellhound until the end of the encounter. If you summon the hellhound, choose one enemy within 10 squares to become the hellhound's quarry.

Level 6

### Dance in Fire

**Daily Utility 6 (Swift Action) • Arcane, Fire, Stance**  
**Self**  
**Effect** When an enemy enters a square adjacent to you, it takes damage equal to your Intelligence modifier.

Level 7

### Mocking Curse

**Encounter Attack 7 (Reaction Action) • Focus, Arcane, Psychic**  
**Ranged 10, one enemy**  
**Trigger** The target misses you with an attack  
**Attack Charisma vs Fortitude**  
Hit 1d10 + Charisma modifier psychic damage and the target is dazed until the end of your next turn.

Level 9

### Lesser Binding

**Daily Attack 9 (Standard Action) • Focus, Arcane, Summons**  
**Ranged 1, unoccupied square**  
**Effect** You summon a Large vulture demon, Medium hungry maw or Large hezrou until the end of the encounter.

Level 10

### Flaming Teleport

**Encounter Utility 10 (Swift Action) • Arcane, Teleportation**  
**Self**  
**Effect** Teleport to an unoccupied space adjacent to a creature that is taking persistent fire damage.

Level 13

### Demonic Explosion

**Encounter Attack 13 (Reaction Action) • Focus, Arcane, Fire**  
Far burst 1 within special range, all creatures  
**Trigger** One of your summoned monsters is reduced to 0 HP or below.  
**Attack Charisma vs Fortitude**  
Hit 1d10 + Charisma modifier fire damage.  
**Special** The burst is centered on the triggering monster.

### Sadistic Shot

**Encounter Attack 13 (Standard Action) • Focus, Arcane, Fire**  
**Ranged 10, one enemy**  
**Attack Charisma vs Fortitude**  
Hit 2d8 + Charisma modifier damage, and you may spend a recovery to heal your recovery value in HP.

Level 15

### Prestige Binding

**Daily Attack 15 (Standard Action) • Focus, Arcane, Summons**  
**Ranged 1, unoccupied square**  
**Effect** You summon a Large big burner until the end of the encounter.

## Level 16

### Follow the Blood

**Encounter Utility 16 (Swift Action) • Arcane, Teleportation**

Ranged 10, one staggered creature

**Effect** Teleport to an unoccupied space adjacent to the target.

### Abyssal Bargain

**Daily Utility 16 (Swift Action) • Arcane, Healing**

Melee touch, one ally on 0 HP or below

**Effect** The ally heals to maximum HP. You and the ally both have zero recoveries until the next long rest.

## Level 17

### Keep Burning Please

**Encounter Attack 17 (Reaction Action) • Arcane, Fire**

Ranged 10, one enemy

**Trigger** The target makes a successful saving throw against persistent fire damage.

**Attack** Charisma vs Fortitude

**Hit** 2d8 + Charisma modifier fire damage and persistent fire damage 10 (save ends).

### Rabble Babble

**Encounter Attack 17 (Standard Action) • Focus, Arcane, Psychic**

Far burst 1 within range 10, all enemies

**Attack** Charisma vs Fortitude

**Hit** 1d10 + Charisma modifier psychic damage and the target is dazed until the end of your next turn.

**Aftereffect:** The target takes damage equal to your Charisma modifier.

## Level 19

### Advanced Binding

**Daily Attack 19 (Standard Action) • Focus, Arcane, Summons**

Ranged 1, unoccupied square

**Effect** You summon a Medium frenzy demon, Large boar demon or Huge pincer demon until the end of the encounter.

## Level 22

### Golden Claw

**Daily Utility 22 (Swift Action) • Arcane, Conjunction, Fire**

Self

**Effect** You conjure a Medium golden claw in your space. The claw carries you, giving you a fly speed of 12 (hover, maximum altitude 2). If you are subject to an opportunity attack, make the following secondary attack against the attacker.

**Secondary Attack:** Charisma vs Fortitude; 3d6 + Charisma modifier fire damage. Then this power ends.

## Level 23

### Carriion Screech

**Encounter Attack 23 (Standard Action) • Focus, Arcane, Psychic**

Near blast 3, all enemies

**Attack** Charisma vs Fortitude

**Hit** 3d8 + Charisma modifier necrotic damage and the target gains vulnerability to all damage 10 (save ends).

## Level 25

### Greater Binding

**Daily Attack 25 (Standard Action) • Focus, Arcane, Summons**

Ranged 1, unoccupied square

**Effect** You summon a Large laughing demon until the end of the encounter.

## Level 27

### Killing Doubt

**Encounter Attack 27 (Standard Action) • Focus, Arcane, Psychic**

Ranged 10, one enemy

**Attack** Charisma vs Fortitude

**Hit** 4d10 + Intelligence modifier psychic damage. The target's next standard action must be a basic attack.

## Level 29

### Ultimate Binding

**Daily Attack 29 (Standard Action) • Focus, Arcane, Summons**

Ranged 1, unoccupied square

**Effect** You summon a Large balor or Large marilith until the end of the encounter.

## Cup of Brimstone Summons

See the Summons tag and the Companions rules for details on how summons work. Summons are described according to the monster rules. See the *Game Master's Guide* for rules on reading monster stat blocks.

### Demon Toad

**Level 1 Summoned Creature**

Small Outsider Monstrosity • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 4, see also *leap*

**Defenses:** your defenses

**HP:** your recovery value; can use your recoveries

**Resist:** poison 5

‡ **Bite** (standard, at-will) • **Poison**

Your level +4 vs AC; 1d8 + Charisma modifier poison damage.

¤ **Foul Belch** (reaction, at-will) • **Poison**

When the toad takes damage: Near burst 1; your level +2 vs Fortitude; 1d8 + Charisma modifier poison damage, and the target is dazed (save ends).

**Leap** (move, at-will)

The demon toad jumps 4 squares, without provoking opportunity attacks.

**Instinct**

At the end of your turn, if the demon toad has not received a command that turn, it attacks or charges the nearest dazed creature, otherwise the nearest creature.

## Hopping Imp

### Level 1 Summoned Creature

Small Outsider Humanoid • Demon (Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 6, fly 2

**Defenses:** your defenses

**HP:** your recovery value; can use your recoveries

**Resist:** fire 5

**Curse (Psychic) aura 1:** Each time a creature in the aura misses on an attack, it takes 1d8 + your Charisma modifier psychic damage.

**‡ Festering Claws (standard, at-will) • Poison**

Your level +6 vs AC; the target takes 5 persistent poison damage (save ends).

**¤ Blight Jet (standard, at-will) • Poison**

Near arc 2; your level +4 vs Fortitude; 1d8 + Charisma modifier poison damage, and the target is slowed (save ends).

**Instinct**

At the end of your turn, if the hopping imp has not received a command that turn, it attacks or charges the nearest slowed creature, otherwise the nearest creature.

## Hezrou

### Level 9 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 8, see also *leap*

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

**Demonic Stench aura 1:** Creatures in the aura cannot heal.

**‡ Meaty, Clawed Hands (standard, at-will)**

Your level +6 vs AC; 1d8 + Charisma modifier damage, and the target is grappled.

**† Constrict (standard, at-will)**

A creature the hezrou has grappled takes 2d8 + Charisma modifier damage.

**Leap (move, at-will)**

The hezrou jumps 4 squares, without provoking opportunity attacks.

**Instinct**

At the end of your turn, if the hezrou has not received a command that turn, it constricts if it is grappling a creature. Otherwise it attacks or charges the nearest creature.

## Burner Demon

### Level 5 Summoned Creature

Medium Outsider Humanoid • Demon, Fire (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** fly 4 (hover, max altitude 2)

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

**Resist:** fire 10, **Vulnerable:** cold 10

**‡ Flickers of Flame (standard, at-will) • Fire**

Your level +4 vs Reflex; 1d6 + Charisma modifier fire damage. **Miss:** A random creature adjacent to the burner demon takes 1d6 + Charisma modifier fire damage.

**\* Quick Flicking Fire (standard, at-will) • Fire**

Far burst 1 within 5; your level +4 vs Reflex (one random target in range); 1d6 + Charisma modifier fire damage.

**Instinct**

At the end of your turn, if the burner demon has not received a command that turn, it makes a *quick flicking fire* attack against the nearest square occupied by a creature.

## Hellhound

### Level 5 Summoned Creature

Medium Outsider Beast • Demon (Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 8

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

**Resist:** fire 10, **Vulnerable:** cold 10

**‡ Savage Bite (standard, at-will) • Fire**

Your level +4 vs AC; 2d6 + Charisma modifier fire damage. **Miss:** Make a *fiery breath* attack as a free action, if available.

**¤ Fiery Breath (standard, encounter) • Fire**

Near arc 2; your level +4 vs Reflex; 1d6 + Charisma modifier fire damage, and the target takes persistent 5 fire damage (save ends).

**Instinct**

At the end of your turn, if the hellhound has not received a command that turn, it charges its quarry if within charging distance, otherwise it runs towards the quarry. If its quarry is not in line of sight, the hellhound attacks or charges the nearest creature.

## Hungry Maw

### Level 9 Summoned Creature

Medium Outsider Monstrosity • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 6

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

**Chomp and Chew aura 1:** A creature that enters or begins its turn in the aura takes 10 persistent damage (save ends).

**‡ Big Chomp (standard, at-will)**

Your level +4 vs AC; 2d6 + Charisma modifier damage.

**Instinct**

At the end of your turn, if the hungry maw has not received a command that turn, it attacks a random creature within reach or moves towards the nearest creature if none are within reach.

## Vulture Demon

### Level 9 Summoned Creature

Large Outsider Monstrosity • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 6, fly 8

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

**‡ Filth Covered Claws (standard, at-will) • Poison**

Your level +6 vs AC; 1d8 + Charisma modifier damage, and the target takes 5 persistent poison damage (save ends).

**¤ Demonic Screech (standard, encounter) • Psychic**

Near arc 3; your level +2 vs Will; 1d8 + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

**Instinct**

At the end of your turn, if the vulture demon has not received a command that turn, it uses *demonic screech* even if it has already used it this encounter, positioned to include as many targets as possible.

## Big Burner

### Level 15 Summoned Creature

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** fly 8 (hover, max altitude 3)

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

**Resist:** fire 15, **Vulnerable:** cold 15

#### ‡ Flickers of Flame (standard, at-will) • Fire

Reach 2; your level +4 vs Reflex; 3d6 + Charisma modifier fire damage. *Miss:* A random creature adjacent to the big burner takes 2d6 + Charisma modifier fire damage.

#### \* Quick Flicking Fire (standard, at-will) • Fire

Far burst 1 within 5; your level +4 vs Reflex (one random target in range); 2d6 + Charisma modifier fire damage.

#### Instinct

At the end of your turn, if the big burner has not received a command that turn, it makes a *quick flicking fire* attack against the nearest square occupied by a creature.

## Pincer Demon (Glabrezu)

### Level 19 Summoned Creature

Huge Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 6

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

#### ‡ Pincer (standard, at-will)

Your level +6 vs AC; 2d8 + Charisma modifier damage.

#### \* Chaos Hammer (standard, at-will) • Force

Far burst 1 within 5; your level +4 vs Fortitude; 1d10 + Charisma modifier force damage, and the target falls prone.

#### Instinct

At the end of your turn, if the pincer demon has not received a command that turn, it uses *chaos hammer* centered on you, if possible. Otherwise, it moves towards the nearest creature and uses *pincer*.

## Boar Demon (Nalfeshnee)

### Level 19 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 5, fly 8

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

#### ‡ Musky Claw (standard, at-will)

Your level +4 vs AC; 1d10 + Charisma modifier damage.

#### ¤ Accursed Blast (standard, encounter) • Necrotic, Lightning

Near arc 2; your level +4 vs Reflex; 1d8 + Charisma modifier necrotic and lightning damage, and the target is weakened until the end of your next turn.

#### Horror Nimbus (reaction, encounter) • Fear

When the boar demon is reduced to 0 HP or below: Near burst 2; your level +4 vs Reflex; the target is pushed 2 and dazed (save ends); *Effect:* The boar demon is destroyed.

#### Instinct

At the end of your turn, if the boar demon has not received a command that turn, it falls to 0 HP and triggers *horror nimbus*.

## Laughing Demon

### Level 25 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 8

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

*Aura of Mockery aura 3:* A creature within the aura that fails a saving throw takes 15 damage.

#### ‡ Tooth and Claw (standard, at-will)

Your level +6 vs AC; 2d8 + Charisma modifier damage, and a creature adjacent to the target takes 1d8 + Charisma modifier damage.

#### † Tooth and Claw and Stomp (standard, at-will)

The laughing demon makes two *tooth and claw* attacks.

#### Instinct

At the end of your turn, if the laughing demon has not received a command that turn, it teleports to an unoccupied square adjacent to a random creature within 20, and uses *tooth and claw and stomp*.

## Frenzy Demon

### Level 19 Summoned Creature

Medium Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 8

**Defenses:** your defenses

**HP:** your staggered value; can use your recoveries

*Aura of Frustration aura 3:* Each time a creature within the aura misses on an attack roll, the frenzy demon gets a +2 power bonus to its next attack roll.

#### ‡ Claw (standard, at-will)

Your level +2 vs AC; 1d12 + Charisma modifier damage.

#### † Raking Claws (standard, at-will)

Your level +2 vs AC; 2d12 + Charisma modifier damage.

#### Instinct

At the end of your turn, if the frenzy demon has not received a command that turn, it moves towards the nearest creature and uses *raking claws*.

## Balor

### Level 29 Summoned Creature

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

**Senses:** darkvision, trueseeing

**Languages:** Common, Abyssal

**Speed:** 6, fly 12

**Defenses:** your defenses +2

**HP:** your staggered value; can use your recoveries

**Resist:** fire 15, necrotic 15, **Vulnerable:** cold 15

*Aura of Flame (Fire) aura 2:* A creature that enters or begins its turn in the aura takes 20 fire damage.

#### ‡ Longsword (standard, at-will) • Fire, Necrotic, Weapon

Reach 2; your level +6 vs AC; 2d12 + Charisma modifier fire and necrotic damage.

#### † Flame Whip (swift, at-will) • Fire

Reach 3; your level +4 vs Reflex; the target is knocked prone and pulled 3.

#### Lifedrinker (free, encounter) • Healing

If a non-mook creature is killed within the balor's aura, the balor's summoner regains a recovery and the balor heals equal to your recovery value.

#### Fallen Angel's Reckoning (reaction, encounter) • Radiant

The balor is reduced to 0 HP or below: Near burst 5; 2d12 + your Charisma modifier radiant damage, and the balor is destroyed.

#### Instinct

At the end of your turn, if the balor has not received a command that turn, it moves so the nearest creature is in range of its *flame whip*, then uses the *flame whip* and *longsword*.

## Marilith

### Level 29 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** darkvision

**Languages:** Common, Abyssal

**Speed:** 8

**Defenses:** your defenses +2

**HP:** your staggered value; can use your recoveries

*Wall of Steel aura 2:* A creature that leaves the aura takes 15 damage.

#### ‡ Sword (standard, at-will) • Weapon

Reach 2; your level +6 vs AC; 2d8 + Charisma modifier damage.

#### † Three Whirling Swords (standard, at-will) • Weapon

The marilith makes up to three sword attacks, each against a different target. The marilith may shift 1 after each attack.

#### Terrible Swift Swords (free, encounter)

For the rest of this turn, all attacks the marilith makes score a critical hit on a natural 15-20.

#### Beguiling Gaze (standard, at-will) • Psychic, Charm

Ranged 10; your level +4 vs Will; the target is pulled 6 squares.

#### Instinct

At the end of your turn, if the marilith has not received a command that turn, it uses *three whirling swords* against an adjacent target. If there is no such target, it uses *beguiling gaze* against the nearest creature in range.

## Deep, Dark, Truthful Mirror

**Key Ability:** Constitution

**Secondary Ability:** Charisma

**Source:** Sculpt Their Body (kit)

You're able to modify your body in ways not reflective of any animal. This includes the manipulation of your bone structure, your muscles, even altering your size and the position of your limbs.

## Level 1

### Brief Mimicry

*You change your shape to look like another, throwing off those who see you.*

#### At-Will Attack 1 (Move Action) • Arcane, Focus, Transmutation

Near burst 5, one enemy

**Attack** Constitution vs Will

**Hit** Until the end of your next turn, the target must make a saving throw each time they target you with an attack. If the save fails, they must target the attack so it does not affect you, or the attack fails.

**Effect** Until the end of your next turn, you take the form of a particular creature that is an ally of the target.

## Level 2

### Clay

*It's like you're made out of plastic, rubber, or some other kind of other flexible material.*

#### At-Will Utility 2 (Move Action) • Arcane, Transmutation

**Self**

**Effect** You gain reach 1 until the start of your next turn.

### Squeeeeze

*Your muscles can extend; your bones can slip from their sockets. You find yourself moving through places even a rodent would find difficult.*

#### At-Will Utility 2 (Move Action) • Arcane, Transmutation

**Self**

**Effect** Until the start of your next turn, you can squeeze without a reduction in speed. You suffer no penalties to attack, and do not grant combat advantage while squeezing. You are treated as a Small creature for purposes of squeezing into Tiny spaces.

### Bone Blade

*From beneath your skin, you extend a sharpened piece of bone which you can immediately employ as a weapon.*

#### Encounter Utility 2 (Standard Action) • Arcane, Transmutation,

**Focus**

**Self**

**Effect** You create a weapon of your choice. It can remain attached to your body or be detached so it can be thrown. The weapon is an enchanted weapon of the same bonus as the focus used for this power (if any).

### Behemoth

You are able to change your basic biological makeup to make yourself extremely resistant to damage.

**Daily Utility 2 (Standard Action)** • Arcane, Transmutation  
Self

**Effect** Add double your Constitution modifier to your level. You gain that number of temporary hit points. Until you lose all these temporary hit points, your weight is doubled and you reduce any unwilling movement you are subject to by 1 square.

### Bone Shield

You expand one of your arm's bones to emerge as a shield to defend against attack. It doesn't look pretty. It only has to work.

**Daily Utility 2 (Standard Action)** • Arcane, Transmutation, Focus  
Self

**Effect** You create a light or heavy shield attached to your arm. You can dismiss the shield as a swift action. The shield is an enchanted shield of the same bonus as the focus used for this power (if any).

### Theriophily

You are no monster, and unlike others like you, fitting in has never been a real issue, especially when you can look like anyone.

**Daily Utility 2 (Swift Action)** • Arcane, Transmutation, Stance  
Self

**Effect** You can alter your physical form to take on the appearance of another humanoid creature of your size, including unique individuals. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. Other creatures can attempt an Insight check (opposed by your Bluff check) to pierce the disguise. You must have seen the individual being imitated (as well as hear the individual if you wish to simulate the voice as well).

Level 3

### Perfect Harmony

There is an old saying about making your weapon part of you. In this case, that's easy.

**Encounter Attack 3 (Swift Action)** • Arcane, Transmutation  
Self

**Effect** Your next melee or ranged attack roll with any weapon you create with a Transmutation power automatically hits (but cannot inflict critical hits).

Level 6

### Metalform

You crystallize your skin to be resistant to any damage.

**Encounter Utility 6 (Move Action)** • Arcane, Transmutation, Stance  
Self

**Effect** You gain resistance 5 to all damage.

Level 10

### Enlarge

You increase in size.

**Daily Utility 10 (Swift Action)** • Arcane, Transmutation, Stance  
Self

**Effect** You become a Large creature until you leave this stance. You get a +2 bonus on attack rolls.

### Instinctive Shift

You change form without conscious thought.

**Daily Utility 10 (Counter Action)** • Arcane, Transmutation  
Self

**Effect** You can use a power with the Transmutation tag that normally takes a swift, move or standard action. This still counts as a use of the power for those that are limited in how often they can be used.

### Reduce

You shrink in size.

**Daily Utility 10 (Swift Action)** • Arcane, Transmutation, Stance  
Self

**Effect** You become a Small creature until you leave this stance. You get a +2 bonus to AC and Reflex defense.

## Elemental Flux

**Key Ability:** Intelligence

**Secondary Ability:** Constitution

**Source:** Mageblade (class)

You supplement your attacks with powerful elemental energies.

**Note:** When you first gain a power with the Flux tag, choose an element: lightning, acid, cold, fire or thunder. All powers with the Flux tag have that energy as a tag, 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.

Level 1

### Energy Jolt

You fill the opponent with harmful elemental energy, dealing damage and causing them to suffer debilitating effects.

**At-Will Attack 1 (Standard Action)** • Arcane, Flux, Weapon  
Near burst 3, one target

**Attack** Intelligence vs Reflex

**Hit** 1dW + Intelligence modifier [flux] damage, and the target:

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

**Level 21:** 2dW + Intelligence modifier [flux] damage, and the additional effect.

### Spark Strike

*By letting the power of the elements flow through you and into your attack, you're able to strike true with raw primal energies at your unlucky foe.*

#### Encounter Attack 1 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage.

### Variable Flux

*Filling your weapon with the power of the elements, you lash out with barely-contained eldritch power.*

#### Daily Attack 1 (Standard Action) • Arcane, Flux, 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.

- Acid: Slowed.
- Cold: Vulnerability to lightning and cold 5.
- Fire: Persistent fire damage equal to your Constitution modifier.
- Lightning: Rattled.
- Thunder: Dazed.

Miss Half damage, and no additional effect.

## Level 2

### Eldritch Shield

*By drawing upon the elements, you are capable of defending against energy effects.*

#### Encounter Utility 2 (Counter Action) • Arcane, Flux

Self

Trigger You are about to take damage.

Effect You gain resistance to [flux] 5 + your Constitution modifier, for that attack.

### Fluctuation Movement

*Coating your feet in the power of the elements, you alter your movement to grant you a burst of speed and maneuverability.*

#### Encounter Utility 2 (Swift Action) • Arcane, Stance, Flux

Self

Effect You get a benefit based on your [flux]:

- Acid: Ignore difficult terrain 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).
- Fire: Your speed increases by +2 until the end of your next turn.
- Lightning: Make a jump as a free action, with a +10 bonus to Athletics.
- 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

*You rely on your unique insight into eldritch powers to create a shield of energy that protects you from an attack.*

#### Daily Utility 2 (Counter Action) • Arcane

Trigger You are hit by an attack.

Effect Attacker rerolls their attack.

### Degrade Resistance

*As a disciple of the Elemental Flux, you understand how to use elements to assault those normally resistant to them.*

#### Daily Utility 2 (Swift Action) • Arcane

Effect Until the end of your next turn, your attacks ignore the first 5 points of energy resistance.

Maintain Swift The effect persists until the end of your next turn.

### Elemental Nimbus

*Channeling the strength of the elements lends your attacks strength and fury.*

#### Daily Utility 2 (Swift Action) • Arcane, Flux

Self

Effect Each attack you make until the end of your next turn inflicts +1d6 [flux] damage on a hit. You can choose to daze a target that you hit until the end of your next turn, but then this power ends.

Maintain Swift The effect persists until the end of your next turn.

### Elemental Realignment

#### Daily Utility 2 (Swift Action) • Arcane, Flux

Self

Effect Change your Flux energy. You gain resistance to [flux] 5 + your Constitution modifier until the end of the encounter.

## Level 3

### Eldritch Fang

*You fill your strike with eldritch energy that overwhelms the senses of your target.*

#### Encounter Attack 3 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Fortitude

Hit 1dW + Intelligence modifier [flux] damage and the target is dazed until the end of your next turn.

## Level 5

### Elemental Strike

*You channel the fluctuating power of the elements to land an empowered blow.*

#### Daily Attack 5 (Standard Action) • Arcane, Flux, 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: Immobile (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, and no additional effect.

Sorcerer by Joyce Maureira



### Energy Spark

You fill the air with elemental energy, which explodes as you strike your target.

**Daily Attack 5 (Standard Action) • Arcane, Flux, Focus**

Ranged 10

Attack Intelligence vs Reflex

Hit 4d10 + Intelligence modifier [flux] damage

Level 6

### Elemental Flux Stance

Filling both your body and soul with the power of the elements, you open yourself up to new powers.

**Daily Utility 6 (Swift Action) • Arcane, Flux, 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:

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

Level 7

### Lance of Power

With a swing of your blade, you release a rippling line of elemental energy.

**Encounter Attack 7 (Standard Action) • Arcane, Flux, Weapon**

Near arc 3, all creatures

Attack Intelligence vs Fortitude

Hit 1dW + Intelligence modifier [flux] damage and one option based on your flux energy:

- Acid: Targets are slowed.
- Cold: Targets must save or fall prone.
- Fire: Take an additional 1d8 damage.
- Lightning: Targets must save or drop what they are holding.
- Thunder: Targets are deafened until the end of your next turn.

Level 9

### Raging Flux

You know how to strike with such eldritch force that it drives your foes backwards.

**Daily Attack 9 (Standard Action) • Arcane, Flux, Weapon, Zone**

Far burst 3 within range 10, all creatures

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 time a creature is damaged by your *raging flux*.

Level 10

### Assay Resistance

By directly targeting the elemental essence that suffuses all creatures, you overcome an opponent's defenses with a powerful attack.

**Encounter Utility 10 (Swift Action) • Arcane, Flux**

Near burst 5, one creature

**Effect** You learn the target's resistances, immunities and vulnerabilities. Until the end of your next turn, the target gains vulnerability to [flux] 5 + your Constitution modifier.

**Boost Level 22** Targets all creatures in area of effect; the target gains vulnerability to [flux] 10 + your Constitution modifier.

Level 13

### Arcane Torrent

You unleash a sudden burst of eldritch energy that surges towards a distant foe.

**Encounter Attack 13 (Standard Action) • Arcane, Flux, Weapon**

Near arc 3, all creatures

Attack Intelligence vs Fortitude

Hit 2dW + Intelligence modifier [flux] damage and push 3.

Level 15

### Energy Hammer

As you advance your training, you learn to unleash ever more powerful bursts of energy.

**Daily Attack 15 (Standard Action) • Arcane, Flux, Weapon**

Near arc 3, all creatures

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage and one of the following based on your [flux]:

- Acid: Target takes 5 persistent acid damage (save ends).
- Cold: Target is immobile (save ends).
- Fire: Target is blinded (save ends).
- Lightning: Target is stunned until the end of your next turn.
- Thunder: Target is deafened and dazed (save ends both).

**Miss** Half damage, and no additional effect.

Level 16

### Eldritch Consumption

You have such an intimate understanding of the underlying nature of magic that you can capture its essence and feast on it to rejuvenate yourself.

**Encounter Utility 16 (Counter Action) • Arcane, Flux**

Self

**Trigger** You take damage from an energy source.

**Effect** Spend a recovery to heal your recovery value + your Constitution modifier. You may change your flux energy if you like.

Level 17

### Chaotic Blow

**Encounter Attack 17 (Standard Action) • Arcane, Flux, Weapon**

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 3dW + Intelligence modifier [flux] damage.

## Level 19

### Elemental Drive

*You charge your weapon with kinetic and elemental energy, driving them back with a wave of elemental power.*

**Daily Attack 19 (Free Action)** • Arcane, Flux, Weapon

**Self**

**Trigger** You make an attack after a charge.

**Effect** Whether or not you hit, you do an additional 3dW + Intelligence modifier [flux] damage and push them squares equal to your Constitution modifier.

## Level 22

### Redirecting Flux

*You can read and alter the flow of magical energy.*

**Encounter Utility 22 (Counter Action)** • Arcane, Flux

**Near burst 10**, one power

**Trigger** A creature uses a near or far power that targets you and/or an ally.

**Effect** Choose a creature within the area of effect. That creature is no longer a target of the attack. Choose an enemy within near burst 10 that is not already a target of the attack. That creature becomes a target of the attack, even if they are not within the area of effect.

### Elemental Absorption

*You learn to suffuse your being with an element to such a degree that its presence heals you instead of harming you.*

**Daily Utility 22 (Counter Action)** • Arcane, Flux

**Self**

**Trigger** You are about to take energy damage.

**Effect** Set your flux energy to the energy of your choice. Until the end of the encounter, you are immune to [flux] damage, and heal your level + your Constitution modifier each time you are subject to [flux] damage.

### Nexus of Elemental Retribution

*You can absorb and redirect the flow of elemental power, syphoning away energies that would harm you and making them your own.*

**Daily Utility 22 (Swift Action)** • Arcane, Flux, Stance

**Self**

**Hit** You gain resistance 15 to acid, cold, fire, lightning and thunder. Each time you are the target of an attack that does acid, cold, fire, lightning or thunder damage, you can make a basic melee or ranged attack that does additional [flux] damage equal to your Constitution modifier.

## Level 23

### Enter the Vortex

*Riding on the currents of elemental energy, you gain the benefit of a new form of movement.*

**Encounter Attack 23 (Standard Action)** • Arcane, Flux, Weapon

**Melee or Ranged weapon**, one target

**Attack** Intelligence vs AC

**Hit** 4dW + Intelligence modifier [flux] damage.

**Effect** You get a benefit until the end of the encounter based on your [flux]:

- Acid: You get a burrow speed of 4 and tremorsense 6.
- Cold: You get a swim speed of 12. Any time you are subject to unwilling movement, you can instead shift that distance.
- Fire: Your speed increases by 4, and your initiative score for this encounter increases by +4.
- Lightning: You can teleport 4 as a move action.
- Thunder: You get a fly speed of 8.

## Level 25

### Cascade of Elemental Wrath

*Each slash of your blade releases more and more eldritch power, overwhelming your enemies with the power of your strikes.*

**Daily Attack 25 (Standard Action)** • Arcane, Flux, Weapon

**Melee or Ranged weapon**, one to three targets

**Attack** Intelligence vs AC

**Hit** Three attacks. 2dW + Intelligence modifier damage. You can change your flux energy before each attack.

### Elemental Vortex

*A whirling vortex of elemental energy engulfs your foe just as your blade lands.*

**Daily Attack 25 (Standard Action)** • Arcane, Conjunction, Flux, Weapon

**Near burst 1**, all creatures

**Attack** Intelligence vs AC

**Hit** 3dW + Intelligence modifier [flux] damage.

**Effect** You conjure a Medium flux vortex in an adjacent square, which lasts till the end of the encounter. Once per turn, you can shunt the vortex up to 6 squares as a swift action. At the end of each of your turns, including the turn in which the vortex was created, enemies adjacent to the vortex demon take 3d10 [flux] damage.

### Zephyr Flux

*You may transmute your entire being into elemental energy and travel in the blink of an eye across the battlefield, leaving a wake of devastation behind you.*

**Daily Attack 25 (Standard Action)** • Arcane, Flux, Weapon

**Melee or Ranged weapon**, multiple targets

**Attack** Intelligence vs AC

**Hit** 3dW + Intelligence modifier [flux] damage.

**Special** When you use this power, shift up to your speed. Make the attack against each enemy you are adjacent to at some point during your shift.

## Level 27

### Eldritch Energy Hammer

You know how to destroy the bonds that hold magic together just as easily as you can forge them.

**Encounter Attack 27 (Standard Action) • Arcane, Flux, Weapon**

**Melee or Ranged** weapon, one zone, summon or conjuration in range

**Attack** Intelligence vs Will (power's user)

**Hit** The conjuration or zone is destroyed, or the summon takes 5dW + Intelligence modifier [flux] damage. Enemies within the zone, or enemies within Near burst 3 of the summon (if destroyed) or conjuration are subject to a secondary attack.

**Secondary Attack:** Intelligence vs Will; 3dW + Intelligence modifier [flux] damage.

## Level 29

### Elemental Destruction Ring

You whip the elements around you into a fury, then unleash the energy at all the foes who surround you.

**Daily Attack 29 (Standard Action) • Arcane, Flux, Zone, Weapon**

Near burst 3, all enemies

**Attack** Intelligence vs Fortitude

**Hit** 4dW + Intelligence modifier [flux] damage.

**Effect** You have an aura 1, which persists until the end of your next turn. At the end of your turn, enemies within the aura experience an effect based on your flux:

- Lightning: **Secondary Attack:** Intelligence vs Fortitude; the target is blinded until the end of your next turn.
- Acid: 10 acid damage, and the target is rattled until the end of your next turn.
- Thunder: The target is knocked prone.
- Cold: The target is slowed until the end of your next turn.
- Fire: The target is dazed until the end of your next turn.

**Maintain Swift** The aura persists until the end of your next turn.

### Strike of Elemental Devastation

You crush your opponents under a fierce magical assault.

**Daily Attack 29 (Standard Action) • Arcane, Flux, Weapon**

**Melee or Ranged** weapon, one target

**Attack** Intelligence vs AC

**Hit** 7dW + Intelligence modifier [flux] damage.

**Effect** All enemies within a number of squares of the target equal to your Constitution modifier gain vulnerability to [flux] 15.

## Frontline Fighting

**Key Ability:** Strength

**Secondary Ability:** Constitution

**Source:** Sylvan (class)

You are a knock-down, drag-out battler, happy to mix haymakers with weapon blows.

## Level 1

### Rope-A-Dope

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

**Melee** weapon, one creature

**Attack** Strength vs AC

**Hit** 1dW + Strength modifier damage.

**Level 21:** 2dW + Strength modifier.

**Effect** Shift to any square adjacent to the target. You either push the target 1 square or shunt it into the square you just occupied.

### Unbalancing Strike

A quick jab is better than a heavier thrust which can throw you off balance.

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

**Melee** weapon, one creature

**Attack** Strength vs Fortitude

**Hit** 1dW damage, and you gain combat advantage against the target until the end of your next turn.

**Level 21:** 2dW.

### Full Sweep

You spin around, attacking all targets around you.

**Encounter Attack 1 (Standard Action) • Martial, Weapon**

Near burst 1, all enemies you can see

**Attack** Strength vs AC

**Hit** 1dW + Strength modifier damage, and the target is knocked prone and dazed until the start of your next turn.

### Sudden Leap

You vault in the air and deliver a crippling blow from up high.

**Encounter Attack 1 (Standard Action) • Martial, Weapon**

Near burst 4 (minimum 3), one creature

**Attack** Strength vs AC

**Hit** 1dW + Strength modifier damage, and you push the target one square. You shift into the square the target previously occupied.

If the target cannot be pushed, the target is knocked prone and you shift into the occupied square.

**Miss** You shift to a square adjacent to the target.

### Best Defense is Good Offense

You strike when the enemy least suspects it, through an assumed impenetrable defense.

**Daily Attack 1 (Counter Action) • Martial, Weapon**

**Melee** weapon, the triggering enemy

**Trigger** One enemy makes a melee attack against you.

**Attack** Strength vs AC

**Hit** 1dW + Strength modifier damage.

**Miss** Half damage.

**Effect** You gain a +3 power bonus to AC until the end of your next turn. This bonus applies to the triggering attack.

### Insult to Injury

A noble warrior doesn't kick someone when they're down. You're not that noble.

#### Daily Attack 1 (Special Action) • Martial, Weapon

Melee weapon, the triggering enemy

Trigger One enemy is knocked prone.

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is pushed 3 squares. If the target cannot be pushed 3 squares because of an obstruction, both the obstruction and the target take 1d6 + your Constitution modifier damage.

Miss Half damage, and the target is not pushed.

**Special** You can use this power as a swift action or a reaction.

## Level 2

### Redirection of Energy

You utilize the direction of your enemy's attack injury into a counter-manuever.

#### Encounter Utility 2 (Counter Action) • Martial

Self

Trigger You are hit by a melee or ranged attack by an adjacent enemy.

**Effect** You gain a +4 power bonus to AC and Reflex defense against the attack. Shift to any other square adjacent to the target and gain combat advantage against the target until the end of your next turn.

### Roll With It

You take an injury and fall back, hoping to diminish the severity of the impact.

#### Encounter Utility 2 (Reaction Action) • Martial

Self

Trigger You are hit by a melee or ranged attack.

**Effect** You shift 1 square away from the triggering attacker and only suffer 1 point of damage from the hit. If you cannot move away from the attacker, you may not use this power.

## Level 3

### Adaptable Warrior

Being able to adapt to any situation is the mark of any master of the martial arts.

#### Encounter Attack 3 (Standard Action) • Martial, Weapon

Melee weapon, one or two creatures

Attack Strength +1 vs AC (2 attacks) or Strength +4 vs AC (1 attack)

Hit 1dW + Strength modifier damage.

### Mistaken Aggravation

You might have misjudged this opponent. Time for a strategic withdrawal.

#### Encounter Attack 3 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage.

**Effect** Shift your speed. You must take the most direct path away from the target.

### Overreach Lunge

Your opponent thinks they are safe. Prove them wrong.

#### Encounter Attack 3 (Standard Action) • Martial, Consistent, Weapon

Melee weapon, one creature 1 square beyond your reach

Attack Strength vs AC

Hit 2dW + Strength modifier damage.

**Effect** Shift to any square adjacent to the target.

## Level 5

### Flawless Victory

Your enemy is near defeat. Use all remaining reserves for a decisive win.

#### Daily Attack 5 (Standard Action) • Martial, Weapon

Melee weapon, one staggered enemy

Attack Strength vs AC

Hit 4dW + Strength modifier damage.

Miss Half damage.

**Effect** If the attack does not drop the target to 0 hit points or fewer, you grant combat advantage to the target until the end of your next turn. If the target hits you before the start of your next turn, you grant combat advantage until the end of your following turn.

### Hip Throw

You and your opponent are in a clinch. You utilize leverage and superior balance to toss your enemy down.

#### Daily Attack 5 (Standard Action) • Martial, Weapon

Melee weapon (unarmed), one creature

Attack Strength vs Reflex

Hit 3dW + Strength modifier damage, and you shunt the target 3 squares, knock it prone and daze it until the end of your next turn.

Miss Half damage, and you shunt the target 3 squares.

## Level 6

### Smack-Attack

Your opponent rushes you. You direct their energy past you.

#### Daily Utility 6 (Counter Action) • Martial

Self

Trigger A creature hits you with a melee attack.

**Effect** The attack misses. Shift to any square adjacent to the triggering attacker, and it grants you combat advantage until the end of your next turn.

## Level 7

### Consequential Attack

You throw yourself to such a degree into the attack, you leave yourself vulnerable.

#### Encounter Attack 7 (Standard Action) • Martial, Consistent, Weapon

Melee weapon, one creature 1 square beyond your reach

Attack Strength vs AC

Hit 3dW + Strength modifier damage + Constitution modifier.

**Effect** Regardless if you hit, you grant combat advantage to all enemies until the start of your next turn.

### Jaw Strike

You connect hard, sending a bolt of pain into your opponent's head.

**Encounter Attack 7 (Standard Action) • Martial, Weapon**

Melee weapon, one creature  
Attack Strength vs AC  
Hit 1dW + Strength modifier damage, and the target is pushed 1 square, knocked prone, and dazed until the start of your next turn.

Level 9

### Any Opportunity

You see a split-second opening to take a passing strike.

**Daily Attack 9 (Free Action) • Martial, Consistent, Weapon**

Melee weapon, one creature  
Attack Strength vs AC  
Hit 2dW + Strength modifier damage.

### Knock-Out Button

You hit that sweet spot. Hopefully it's lights out for your opponent.

**Daily Attack 9 (Standard Action) • Martial, Consistent, Weapon**

Melee weapon, one creature  
Attack Strength vs AC  
Hit 1dW + Strength modifier damage, and the target is knocked prone and stunned (save ends).

Level 10

### Last Second Recovery

You jump back, shake your head, clear your mind, and ready yourself to push back into the fight.

**Encounter Utility 10 (Move Action) • Healing, Martial Self**

**Requirements** You must be staggered.

**Effect** Shift to the nearest square not in reach of an enemy and spend a recovery to heal hit points equal to your recovery value.

### Pound for Pound

All things being equal . . . you have no equal.

**Encounter Utility 10 (Free Action) • Martial Self**

**Effect** Until the end of your next turn, your at-will powers that require a standard action only require a move action, and those that require a move action only require a swift action.

Level 13

### Snap-Sweep

You drop and spin around, tripping your opponent and making them open for another attack.

**Encounter Attack 13 (Swift Action) • Martial, Weapon**

Melee weapon, one creature  
Attack Strength vs AC  
Hit 2dW + Strength modifier damage, and the target is knocked prone.  
Miss Half damage, and the target is not knocked prone.

### Vicious Hook

You bend your arm and shift your weight. Your throw everything into a solid strike with knockout power.

**Encounter Attack 13 (Standard Action) • Martial, Weapon**

Melee weapon, one creature  
Attack Strength vs AC  
Hit 1dW + Strength modifier damage, and the target is stunned until the start of your next turn.

Level 15

### Battle Stride

Whether you barrel in or elegantly weave through, you fight your way past enemy lines.

**Daily Attack 15 (Standard Action) • Martial, Weapon**

Melee weapon, one creature  
Attack Strength vs AC  
Hit 2dW + Strength modifier damage, and the target is dazed (save ends).  
Miss Half damage.

**Effect** Before your attack, shift up to 3 squares. After your attack, shift 3 squares and repeat the attack against a different target. Then shift 3 squares and repeat the attack against a third target. Then shift 1 square.

**Special** The target of each attack must be different. If there is not a target close to enough to shift to, the power ends.

### Roundhouse Attack

In the air, with a circular sweep, you cut all your enemies down.

Yeah, it works.

**Daily Attack 15 (Standard Action) • Martial, Weapon**

Near burst 1, all creatures  
Attack Strength vs AC  
Hit 3dW + Strength modifier damage, and the target is pushed 1 square. If the target cannot be pushed due to an obstruction, the target takes additional damage equal to twice your Constitution modifier.  
Miss Half damage, and the target is pushed 1 square. They do not take additional damage if they cannot be pushed.

Level 16

### Gambit Recovery

You give your opponent the impression you're not in your game. An uncharacteristic miss is instantly followed up with another attempt.

**Encounter Utility 16 (Free Action) • Martial Self**

**Trigger** You miss with an attack roll.

**Effect** Reroll until the result is higher than the triggering attack roll.

### Knockout Power

You've been working out.

**Daily Utility 16 (Free Action) • Martial Self**

**Effect** Until the end of the encounter (or five minutes), the damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 2d6).

## Level 17

### String-Combo

*You mount attack upon attack so rapidly, your enemies are unable to defend themselves.*

**Encounter Attack 17 (Standard Action) • Martial, Weapon**  
Melee weapon, one creature  
**Attack** Strength vs AC, three attacks. Resolve each attack before making the next.  
**Hit** 1dW + Strength modifier damage. Gain a cumulative +2 bonus to additional attack rolls with this power. If you hit the target with all three attacks, you inflict additional damage equal to twice your Strength modifier.

### Wear Them Down

*You pound upon your foe in hopes of breaking their spirit.*

**Encounter Attack 17 (Standard Action) • Martial, Weapon**  
Melee weapon, one creature  
**Attack** Strength vs AC, two attacks  
**Hit** 2dW + Strength modifier damage, and the target is weakened and dazed until the end of your next turn. If you hit the target with both attacks, the target is weakened and dazed (save ends both) and cannot save until the end of your next turn.

## Level 19

### Lights Out

*You strike your opponent at a tender spot, just behind the head or under the jaw. Your enemy falls limp before you.*

**Daily Attack 19 (Standard Action) • Martial, Weapon**  
Melee weapon, one creature  
**Attack** Strength vs AC  
**Hit** 3dW + Strength modifier damage, and the target is unconscious (save ends). The moment the target takes any further damage, it immediately wakes up.  
**Miss** 3dW + Strength modifier damage.

### Off the Bone

*Your enemy's tendons snap and bones break.*

**Daily Attack 19 (Standard Action) • Martial, Weapon**  
Melee weapon, one creature  
**Attack** Strength vs AC  
**Hit** 4dW + Strength modifier damage, and the target suffers 10 persistent damage (save ends).  
**Miss** Half damage and 5 persistent damage (save ends).

## Level 22

### Blocking Pose

*You change your guard to withstand punishment from oncoming attacks.*

**Encounter Utility 22 (Move Action) • Healing, Martial Self**  
**Effect** Take half damage from all melee attacks until the start of your next turn.  
**Maintain Move** The effect persists until the start of your next turn. You cannot maintain if you move from your square or an enemy scores a critical hit against you.

## Level 23

### Calculated Strike

*You make a quick determination upon the best course of action, choosing either accuracy or power.*

**Encounter Attack 23 (Standard Action) • Martial, Weapon**  
Melee weapon, one creature  
**Attack** Strength +6 vs AC  
**Hit** 2dW + Strength modifier damage.  
**Effect** For every -2 penalty you accept on this attack (maximum -6) the attack deals +1dW damage.

### Spherical Discipline

*You lash at opponents all around, striking behind, in front, and in blind spots.*

**Encounter Attack 23 (Standard Action) • Martial, Weapon**  
Melee weapon, all enemies in reach  
**Attack** Strength vs AC  
**Hit** 2dW + Strength modifier damage, and the target is dazed and weakened until the end of your next turn.  
**Effect** You gain a +2 power bonus to AC until the end of your next turn.

## Level 25

### Master Combo

*Your opponents have never seen talent like this. Your resolve is absolute. There could be ten times more men against you and it still wouldn't matter.*

**Daily Attack 25 (Move Action) • Martial, Weapon**  
Melee weapon  
**Effect** Use three at-will powers. You can select the same power multiple times.  
**Special** When you complete a streak, you recover the use of this power.

### Roundabout Strike

*After your opponent is temporarily dazed, you slide to another position for a follow-up attack.*

**Daily Attack 25 (Standard Action) • Martial, Weapon**  
Melee weapon, one creature  
**Attack** Strength vs AC  
**Hit** 3dW + Strength modifier damage.  
**Miss** Half damage with each attack.  
**Effect** Shift to any unoccupied square adjacent to the enemy and make a secondary attack.  
**Secondary Attack:** Strength vs AC; 2dW + Strength modifier damage, and the target is knocked prone and cannot stand (save ends).

## Level 27

### Flow Like Water

*You pass through enemy lines without worry, crashing into whatever foes you wish.*

**Encounter Attack 27 (Standard Action) • Martial, Weapon**  
Melee weapon, one creature  
**Attack** Strength vs AC  
**Hit** 3dW + Strength modifier damage.  
**Effect** Shift to any square adjacent to the target.  
**Maintain Standard** Repeat the attack against a different target.

## Level 29

Sure-Kill
<p><i>One single strike is all you'll need. You crush your opponent and strike fear into all those around with such a brutal act of violence.</i></p> <p><b>Daily Attack 29 (Standard Action) • Martial, Weapon</b></p> <p>Melee weapon, one creature</p> <p>Attack Strength -2 vs AC</p> <p>Hit 6dW + Strength modifier damage, and all enemies in a burst 5 of the target are stunned until the end of your next turn.</p> <p>Miss Half damage, and enemies are not stunned.</p>

## Golden Lion

**Key Ability:** Strength  
**Secondary Ability:** Charisma  
**Source:** Commander (class)

You are an inspiring leader who throws themselves into the thick of battle.

## Level 1

Pack Pounce
<p><i>By capitalizing on the opportunities granted by the presence of your allies who are attacking your foe, your lethality increases dramatically due to your knowledge of pack tactics.</i></p> <p><b>At-Will Attack 1 (Standard Action) • Martial, Weapon</b></p> <p>Melee or Ranged weapon, one target</p> <p>Attack Strength vs AC</p> <p>Hit 1dW + Strength modifier damage, +2 for every ally that is adjacent to the target.</p> <p>Level 21: 2dW + Strength modifier damage, +4 for every ally that is adjacent to the target.</p>

Tactical Strike
<p><i>Any commander knows that in battle, footwork is key. By utilizing this theory, you help your comrades to understand this.</i></p> <p><b>Encounter Attack 1 (Standard Action) • Martial, Weapon</b></p> <p>Melee or Ranged weapon, one target</p> <p>Attack Strength vs AC</p> <p>Hit 1dW + Strength modifier damage. Choose an ally within 2. They can shift 2.</p>

Demoralizing Roar
<p><i>With a shout of rage and defiance, you wade into battle with fearless determination, shattering the resolve of your foes.</i></p> <p><b>Daily Attack 1 (Standard Action) • Focus, Martial</b></p> <p>Near burst 2, all enemies</p> <p>Attack Strength vs Will</p> <p>Hit Target is dazed (save ends)</p> <p>Miss Target is dazed until the end of their next turn</p>

## Level 2

Hunting Party
<p><i>When two or more soldiers converge on a single target, the odds of victory increase and with the knowledge of this strike you can assist your comrade's potential lethality.</i></p> <p><b>Encounter Utility 2 (Reaction Action) • Martial</b></p> <p>Near burst 5, one ally</p> <p>Trigger An ally hits an enemy</p> <p>Effect Another ally within range of the enemy (including yourself) makes a basic attack (melee or ranged) against the enemy.</p>

Pride Movement
<p><i>By having a watchful eye on the flow of combat, you know when to spur an ally into a better position.</i></p> <p><b>Encounter Utility 2 (Swift Action) • Martial</b></p> <p>Melee touch, one ally</p> <p>Effect The target can take a move action right away,</p>

## Level 3

Distracting Strike
<p><i>By attracting the attentions of a foe with a well-placed and vicious blow, you may distract and weaken your foe to the predations of your allies.</i></p> <p><b>Encounter Attack 3 (Standard Action) • Martial, Weapon</b></p> <p>Melee or Ranged weapon, one target</p> <p>Attack Strength vs AC</p> <p>Hit 1dW + Strength modifier damage and the target grants combat advantage until the end of your next turn.</p>

Defending the Pride
<p><i>With a cry to defend themselves from incoming attacks, the inspirational words of the disciple aid your allies in your defense.</i></p> <p><b>Daily Attack 5 (Standard Action) • Martial, Weapon</b></p> <p>Melee or Ranged weapon, one target</p> <p>Attack Strength vs AC</p> <p>Hit 2dW + Strength modifier damage.</p> <p>Effect Allies within 5 receive a +2 power bonus to AC until the end of the encounter.</p>

Level 6
<p><b>Circling the Prey</b></p> <p><i>With practiced precision and a quick shout, you and your allies move in unison for better strategic advantage.</i></p> <p><b>Encounter Utility 6 (Swift Action) • Martial</b></p> <p>Near burst 5, all allies and yourself</p> <p>Effect You and all allies in range shift 1.</p>

Warning Roar
<p><i>Witnessing a clear and present danger to an ally, you shout out a well-timed warning and aid your ally in defending against an attack.</i></p> <p><b>Encounter Utility 6 (Counter Action) • Martial</b></p> <p>Near burst 5, one ally</p> <p>Trigger An ally in range is hit by an attack.</p> <p>Effect The attacker must reroll their attack and use the second result.</p>

## Level 7

### Pyrite Swipe

*With a powerful strike, you push your foe into the waiting arms of your allies and their hungry blades.*

**Encounter Attack 7 (Standard Action) • 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 squares.

**Boost Level 27** 3dW + Strength modifier damage, and shunt the target 8 squares.

## Level 9

### Kill the Wounded

*You make a ferocious assault on your foe, opening the enemy's defenses to the attacks of your allies.*

**Daily Attack 9 (Standard Action) • 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.

## Level 10

### Direct the Pride

*Cooperation and teamwork form the backbone of tactical warfare, and through your knowledge of all of these things, you may help direct the actions of your ally to greater effectiveness.*

**Encounter Utility 10 (Swift Action) • Martial**

Near burst 5, one ally that has not yet acted this turn

**Effect** The ally moves up in the initiative order to act just after your turn ends.

### Golden Lion Charger

*A student of the art of war, you know that sometimes a powerful opening charge can be the edge the warrior needs.*

**Encounter Utility 10 (Swift Action) • Martial, Stance**

Near burst 5, all allies and yourself

**Effect** While you are in this stance, allies in range, including yourself, add your Charisma modifier to damage when attacking during the Charge action.

## Level 13

### Charge of the Battle Cat

*Like the charge of the mighty lion as he takes his prey to the ground, you charge into battle, heedless of your enemies, to crash into your chosen foe with a mighty strike, knocking them to the ground at your feet.*

**Encounter Attack 13 (Standard Action) • Martial, Weapon**

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target falls prone.

**Special** Before your attack, move up to your speed.

## Level 15

### Golden Swipe

*With a series of furious blows against your foe, you batter them into the waiting blades of your allies.*

**Daily Attack 15 (Standard Action) • Martial, Weapon**

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

**Effect** The target is pushed 6 squares. Each ally that is in reach of the target at some point during its move may make a melee basic attack against it.

### Harry the Prey

*Through coordinated tactics, the comrades at your side may act as one.*

**Daily Attack 15 (Standard Action) • Martial, Weapon**

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

**Miss** Allies within 5 squares of the target can make a basic melee attack against a target of their choice, or a basic ranged attack against the target of your attack.

## Level 16

### Guard the Pride

*You trust in your heavenly sense of the battle around you to see where the next attack is coming and move away from danger.*

**Daily Utility 16 (Swift Action) • Martial**

Near burst 5, all allies and yourself

**Effect** You and all allies receive a +10 power bonus to attack rolls. Each time an attack misses one or more of you, the bonus decreases by 2 until it reaches +0, at which point this power ends.

## Level 17

### Roar of Battle

*You deliver a telling blow, shattering bones and piercing defenses alike as you press the foe into opening vital places for your allies to gain purchase.*

**Encounter Attack 17 (Standard Action) • Martial, Weapon**

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target gets vulnerability to all damage 5 until the end of your next turn.

## Level 19

### Strategic Blow

*With a tremendous strike, you confuse the enemy and create an opening for an ally to reposition themselves.*

**Daily Attack 19 (Standard Action) • Martial, Weapon**

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

**Effect** Allies within 5 of the target can immediately shift 2 as a free action.

## Level 22

### Golden General's Stance

*A beacon of victory upon the field of combat, you personify glory in combat and those in your presence may share in your prowess.*

**Daily Utility 22 (Swift Action) • Martial, Stance  
Self**

**Effect** Allies within 5 receive a +2 power bonus on attack rolls. If they score a critical hit, they add your Charisma modifier to the damage.

### Lord of the Pridelands

*Proving you are the undisputed master of war, you call for absolute and crushing victory through overwhelming force of numbers.*

**Daily Utility 22 (Swift Action) • Martial, Stance**

**Self**

**Effect** While you are in this stance, allies within 10 can use your Strength attack bonus instead of their own for any melee attacks that they make. You can end the stance with a swift action.

## Level 23

### War Lion's Charge

*With the ferocity of an angered lion, you race across the battlefield ignoring secondary targets to bear down on a single enemy and reduce them to dust.*

**Encounter Attack 23 (Standard Action) • Martial, Weapon**

**Melee weapon, one target**

**Attack** Strength vs AC

**Hit** 3dW + Strength modifier damage and the target is stunned until the end of your next turn

**Effect** Half damage and the target is dazed until the end of your next turn.

## Level 27

### Lion Lord's Agony

*With a fury born of desperation and determination for victory, you pour your pain into your swings so that the enemy may drink deeply of it.*

**Encounter Attack 27 (Standard Action) • Martial, Weapon**

**Near burst 1, all enemies**

**Attack** Strength vs AC

**Hit** 3dW + Strength modifier damage and push the target 2.

## Level 29

### Triumphant Lion's Leadership

*The power and majesty of the lion lords of the wild lives within you, so much so that your victories are a victory for your allies.*

**Daily Attack 29 (Counter Action) • Martial, Weapon, Healing**

**Melee weapon, one target**

**Trigger** Your ally is the target of an attack

**Attack** Strength vs AC

**Hit** 7dW + Strength modifier damage, and the attack that triggered this power misses.

**Miss** Half damage. If the triggering attack hits, it does half damage.

**Effect** The ally in question can spend a recovery to heal their recovery value.

**Special** Before your attack, shift up to twice your speed.

## High Cunning

**Key Ability:** Intelligence

**Secondary Ability:** Wisdom

**Sources:** Embodies Intelligence, Worships the God of Peace (kits)

You are a clever fighter who can size up your opponents.

## Level 1

### Outthink & Outwit

*You quickly ascertain your enemy's eye movements and body language and determine the best course of action.*

**At-Will Attack 1 (Move Action) • Martial**

**Ranged** 10, one creature

**Attack** Intelligence +2 vs Reflex

**Hit** The target grants combat advantage to you and all allies until the start of your next turn.

### Instant Analysis

*You study your opponent and gauge what their strengths are as well as possible weaknesses.*

**Encounter Attack 1 (Move Action) • Martial, Consistent**

**Ranged** 20, one creature

**Attack** Intelligence +2 vs Will

**Hit** You learn the target's attack modifiers, all defense values, and the damage capacities of its attacks. The target is rattled until the end of your next turn.

**Maintain Move** The rattled condition persists until the end of your next turn.

## Level 2

### No Sweat

*You take everything in stride.*

**At-Will Utility 2 (Standard Action) • Martial**

**Self**

**Effect** You gain a +2 power bonus to your next Intelligence- or Wisdom-based skill check.

## Level 3

### Evasive Action

*Your talent to avoid attacks is legendary.*

**Encounter Attack 3 (Move Action) • Martial, Consistent**

**Near burst 10, one creature**

**Attack** Intelligence +2 vs Reflex

**Hit** Until the end of your next turn, the target cannot make any attack against you that does not target at least one other creature.

**Maintain Move** Repeat the attack against the same target. You cannot maintain if you miss.

## Level 5

### Flash of Brilliance

*In an instant, thousands of possible outcomes race by, and you realize the best course of action.*

**Daily Attack 5 (Move Action) • Martial, Consistent**

Near burst 10, one creature you can see

**Attack** Intelligence +2 vs Reflex

**Hit** Until the end of the encounter, you gain a +2 power bonus to all defenses and a +5 power bonus to all skill checks against the target.

## Level 7

### Think Things Through

*You stop and consider your opponent's weak spot.*

**Encounter Attack 7 (Move Action) • Martial, Consistent**

Near burst 10, one creature

**Attack** Intelligence +2 vs Will

**Hit** Until the end of your next turn, the target's highest defense value is reduced by 4. All other defenses are reduced by 2. Remove any marks the target has placed on you or your allies. You and each ally can immediately make a saving throw against one condition inflicted by the target.

**Maintain Move** Repeat the attack against the same target. You cannot maintain if you miss.

## Level 9

### Flash of Violence

*You outmaneuver your enemies, allowing yourself a chance to escape.*

**Daily Attack 9 (Move Action) • Martial, Consistent, Weapon**

Near burst 10, one creature you can see

**Attack** Intelligence +2 vs Reflex

**Hit** Choose one of the following benefits to apply until the end of the encounter:

- You gain a +2 power bonus to all attack rolls and a +4 power bonus to all damage rolls against the target; or
- You gain a +4 power bonus to all defenses against the target's attacks

### Improvisational Desperation

*Well, it should work ... in theory.*

**Daily Attack 9 (Move Action) • Martial**

**Self**

**Effect** Use one of your daily or encounter powers. You may choose a power that is already expended. If you choose a power that is not expended, this use of the power does not expend it.

## Level 10

### Two Steps Ahead

*You remember the fundamentals of strategy from playing games of chance. You apply what you know in the combat field.*

**Encounter Utility 10 (Swift Action) • Martial**

**Self**

**Effect** Add your Intelligence modifier to all defenses until the end of your next turn. All movement you make until the end of your next turn is considered a shift.

### Sweep Terrain

*You gain a lay of the land and instantly recognize where to take advantage of beneficial environment.*

**Daily Utility 10 (Move Action) • Martial**

**Near** earshot, you and four allies

**Effect** The target can shift its speed -2. Until the end of the encounter, whenever the target has cover of any sort, the penalty to attack rolls against it increases by -2.

## Level 16

### Well-Informed Hypothesis

*Everything that just happened was in your head, the result of you balancing the benefits of your action.*

**Encounter Utility 16 (Free Action) • Martial**

**Self**

**Trigger** You end your turn but don't like the results of it.

**Effect** Redo your entire turn. Everything that occurred during your turn did not occur.

## Level 17

### Game Theory

*It can all be boiled down to mathematics.*

**Encounter Attack 17 (Move Action) • Martial**

**Ranged** 20, one enemy

**Attack** Intelligence +2 vs Will

**Hit** You gain the target's defense values (if higher than yours) and basic attack bonus (if higher than yours) until the end of your next turn. If the target's values are lower than yours, you gain a +2 bonus to yours.

**Maintain Move** The effect persists until the end of your next turn. You cannot maintain if you are staggered or the target scores a critical hit on you.

## Level 19

### Focus Weakness

*You know this enemy well and know what to do to inflict the most harm.*

**Daily Attack 19 (Move Action) • Martial, Consistent**

**Ranged** 20, one enemy

**Attack** Intelligence +2 vs Will

**Hit** Until the end of the encounter, you learn all of the target's powers, defense values, and characteristics. In addition, you score a critical hit on a natural roll of 18, 19 or 20 and if you score a critical hit, the target takes 1dW extra damage.

## Level 22

### Thousands of Calculations

*Every outcome, every possible consequence, repeats in your head until you decide a course of action. The strain of thinking this quickly can get to some people.*

**At-Will Utility 22 (Free Action) • Martial**

**Self**

**Effect** Roll twice for your next attack roll or skill check and take the better result value. Take damage equal to half your level.

**Special** This power can only be used once per round.

## Level 25

Natural Instincts
<i>The last attempt worked so well, you try it again, hoping for the same result.</i>
<b>Daily Attack 25 (Swift Action) • Martial</b>
<b>Self</b>
<b>Effect</b> You recover the attack power you last used and immediately use it again. You cannot reuse a power that is being maintained.

## Level 27

Prodigy
<i>You are a natural predator.</i>
<b>Encounter Attack 27 (Free Action) • Martial</b>
<b>Self</b>
<b>Effect</b> Use any encounter power you know that you have not yet expended. This use of the power does not expend it.

## Juggernautical

**Key Ability:** Strength

**Secondary Ability:** Constitution

**Sources:** Guardian (class), Embodies Strength (kit)

You are sturdy and powerful, and it is almost impossible to take you down or hold you back.

## Level 1

Devastating Body Attack
<i>You make the target think it just got struck by a gorilla ... riding a horse.</i>
<b>At-Will Attack 1 (Standard Action) • Martial, Weapon</b>
Melee weapon, one creature up to one square out of reach
<b>Attack Strength vs AC</b>
Hit 1dW + Strength modifier damage, and you push the target 1 square. If the target cannot be pushed because of an obstruction, you inflict maximum damage.
<i>Level 21: 2dW + Strength modifier damage.</i>
<b>Effect</b> Before your attack, shift up to one square towards the target. This must bring the target within reach.

Knock-About Strike
<i>You leave your opponent reeling.</i>
<b>Encounter Attack 1 (Standard Action) • Martial</b>
<b>Self</b>
<b>Effect</b> Make a basic melee attack. If you hit, the target is also rattled until the end of your next turn.

Inconsequential Injury
<i>Nothing clears the head like hurting something else.</i>
<b>Daily Attack 1 (No Action) • Martial</b>
<b>Self</b>
<b>Effect</b> Select one condition you suffer from. Gain a +4 bonus to the saving throw against that condition until you pass. When you pass, you gain two basic attacks.

## Level 2

For the Common Honor
<i>In an instant, you weigh the options and realize someone else's life is more vital than your own.</i>
<b>Encounter Utility 2 (Counter Action) • Martial</b>
<b>Near burst 2, one ally</b>
<b>Trigger</b> One staggered ally in range is hit by an attack that does not include you.
<b>Effect</b> You are hit by the attack instead of the ally.

I'm the Juggernaut
<i>You ignore any obstacles as you plow through terrain and opponents.</i>
<b>Encounter Utility 2 (Move Action) • Martial</b>
<b>Self</b>
<b>Effect</b> Shift a number of squares equal to 1 + your Constitution modifier, ignoring difficult terrain. You can move through enemies' squares during this movement. Non-creature obstructions in squares you attempt to enter take damage equal to 5 × your Strength modifier: if this destroys the obstruction, you can enter the square.

The Behemoth
<i>You lift up a few inches and widen your stance. You find a newly found surge of adrenaline.</i>
<b>Daily Utility 2 (Swift Action) • Martial</b>
<b>Self</b>
<b>Effect</b> You gain temporary hit points equal to twice your Strength modifier.
<b>Special</b> Use a standard action and a move action instead of a swift action with this power and gain temporary hit points equal to twice your Constitution and Strength modifier.

## Level 3

Out of the Fire
<i>You know when to fight and when not to. You grab an ally and pull back.</i>
<b>Encounter Attack 3 (Free Action) • Martial, Weapon</b>
<b>Self</b>
<b>Trigger</b> You hit one creature
<b>Effect</b> The target takes 1dW extra damage from the triggering attack.
<b>Secondary Effect:</b> You and one adjacent ally can shift a number of squares equal to 1 + your Strength modifier. You and the ally must be adjacent at the end of the shift.

## Level 5

Wade In
<i>A powerful blow tells your foes to bring it on. You are ready.</i>
<b>Daily Attack 5 (Standard Action) • Martial, Weapon</b>
Melee weapon, one creature
<b>Attack Strength vs AC</b>
Hit 3dW + Strength modifier damage and the target is dazed until the end of your next turn.
<b>Effect</b> You gain resistance to all damage 5 until the end of your next turn.

## Level 6

### Once More Into the Breach

*Despite injuries and your brain telling you you're done, your body refuses to fall.*

**Encounter Utility 6 (Move Action) • Martial, Self**

**Requirements** You must be staggered.

**Effect** You regain hit points equal to twice your Strength modifier plus twice your Constitution modifier.

### The Bulldozer

*You slowly approach your enemies, pushing your advancing line and claiming more of the battlefield.*

**Daily Utility 6 (Swift Action) • Martial, Stance**

**Self**

**Effect** While you are in this stance, you have resistance 5 to all damage. You can shift 1 as a swift action, but you must shift towards the nearest enemy.

## Level 7

### In The Face

*An enemy raises a club, sword, or any other archaic implement of barbarity and you respond with your own medieval response.*

**Encounter Attack 7 (No Action) • Martial, Weapon**

Melee weapon, the triggering enemy

**Trigger** One enemy hits you with an opportunity attack.

**Attack** Strength vs AC

**Hit** 1dW + Strength modifier damage, and the attack misses.

**Boost Level 17** 3dW + Strength modifier damage, and the attack misses.

## Level 9

### He Ain't Heavy

*You grab a fallen ally and throw them over your shoulder as you withdraw.*

**Daily Attack 9 (Standard Action) • Martial, Weapon**

Near burst 6, one unconscious or otherwise helpless ally

**Effect** Shift into the ally's occupied square.

**Secondary Effect:** Make a basic attack. One hit creature takes 2dW extra damage

**Miss:** Half damage

**Tertiary Effect:** Shift a number of squares equal to 1+ your Constitution or Strength modifier, and shunt the target with you.

## Level 10

### The Runaway Boulder

*You barrel through terrain and people and anchor yourself further up the line.*

**Daily Utility 10 (Free Action) • Martial**

**Self**

**Effect** Shift your speed +2. Until the end of your next turn, you gain resistance 10 to all damage.

**Special** If you complete a streak, you recover the use of this power.

## Level 13

### Like An Elephant

*You offer your shoulder to enemies you plow through, slamming them back and clearing a way.*

**Encounter Attack 13 (Standard Action) • Martial, Weapon**

Melee weapon, each enemy in reach during your shift

**Attack** Strength vs AC

**Hit** 2dW + Strength modifier damage, and the target is pushed 3 squares and knocked prone.

**Effect** Before your attacks, shift your speed. You can pass through enemy occupied squares.

## Level 15

### Down Fighting

*You ignore all those pesky holes and bleeding wounds. You refuse to accept humiliation. You will not fall before winning a fight.*

**Daily Attack 15 (Reaction Action) • Martial**

**Self**

**Trigger** You are reduced to 0 or fewer hit points

**Effect** Until the start of your next turn, you are dazed, but do not fall unconscious, make death saves, or die from reaching your negative staggered value in hit points; you also gain a +4 power bonus to all attack and damage rolls.

**Special** If you are still alive at the end of the encounter, you automatically stabilize at 0 hit points.

**Maintain Free** The effect persists until the start of your next turn. If you do not hit with an attack before the start of your next turn, you are considered to have failed a death save.

## Level 16

### The Fortress

*You're an immovable object, a rooted post for allies to rally back to.*

**Daily Utility 16 (Move Action) • Martial**

**Self**

**Effect** You gain regeneration 5 until the end of your next turn. You grant cover to all allies in adjacent squares, regardless of line of sight.

**Maintain Move** The effect persists until the end of your next turn. You cannot maintain if you leave your current square.

## Level 19

### Nosebleed

*You sniff up the blood, bark loudly, and assault the newly frightened enemy.*

**Daily Attack 19 (Reaction Action) • Martial, Weapon**

Melee weapon, the triggering enemy

**Trigger** One enemy hits you with an attack.

**Effect** The hit inflicts no damage. Make a basic attack: one hit creature takes 1dW extra damage.

**Boost Level 29** After you make your basic attack, you gain a +2 bonus to all attack rolls and damage rolls until the end of the encounter against the triggering enemy.

## Level 22

### Just Got the Wind Knocked

*What? Nah, nah, I'm doing just fine.*

**Encounter Utility 22 (Reaction Action) • Martial**

**Self**

**Trigger** You take damage from an attack.

**Effect** Until the end of the encounter, you suppress all effects of the attack. At the end of the encounter, you immediately suffer these effects.

## Level 23

### Just Walk It Off

*You know perfectly well how much damage was done. You attempt to ignore it and continue the fight.*

**Encounter Attack 23 (Standard Action) • Healing, Martial, Weapon**

**Melee weapon**, one creature

**Requirements** You must be staggered.

**Attack** Strength vs AC

**Hit** 4dW + Strength modifier damage.

**Miss** Half damage.

**Effect** Spend a recovery and regain double your recovery value.

## Level 25

### Blatant Disregard for Personal Safety

*You walk in the open, brazenly approaching your foe without care or concern.*

**Daily Attack 25 (Standard Action) • Martial, Weapon**

**Self**

**Effect** Shift a number of squares equal to your Strength modifier.

Make three basic attacks at any point during the move. Each time you miss with an attack roll, you can spend a recovery and heal your recovery value in hit points.

## Level 27

### Behind Me!

*Your ally uses you as cover as you march towards your enemy.*

**Encounter Attack 27 (Standard Action) • Martial**

**Near** burst 1, you and two allies

**Effect** Each target can shift its speed. They must remain in adjacent squares at the end of the move. Each target can use one attack power at any point during the move. Until the end of your next turn, you grant cover to adjacent allies.

## Last Laugh

**Key Ability:** Charisma

**Secondary Ability:** Dexterity

**Source:** Harlequin (class)

You are a slippery, taunting combatant who can fool even skeptical foes.

## Level 1

### Biting Taunt

**At-Will Attack 1 (Swift Action) • Martial, Stance**

**Self**

**Effect** When you enter this stance, you may mark one creature within 10 squares. While you are in this stance, creatures you have marked do half damage on any attack that does not include you as a target.

### Failure to Communicate

*Events are not moving in your favor. You act in the best interest of the situation.*

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

**Self**

**Effect** Make a basic attack. After the attack, you can shift a square.

**Special** If the creature you attacked as part of this action misses you with an attack before the start of your next turn, you can make a basic attack against it as a reaction.

### Tricky Taunt

**At-Will Attack 1 (Swift Action) • Martial, Stance**

**Self**

**Effect** When you enter this stance, you may mark one creature within 10 squares. While you are in this stance, creatures you have marked provoke an opportunity attack from you if they miss you with an attack. You can make basic ranged attacks for opportunity attacks triggered by this power.

### Who, Me?

*You claim ignorance in the situation, acting as the innocent or an ally of the opposite side. You seem trustworthy enough.*

**At-Will Attack 1 (Move Action) • Martial, Psychic**

**Near** burst 10, three creatures not within 3 of you

**Attack** Charisma +2 vs Will

**Hit** The target cannot make melee or ranged attacks against you until the start of your next turn. If you mark or inflict damage on the target, the effect ends and the target is immune to this power until the end of the encounter.

### Exploit Weakness

*Your enemy is not angry as much as confused by what you just said.*

**Encounter Attack 1 (Standard Action) • Martial, Psychic, Consistent**

**Near** burst 10, one creature you can see

**Attack** Charisma +2 vs Will

**Hit** The target is immobile until the end of your next turn. If the target takes any damage from you or your allies, it immediately recovers from this effect.

### Personal Betrayal

*The enemy wasn't expecting your attack. It wasn't even sure you were an enemy. Well, now it knows.*

#### Encounter Attack 1 (Swift Action) • Martial

Near burst 10, one creature you can see that you have not damaged this encounter

**Effect** Until the start of your next turn, whenever you make a damage roll against the target, you gain a power bonus to the roll equal to your Charisma modifier.

**Maintain Swift** The effect persists until the start of your next turn.

### Forked Tongue

*The target is swayed by your magnetic charisma, the tone of your voice, and your general attitude.*

#### Daily Attack 1 (Standard Action) • Martial, Psychic, Consistent

Near burst 5, one creature you can see

**Requirements** You, the target, and the target's allies have not been damaged this encounter.

**Attack** Charisma +2 vs Will

**Hit** Until the end of your next turn, your allies have concealment against the target and you gain a +3 power bonus to all Diplomacy and Bluff checks against it. If the target takes any damage while this power is in effect, it is stunned until the end of your next turn.

**Maintain Standard** The effect persists until the end of your next turn, until the target takes damage or until you take damage, whichever comes first.

### Parley

*You convince your enemy to settle down and pause, at least for a moment. It may not last, especially if an ally is aggressive.*

#### Daily Attack 1 (Standard Action) • Martial, Psychic, Consistent

Near burst 10, one creature you can see

**Attack** Charisma +2 vs Will

**Hit** The target is stunned (save ends). If the target takes any damage or is moved, the effect immediately ends and the target gains a +2 bonus to all defenses until the start of its next turn.

## Level 2

### Grace Under Pressure

*You are suave and as cool as ice. Even when the arrows fly, you act calmly.*

#### Encounter Utility 2 (Swift Action) • Martial

**Effect** Until the start of your next turn, you gain a +2 power bonus to all defenses (AC, Fortitude, Reflex and Will).

### Winning Smile

#### Daily Utility 2 (No Action) • Martial

**Self**

**Effect** Double your Charisma modifier to Bluff or Diplomacy checks until the end of the encounter (or five minutes).

## Level 3

### Talk Down

#### Encounter Attack 3 (Move Action) • Martial, Consistent, Psychic

Near burst 10, one creature you can see

**Attack** Charisma +2 vs Will

**Hit** The target is dazed until the end of your next turn.

## Level 5

### Perfect Masquerade

*Your accent and mannerisms are flawless. No matter the task or test, you can fake it.*

#### Daily Attack 5 (Standard Action) • Martial, Psychic

Near burst 10, all creatures

**Requirements** This power cannot be used if you, the target, or any of the target's allies has taken damage previously in the encounter.

**Attack** Charisma +2 vs Will

**Hit** Your allies gain concealment against the target, and the target is dazed until the end of your next turn.

**Effect** You gain a +3 power bonus to Bluff checks and can make a Bluff check in place of any knowledge (but not monster knowledge) check until the end of your next turn.

**Maintain Standard** Repeat the attack.

### Sow Distrust

*You convince an enemy with thrown voices, rocks, or any other diversion to choose another target.*

#### Daily Attack 5 (Counter Action) • Martial, Consistent, Psychic

Near burst 10, one creature

**Trigger** A creature makes a ranged attack against you or an adjacent ally.

**Attack** Charisma +2 vs Will

**Hit** The target's attack is directed to any other target in range and line of sight (your choice).

## Level 6

### Smooth Talker

*You step in during an escalating conversation and attempt to smooth out the ripples of an impending confrontation. If the situation requires, you can also spot a liar.*

#### Encounter Utility 6 (No Action) • Martial

**Self**

**Effect** Gain a +5 power bonus to your next Bluff, Diplomacy, Insight, or Perception check or your next attack with the Psychic tag.

**Special** If you fail the check or miss with the attack, this power is not expended.

### Cool Nerves

*The group is under attack. Tempers are fraying. Someone's about ready to snap. You blurt out a comical remark that brings it all home.*

#### Daily Utility 6 (Move Action) • Martial, Psychic

Near earshot, all allies

**Effect** The target gains a +2 power bonus to Will defense until the end of the encounter. On their next turn, the target can either spend a recovery or gain an additional move action.

### Fast-Talk

*While normal people bog down someone with a lot of useless banter, you get to the point, and it works.*

#### Daily Utility 6 (Free Action) • Martial

**Self**

**Effect** You gain a +10 power bonus to your next Bluff, Diplomacy, or Intimidate check, and you gain a +3 power bonus to all other skill checks with those skills until the end of the encounter (or five minutes).

## Level 7

### Empathic Response

*"I know what you're going through. This is not the solution. We can make a deal. Just me ... just talk to me. You know you can trust me."*

**Encounter Attack 7 (Move Action) • Martial, Psychic, Consistent**

Near burst 10, one creature you can see

**Attack** Charisma +2 vs Will

**Hit** The target is marked and cannot make any attack that only includes you until the end of your next turn.

## Level 9

### Instant Infatuation

*You say and do exactly what they want you to say or do, instantly enticing your target.*

**Daily Attack 9 (Swift Action) • Martial, Psychic, Consistent**

Near burst 2, one creature you can see

**Requirements** You, the target, and the target's allies have not been damaged this encounter.

**Attack** Charisma +2 vs Will

**Hit** Until the end of your next turn, the target suffers a -4 penalty to Will defense and a -4 penalty to attack rolls with attacks that include you.

**Miss** Until the end of your next turn, you gain a +4 power bonus to Will defense against the target's attacks and a +4 power bonus to Bluff and Diplomacy checks against the target.

**Maintain Swift** The effects persist until the end of your next turn. You can maintain until you inflict damage on the target or until the target inflicts damage on you.

### Read Body Language

*You read your opponent's movements and their next course of action. You throw a diversion to prevent concentration.*

**Daily Attack 9 (Counter Action) • Martial, Psychic, Consistent**

Near burst 10, the triggering enemy

**Trigger** One enemy in burst you can see uses a power.

**Attack** Charisma +2 vs Will

**Hit** The triggering power is expended and the target's action is lost. If you score a critical hit, the target is also stunned until the start of your next turn.

**Special** Spend a recovery as part of this power, but regain no hit points; instead, you recover the use of this power.

## Level 10

### I Know This Trick

*Your enemy attempts a tricky tactic you have been trained to avoid.*

**Encounter Utility 10 (No Action) • Martial**

**Self**

**Trigger** You are affected by one following conditions that a save can end: dazed, marked, slowed, or stunned.

**Effect** You gain a +5 power bonus to saving throws against the triggering condition until you save.

## Level 13

### Center of Attention

**Encounter Attack 13 (Free Action) • Martial**

**Self**

**Effect** You mark all enemies that can see you until the end of your next turn. You lose all benefits of cover or concealment. Until the end of your next turn, basic attacks only require a swift action.

### Gruff and Tough

*You snort and spout a boast about your abilities.*

**Encounter Attack 13 (Move Action) • Fear, Martial, Psychic**

Near burst 10, one creature you can see

**Attack** Charisma +2 vs Will

**Effect** The target is stunned until the end of your next turn, and you push the target its speed.

## Level 15

### Backup Plan

*You realize things are going badly and act quickly with a backup.*

**Daily Attack 15 (Free Action) • Martial, Weapon**

Melee or Ranged weapon, one creature

**Trigger** You make a Bluff, Diplomacy or Intimidate check and dislike the result.

**Effect** Make a basic attack against the target. On a hit, the target takes 3dW extra damage from the attack and is dazed (save ends). On a miss, the target is dazed until the start of your next turn.

### Stunning Good Looks

**Daily Attack 15 (Standard Action) • Martial, Psychic**

Near burst 5, all enemies

**Requirements** You, the target, and the target's allies have not been damaged this encounter.

**Attack** Charisma +2 vs Will

**Hit** Until the end of your next turn, the target is dazed and helpless, and your allies gain concealment against it. You gain a +10 power bonus to your next Diplomacy or Bluff check against the target and a +5 bonus to all other Diplomacy and Bluff checks until the end of your next turn.

**Miss** The target is dazed until the end of your next turn and you gain a +3 bonus to all Diplomacy and Bluff checks until the end of your next turn.

**Special** If the target takes any damage, they are no longer helpless, though they are still dazed.

**Maintain Standard** The effect persists until the end of your next turn. If either the target or you take damage, the effect ends immediately and cannot be maintained.

## Level 16

### Method Acting

*You become the part. You take on the role so flawlessly, the old you is pushed away.*

**Daily Utility 16 (Swift Action) • Martial**

**Self**

**Effect** Until the end of the encounter, you gain a +5 power bonus to all Bluff and Intimidate checks and can use Bluff in place of any Intelligence- or Wisdom-based skill.

### Unshakable Persona

*You can recover in an instant, changing course fast enough that listeners didn't even notice.*

**Daily Utility 16 (No Action) • Martial**

**Self**

**Trigger** You make any Intelligence-, Wisdom-, or Charisma-based skill check and dislike the result.

**Effect** You succeed at the roll.

## Level 17

### Dazzling Personality

You manage to direct your opponent to doing exactly what you wanted, even if your target wasn't even aware of it.

**Encounter Attack 17 (Move Action) • Martial, Psychic**

Near burst 10, one creature you can see

**Attack** Charisma +2 vs Will

**Hit** The target is controlled until the start of your next turn.

## Level 19

### Intimate Assassin

**Daily Attack 19 (Move Action) • Martial, Psychic, Consistent**

Near burst 1, one creature you can see

**Requirements** This power cannot be used if you, the target, or any of the target's allies has taken damage previously in the encounter.

**Attack** Charisma +2 vs Will

**Effect** Until the start of your next turn, the target is stunned and helpless against your attacks.

### Lead the Shot

*The time for talking is over. You give your ally the sign to end the conversation.*

**Daily Attack 19 (Free Action) • Martial**

Near earshot, one ally

**Effect** Until the start of your next turn, as an immediate counter action, the target may make any single action available to it. The target gains a +4 power bonus to attack rolls made as part of that action. Before or after your ally acts, you can take a move action.

## Level 22

### Butt In

*You step forward an instant before things go sour and you attempt to cool the situation or at least stall while others prepare.*

**Daily Utility 22 (No Action) • Martial, Psychic**

**Self**

**Requirements** You are not surprised.

**Trigger** You roll for initiative.

**Effect** Gain a +10 power bonus to initiative. If you act first in an encounter, you gain a standard action which must be used for a power with the Psychic tag.

## Level 23

### All Attention

*You draw the attention of all those around, allowing allies to get into a better position.*

**Encounter Attack 23 (Move Action) • Martial, Open, Psychic**

Near burst 10, four creatures

**Attack** Charisma +2 vs Will

**Hit** The target is marked and cannot make attacks that do not include you until the end of your next turn. Each ally in burst can shift a number of squares up to their speed.

**Effect** You gain a +4 power bonus to all defenses until the start of your next turn.

## Level 25

### Feign Mortality

*You lure your opponent with an award-winning performance faking injury, death, or vulnerability. When your enemy least suspects it, you strike.*

**Daily Attack 25 (Free Action) • Martial, Psychic, Weapon Self**

**Requirements** You are staggered

**Effect** Choose a condition, like helpless or unconscious, or an affliction, like cyanide poisoning or a witch's curse. You appear to suffer from that condition or affliction. You can drop prone as part of this action. You gain a +10 bonus to Bluff checks to maintain the illusion. This effect lasts until the end of the encounter or until you make the following attack.

**Attack:** As an immediate interrupt or as a swift action on your turn, make a basic attack against the target. You automatically score a critical hit, and deal 1dW extra damage.

### Touched a Nerve

*You must have really said something to upset them.*

**Daily Attack 25 (Move Action) • Martial, Psychic, Consistent**

Near burst 10, one creature you can see

**Attack** Charisma +2 vs Will

**Hit** The target is helpless (save ends). If the target is hit by an attack, they are no longer helpless.

## Level 27

### Destructive Criticism

*You really know what to say to bring someone down.*

**Encounter Attack 27 (Move Action) • Martial, Psychic, Consistent**

Near burst 10, one creature

**Attack** Charisma +2 vs Will

**Hit** Choose one of the following:

- The target fails its next saving throw
- One condition with a finite duration that the target is suffering lasts an additional round.

**Maintain Move** Repeat the attack. You can maintain until you miss.

## Level 29

### Commanding Presence

*You give the illusion of authority.*

**Daily Attack 29 (Move Action) • Martial, Psychic, Consistent**

Near burst 10, two creatures you can see

**Attack** Charisma +2 vs Will

**Hit** The target is controlled (save ends).

# Mastermind's Gambit

**Key Ability:** Intelligence

**Secondary Ability:** Charisma

**Source:** Harlequin (class)

A tactical master, you direct your allies to seize victory.

Level 1

## Instinctual Reaction

*Your intuition tells you where your enemy is most likely to be, where their weaknesses lie, and where to direct your attention to counteract their plan.*

**At-Will Attack 1 (Move Action) • Focus, Martial**

Ranged 10, one creature

Attack Intelligence +2 vs Will

Hit Until the start of your next turn, the target loses all benefits of cover or concealment; superior cover and total concealment is reduced to -2. The target grants combat advantage to one ally in range until the start of your next turn.

## Mark of the Puppeteer

*You lead the target into another's threat range.*

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Self

**Effect** Make a basic attack. If you hit, you shunt the target two squares.

## Tactical Alteration

*You outmaneuver your opponent and feign them into a poor strategic position.*

**At-Will Attack 1 (Move Action) • Focus, Martial**

Near burst 10, one creature you can see

Attack Intelligence +2 vs Will

Hit The target is marked by an ally in line of sight to the target. The mark lasts until the target is staggered or until you use *tactical alteration* again.

## Distracting Attack

*You make your foe believe an attack is impending from a flank. You cause it to move from cover.*

**Encounter Attack 1 (Free Action) • Martial**

Self

**Trigger** You hit a creature that has cover against you.

**Effect** The target grants combat advantage to all allies in eyesight until the start of your next turn.

**Maintain Standard** The effect persists until the start of your next turn. You cannot maintain if the target moves from cover.

## Into the Fire

*You rescue an ally from impending doom.*

**Encounter Attack 1 (Free Action) • Martial**

Self

**Trigger** You hit a creature.

**Effect** The creature you hit is marked until the end of your next turn. Two allies in eyesight shift their speed.

## Stick to the Plan

*Your brilliant maneuver forces enemies into an unwise counter-maneuver.*

**Encounter Attack 1 (Move Action) • Focus, Martial**

Near eyesight, all creatures

Attack Intelligence +2 vs Will

Hit Shunt the target 2 squares.

**Special** Allies must be willing to be targeted.

## Force It Back

*Converge all attacks on the target and drive it back.*

**Daily Attack 1 (Move Action) • Focus, Martial, Consistent**

Near eyesight, one creature

Attack Intelligence +2 vs Will

Hit Until the end of the encounter, each time the target is hit with an attack, you can shunt it 1 square.

## Make It Dance

*You make your foe dive for cover rather than continue their attack.*

**Daily Attack 1 (Counter Action) • Martial, Weapon**

Melee or Ranged weapon, triggering creature

**Trigger** A creature in eyesight moves towards you or an ally.

**Effect** Make a basic attack against the target. Until the end of your next turn, the target is immobile, and you and all allies in sight gain combat advantage against the target.

Level 2

## Bring Me Everyone

*Everyone?*

**Encounter Utility 2 (Move Action) • Martial**

Near eyesight, all allies

**Effect** Pull the target 4 squares.

Level 3

## Cover The Escape

*You provide direct assistance to allow allies to withdraw.*

**Encounter Attack 3 (Free Action) • Martial, Weapon**

Self

**Trigger** You hit a creature.

**Effect** The creature you hit takes 1dW extra damage from the triggering attack and, until the end of your next turn, that creature cannot make opportunity attacks or benefit from combat advantage. All allies adjacent to the creature can shift their speed -4.

## Encouraging Advice

*You stand with your allies and support their actions.*

**Encounter Attack 3 (Counter Action) • Martial, Consistent**

Near eyesight, one creature

**Trigger** An ally in range misses the target with an attack.

Attack Intelligence +2 vs Reflex

**Hit** The target is hit by the triggering attack.

## Level 5

### Back-To-Back

*They have your back; you have theirs.*

**Daily Attack 5 (Standard Action) • Martial, Weapon**

Melee touch, you and one adjacent ally

**Effect** The target makes a basic attack. Until the start of your next turn, the target gains a +2 power bonus to AC and Reflex defense.

**Maintain Standard** The target repeats the attack and the effect persists. You cannot maintain if you and the targeted ally are no longer in adjacent squares.

### Take the Lead

*In the absence of proper leadership, you stand up to lead the charge.*

**Encounter Attack 7 (Free Action) • Martial, Weapon**

Self

**Trigger** You hit one creature, and there are no allies closer to this creature than you are.

**Effect** The creature is marked until the end of your next turn. While it is marked, if the creature moves in any direction that does not bring it closer to you, you can make a basic attack against it as a counter.

**Maintain Swift** The effect persists until the end of your next turn.

## Level 9

### Cover Opportunity

*You take the full force of your enemy's attack to offer your allies a chance to recover.*

**Daily Attack 5 (Move Action) • Healing, Martial, Consistent**

Near burst 5, two creatures you can see

**Attack** Intelligence +2 vs Reflex

**Hit** The target is marked until the end of the encounter.

**Effect** All allies in eyesight can spend a recovery and heal their recovery value in hit points.

### Aggravate the Wound

*Your attack struck a previous wound the enemy had already sustained, causing further damage.*

**Daily Attack 9 (Free Action) • Martial, Weapon**

Self

**Trigger** You hit a creature.

**Effect** The creature you hit takes 2dW extra damage from the triggering attack, and it fails its next saving throw.

## Level 6

### Attract Attention

*You've got to do something stupid in order to save the team.*

**Daily Utility 6 (Move Action) • Martial**

Self

**Effect** All creatures you have marked suffer an additional -2 penalty to attacks that don't include you until the end of your next turn. All targets you have marked gain a +2 bonus to attack you until the end of your next turn.

**Maintain Move** The effect persists until the end of your next turn.

### Proud Target

*Yup, you're the leader. They know it, even if it isn't true.*

**Daily Attack 9 (Move Action) • Focus, Martial**

Near burst 10, all enemies you can see

**Attack** Intelligence +2 vs Reflex

**Hit** The target is marked until the end of your next turn. An enemy marked by you that does not include you as a target on its next attack suffers a -3 penalty to all defenses until the end of your next turn.

**Effect** You gain a +2 power bonus to all defenses until the end of your next turn.

**Maintain Move** Repeat the attack and the bonus to defenses persists until the end of your next turn.

## Level 7

### Blind Spot

*An enemy comes out of nowhere. You make a quick attack before it can assault a comrade.*

**Encounter Attack 7 (Counter Action) • Martial, Weapon**

Melee or Ranged weapon, one enemy

**Trigger** An enemy makes its first attack of the encounter.

**Effect** Make a basic attack against the target. If you hit, the target takes 1dW extra damage from the attack. The target suffers a -4 penalty to attack rolls until the end of your next turn.

## Level 10

### Boar's Head

*You and your allies move in formation.*

**Encounter Utility 10 (Move Action) • Martial**

Near burst 3, you and all allies

**Effect** The target moves your speed. Each target must end their move adjacent to at least one other target.

### Right into the Trap

*Your opponent falls perfectly for your taunt. It doesn't realize its mistake until it's too late.*

**Encounter Attack 7 (Counter Action) • Focus, Martial**

Near eyesight, the triggering ally

**Trigger** One ally hits a creature.

**Attack** Intelligence +2 vs Reflex

**Hit** Your ally's hit becomes a critical hit.

### Taunting Mockery

*You scream obscenities and hurl rocks to anger an opponent.*

**Encounter Utility 10 (Swift Action) • Martial**

Ranged 20, one creature

**Effect** You mark the target until the start of your next turn.

**Maintain Swift** The effect persists until the start of your next turn.

## Level 13

### Diverting Attack

*Your attack causes your enemy to rear its head, allowing others to take the kill shot.*

**Encounter Attack 13 (Free Action) • Focus, Martial, Consistent Self**

**Trigger** You hit a creature.

**Hit** You and all allies in sight can score a critical hit against the creature you hit on a natural roll of 18, 19, or 20 until the start of your next turn.

**Maintain Move** The effect persists until the start of your next turn. You cannot maintain if you or any ally scored a critical hit the previous round.

### Positive Reinforcement

*You ally's attack was far more deadly than even they thought it was.*

**Encounter Attack 13 (Move Action) • Focus, Martial, Consistent**

**Near** burst 10, one creature you damaged this turn

**Attack** Intelligence +2 vs Reflex

**Hit** Until the start of your next turn, you and all allies in sight gain a +6 power bonus to attack rolls with basic attacks against the target.

### Subtle Encouragement

*The enemy doesn't know it, but you have maneuvered them right where you want them.*

**Encounter Attack 13 (Move Action) • Martial**

**Near** burst 10, one creature

**Hit** Shunt the target a number of squares equal to your Charisma modifier, and it grants you and all allies combat advantage until the end of your next turn. One ally in eyesight automatically hits with their next at-will or encounter power against the target.

## Level 15

### Hearten the Squad

*There stands the enemy and your group must destroy it.*

**Daily Attack 15 (Standard Action) • Focus, Martial**

**Near** burst 10, one creature you can see

**Effect** All allies in sight and in line of effect to the target automatically hit the target with basic attacks until the start of your next turn.

### No Time to Bleed

*You're hit but the others can't see you squirm.*

**Daily Attack 15 (Free Action) • Healing, Martial, Weapon**

**Near** eyesight, the triggering creature

**Trigger** You hit one creature that hit you since the start of your last turn.

**Effect** The target takes 3dW extra damage from the triggering attack, and you can spend a recovery and heal your recovery value.

## Level 16

### Direct Strike

*You relay important information to allies about approaching threats.*

**Encounter Utility 16 (Move Action) • Martial**

**Near** burst 10, all enemies you can see

**Effect** The target grants combat advantage to you and all allies until the start of your next turn.

### Plan of Attack

*Don't just all of you run headstrong into a fight. Let's think this through.*

**Encounter Utility 16 (Move Action) • Martial**

**Near** eyesight, four allies

**Effect** The target gains a +3 power bonus to attack rolls until the start of your next turn.

## Level 17

### Center Peel

*You create a diversion and a precious opportunity for a wounded ally to break off and retreat.*

**Encounter Attack 17 (Move Action) • Martial**

**Ranged** eyesight, all enemies

**Effect** Until the end of your next turn, the targets are marked and slowed. Allies in range shift a number of squares equal to 1 + your Charisma modifier, but must not end their movement adjacent to an enemy.

### Direct Threat

*You stand against the most dangerous opponent on the field.*

**Encounter Attack 17 (Move Action) • Focus, Martial, Consistent**

**Near** burst 5, one creature you can see

**Attack** Intelligence +2 vs Reflex

**Hit** Until the end of your next turn, the target can make no attacks that do not include you, you gain a +2 bonus to all defenses against the target's attacks, and if the target hits you, you can make a basic attack against it as an immediate reaction.

**Maintain Swift** The effect persists until the end of your next turn. You can only sustain if you are not staggered.

### Target Priority

*One ally is injured. You goad enemies into shifting their attention.*

**Encounter Attack 17 (Move Action) • Martial**

**Near** eyesight, one ally

**Effect** Until the start of your next turn, all enemies suffer a -4 penalty to attack rolls against the target, and if any enemy hits the target, one ally in eyesight gains a basic attack against that enemy as a counter.

**Maintain Move** The effect persists until the start of your next turn. You cannot sustain if the target scores a critical hit on an enemy.

## Level 19

### Secure Perimeter

*You form a circle with your comrades when surrounded by enemies.*

*You make a final stand against the onslaught.*

**Daily Attack 19 (Standard Action) • Martial, Weapon**

**Near** burst 3, you and up to four allies

**Effect** The target can make a basic attack as an opportunity action against any enemy that approaches within 5 squares of them but is not adjacent. Creatures hit are immobile until the start of the target's next turn.

**Maintain Standard** You and allies repeat the attack. You cannot sustain if a target moves 3 squares or further from another target.

## Level 22

Focus Target
<p><i>You order an ally to focus and ignore all distractions.</i></p> <p><b>Encounter Utility 22 (Move Action) • Martial</b></p> <p><b>Near</b> eyesight, one ally</p> <p><b>Effect</b> Until the start of your next turn, the target gains a +4 power bonus to attack rolls and can score a critical hit on a natural roll of 18-20.</p>

## Level 23

Sudden Exposure
<p><i>You scream for an ally to get down, making their foe vulnerable to attack.</i></p> <p><b>Encounter Attack 23 (Move Action) • Focus, Martial, Consistent</b></p> <p><b>Near</b> eyesight, one enemy</p> <p><b>Effect</b> Shunt one ally adjacent to the target their speed -4. Make the following attack against the target.</p> <p><b>Attack:</b> Intelligence +2 vs. Reflex</p> <p><b>Hit:</b> The target gains vulnerability to all weapon damage 5 until the end of your next turn.</p> <p><b>Maintain Move</b> The target gains vulnerability to all weapon damage 5 until the end of your next turn. You cannot sustain if the target is staggered.</p>

On A Pile of Corpses
<p><i>You scream in defiance, standing on a hill built from the bodies of your enemies.</i></p> <p><b>Encounter Attack 23 (Move Action) • Martial, Weapon</b></p> <p><b>Near</b> burst 10, all enemies you can see</p> <p><b>Effect</b> You mark the target and pull it 4 squares. Until the end of your next turn, you gain a +4 bonus to all defenses, and if any of your marked targets makes an attack that does not include you, the target is helpless against your attacks.</p> <p><b>Maintain Move</b> The effect persists until the end of your next turn. You can only sustain this power once.</p>

## Level 25

Point Of No Return
<p><i>You risk everything, even personal injury, towards the success of the mission.</i></p> <p><b>Daily Attack 25 (Standard Action) • Healing, Martial</b></p> <p><b>Near</b> eyesight, you and four allies</p> <p><b>Effect</b> The target can spend a recovery. They can either regain hit points or use their recovery value as a damage bonus on their next hit. The target can make an immediate basic attack.</p>

Pinpoint Objective
<p><i>You find the most dangerous opponent--the enemy commander or the largest target. Everyone coordinates their attacks.</i></p> <p><b>Daily Attack 25 (Move Action) • Focus, Martial, Consistent</b></p> <p><b>Near</b> burst 10, one creature you can see</p> <p><b>Attack:</b> Intelligence +2 vs Reflex</p> <p><b>Hit:</b> Until the start of your next turn, all allies in sight gain a +2 bonus to attack and a +5 bonus to damage against the target.</p> <p><b>Maintain Move</b> Until the start of your next turn, each time an ally hits the target, the target takes +5 damage.</p>

## Level 27

Brilliant Opportunity
<p><i>Your tactical planning has created an opening.</i></p> <p><b>Encounter Attack 27 (Move Action) • Focus, Martial, Consistent</b></p> <p><b>Ranged</b> eyesight, one creature</p> <p><b>Attack:</b> Intelligence +2 vs Reflex</p> <p><b>Hit:</b> Until the start of your next turn, when the target hits with an attack, one ally in eyesight makes a basic attack against a target of their choice as a reaction.</p> <p><b>Maintain Move</b> The effect persists until the start of your next turn. You can only sustain once.</p>

Perfect Timing
<p><i>You've planned ahead for this moment. You knew where your enemy would be, where they would strike, and when their weaknesses would be revealed. You give your allies the word and they act according to the plan.</i></p> <p><b>Encounter Attack 27 (Standard Action) • Martial</b></p> <p><b>Near</b> eyesight, all allies</p> <p><b>Effect</b> Once before the start of your next turn, the target can make a basic attack as a counter.</p>

## Level 29

Shock And Awe
<p><i>You display overwhelming battle awareness.</i></p> <p><b>Daily Attack 29 (Swift Action) • Focus, Martial</b></p> <p><b>Near</b> burst 10, all enemies</p> <p><b>Attack:</b> Intelligence +2 vs Reflex</p> <p><b>Hit:</b> The target is stunned until the start of your next turn.</p> <p><b>Effect</b> You and each ally in burst can shift a number of squares equal to 1+ your Intelligence modifier.</p> <p><b>Maintain Swift</b> Repeat the attack.</p>

Shining Example
<p><i>Your allies are moved by your bravado.</i></p> <p><b>Daily Attack 29 (Move Action) • Martial</b></p> <p><b>Near</b> burst 10, all enemies</p> <p><b>Effect</b> You mark the target. Until the end of your next turn, you take no damage from the target's attacks provided it remains marked by you; instead, grant temporary hit points to one ally in range equal to the damage dealt. An ally cannot receive more temporary hit points than their recovery value. Any target that is out of range by the end of your turn is no longer marked.</p> <p><b>Maintain Move</b> The effect persists until the start of your next turn. You cannot sustain if you are staggered.</p>

# Puppeteer's String

**Key Ability:** Wisdom

**Secondary Ability:** Charisma

**Sources:** Magician (class), Worships the God of Tyranny (kit)

You can enchant, influence and dominate the weaker willed.

*Conversion by Luigi Castellani*

Level 1

## Befuddle

*Your mental influence clouds your opponent's concentration.*

**At-Will Attack 1 (Move Action) • Arcane, Focus, Psychic**

Near burst 3, one creature

**Attack** Wisdom vs Will

**Hit** The target is dazed until the start of your next turn.

## Neural Spear

*You scour the target's mind.*

**At-Will Attack 1 (Standard Action) • Arcane, Focus, Psychic**

Near burst 5, one living creature

**Attack** Wisdom vs Will

**Hit** 1d8 + Wisdom modifier psychic damage.

**Level 21:** 2d8 + Wisdom modifier damage.

## Instant Friends

*Don't you remember me? We're old pals.*

**Encounter Attack 1 (Standard Action) • Arcane, Charm, Focus, Psychic**

Near burst 5, one creature

**Attack** Wisdom vs Will

**Hit** The target treats you as a friend and cannot attack you until the end of your next turn. You can use your Bluff skill to convince the target to do something for you, as per normal rules for Bluff. The effect ends immediately if you make an attack that damages the target.

**Maintain Swift** Repeat the attack against the same target. On a hit the duration is extended until the end of your next turn.

## Recall Probe

*You sift through the target's memories, searching for the needed one.*

**Daily Attack 1 (Standard Action) • Arcane, Focus, Psychic**

Melee touch, one creature

**Attack** Wisdom vs Will

**Hit** 2d4 + your Wisdom modifier psychic damage and the target is dazed until the end of your next turn. You search the target's mind for a specific memory. Make an Arcana check: DC 20 for a memory 24 hours old or less, DC 25 for a week old and DC 30 for up to a month old (GM's discretion for older memories).

**Miss** The power is not expended, but you cannot use it on the same target until after your next long rest.

**Maintain Standard** Repeat the attack against an eligible target.



## Level 2

### Dreamtrancer

*You move through the netherscape of untapped subconscious to communicate with someone else.*

**At-Will Utility 2 (Standard and Move Action) • Arcane, Psychic**  
**Unlimited** one unconscious creature you have met

**Effect** You enter the target's dream until the start of your next turn. You can communicate with the target, convince it you are real or not. Once on your turn, make a Wisdom vs Will attack if you wish to take control of the dream; otherwise, you can only control your dream body and anything you can directly affect with it. If you take control of the dream, the target can attempt a Wisdom or Charisma vs Will attack at the start of its next turn to regain control. If you inflict harm on the target or the target inflicts harm on itself, it wakes up; however, if you are in control of the dream, the target can only harm itself if you wish it. While you are in the dream, you can take no actions outside of it. If you suffer damage in reality, the effect ends.

**Maintain Free** The effect persists until the start of your next turn. You cannot maintain if the target wakes up.

### Imprint

*You wave your hand and suddenly a piece of paper looks like a letter from the king, a copper coin looks like a gold coin, or a rock looks like a diamond. Surely there are other applications, but you can't think of any.*

**At-Will Utility 2 (Standard Action) • Arcane, Illusion**

**Melee touch, one tiny object**

**Effect** You make one object look like something else of the same approximate size and shape. The illusion only affects the object's visual qualities. Observers can make a Perception check opposed by your Bluff check to identify the illusion. The effect lasts until you dismiss it as a free action, or until you stop touching the object.

### Long Range Communication

*You concentrate and transmit a simple message over a vast distance.*

**At-Will Utility 2 (Standard Action) • Arcane, Psychic**

**Near burst 1 mile, one creature you can envision**

**Effect** You transmit a message of 25 words or less that only the target will hear.

### Indirect Camouflage

*The best disguise is the one established in the mind.*

**Daily Utility 2 (Move Action) • Arcane, Consistent, Focus, Illusion, Psychic**

**Self**

**Hit** You disguise your appearance until the end of your next turn, making you look like someone else. The details of your appearance are up to you. You gain a +5 bonus to Bluff checks related to the disguise.

**Maintain Move** The effect persists until the end of your next turn. You cannot maintain for longer than five minutes.

## Level 3

### All a Jumble

*The target mixes up their target and ends attacking their best friend. That won't go over well.*

**Encounter Attack 3 (Counter Action) • Arcane, Consistent, Focus, Psychic**

**Near burst 10, the triggering creature**

**Trigger** A creature makes a ranged attack against you or an adjacent ally.

**Attack** Wisdom vs Will

**Hit** The target attacks a different creature of your choice within its attack's range.

### Cut the Strings

*The target's eyes roll back and they take a nice long nap.*

**Encounter Attack 3 (Standard Action) • Arcane, Consistent, Focus, Psychic**

**Near burst 5, one creature**

**Attack** Wisdom vs Will

**Hit** The target falls unconscious until the end of your next turn. If it suffers any damage, it immediately wakes up.

**Maintain Swift** Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the target is unconscious for one hour or until it suffers damage.

### Reverberation

*You create a sound everyone thinks they hear.*

**Encounter Attack 3 (Move Action) • Arcane, Consistent, Focus, Psychic**

**Far burst 5 within range 20, all enemies**

**Attack** Wisdom vs Will

**Hit** The target is distracted and grants combat advantage to all creatures until the end of your next turn.

## Level 5

### Direct Manipulation

*You push the target's brain aside and take direct control of the target.*

**Daily Attack 5 (Standard Action) • Arcane, Charm, Consistent, Focus, Psychic**

**Near burst 5, one creature**

**Attack** Wisdom vs Will

**Hit** The target is controlled until the end of your next turn.

**Maintain Standard** Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the target is controlled for one hour.

### Making Matters Worse

*You're already wiggling around their mind. Might as well cut a few nerves.*

**Daily Attack 5 (Free Action) • Arcane, Focus, Psychic**

**Unlimited range, one creature that has just taken damage from a Psychic power you used**

**Effect** The target takes an additional 2d8 + Wisdom modifier damage and is weakened until the end of your next turn.

*Level 15: 3d8 + Wisdom modifier damage.*

*Level 25: 4d8 + Wisdom modifier damage.*

## Level 6

### Deep Scan

*You attempt to scan the thoughts of someone you cannot see.*  
**Daily Utility 6 (Standard and Move Action) • Arcane, Consistent, Focus, Psychic**  
**Near burst 1 mile, one creature you can envision**  
**Attack Wisdom vs Will**  
**Hit** You are able to scan the surface thoughts of the target, revealing its current location and what it is doing.  
**Special** No attack necessary against a willing target.

### Instill Confidence

*You make someone feel just awesome.*  
**Daily Utility 6 (Swift Action) • Arcane, Psychic**  
**Near burst 5, one ally**  
**Effect** The target gains a +5 bonus to all skill checks for five minutes.

### Psychic Refresh

*You are not like other people, limited in their uses of things.*  
**Daily Utility 6 (Move Action) • Arcane, Psychic**  
**Self**  
**Effect** Recover the use of one of your encounter powers.

## Level 7

### Visual Deletion

*Although you can still make a noise, your opponents have no other ways to locate you.*  
**Encounter Attack 7 (Standard Action) • Arcane, Focus, Illusion, Psychic**  
**Near burst 5, all enemies**  
**Attack Wisdom vs Will**  
**Hit** You are invisible to the target until the end of your next turn.  
**Maintain Move** Repeat the attack against any targets you hit last turn.

## Level 9

### Act Casual

*No one suspects a thing.*  
**Daily Attack 9 (Standard Action) • Arcane, Charm, Focus, Psychic**  
**Near burst 5, one creature**  
**Attack Wisdom vs Will**  
**Hit** The target is controlled (save ends), but not dazed (enabling you to use more than one of its actions) and the target doesn't grant combat advantage unless you wish them to.

### Neural Slice

*You send out a cascade of psychic energy to affect all those around.*  
**Daily Attack 9 (Standard Action) • Arcane, Focus, Psychic**  
**Far burst 3 within range 10, all enemies**  
**Attack Wisdom vs Will**  
**Hit** The target is dazed, immobile, and weakened (save ends all).  
**Miss** The target is dazed, immobile, and weakened until the start of your next turn.

## Level 10

### Telepathic Blocker

*You go on the defense to ensure you don't suffer from any effects you yourself are known for.*  
**Daily Utility 10 (Free Action) • Arcane, Psychic**  
**Self**  
**Effect** You gain a +4 bonus to Will defense for 5 minutes.

## Level 15

### Blackout

*You cut off every sense in your opponent. You suppose they could still smell you.*  
**Daily Attack 15 (Standard Action) • Arcane, Focus, Psychic**  
**Near burst 5, all enemies**  
**Attack Wisdom vs Will**  
**Hit** The target is blinded and deafened (save ends).  
**Miss** The target is blinded and deafened until the start of your next turn.

## Level 17

### Transplant Senses

*You can either look through someone else's eyes or force their vision through your own.*  
**Encounter Attack 17 (Standard Action) • Arcane, Consistent, Focus, Psychic**  
**Ranged 20, one creature**  
**Attack Wisdom vs Will**  
**Hit** Until the start of your next turn, you either look through the target's eyes or you force the target to see what you see. While looking through the target's eyes, you may choose whether or not the target is aware of your use of this power. While looking through the target's eyes, you grant combat advantage to all creatures; while looking through yours, the target grants combat advantage to all creatures and may not be able to see certain targets in order to attack them. If the target takes damage, the effect ends.  
**Maintain Standard** Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the effect remains for one hour or until you end it as a swift action.

## Level 19

### Field Control

*This feels more like a tabletop wargame and these are your troops.*  
**Daily Attack 19 (Standard Action) • Arcane, Charm, Focus, Psychic**  
**Near burst 5, all enemies**  
**Attack Wisdom vs Will**  
**Hit** The target is controlled until the end of your next turn.  
**Maintain Standard** Repeat the attack against any targets you hit last turn.

## Level 23

### Phrenic Cascade

*You simply cause havoc in the target's brain.*

**Encounter Attack 23 (Standard Action)** • Arcane, Consistent, Focus, Psychic

Near burst 10, one creature

**Attack** Wisdom vs Will

Hit 5d10 + Wisdom modifier damage, and the target is stunned until the end of your next turn.

*Level 27: 7d10 + Wisdom modifier damage*

## Level 25

### Godly String

*No matter where they go, no matter where they hide, you can get at them.*

**Daily Attack 25 (Standard and Move Action)** • Arcane, Focus, Psychic

Near burst 1 mile, one creature you can envision

**Attack** Wisdom vs Will

**Hit** The target is controlled (save ends).

### Pure Puppeteer

*You convince the target that what you wish is all that matters. You are nothing less than a god and they will do anything and everything in your name.*

**Daily Attack 25 (Standard Action)** • Arcane, Consistent, Focus, Psychic

Near burst 5, one creature

**Attack** Wisdom vs Will

**Hit** The target is under your control until the end of your next turn. This is identical to being controlled, except you can activate rechargeable, encounter, and daily powers. You can command the target to attack allies or itself (if possible).

**Maintain Move** Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the effect remains for one hour.

## Level 29

### Personality Manipulation

*Until now, everything you have done has been temporary. People would wake up and feel the fool. Now, there is nothing holding you back ... this is that moment where you need to decide which side you're really on.*

**Daily Attack 29 (Standard Action)** • Arcane, Charm, Consistent, Focus, Psychic

Near burst 5, one creature

**Attack** Wisdom vs Will

**Hit** You rewrite the target's personality so that it is convinced you and your allies are its allies until the end of your next turn. You have no direct control over the target but are able to give it instructions which it will try to follow to the best of its abilities.

**Maintain Move** Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the effect remains for one day.

## Radiant Dawn

**Key Ability:** Wisdom

**Secondary Ability:** Charisma

**Source:** Worships the God of Life (kit)

You use the divine power of the sun to blast and dazzle your enemies and heal your allies.

## Level 1

### Dismiss

*This attack 'softly' removes an enemy from your presence.*

**At-Will Attack 1 (Standard Action)** • Divine, Weapon, Radiant

Melee weapon, one creature

**Attack** Wisdom vs AC

Hit 1dW + Wisdom modifier radiant damage and the target is pushed 2 squares.

*Level 21: 2dW + Wisdom modifier radiant damage and the target is pushed 2 squares.*

**Special** If the target is undead, they are pushed 4 squares on a hit instead.

### Expose Weakness

*You strike with a weak, but swift, attack that hampers an opponent.*

**At-Will Attack 1 (Standard Action)** • Divine, Focus

Ranged 10, one creature

**Attack** Wisdom vs Will

**Hit** The creature is weakened and slowed (save ends both).

### Staunching Strike

*To help your allies and harm your enemies is the most basic tenet of the Radiant Dawn discipline.*

**Encounter Attack 1 (Standard Action)** • Divine, Weapon, Radiant, Healing

Melee weapon, one creature

**Attack** Wisdom vs AC

Hit 2dW + Wisdom modifier radiant damage. You or an ally within sight can spend a recovery to heal their recovery value.

### Spoils of War

*Might makes right.*

**Daily Attack 1 (Standard Action)** • Divine, Focus, Radiant

Near burst 3, all enemies

**Attack** Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier damage.

**Effect** Until the end of the encounter, each time an ally within 3 hits with an attack, they heal damage equal to your Wisdom modifier.

## Level 2

### Decree of Mercy

*A simple look and gesture can weaken one's resolve to kill.*

**Encounter Utility 2 (Counter Action)** • Divine

Near burst 5, all enemies

**Attack** Wisdom vs Will

**Hit** Attacks the target makes until the end of your next turn are nonlethal.

### Bolster

You fortify an ally with akasha, hardening their skin like the scales of a dragon.

**Daily Utility 2 (Counter Action) • Divine**

Near burst 5, one ally

**Effect** The ally gains resistance to all 5 until the end of your next turn. *Level 11: 10. Level 21: 15.*

### The Caged Sun

**Daily Utility 2 (Swift Action) • Divine, Stance, Healing**

**Self**

**Effect** You cannot heal creatures other than yourself, or enable other creatures to spend recoveries. However, all healing you receive is doubled. If you receive healing but are already at maximum HP, you gain that amount as temporary HP instead.

**Special** If you are staggered, you can enter this stance as a reaction.

## Level 3

### Curate's Strike

*This strike was created by a kobold leader to fight both controlling magics and vicious wounds.*

**Encounter Attack 3 (Standard Action) • Divine, Focus, Radiant, Healing**

Ranged 5, one creature

Attack Wisdom vs AC

Hit 2d8 + Wisdom modifier radiant damage. You or an ally within sight can spend a recovery to heal their recovery value. They also gain a +2 bonus on saving throws until the end of your next turn.

## Level 6

### Decree of Purity

*A single word and a wave of the hand purifies those who would stand with you.*

**Encounter Utility 6 (Swift Action) • Divine, Healing**

Ranged 5, one ally

**Effect** The target makes a saving throw against persistent damage or a condition with a save ends duration.

### Healer's Bane

*You hijack healing for your own purpose.*

**Encounter Utility 6 (Counter Action) • Divine, Healing**

Near burst 10, one creature

**Trigger** The creature is about to heal.

**Effect** The creature does not heal, but does lose a recovery. Pick an ally within range. They heal equal to their recovery value.

### Witness to Glory

*With a surge of akasha, you spur an ally into battle.*

**Daily Utility 6 (Counter Action) • Divine**

Near burst 10, one ally

**Trigger** Initiative is rolled.

**Effect** The ally receives a +4 power bonus to initiative. They add your Wisdom modifier to their speed until the end of your next turn.

## Level 7

### Armaments of the Empire

*A thin layer of akasha flows forth from you and covers your and your allies' weapons.*

**Encounter Attack 7 (Standard Action) • Divine, Weapon, Radiant**

Melee weapon, one creature

Attack Wisdom vs AC

Hit 2dW + Wisdom modifier damage.

**Effect** Until the end of your next turn, all allies within 5 squares gain a +2 power bonus on attack rolls.

### Decree of Death

*You single out targets for execution.*

**Encounter Attack 7 (Standard Action) • Divine, Radiant, Focus**

Far burst 1 within range 5, all enemies

Attack Wisdom vs Will

Hit 1d8 + Wisdom modifier radiant damage and the target grants combat advantage until the end of your next turn.

## Level 9

### Disrupt Essence

*A powerful blow that disrupts one's essence, inhibiting the use of abilities.*

**Daily Attack 9 (Standard Action) • Divine, Weapon, Radiant**

Melee weapon, one creature

Attack Wisdom vs AC

Hit 2dW + Wisdom modifier damage and the target cannot use encounter, daily or refresh powers until the end of your next turn.

### Lifeburst Strike

*You strike out with a simple blow with an uncanny power to heal and harm.*

**Daily Attack 9 (Standard Action) • Divine, Healing, Radiant, Focus**

Near burst 1, all enemies

Attack Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier radiant damage. Until the end of your next turn, if an ally of yours hits the target, the ally heals 10 damage.

**Miss** Half damage, and no healing effect.

**Maintain Swift** The healing effect persists until the end of your next turn.

## Level 10

### Decree of Silence

*Your presence demands silence.*

**Daily Utility 10 (Counter Action) • Divine**

Near burst 1, self and all allies

**Trigger** You are the target of a near or far attack.

**Effect** Creatures in the area of this power cannot be targeted by the attack.

## Level 13

### Lifeburst Imbuement

*This maneuver imbues another to carry out your will.*

**Encounter Attack 13 (Standard Action) • Divine, Radiant**

Near burst 5, one ally

**Effect** The next attack the ally makes has combat advantage, and does 3d8 additional radiant damage on a hit.

## Level 15

### Sunstroke

*Your akasha shapes an attack into a powerful solar flare.*

**Daily Attack 15 (Standard Action)** • Divine, Fire, Radiant, Focus  
**Far** burst 2 within range 10, all enemies  
**Attack** Wisdom vs Reflex  
**Hit** 2d10 + Wisdom modifier radiant and fire damage and persistent fire damage 10 (save ends).  
**Miss** Half damage, and no persistent damage.  
**Effect** One ally in the burst can spend a recovery to heal their recovery value.

## Level 16

### Shatter Spell

*You bring a spell or other magical effect to an unceremonious end.*

**Daily Utility 16 (Standard Action)** • Divine  
**Ranged** 10, one persisting power  
**Attack** Wisdom vs Will (power's user)  
**Effect** The power comes to an end.

### Sunlight Shields

*Your stance sits halfway between martial form and magic prowess, conjuring shields of light to defend yourself and others.*

**Daily Utility 16 (Swift Action)** • Divine, Radiant, Conjunction  
**Far** wall 1 within range 10  
**Effect** Allies in or adjacent to the wall get a +2 power bonus to AC. An enemy that moves into the wall stops moving immediately and cannot move for the rest of the turn. Walls created last until the end of your next turn.  
**Maintain Swift** Conjure a new wall within range, which lasts until the end of your next turn. This does not prolong the duration of any existing walls you conjured with this power. You cannot conjure the new wall in the same location as an existing wall.

## Level 17

### Divide and Conquer

*This strike pulls essence from the target, creating an effigy of the creature.*

**Encounter Attack 17 (Standard Action)** • Divine, Fire, Focus  
**Ranged** 10, one creature  
**Attack** Wisdom vs Fortitude  
**Hit** 3d8 + Wisdom modifier fire damage, and conjure an effigy of the target in an unoccupied square in range. Any attack that targets the effigy targets the target as well, even if the target would normally be out of range of the attack. The target only gets targeted once by any given attack, even if both the target and their effigy are in the area of effect.

## Level 19

### Battle Against the Sun

*To challenge you is to challenge the sun itself: An exercise in futility.*

**Daily Attack 19 (Standard Action)** • Conjunction, Divine, Fire, Focus  
**Ranged** 10, an unoccupied square  
**Effect** You conjure a miniature sun, which occupies one square. The sun casts bright light in a 2-square radius. It makes a ranged attack during each of your turns, including the turn it was conjured. If you spend a move action, the sun moves up to 4 squares.  
**Attack:** Ranged 5, one enemy; your Wisdom vs Reflex; 2d10 + Wisdom modifier radiant damage.  
**Maintain Swift** The sun remains another round and makes another attack.

### Noblesse Oblige

*When all else fails, your allies turn to you to save them.*

**Daily Attack 19 (Counter Action)** • Divine, Weapon, Radiant, Healing  
**Near** burst 10, the triggering enemy  
**Trigger** An enemy reduces your ally to 0 HP or below with an attack.  
**Hit** 3d6 + Wisdom modifier radiant damage.  
**Effect** The triggering ally can spend a recovery and heal 1 damage, plus they heal equal to the damage done by your attack (if any).  
**Special** Before the attack, you can shift up to your Strength modifier squares.

## Level 22

### Decree of Freedom

*With a gesture and a single word, you cause a target's essence to flare, freeing them from their bonds.*

**Encounter Utility 22 (Swift Action)** • Divine, Healing  
**Near** burst 10, one ally  
**Effect** The target ignores all conditions and persistent damage it is affected by until the end of your next turn. It can also ignore any zones or difficult or hazardous terrain during the same period. The target does not make saving throws during this effect, but the time elapsed does count towards the duration of effects.

## Level 23

### Awaken the Sleeper

*It's said that the soul of a mortal contains power that can rival the gods, and this maneuver awakens a fraction of that power for a brief moment.*

**Encounter Attack 23 (Standard Action)** • Divine  
**Near** burst 10, one ally  
**Effect** Select one of your unexpired encounter or daily powers that takes a standard, move, swift or free action. Your ally can use that power. They also gain temporary HP equal to your recovery value.

### King's Castle

*Your faithful respond to your call for help.*

**Encounter Attack 23 (Counter Action)** • Divine, Focus, Radiant  
**Near** burst 10, the triggering enemy  
**Trigger** An enemy within range hits your ally with an attack.  
**Attack** Wisdom vs Will  
**Hit** 4d10 + Wisdom radiant damage.  
**Effect** You or a willing ally within range teleports to the triggering ally's space, and the triggering ally teleports to the space you/the other ally just left. The one teleported to the space takes the hit instead of the triggering ally.

### Swords into Ploughshares

*This blow marks an enemy with a simple brand that burrows into their essence. Their strikes heal and harm in equal measure.*

**Encounter Attack 23 (Standard Action) • Divine, Weapon, Radiant**

Melee weapon, one creature

**Attack** Wisdom vs AC

Hit 3dW + Wisdom modifier radiant damage.

**Effect** Until the end of your next turn, any ally of yours targeted by the target's attack can spend a recovery to heal up to their recovery value.

**Maintain Swift** Maintain the effect.

Level 29

### Judgement Day

**Daily Attack 29 (Standard Action) • Divine, Radiant, Focus**

Far burst 2 within range 10, all enemies

**Attack** Wisdom vs Fortitude

Hit 3d8 + Wisdom modifier radiant damage and they are blinded (save ends).

**Effect** Allies within the area heal equal to their recovery value.

Level 25

### Path of the Sun

*Coalesce the power of the sun into a powerful beam that washes over enemies and allies alike, leaving behind thousands of motes of light.*

**Daily Attack 25 (Standard Action) • Divine, Focus, Fire, Radiant**

Near wall 10, all enemies in the wall

**Attack** Wisdom vs Fortitude

Hit 3d8 + Wisdom modifier radiant and fire damage.

**Effect** The wall persists until the end of your next turn. Allies that move through the wall only spend 1 movement for every 2 wall spaces moved through.

Make the attack against any enemy that enters a wall space or ends its turn on a wall space.

**Maintain Swift** The wall persists until the end of your next turn.

### Push the Advantage

*With the enemy defeated, you spur an ally towards further glory.*

**Daily Attack 25 (Reaction Action) • Divine, Weapon, Radiant**

Near burst 10, one ally

**Trigger** An ally reduces an enemy to 0 HP or below

**Effect** The triggering ally can immediately take a move action and a standard action, in either order. Also, if you spend a recovery all allies within range heal equal to your recovery value.

Level 27

### Decree of Vengeance

*You and your allies rise in revenge against your assailants.*

**Encounter Attack 27 (Standard Action) • Divine**

Near burst 5, all allies

**Effect** Each ally in range may make a basic attack. If they do so, they heal equal to their recovery value.

### Harsh Light of Day

*This attack brings with it a blast of light, making your enemies quail before the light of judgement.*

**Encounter Attack 27 (Standard Action) • Divine, Focus, Radiant**

Ranged 10, one enemy or square

**Attack** Wisdom vs Reflex

Hit 3d10 + Wisdom modifier radiant damage and the target is dazed until the end of your next turn.

**Special** Attack ignores all penalties from cover, concealment, invisibility, etc. If you target a square, the attack is made against the nearest enemy to that square, whether or not you are able to target them or even know that they exist.

Level 29

*This powerful blow brings the end to tyrant's reigns.*

**Daily Attack 29 (Standard Action) • Divine, Weapon, Radiant**

Melee weapon, one creature

**Attack** Wisdom vs AC

Hit 6dW + Wisdom modifier radiant damage.

**Effect** The creature loses all resistances and immunities until the end of your next turn.

### Rapier's Point

**Key Ability:** Dexterity

**Secondary Ability:** Charisma

**Source:** Exemplar (class)

You are a graceful, skilled duelist.

**Note:** Other than the powers of the Rapier's Point and Blades in the Dark Discipline, the main ways to gain momentum are the features of the Exemplar class. Powers that involve momentum may be of limited use to non-Exemplars.

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

Level 1

### Dance of Blades

**At-Will Attack 1 (Standard Action) • 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.*

### Gentlefolk's Challenge

**At-Will Attack 1 (Standard Action) • 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.

### Sure Thing

**Encounter Attack 1 (Standard Action) • Martial, Weapon**

Melee weapon, one target

**Attack** Dexterity +2 vs Reflex

Hit 1dW + Dexterity modifier damage.

### Only Fooling

**Daily Attack 1 (Standard Action) • 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.

### Level 9

#### Certain Strike

**Daily Attack 9 (Standard Action) • 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.

### Level 2

#### Scornful Laugh

**Encounter Utility 2 (Reaction Action) • Martial**

Near burst 10

**Trigger** An enemy misses you with an attack.

**Effect** The enemy takes a -4 penalty on attack rolls until the end of your next turn.

### Level 10

#### Bravado

**Encounter Utility 10 (Counter Action) • Martial**

Self

**Effect** An attack against your Fortitude, Reflex or Will is instead made against your Armor Class.

### Level 3

#### Lunging Draw

**Encounter Attack 3 (Standard Action) • Martial, Weapon**

Melee weapon +1 reach, one target

**Attack** Dexterity vs Will

**Hit** 2dW + Dexterity modifier damage and pull 1.

### Level 13

#### Fend Off Horde

**Encounter Attack 13 (Standard Action) • Martial, Weapon**

Near burst 1, all enemies

**Attack** Dexterity vs AC

**Hit** 2dW + Dexterity modifier damage and push a number of squares equal to your Charisma modifier.

**Boost Level 23** 3dW + Dexterity modifier damage, and the target is also knocked prone.

### Level 5

#### Calling Card

**Daily Attack 5 (Standard Action) • Martial, Weapon**

Melee weapon, one target

**Attack** Dexterity vs AC

**Hit** 2dW + Dexterity modifier damage.

**Effect** Until the end of your next turn, your allies get a +2 bonus on attack rolls against the target.

**Maintain Swift** The effect persists until the end of your next turn.

### Level 15

#### Blur of Cloaks

**Daily Attack 15 (Standard Action) • Martial, Weapon**

Melee weapon, one target

**Attack** Dexterity vs AC

**Hit** 3dW + Dexterity modifier damage.

**Effect** Until the end of your next turn, the target cannot target you with attacks. Even its near and far attacks ignore you.

### Level 6

#### Throw Off

**Daily Utility 6 (Swift Action) • Martial**

Near burst 5, one enemy

**Effect** The target grants combat advantage until the end of your next turn.

### Level 16

#### Harmless Misdirection

**Encounter Utility 16 (Reaction Action) • Martial**

Self

**Trigger** You miss with a melee attack.

**Effect** You turn invisible until the end of your turn.

*Lose momentum:* Until the start of your next turn.

### Level 7

#### Through the Foot

**Encounter Attack 7 (Standard Action) • Martial, Weapon**

Melee weapon, one target

**Attack** Dexterity vs AC

**Hit** 1dW + Dexterity modifier damage and the target is immobile until the end of your next turn.

### Level 17

#### Press the Advantage

**Encounter Attack 17 (Standard Action) • Martial, Weapon**

Melee weapon, one target

**Attack** Dexterity vs AC

**Hit** 1dW + Dexterity modifier damage and push 1. You shift 1.

**Effect** Make a secondary attack against the same target.

*Secondary Attack:* Dexterity vs AC; 1dW + Dexterity modifier damage and push 1. You shift 1.

**Boost Level 27** Do 2dW + Dexterity modifier damage with each attack, and you push and shift a number of squares equal to your Charisma modifier.

## Level 19

Call Bid
<p><b>Daily Attack 19 (Standard Action) • Martial, Weapon</b>  <b>Melee weapon, one target</b>  <b>Attack Dexterity vs AC</b>  <b>Hit 2dW + Dexterity modifier damage.</b>  <b>Effect</b> Make a number of secondary attacks against the target equal to the number of times you declared that you would hit the target.  <i>Secondary Attack:</i> Dexterity vs AC. 2dW + Dexterity modifier damage.  <b>Special</b> Before you use this power, announce how many times you will hit the target, between one and five. You can make this many secondary attacks. Count up all hits (including from your primary attack). For each attack you are short your bid, your enemy can make that many basic attacks against you.</p>

Rescuing Intercept
<p><b>Daily Attack 19 (Standard Action) • Martial</b>  <b>Melee weapon, one target</b>  <b>Attack Dexterity vs AC</b>  <b>Hit 3dW + Dexterity modifier damage.</b>  <b>Special</b> Before your attack, an ally within Near range 10 shifts squares equal to your Charisma modifier. Then you teleport into their original space.</p>

## Level 22

Dodge with Panache
<p><b>Encounter Utility 22 (Counter Action) • Martial</b>  <b>Self and allies</b>  <b>Trigger</b> You are the target of an attack  <b>Effect</b> The attacker must roll twice against you and every ally who is a target of the attack, taking the lower result each time.</p>

Swift Riposte
<p><b>Daily Utility 22 (Swift Action) • Martial</b>  <b>Self</b>  <b>Effect</b> Each time you are the target of an attack, you can make a basic melee or ranged attack against the attacker as an immediate (counter) action. This effect lasts until the end of your next turn.  <b>Maintain Swift</b> The effect persists until the end of your next turn.</p>

## Level 25

Lethal Misdirection
<p><b>Daily Attack 25 (Counter Action) • Martial, Weapon</b>  <b>Melee weapon, one target</b>  <b>Trigger</b> An enemy makes an attack that includes you as a target, and at least one creature, not including that enemy, is adjacent to you and is not currently a target of the attack.  <b>Attack</b> Dexterity vs AC, against the adjacent creature  <b>Hit</b> 3dW + Dexterity modifier damage.  <b>Effect</b> The enemy's attack is resolved against the creature adjacent to you instead of you.</p>

## Level 29

Deflect Attack
<p><b>Daily Attack 29 (Counter Action) • Martial, Weapon</b>  <b>Melee weapon, one target</b>  <b>Trigger</b> An enemy in reach targets you with an attack.  <b>Attack</b> Dexterity vs AC  <b>Hit</b> 3dW + Dexterity modifier damage and the attack misses.  <b>Miss</b> Your attack does half damage. Resolve the enemy's attack normally.</p>

## Red in Tooth and Claw

**Key Ability:** Constitution  
**Secondary Ability:** Wisdom  
**Sources:** Sylvan (class), Eats Monster Hearts, Takes Bestial Form (kits)

You can take the form of wild beasts, or take on their characteristics while keeping your own form.

**Note:** See the Tags rules for details on how Form and Wild Shape tagged powers work.

## Level 1

Blood Lust
<p><b>At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape</b>  <b>Melee 1, one enemy</b>  <b>Attack</b> Constitution vs AC  <b>Hit</b> 1d8 + Constitution modifier damage, and you gain temporary hit points equal to your Wisdom modifier.  <i>Level 21:</i> 2d8 + Constitution modifier damage, and you gain temporary hit points equal to double your Wisdom modifier.  <b>Special</b> Can be used as a basic melee attack.</p>

Bob and Weave
<p><i>You bob and weave through combat with the grace of a cat.</i>  <b>At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape</b>  <b>Melee 1, one enemy</b>  <b>Attack</b> Constitution vs AC  <b>Hit</b> 1d6 + Constitution modifier damage, and you shift 1 square.  <i>Level 21:</i> 2d6 + Constitution modifier damage.  <b>Special</b> Can be used as a basic melee attack.</p>

Stout Rebuff
<p><b>At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape</b>  <b>Melee 1, one enemy</b>  <b>Attack</b> Constitution vs AC  <b>Hit</b> 1d8 + Constitution modifier damage, and the target is rattled until the end of your next turn.  <i>Level 21:</i> 2d8 + Constitution modifier damage.  <b>Special</b> Can be used as a basic melee attack.</p>

Knockback
<p><b>At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape</b>  <b>Melee 1, one enemy</b>  <b>Attack</b> Constitution vs AC  <b>Hit</b> 1d8 + Constitution modifier damage and the target is pushed 1.  <i>Level 21:</i> 2d8 + Constitution modifier damage and the target is pushed a number of squares equal to your Wisdom modifier.  <b>Special</b> Can be used as a basic melee attack.</p>

### Mad Rush

**At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape**

**Melee 1**, one enemy

**Attack Constitution vs AC**

**Hit 1d8 + Constitution modifier damage.**

**Level 21:** 2d8 + Constitution modifier damage.

**Special** If used as part of a charge, increase your speed by 2 for the charge and do additional damage equal to your Wisdom modifier. Can be used as a basic melee attack.

### Powerful Swipe

**At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape**

**Melee 1**, one enemy

**Attack Constitution vs AC**

**Hit 1d12 + Constitution modifier damage.**

**Level 21:** 2d12 + Constitution modifier damage.

**Special** Can be used as a basic melee attack.

### Sic 'Em

**At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape**

**Melee 1**, one enemy

**Attack Constitution vs AC**

**Hit 1d8 + Constitution modifier damage, and the target is marked.**

**Level 21:** 2d8 + Constitution modifier damage.

**Special** Can be used as a basic melee attack.

*Wereleopard by Luigi Castellani*

### Sneaky Strike

**At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape**

**Melee 1**, one enemy

**Attack Constitution vs AC**

**Hit 1d8 + Constitution modifier damage.** If you have combat advantage against the target, do additional damage equal to your Wisdom modifier.

**Level 21:** 2d8 + Constitution modifier damage, and if you have combat advantage against the target, do additional damage equal to double your Wisdom modifier.

**Special** Can be used as a basic melee attack.

### Tongue Lash

**At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape**

**Melee 2**, one enemy

**Attack Constitution vs AC**

**Hit 1d8 + Constitution modifier damage and the target is pulled 1.**

**Level 21:** Reach 2; 2d8 + Constitution modifier damage and the target is pulled 2.

**Special** Can be used as a basic melee attack.

### Venomous Strike

**At-Will Attack 1 (Standard Action) • Focus, Poison, Spirit, Wild Shape**

**Melee 1**, one enemy

**Attack Constitution vs AC**

**Hit 1d8 + Constitution modifier poison damage.** If the creature moves before the end of its next turn, it takes additional poison damage equal to your Wisdom modifier.

**Level 21:** 2d8 + Constitution modifier damage, and if the creature moves before the end of its next turn, it takes additional poison damage equal to double your Wisdom modifier.

**Special** Can be used as a basic melee attack.

### Drag Down

**At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape**

**Melee 1**, one enemy

**Attack Constitution vs AC**

**Hit 1d8 + Constitution modifier damage, and the target falls prone.**

**Level 21:** 2d8 + Constitution modifier damage.

**Special** Can be used as a basic melee attack.

### Choppers

*Your opponent wasn't expecting you to use your teeth.*

**Encounter Attack 1 (Swift Action) • Consistent, Focus, Spirit**

**Melee touch**, one target

**Attack Constitution vs AC**

**Hit 2d6 + Constitution modifier damage, and the target is weakened until the start of your next turn.**

**Boost Level 13** 4d6 + Strength modifier damage.

**Boost Level 27** 6d6 + Strength modifier damage.

### Flailing Attacks

**Encounter Attack 1 (Standard Action) • Focus, Spirit**

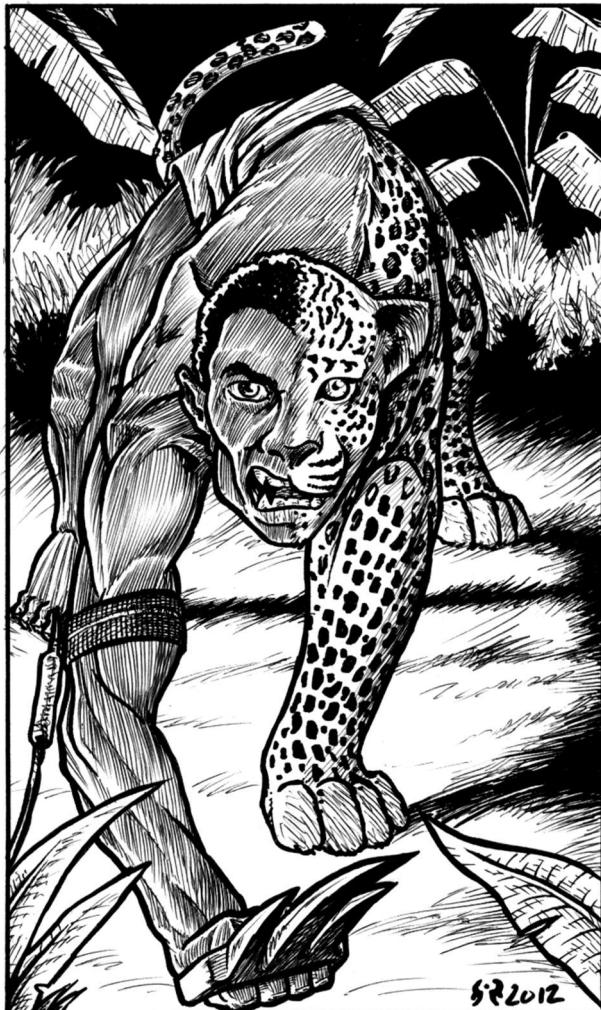
**Melee touch**, one target

**Attack Constitution vs AC**

**Hit 1d8 + Constitution modifier damage.**

**Miss** Make a secondary attack against the same or a different target.

**Secondary Attack:** Constitution vs AC; 1d8 + Constitution modifier damage.



Rake
<b>Encounter Attack 1 (Free Action) • Focus, Spirit</b>
Melee touch, one target
Trigger You hit on an attack.
Attack Same target; Constitution vs AC
Hit 1d8 + Constitution modifier damage and 5 persistent damage (save ends).

Wild Swings
<b>Encounter Attack 1 (Standard Action) • Focus, Spirit</b>
Near burst 1, all enemies
Hit 1d6 + Constitution modifier damage.

Shape of the Badger
<b>Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit</b>
<b>Self</b>
<b>Effect</b> You take the form of a Small badger, wolverine or dire weasel, with a burrow speed of 2 and blindsense. As an immediate reaction after you are hit by an attack, you can shift 1 square. While in this form, you gain the <i>sic 'em</i> at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:
<b>Form Attack</b> (standard action) • Focus
Melee 1; Con vs AC; 2d8 + Constitution modifier damage, or 3d8 + Constitution modifier if you are staggered; on a miss, the target takes half damage.

Shape of the Bear
<b>Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit</b>
<b>Self</b>
<b>Effect</b> You take the form of a Large bear, with low-light vision and climb 2. While in this form, you gain the <i>blood lust</i> at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:
<b>Form Attack</b> (standard action) • Focus
Melee 1; Con vs AC; 2d8 + Constitution modifier damage and the target is grappled; half damage on a miss.

Shape of the Cat
<b>Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit</b>
<b>Self</b>
<b>Effect</b> You take the form of a Tiny cat or Medium big cat, with low-light vision and a +2 bonus to your speed. Each time an adjacent enemy misses you with an attack, you can shift 1 square. Treat any fall as if it were 6 squares shorter, and you land on your feet even if you take damage. While in this form, you gain the <i>bob and weave</i> at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:
<b>Form Attack</b> (standard action) • Focus
Melee 1; Con vs AC; 3d8 + Constitution modifier damage, and you can make a Stealth check to hide as a free action; on a miss, the target takes half damage.

Shape of the Dire Rat
<b>Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit</b>
<b>Self</b>
<b>Effect</b> You take the form of a Small dire rat, with climb speed 4 and swim speed 2. While in this form, you gain the <i>sneaky strike</i> at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:
<b>Form Attack</b> (standard action) • Focus
Melee 1; Con vs AC; 1d8 + Constitution modifier damage and the target is blinded until the end of your next turn.

Shape of the Elk
<b>Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit</b>
<b>Self</b>
<b>Effect</b> You take the form of a Large elk, with a +2 bonus to speed and the woodland stride feature. While in this form, you gain the <i>mad rush</i> at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:
<b>Form Attack</b> (standard action) • Focus
Melee 1; Con vs AC; you may shift 2 before this attack; Constitution modifier damage and the target takes 10 persistent damage (save ends); the target takes 5 persistent damage on a miss.

Shape of the Tortoise
<b>Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit</b>
<b>Self</b>
<b>Effect</b> You take the form of a Small or Medium tortoise, with resistance to untyped damage 3 (5 at level 11, 7 at level 21). You also reduce any unwilling movement you are subject to by 1 square. While in this form, you gain the <i>stout rebuff</i> at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:
<b>Form Attack</b> (standard action) • Focus, Healing
Melee 1; Con vs AC; 2d8 + Constitution modifier damage and you may spend a recovery to heal your recovery value in hit points; half damage on a miss.

Shape of the Wolf
<b>Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit</b>
<b>Self</b>
<b>Effect</b> You take the form of a Medium wolf, with a +2 bonus to speed. You gain a +2 power bonus to attacks against prone targets. While in this form, you gain the <i>drag down</i> at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:
<b>Form Attack</b> (standard action) • Focus
Melee 1; Con vs AC; 2d8 + Constitution modifier damage, and if the target is prone you grapple them; on a miss, the target takes half damage. <b>Effect:</b> After the attack, move up to half your speed. You may pull one adjacent enemy of size Large or smaller behind you.

## Level 2

### All Fours

*Your spine makes a slight adjustment and you become a much faster runner.*

**At-Will Utility 2 (Standard Action) • Spirit, Wild Shape**

**Self**

**Effect** You gain a +1 bonus to speed and Reflex defense, and you gain a +2 bonus to Acrobatics and Athletics checks. You also suffer a -4 penalty to ranged attacks. The effect lasts until you end it with a move action.

### Bramble Step

**Encounter Utility 2 (Swift Action) • Focus, Spirit**

**Self**

**Effect** Until the end of your next turn, you get the woodland stride feature (ignore difficult terrain from shrubbery, trees or plants).

### Quick Change Artist

**Encounter Utility 2 (Counter Action) • Spirit**

**Self**

**Effect** Use a *shape of the X* power that you know, if you have one that is not expended.

### Wild Empathy

**Encounter Utility 2 (Swift Action) • Spirit**

**Self**

**Effect** Until the end of the encounter, you get a +4 bonus on Diplomacy, Bluff, Intimidate and Insight checks against creatures with the beast type.

### Agile Animus

*The line between human and beast begins to blur.*

**Daily Utility 2 (Swift Action) • Spirit**

**Self**

**Effect** Until the end of your next turn, you channel your inner beast. You gain a +1 power bonus to speed, a +2 power bonus to AC and Reflex defense, and a +3 power bonus to Acrobatics and Stealth checks.

**Maintain Special** At the end of each of your turns during which this power is in effect, make a saving throw. If you succeed, the effect persists until the end of your next turn.

### Forceful Animus

*The line between human and beast begins to blur.*

**Daily Utility 2 (Swift Action) • Spirit**

**Self**

**Effect** Until the end of your next turn, you channel your inner beast. You gain a +2 power bonus to all damage rolls and to AC and Fortitude defense, and a +3 power bonus to Athletics and Endurance checks.

**Maintain Special** At the end of each of your turns during which this power is in effect, make a saving throw. If you succeed, the effect persists until the end of your next turn.

### Full Moon Stance

**Daily Utility 2 (Swift Action) • Spirit, Stance**

**Self**

**Effect** At the end of each of your turns, if you are staggered you regenerate damage equal to your Wisdom modifier. This lasts until the end of the encounter.

### Scout Form

**Daily Utility 2 (Swift Action) • Form, Polymorph, Spirit**

**Self**

**Effect** You take the form of a Tiny land or aquatic animal, like a cat, salmon or ferret. Your equipment and anything you are wearing merges into your body, but you keep the same statistics and benefit from any bonuses that, for example, magic items give you. You cannot talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. You remain in this form until the end of your next turn. Pick one:

- Your speed becomes 8
- Your speed becomes 2, and you get a swim speed of 8
- Your speed becomes 6 and you get darkvision
- Your speed becomes 4 and you get blindsight range 6
- Your speed becomes 4 and you can squeeze through gaps as if you were a Diminutive creature

**Maintain Swift** You remain in this form until the end of your next turn.

## Level 3

### Bear Hug

**Encounter Attack 3 (Standard Action) • Focus, Spirit**

**Melee touch, one target**

**Attack** Constitution vs AC

**Hit** 1d8 + Constitution modifier damage and the target is grappled.

### Fearsome Roar

**Encounter Attack 3 (Standard Action) • Focus, Psychic, Spirit**

**Near burst 2**

**Attack** Constitution vs Will

**Hit** 1d8 + Constitution modifier psychic damage, and the target suffers a -4 penalty on attacks against you until the end of your next turn.

### Hard to Miss

*Of all the opponents to target, you're the one that stands out.*

**Encounter Attack 3 (Move Action) • Spirit**

**Near burst 5, all enemies**

**Effect** The target is marked until they inflict damage on you. You gain combat advantage against each marked target until the end of your next turn. If you take damage from a target while it is marked, as a reaction you may shift up to 5 squares and then make a basic attack against the target.

**Maintain Move** The effect persists against marked targets until the end of your next turn.

## Level 5

### Illogical Rage

*You've stopped listening to reason. The best thing your allies can do is give you a direction a step back.*

**Daily Attack 5 (Reaction Action) • Spirit**

**Self**

**Trigger** You are staggered.

**Effect** Until you are no longer staggered or until you fall unconscious, you gain a +4 power bonus to all damage rolls. If you don't hit with any attack on your turn, you gain a +2 bonus to damage on your next hit. This bonus is cumulative every round until you hit. If you do not hit an enemy before the bonus reaches +14, you must make a melee basic attack against the nearest creature on your turn.

### Panicked Switch

You turn the target into a small, defenseless animal.

**Daily Attack 5 (Standard Action)** • Form, Polymorph, Focus, Form, Spirit

Near burst 5, one enemy

Attack Constitution vs Will

Hit 3d10 + your Intelligence modifier damage and shunt the target 2. They are helpless and size Small (save ends both). Until they make their saving throw, you can use a move action to shunt them 2.

### Shape of the Frog

**Daily Attack 5 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Large frog, with a swim speed of 4. While in this form, you gain the *tongue lash* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Focus

Melee 1; Con vs Reflex; the target is grappled. Make a secondary attack against the target.

**Secondary Attack:** Melee 1; Con vs Fortitude, must be grappling the target, the target must be Medium or smaller; the target is swallowed. While the target is swallowed, it is restrained and takes 5 damage plus 5 acid damage at the start of each of its turns. The swallowed creature can make basic melee attacks against you with one-handed or natural weapons. You may release the creature as a swift action. If the creature succeeds at an escape a grapple action with a -4 penalty, it escapes your stomach and appears in an unoccupied space of its choice adjacent to you.

### Shape of the Toad

**Daily Attack 5 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Medium toad, with a swim speed of 4 and resistance to poison 5 (10 at level 11, 15 at level 21). While in this form, you gain the *knockback* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Focus, Poison

Near arc 3; Con vs Fortitude; 2d6 + Constitution modifier poison damage and the target grants combat advantage until the end of your next turn.

### Shape of the Serpent

**Daily Attack 5 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Small, Medium or Large snake, with a swim speed of 4 and the ability to squeeze through gaps as if you were one size smaller. While in this form, you gain the *powerful swipe* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Focus, Poison

Melee 2; Con vs Fortitude; 2d6 + Constitution modifier poison damage, and the target takes persistent 10 poison damage (save ends); on a miss, the target takes half damage and persistent 5 poison damage (save ends).

### Shape of the Weaver

**Daily Attack 5 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Small spider, with a climb speed of 4 and the web stride feature. While in this form, you gain the *venomous strike* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Focus

Ranged 5; Con vs Reflex; the target is restrained (save ends); on a miss, the target is slowed (save ends).

## Level 6

### Animal Instincts

**Daily Utility 6 (Swift Action)** • Spirit

Self

**Effect** Until the end of the encounter, you get a +2 bonus on Athletics, Acrobatics, Endure, Stealth and Nature checks. End this power early to reroll an Athletics, Acrobatics, Endure, Stealth or Nature check and take the second result.

### Regenesis

*Your injuries knit in seconds to the shock of those around. You assure them it still hurts like hell.*

**Daily Utility 6 (Move Action)** • Healing, Spirit

Self

**Effect** You gain regeneration 3 until the end of the encounter.

### Rhinohide

*Your skin becomes thick and leathery, able to withstand considerable punishment.*

**Daily Utility 6 (Move Action)** • Spirit

Self

**Effect** You gain resistance 3 to all damage until the end of the encounter.

### Scent

**Daily Utility 6 (Swift Action)** • Spirit

Self

**Effect** You have truesight 6.

## Level 7

### Frenzy

*Your opponent scores a hit; you growl back.*

**Encounter Attack 7 (Reaction Action)** • Consistent, Spirit

Self

**Trigger** You are hit by an attack.

**Effect** Shift your speed toward the triggering creature and make a melee basic attack against it.

## Level 9

### Shape of the Bat

**Daily Attack 9 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Small bat, with a speed of 2 and a fly speed of 6, darkvision and blindsense. While in this form, you gain the *blood lust* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (standard action) • Focus

Melee 1; Con vs AC; you may shift 2 before this attack and after this attack; 1d8 + Constitution modifier damage and the target takes 10 persistent damage (save ends); the target takes 5 persistent damage on a miss. **Effect:** Each time the target takes persistent damage from this attack, you heal 5 damage.

### Shape of the Eagle

**Daily Attack 9 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Large eagle, hawk or other raptor, with a speed of 2 and a fly speed of 8. While in this form, you gain the *mad rush* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (standard action) • Focus

Melee 1; Con vs AC; you may shift 2 before this attack and after this attack; 2d8 + Constitution modifier damage.

### Shape of the Shark

**Daily Attack 9 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Medium or Large shark, with a swim speed of 10 and no land speed. You can breathe underwater while in this form. While in this form, you gain the *blood lust* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Focus

Melee 1; Con vs AC; 3d8 + Constitution modifier damage; on a miss, the target takes half damage. **Effect:** Shift a number of squares up to your Wisdom modifier. Drag the target behind you.

### Shape of the Wyrmling

**Daily Attack 9 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Medium dragon, with darkvision. Choose a damage type (acid, cold, fire, lightning, poison or thunder). You gain resistance 5 to that damage type (10 at level 11, 15 at level 21). While in this form, you gain the *knockback* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Focus, [energy type]

Near arc 3; Con vs Fortitude; 2d8 + Constitution modifier damage of the energy type you chose.

### You, Afraid?

*The bigger they are...*

**Daily Attack 9 (Swift Action)** • Spirit

Near burst 10, one creature

**Effect** The target is marked and you gain a +1 bonus to attack and a +2 bonus to damage against the target. You are also immune to any fear effects from the target. This effect persists until the end of the encounter.

## Level 10

### Active Camouflage

*Whether it be a natural ability of your skin or an acute sense of your surroundings, hiding has never been difficult for you.*

**Daily Utility 10 (Free Action)** • Spirit,

Self

**Effect** You gain a +15 bonus to your next Stealth check and until you leave cover, if you make a melee or ranged attack from hiding, you are still considered to be hiding.

### Bloodhound

*They don't call it a detective's nose for nothing.*

**Daily Utility 10 (Free Action)** • Spirit

Self

**Effect** Gain a +10 power bonus to your next Insight or Perception check.

### Flittering Form

**Daily Utility 10 (Swift Action)** • Form, Polymorph, Spirit

Self

**Effect** You take the form of a Tiny flying animal, like a bird or a bat. You cannot talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Your speed becomes 4 but you get a fly speed of 8. You remain in this form until the end of your next turn.

**Maintain Swift** You remain in this form until the end of your next turn.

### Survivor

**Daily Utility 10 (Swift Action)** • Spirit

Self

**Effect** You may spend a recovery. If you do so, you heal your recovery value plus additional hit points and gain a +10 bonus to Endurance checks for one hour.

### Tenacity

**Daily Utility 10 (Counter Action)** • Spirit

Self

**Trigger** You fall to 0 HP or below.

**Effect** Until the end of the encounter, you do not fall unconscious from being at 0 HP or below, or make death saves. At the end of the encounter, if you are still at 0 HP or below, you immediately fall unconscious and start making death saves.

### Through New Eyes

**Daily Utility 10 (Free Action)** • Focus, Spirit

Self

**Trigger** You change form or return to your original form.

**Effect** Reroll your initiative with a +4 bonus. You use that initiative from next round onwards.

## Level 13

### Deimatic Display

**Encounter Attack 13 (Standard Action) • Focus, Spirit**

Near burst 10, one creature

**Attack Constitution vs Will**

Hit 2d10 + Constitution modifier psychic damage, and the creature cannot willingly move closer to you until the end of your next turn.

**Boost Level 27** Range becomes Near burst 10, all enemies

## Level 15

### Ferocious Feline

*You jump all limbs forward toward the enemy with such speed, no one can prepare for a defense.*

**Daily Attack 15 (Swift Action) • Spirit**

**Self**

**Effect** Until the end of the encounter you gain a +2 power bonus to Dexterity-based checks and to AC and Reflex defense, and a +1 bonus to speed.

**Boost Level 29** Make a basic melee attack when you use this power. Also, you receive a +4 power bonus to Dexterity-based checks and to AC and Reflex defense, and a +2 bonus to speed, instead of the bonuses listed under Effect.

## Level 16

### Perfect Form

*It's not a pleasant process to watch, and you may require a new set of clothes if you didn't think ahead.*

**Daily Utility 16 (Standard Action) • Form, Spirit, Stance**

**Self**

**Effect** You can alter your physical form to take on the appearance of any natural beast of your level or lower. You gain the beast's attacks and special abilities, but you use your attack bonuses for the attacks. You retain your statistics, including current HP. The effect persists until you end it with a swift action or until you fall unconscious. While in this form you cannot use powers unless they have the Wild Shape tag.

### Threat Discouragement

*You actually appear to get a little bigger. It's probably an illusion.*

**Daily Utility 16 (Swift Action) • Healing, Spirit**

**Self**

**Effect** You gain temporary hit points equal to the sum of your Strength, Constitution, and Dexterity bonuses + your level. All adjacent enemies are dazed until the start of your next turn.

## Level 17

### Into the Fray

*You would look like someone flying if your legs and arms weren't all pointing forward.*

**Encounter Attack 17 (Standard Action) • Focus, Spirit**

**Melee touch, one target**

**Attack Constitution vs AC**

Hit 2d10 + Constitution modifier damage.

**Effect** Before your attack, teleport double your speed to a square in line of sight.

## Level 19

### Bad Bear

*As you let go of your emotional control, your body begins to take on a shape reflective of your mood.*

**Daily Attack 19 (Swift Action) • Spirit**

**Self**

**Effect** Until the end of the encounter you gain a +2 power bonus to your Strength and Constitution-based checks, attack and damage rolls and Fortitude defense, and 2 temporary hit points per level.

### Shape of the Dragon

**Daily Attack 19 (Swift Action) • Form, Polymorph, Spirit**

**Self**

**Effect** You take the form of a Large dragon, with darkvision and a fly speed of 8 squares. Choose a damage type (acid, cold, fire, lightning, poison or thunder). You gain resistance 10 to that damage type (15 at level 21). While in this form, you gain the knockback at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack (swift action) • Focus, [energy type]**

Near arc 5; Con vs Fortitude; 4d8 + Constitution modifier damage of the energy type you chose.

Level 22

### Feline-Like Grace

No one knows how you got from there to here without a scratch.

**Encounter Utility 22 (Free Action) • Spirit**

**Self**

**Effect** Until the end of your turn, all movement is considered a shift, regardless of the distance or the abilities used.

### Instant Regeneration

Wounds knit it in seconds, almost as if someone had cast a spell on you.

**Daily Utility 22 (Swift Action) • Healing, Spirit**

**Self**

**Effect** Until the start of your next turn, you take no damage of any kind.

**Maintain Swift** You gain resistance to all damage 15 until the start of your next turn.

### Shake It Off

**Daily Utility 22 (Counter Action) • Spirit, Wild Shape**

**Self**

**Trigger** You are hit by an attack.

**Effect** You immediately return to your original form. Instead of the normal damage done by the attack, you take 3d6 damage. However, other conditions and effects of the attack (including persistent damage) still apply.

Level 23

### Stampede

**Encounter Attack 23 (Standard Action) • Focus, Spirit**

Near arc 5, all enemies

**Attack** Constitution vs AC

**Hit** 2d10 + Constitution modifier thunder damage, and the target falls prone.

Level 25

### Scratching Tempest

**Daily Attack 25 (Standard Action) • Focus, Spirit**

Near burst 2, all enemies

**Attack** Constitution vs AC

**Hit** 4d6 + Constitution modifier damage.

**Effect** Until the end of the encounter, your reach increases by 1.

### Shape of the Chimera

**Daily Attack 25 (Swift Action) • Form, Polymorph, Spirit**

**Self**

**Effect** You take the form of a Large chimera, with darkvision and a fly speed of 6 squares. If you spend a swift action on your turn, you can take a second immediate action between that turn and your next. While in this form, you gain the *mad rush* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Fire, Focus

Near arc 5; Con vs Fortitude; 5d8 + Constitution modifier fire damage.

Level 29

### Shape of the Great Wyrm

**Daily Attack 29 (Swift Action) • Form, Polymorph, Spirit**

**Self**

**Effect** You take the form of a Huge dragon, with darkvision, truesight 12 and a fly speed of 8 squares. Choose a damage type (acid, cold, fire, lightning, poison or thunder). You are immune to that damage type. While in this form, you gain the *knockback* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

**Form Attack** (swift action) • Focus, [energy type]

Near arc 7 or Ranged 7; Con vs Fortitude; 6d8 + Constitution modifier damage of the energy type you chose.

## Seershot

**Key Ability:** Dexterity

**Secondary Ability:** Wisdom

**Source:** Reaper (class)

You are a keen, measured sharpshooter.

Level 1

### Aimed Shot

You take a moment to aim before firing.

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

**Attack** Dexterity vs Reflex

**Hit** 1dW damage, and the target is shunted 1 square.

**Level 21:** Increases to 2dW damage.

### Sharpshooter

You check for range and shoot a perfect shot.

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

**Attack** Dexterity vs AC

**Hit** 1dW + Dexterity modifier damage and choose one:

- The target is slowed until the end of your next turn.
- The target suffers a -2 penalty to defenses until the end of your next turn.

**Level 21:** Increases to 2dW damage.

### Snap-Shot

You bring up your weapon quickly and shoot a vital location.

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

**Attack** Dexterity vs AC

**Hit** 1dW + Dexterity modifier damage, and choose one:

- The target is marked until the end of your next turn.
- The target is knocked prone.

**Level 21:** Increases to 2dW damage.

**Special** If a target you have marked with *snap-shot* makes an attack that does not include you as a target, you can make a *snap-shot* attack against them as a counter.

### Beyond The Call

You stop aiming as enemy numbers begin to mass.

**Encounter Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, three creatures

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

### Swift, Silent, Deadly

From across the field of battle, your arrow finds its mark.

**Encounter Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

**Effect** Gain a +2 power bonus to attack rolls against the target until the end of your next turn.

**Boost Level 7** This power gains the Consistent tag.

### Keyhole Attack

The target is dead before the twang of the bowstring is heard.

**Daily Attack 1 (Standard Action) • Consistent, Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

## Level 2

### Fake Echo

Enemies have trouble finding where your shots come from.

**Encounter Utility 2 (Free Action) • Martial**

Self

**Requirements** You make a ranged attack while hidden.

**Effect** You remain hidden after the attack.

### Hold The Breath, Skip A Beat

You pause for a split second before loosing your arrow.

**Daily Utility 2 (Free Action) • Martial**

Self

**Effect** Gain +4 power bonus to your next attack roll. If you miss, this power is not expended.

## Level 3

### Batter The Target

Your opponent struggles to move after your last hit. You fire again to keep them down.

**Encounter Attack 3 (Swift Action) • Martial, Weapon**

Ranged weapon, one creature

Trigger You hit a creature.

**Effect** The target takes 1dW extra damage from the triggering attack, and you can make a basic attack against the same target.

### Expose Target

Your attack is less meant to kill but more to force the target into the firing line of your allies.

**Encounter Attack 3 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

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

**Effect** Shunt the target 2.

## Level 5

### Organ Shot

The arrow pierced a vital organ and the subject struggles to breathe.

**Daily Attack 5 (Free Action) • Consistent, Martial, Weapon**

Self

**Trigger** You hit a creature.

**Attack** Dexterity vs Fortitude

**Hit** The target takes 10 damage, and a further 10 persistent damage (save ends).

## Level 6

### Check the Wind

You take advantage of the prevailing weather conditions.

**Encounter Utility 6 (Swift Action) • Martial, Weapon**

Self

**Effect** Your weapon's long range doubles for your next ranged attack and you gain a +2 bonus to the attack roll.

## Level 7

### Pinpoint Accuracy

You find a tiny gap in the enemy's cover and exploit it.

**Encounter Attack 7 (Standard Action) • Martial, Consistent, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

**Special** Ignore any penalties to attack for cover or superior cover.

## Level 9

### Penetrating Shot

You know impulsively where the enemy is hiding.

**Daily Attack 9 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 4dW + Dexterity modifier damage.

**Miss** Half damage.

**Special** You can ignore one square of blocking terrain for line of sight, line of effect, and cover.

### Nock Three Arrows

The moment arrives, and you put your training to the test.

**Daily Attack 9 (Standard Action) • Martial, Weapon**

Ranged weapon, three creatures

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage, and the target is dazed until the start of your next turn.

**Miss** Half damage.

**Special** The first attack gains a +3 power bonus to attack, the second gains a +2 power bonus and the third gains a +1 power bonus.

## Level 10

### Failure Is Not an Option

You can't afford to miss this shot.

**Encounter Utility 10 (Free Action) • Martial**

Self

**Trigger** You make a ranged attack roll and do not like the result.

**Effect** Reroll the attack roll and use the second result.

## Level 13

### Act of God

*Your attack was sudden and violent. It sends your enemies diving for cover.*

**Encounter Attack 13 (Free Action) • Fear, Martial, Weapon Self**

**Trigger** You hit an enemy.

**Effect** The target takes 1dW extra damage from the triggering attack, and you make the following secondary attack.

**Secondary Attack:** Far burst 1 centered on the initial target (all enemies); Wisdom +2 vs Will. On a hit, the target is immobile until the end of your next turn. **Aftereffect:** The target is slowed until the end of your next turn.

### Careful Targeting

*You take an extra moment to find a weak spot on the target and exploit it.*

**Encounter Attack 13 (Swift and Standard Action) • Martial, Consistent, Weapon**

**Ranged weapon**, one creature

**Attack** Dexterity vs AC

**Hit** 3dW + Dexterity modifier + Wisdom modifier damage.

## Level 17

### Deep Cover

*Drenched in mud and leaves, layered in war paint, you can't be distinguished from the surrounding terrain.*

**Encounter Attack 17 (Move and Standard Action) • Martial, Weapon**

**Ranged weapon**, one creature

**Attack** Dexterity vs AC

**Hit** 3dW + Dexterity modifier damage.

**Effect** You drop prone. Shift your speed. You lose any marks placed on you. You gain concealment until you move from your new square.

### Found the Sweet Spot

*The target screams in pain and thrashes about from your attack. You must have struck a nerve.*

**Encounter Attack 17 (Standard Action) • Martial, Weapon**

**Ranged weapon**, one creature

**Attack** Dexterity vs AC

**Hit** 2dW + Dexterity modifier damage, and the target is stunned until the end of your next turn. **Aftereffect:** The target is weakened and slowed (save ends both).

## Level 15

### Eye Shot

*You see your rival aiming back at you. Your reflexes are better than theirs.*

**Daily Attack 15 (Counter Action) • Martial, Weapon**

**Ranged weapon**, one creature

**Trigger** A creature makes a ranged attack against you.

**Attack** Dexterity vs AC

**Hit** 3dW + Dexterity modifier damage, and the target is blinded (save ends).

**Miss** Half damage, and the target is dazed until the start of your next turn.

### No Exit Wound

*The barbed arrow is still inside the target and every muscle twitch inches it closer to a critical artery.*

**Daily Attack 15 (Free Action) • Martial, Weapon**

**Self**

**Trigger** You hit one creature with a ranged weapon.

**Effect** Until the end of the encounter, once per round when the target moves or attacks, it takes 1dW damage. This damage is not maximized if the triggering attack was a critical hit.

## Level 19

### Go for the Kill

*It's wounded. Move in and finish it off.*

**Daily Attack 19 (Free Action) • Martial, Weapon**

**Self**

**Trigger** You stagger a creature.

**Effect** The target takes 2dW extra damage from the triggering attack. If the attack does not drop the target, shift your speed towards the target and make a basic attack against it.

### Internal Ricochet

*The spirits give you a hand.*

**Daily Attack 19 (Free Action) • Martial, Weapon**

**Self**

**Trigger** You hit a creature.

**Effect** The target takes 1dW extra damage from the triggering attack, and one adjacent creature takes 2dW + Dexterity modifier damage.

## Level 22

### Ghostly Form

*You move like a spirit.*

**Daily Utility 22 (Free Action) • Martial**

**Self**

**Effect** All creatures you can see grant you combat advantage until the end of the encounter. Your next hit before the end of the encounter is a critical hit. If you deal damage greater than or equal to the creature's staggered value with this hit, it dies.

## Level 16

### Sharpshooter's Aim

*You balance every aspect of your weapon, including compensating for range, gravity and wind.*

**Encounter Utility 16 (Move Action) • Martial, Weapon**

**Self**

**Effect** Double both the normal and the long range of your weapon. Until the end of your next turn, any attacks you make with this weapon can score a critical hit on a natural roll of 18, 19, or 20.

Level 23

### Accompanying Elfshot

You loose a second arrow so fast after the first, your enemy is led to believe there is more than one of you.

**Encounter Attack 23 (Swift Action) • Martial, Consistent, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Level 25

### Assassin's Arrow

Combat is not the solution. A single arrow is.

**Daily Attack 25 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature granting you combat advantage

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

**Effect** If the target is staggered by this attack, it takes 2dW extra damage and is stunned until the start of your next turn. If the target is not staggered by this attack, this power is not expended.

Level 27

### Guide My Hand

You bring everything you know for a single powerful shot so mighty, even the gods hear it.

**Encounter Attack 27 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 5dW + Dexterity modifier damage.

Miss Half damage.

**Special** Your normal and long range are doubled for this attack.

Level 29

### Clean Kill

The first shot wasn't intended to kill the target, just to bring its head around for the final shot.

**Daily Attack 29 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

Attack Dexterity +2 vs AC

Hit 1dW + Dexterity modifier damage, and make a secondary attack against the same target.

**Secondary Attack:** Dexterity vs AC; on a hit, 3dW + Dexterity modifier damage. This is a critical hit. If you deal damage greater than or equal to the creature's staggered value, it dies. On a miss, do half damage (the attack is not a critical hit).

## Spells of Ice and Fire

**Key Ability:** Dexterity

**Secondary Ability:** Intelligence

**Source:** Magician (class)

You control elemental ice and fire.

**Note:** When you first gain a power with the Flux tag, choose an element: lightning, acid, cold, fire or thunder. All powers with the Flux tag have that energy as a tag, 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.

Note that the Spells of Ice and Fire discipline is dedicated to the cold and fire flux energies. You can use these powers while you have a different flux energy active, but you don't get any of the special "Cold" or "Fire" riders.

Level 1

### Thermal Touch

Your touch does lasting damage.

**At-Will Attack 1 (Standard Action) • Arcane, Flux, Focus**

Melee touch, one creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage and the target takes half damage at the start of your next turn.

*Level 21:* Increase to 2d6 + Dexterity modifier [flux] damage.

**Maintain Standard** At the start of your next turn, the target takes the half damage again.

### Thermodynamic Bolt

With only the slightest catalyst, you catch a personification of a classical element and hurl it towards the enemy.

**At-Will Attack 1 (Standard Action) • Arcane, Flux, Focus**

Ranged 10, one creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage.

*Level 21:* 2d6 + Dexterity modifier [flux] damage.

### Bottled Thermodynamic Transfer

You bind a localized severe temperature change to your hand and hurl it to your foes.

#### Encounter Attack 1 (Standard Action) • Arcane, Flux, Focus

Ranged 20, one creature

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage.

**Effect** You can make either a second attack against the target or attack each enemy adjacent to the target.

**Secondary Hit:** 1d8 + Dexterity modifier damage.

**Boost Level 13** Primary damage 3d8 + Dexterity modifier, secondary damage 2d8 + Dexterity modifier.

**Boost Level 27** Primary damage 4d8 + Dexterity modifier, secondary damage 3d8 + Dexterity modifier.

### Level 3

### Elemental Restraint

You employ your element to grab your target. You can either hold them in place or fling them across a room.

#### Encounter Attack 3 (Standard Action) • Arcane, Flux, Focus

Ranged 20, one Medium or smaller creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage, and you inflict additional effects based on your flux energy.

- Cold: The target is immobile in an ice cage, blocking line of sight, and cannot break free until it inflicts damage on the ice equal to twice your level plus your Dexterity modifier.

- Fire: You inflict additional damage equal to your level and can shunt the target as many squares as your Dexterity modifier.

**Boost Level 17** 3d6 + Dexterity modifier damage.

### Entropic Burst

You shift the air density, creating a vortex to knock away your enemies.

#### Encounter Attack 1 (Standard Action) • Arcane, Flux, Focus

Near burst 3, all creatures

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage, and the target is pushed to the nearest adjacent square outside the burst. If the target hits an obstruction, it is knocked prone.

**Miss** Half damage, but the target is still pushed.

**Boost Level 13** Near burst 4; 2d6 + Dexterity modifier [flux] damage.

**Boost Level 27** Near burst 6; 4d6 + Dexterity modifier [flux] damage.

### Thermal Isolation

You pick one location and radically affect its entropic state. This could freeze a target in its spot or light it on fire.

#### Encounter Attack 3 (Standard Action) • Arcane, Flux, Focus

Ranged 20, one creature

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage, and you inflict additional effects based on your flux energy: the target is restrained until the end of your next turn (cold) or if the target does not drop prone on its next turn, it suffers an additional 10 fire damage (fire).

**Boost Level 17** 4d6 + Dexterity modifier damage.

### Resonant Ray

You hold your hand to the ground and a line of fire or jagged ice spreads across the surface to strike your foes.

#### Daily Attack 1 (Standard Action) • Arcane, Flux, Focus

Near wall 8, all creatures in wall

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage, and until the end of your next turn the target is immobile (if cold) or weakened (if fire).

**Miss** Half damage.

**Special** The wall must be a straight line.

**Boost Level 15** Two walls; 3d8 + Dexterity modifier [flux] damage each.

**Boost Level 29** Three walls; 4d8 + Dexterity modifier [flux] damage each, and the condition duration is save ends.

### Level 5

### Expanding Phase Transition

With feet firmly planted, you send out a radiating expanse of altered terrain, either coated in ice or setting it ablaze; either result should impede your enemies.

#### Daily Attack 5 (Standard Action) • Arcane, Flux, Focus, Zone

Near burst 3

**Effect** The effect is determined by your flux energy.

- Cold: You can create either a sheet of smooth ice or a sheet of ice spikes. If smooth, targets which enter an affected square are knocked prone. If spiked, the field is difficult terrain and creatures which enter an affected square suffer 1d4 + Dexterity modifier damage (this ends the effect for that square). A cold expanse lasts until the end of the encounter or five minutes.

- Fire: The zone is difficult terrain and targets which enter an affected square suffer 1d6 + Dexterity modifier damage. A fire zone lasts until the end of your next turn.

**Special** A creature can take damage multiple times in a turn from this effect, if they move through multiple squares.

**Maintain Move** The fire expanse persists until the end of your next turn.

**Boost Level 19** Near burst 8.

### Level 2

### Thermal Absorption

Regardless of the temperature, it's all just levels of entropy which you can absorb.

#### Encounter Utility 2 (Counter Action) • Arcane, Flux

Self

**Trigger** You are about to take damage matching your flux energy.

**Effect** You take no damage. You recover hit points up to your recovery value or the damage of the attack (whichever is less).

### Level 6

### Frozen Creation

You use ambient water to quickly create something useful.

#### At-Will Utility 6 (Standard Action) • Arcane, Cold

Near wall 4

**Effect** You can create simple objects made of ice, such as bridges, walls, pillars, or furniture. The objects can support 500 lbs of weight per square but are not durable, and will shatter if they suffer more than 10 points of damage. The objects melt away at the end of your next turn.

**Maintain Swift** The objects persist until the end of your next turn.

### Thermal Wall

You throw up a wall of ice or a sheet of fire to discourage attack.

**Daily Utility 6 (Move Action) • Arcane, Flux**

**Far** wall 5 within range 3

**Effect** You erect a ten-foot-high (2 squares high) wall which blocks line of sight. You gain additional effects based on your elemental focus.

- Cold: The ice wall is solid and can grant cover. The wall can withstand 50 points of damage before shattering. The wall remains until destroyed or until you cancel the effect.
- Fire: The wall grants resistance 3 to all damage to anyone behind it. Creatures that enter or begin their turn in the wall suffer 3d6 fire damage. The wall lasts until the end of your next turn.

**Maintain Swift** The fire wall persists until the end of your next turn.

### Level 7

### Broken Equilibrium

You release a pellet sized thermodynamic catalyst which upon impact creates an instant shift in the surrounding energy levels.

**Encounter Attack 7 (Standard Action) • Arcane, Flux, Focus**

**Near** burst 2 within range 20, all creatures

**Attack** Dexterity vs Reflex

Hit 3d6 + Dexterity modifier [flux] damage. You gain additional effects based on your flux energy:

- Cold: The target is slowed until the end of your next turn.
- Fire: If the target moves more than two squares on its next turn, it suffers 5 fire damage.

**Boost Level 23** Far burst 4 within 20 squares; 4d6 + Dexterity modifier [flux] damage.

### Level 9

### Dynamic Tempest

You can control the weather.

**Daily Attack 9 (Standard Action) • Arcane, Focus, Cold**

**Near** burst 5, all creatures

**Attack** Dexterity vs Reflex

**Effect** You create a localized storm in the area of effect which lasts until the end of your next turn. It grants concealment and any creature other than you that starts its turn in the tempest takes cold damage equal to your level and is slowed. If you move, the storm moves with you.

**Maintain Standard** The effect persists until the end of your next turn.

### Halo of Fire

You surround targets in a circle of flame and then close the circle around them.

**Daily Attack 9 (Standard Action) • Arcane, Focus, Fire**

**Far** burst 3 within range 20, all creatures

**Attack** Dexterity vs Reflex

Hit 3d6 + Dexterity modifier fire damage. The target is either pulled 2 squares towards the center of the burst or takes an additional 3d6 fire damage (their choice). If there is not room for them to move at least one square closer, they must take the additional damage.

**Miss** 3d6 + Dexterity modifier fire damage.

### Level 10

### Thermal Shield

You protect yourself and all those around you with your power.

**Daily Utility 10 (Move Action) • Arcane, Flux**

**Near** burst 3

**Effect** You erect a 2-square radius dome which blocks line of sight. You gain additional effects based on your elemental focus.

- Cold: The dome is solid and can withstand 100 points of damage before shattering. Creatures within cannot leave until the dome is shattered or dismissed, but cannot be targeted from outside. The dome lasts until destroyed or until you cancel the effect.
- Fire: The burst creates a wall of fire in the outermost squares that grants resistance 3 to all damage to those inside it. Creatures that enter or begin their turn in the wall suffer 4d6 fire damage. The wall lasts until the end of your next turn.

### Level 16

### Rocket Propulsion

With enough influence over the transfer of energy, you're able to create a sustainable thermal reaction you can use to enable flight.

**Daily Utility 16 (Move Action) • Arcane, Fire**

**Self**

**Effect** You gain a fly speed of 8 until the end of your next turn. Each creature adjacent to your launch square take 5 points of fire damage.

**Maintain Swift** Your fly speed persists until the end of your next turn. If you do not maintain and are still in the air at the start of the following turn, you fall.

### Level 19

### Blood Tell

Humans are 90% water. Humans are in a state of entropy which you can alter. This won't look pretty.

**Daily Attack 19 (Standard Action) • Arcane, Flux, Focus**

**Ranged** 5, one living creature

**Attack** Dexterity vs Reflex

Hit 4d10 + Dexterity modifier [flux] damage, and the target is weakened and dazed (save ends). If the target dies, it explodes (which may make raising it from the dead more difficult).

**Miss** Half damage and the target can still explode.

### Level 22

### Ice Castle

They say when you become an adult, you put away childish things; but when you can make a fort out of ice, some things will never change.

**Daily Utility 22 (Standard and Move Action) • Arcane, Ice**

**Self**

**Effect** You create a single room structure out of ice, including furnishings if desired. The structure may be no more than sixteen squares in area and up to four squares tall. It can have as many entrances and exits as you desire. If the structure is constructed in an area below freezing, it will persist indefinitely: otherwise, it will persist for 24 hours before melting.

**Maintain Standard and Move** Create another room, or expand the size of an existing one.

# Starfall

**Key Ability:** Dexterity

**Secondary Ability:** Intelligence

**Source:** Reaper (class)

You are a one-person siege weapon, firing down rains of arrows that force your foes to duck for cover.

## Level 1

### Attack of Necessity

*Out of options, become a hero.*

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Near arc 3, all creatures

**Attack** Dexterity vs Reflex

Hit 1dW damage, and the target is pushed to the nearest empty square outside of the blast. If the target cannot move to the nearest empty square, the target takes additional damage equal to your Dexterity modifier.

*Level 21:* 2dW damage.

**Special** If you do not move this turn, arc 4 instead.

### Micro Burst

*Your shots are more to impede enemies than kill them.*

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Far burst 1 within weapon range, all creatures you can see

**Attack** Dexterity vs Reflex

Hit 1 damage and the target is slowed until the start of your next turn.

**Special** If you do not move this turn, your Dexterity modifier in damage instead.

### Potential Push

*The power of your attack sends the enemy tumbling back.*

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

**Attack** Dexterity vs AC

Hit 1dW + Dexterity modifier damage, and the target is pushed 1 square. If the target cannot be pushed because of an obstruction or difficult terrain, it takes additional damage equal to your Intelligence modifier.

*Level 21:* 2dW + Dexterity modifier damage.

**Special** If you do not move this turn, the target is pushed 2 squares instead of 1 (and suffers the indicated damage if it cannot be pushed at least 2 squares).

### Rapid Shots

*You shoot towards an area.*

**At-Will Attack 1 (Standard Action) • Martial, Weapon**

Far wall 3 within weapon range, all creatures in wall you can see

**Attack** Dexterity vs Reflex

Hit 1dW damage.

*Level 21:* 2dW damage.

**Special** If you do not move this turn, wall 4 instead of a wall 3.

### Focused Shot

*You make a continuous stream of attacks against a single target.*

**Encounter Attack 1 (Standard Action) • Martial, Consistent, Weapon**

Ranged weapon, one creature

**Attack** Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

**Special** If you do not move this turn, the target is also slowed or weakened (your choice) until the start of your next turn.

### Pinning Shot

*Your shots force an enemy down or to cover.*

**Encounter Attack 1 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

**Attack** Dexterity vs AC

Hit 1dW + Dexterity modifier damage, and the target is slowed until the start of your next turn.

**Special** If you do not move this turn, the target is immobile instead of slowed.

**Maintain Standard** Repeat the attack against the same target. You can maintain only once.

### Shot on the Run

*You lay down a line of shots as you make a dash across the enemy's flank.*

**Daily Attack 1 (Standard Action) • Martial, Weapon**

Far wall 5 within weapon range, all creatures in wall you can see

**Attack** Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

**Miss** Half damage.

**Effect** Before the attack, you can run, shift, or walk as a normal move action; if you are wielding a weapon that normally incurs attack penalties when moving, this movement does not inflict those penalties.

**Special** If you do not move this turn, wall 6.

### Wildfire

*There's too many of them. You keep the arrows coming and plow a road.*

**Daily Attack 1 (Move and Standard Action) • Martial, Weapon**

Near arc 6, all creatures

**Attack** Dexterity vs Reflex

Hit 1 damage, and the target is knocked prone and dazed until the start of your next turn.

**Miss** The target is dazed until the start of your next turn.

**Special** If you do not move this turn, arc 7.

## Level 2

### Barbed Arrows

*You may have loosed a storm of arrows, but each one cuts as deeply as if it were carefully aimed.*

**Daily Utility 2 (Free Action) • Martial**

**Self**

**Trigger** You hit with an arc, burst, or wall attack.

**Effect** Each creature you hit takes an additional 5 extra damage.

## Level 3

### Covering Shot

*You protect an ally's movement through hostile terrain.*

**Encounter Attack 3 (Standard Action) • Martial, Weapon**

Ranged weapon, one creature

**Attack** Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile and cannot make opportunity attacks until the start of your next turn.

**Effect** If you do not move this turn, the target is rattled until the start of your next turn (this does not require a hit).

### To the Rescue!

*You drop to a knee by a fallen ally and ensure that ally is safe until help arrives.*

**Encounter Utility 6 (Standard Action) • Martial**

Near burst 6, one dead, prone, or unconscious ally in burst.

**Effect** You shift into the target's square. Enemies cannot make any ranged or melee attack against the target, and the target gains a +3 power bonus to all defenses against area attacks. The effect ends at the end of your next turn, when the target stands, or when you leave the target's square, whichever happens first.

**Maintain Swift** The effect persists until the end of your next turn, or until the target stands, or until you leave the target's square, whichever happens first.

### Eye the Enemy

*You quickly ascertain your enemy's tactics and motives. You taunt them to reveal a weakness.*

**Encounter Attack 3 (Free Action) • Martial, Weapon**

Self

**Trigger** You hit an enemy with a ranged weapon.

**Effect** Add your Intelligence modifier to the damage roll of all hits against the target (including the triggering hit) until the start of your next turn.

**Maintain Swift** The effect persists until the start of your next turn. You cannot maintain if the target is staggered.

## Level 5

### Black Sky

*You unleash a hail of arrows so intense, enemies are sent flat on their backs.*

**Daily Attack 5 (Standard Action) • Martial, Weapon**

Ranged 5, one, two or three creatures

**Attack** Dexterity vs AC, three attacks

Hit 1dW + Dexterity modifier damage, and the target is knocked prone.

Miss Half damage, and the target is knocked prone.

**Special** If you do not move this turn, on a hit, the target also suffers 5 persistent damage (save ends).

### Level 7

### The Killing Field

*You hold your weapon back and wait for the advancing enemy. You have the entire battlefield in your view.*

**Encounter Attack 7 (Standard Action) • Martial, Weapon, Zone**

Far burst 5 within range 20

**Effect** You create a zone in the affected area. The zone lasts until the end of your next turn. It is considered difficult terrain, except for you. As an opportunity attack, you can make the following attack against any creature that enters any square of the zone:

**Attack**: Dexterity vs AC

**Hit**: 1dW + Dexterity modifier damage

**Special** Note that most characters only receive one opportunity action per turn.

**Maintain Standard** The zone persists until the end of your next turn. You can move the zone to a new area within range as part of this action.

### Tri-Shot

*To conserve arrows, you control your shots to specific targets rather than shooting chaotically at your foes.*

**Encounter Attack 7 (Standard Action) • Martial, Weapon**

Ranged weapon, one, two or three creatures

**Attack** Dexterity vs AC, three attacks

**Hit** 1dW + Dexterity modifier damage.

### Standing Barrage

*You lay down a rain of arrows against entrenched or approaching foes.*

**Daily Attack 5 (Move and Standard Action) • Martial, Weapon**

Far burst 1 within weapon range, all creatures you can see

**Attack** Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile until the start of your next turn.

Miss Half damage.

**Special** If you do not move this turn, on a hit, the target is rattled until the start of your next turn.

**Maintain Move and Standard** Repeat the attack against the same area.

## Level 9

### Distracting Arrow

*Your attack is more of a diversion to allow others the opportunity to recover.*

**Daily Attack 9 (Swift Action) • Martial, Weapon**

Self

**Trigger** You hit an enemy with a ranged weapon.

**Effect** The target takes 1dW extra damage from the triggering attack. Two allies in line of sight can make saving throws against one condition a save can end.

## Level 6

### Chain Shots

*It almost feels like a game as enemies drop quickly in your path.*

**Encounter Utility 6 (Swift Action) • Martial**

Self

**Effect** Until the end of your next turn, roll twice for every attack roll (using ammunition with each roll) and take the higher result.

### Force Back

A nonstop rain of arrows tracks an assaulting or flanking enemy.

#### Daily Attack 9 (Standard Action) • Martial, Weapon

Far burst 2 within weapon range, all creatures you can see

Attack Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile until the end of your next turn.

**Special** If you do not move this turn, the target is rattled until the start of your next turn whether or not you hit.

**Maintain Standard** Repeat the attack. You can shift the barrage up to 3 squares every turn. If you miss all targets in the burst, you can no longer maintain.

### Level 10

### Machine of Destruction

This is what it all comes down to. You and your weapon. That's all that matters.

#### Encounter Utility 10 (Free Action) • Martial Self

**Effect** Until the end of your next turn, you are immobile and the action required for any basic attack or at-will power is reduced from standard to move, or from move to swift.

### Battle Position

Enemies are all around you. You need room to shoot. You wave your bow wildly.

#### Daily Utility 10 (Free Action) • Martial Self

**Effect** Shift your speed -2. You do not count as having moved for the purpose of powers that get a benefit if you have not moved.

### Level 13

### Clearing the Room

#### Encounter Attack 13 (Standard Action) • Martial, Weapon

Ranged 5, one, two or three creatures

Attack Dexterity vs AC, three attacks

Hit 2dW + Dexterity modifier damage, and the target is pushed 2 squares. If the target cannot be pushed 2 squares, it suffers an additional 1dW damage.

**Special** If you do not move this turn, a hit target is pushed 4 squares and suffers additional damage if it cannot be pushed back 4 squares.

### Stacked Volleys

You launch two identical volleys of arrows, nearly on top of each other. Opponents don't expect the second one as quickly.

#### Encounter Attack 13 (Standard Action) • Martial, Weapon

Far burst 2 within weapon range, all creatures

Attack Dexterity vs Reflex, two attacks per target

Hit 1dW + Dexterity modifier, and the target is dazed until the end of its next turn. If hit twice, the target is dazed (save ends).

**Special** If you do not move this turn, gain a +1 bonus to each second attack.

### Level 15

### Tracking Shots

Your first shot guides your second.

#### Daily Attack 15 (Standard Action) • Martial, Consistent, Weapon Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage. Make a secondary attack against the same target.

**Secondary Attack:** Dexterity +2 vs AC

**Hit:** 1dW + Dexterity modifier damage. Make a tertiary attack against the same target.

**Miss:** Half damage

**Tertiary Attack:** Dexterity +4 vs AC

**Hit:** 2dW + Dexterity modifier damage.

### Wildfire Blitz

You spray arrows across a massive area.

#### Daily Attack 15 (Move and Standard Action) • Martial, Weapon

Far burst 4 within weapon range, all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage.

**Miss:** Half damage.

### Level 16

### Bandit's Yell

You scream loudly as you shake off the damage.

#### Encounter Utility 16 (No Action) • Healing, Martial

Self

**Trigger** You are affected by one of the following conditions that a save can end: blinded, dazed, marked, slowed, stunned, or weakened.

**Effect** You gain a +5 bonus to the saving throw until you succeed.

### Toxophilite

#### Encounter Utility 16 (Swift Action) • Martial

Self

**Effect** Until the end of your next turn, gain a +1 bonus to attack rolls and a +4 bonus to damage rolls.

### Level 17

### Flurry of Arrows

You unleash a flurry of arrows towards an enemy.

#### Encounter Attack 17 (Standard Action) • Martial, Weapon

Ranged weapon, one or two enemies

Attack Dexterity vs AC, two attacks

Hit 2dW + Dexterity modifier damage

**Special** If you do not move this turn, increase damage to 3dW + Dexterity modifier.

### Mosquito's Nip

It is hard for your enemies to think of anything but you as you continue to rain steel from the sky.

#### Encounter Attack 17 (Move Action) • Martial, Weapon

Self

**Effect** Each enemy you hit with a ranged attack until the end of your next turn is marked until the end of your next turn. If your marked target makes an attack that does not include you as a target, you gain a +2 bonus to attack rolls and a +4 bonus to damage rolls against the target until the end of your next turn.

**Maintain Move** The effect persists until the end of your next turn.

## Level 19

### Mindless Mayhem

You send a tsunami of arrows into the enemy.

**Daily Attack 19 (Standard Action)** • Martial, Weapon

Ranged weapon, one two or three enemies

**Attack** Dexterity vs AC, three attacks

Hit 2dW + Dexterity modifier damage, and the target is pushed a number of squares equal to your Intelligence modifier and is weakened until the start of your next turn.

Miss Half damage and the target is weakened until the start of your next turn.

**Special** If you do not move this turn, you can target up to 4 enemies instead of 3 and make 4 attacks instead of 3; you must target at least two separate creatures.

### Cloud of Hellfire

Your shots pepper the ground, sending up debris, hampering vision and movement.

**Encounter Attack 23 (Move and Standard Action)** • Martial, Weapon

Far burst 4 within weapon range, all creatures you can see

**Attack** Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage

**Effect** Until the end of your next turn, the area becomes difficult terrain, except for you, and targets in the area grant combat advantage to anyone outside the area.

**Special** If you do not move this turn, burst 5.

**Maintain Move** The zone persists until the end of your next turn.

## Level 25

### Suppressing Shots

You cover an area with arrows to keep enemies from moving.

**Daily Attack 19 (Standard and Move Action)** • Martial, Weapon, Zone

Far burst 2 within weapon range, all creatures you can see

**Attack** Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage, and the target is slowed (save ends).

**Effect** You create a zone in the burst that persists until the start of your next turn. Creatures that enter the zone or start their turns in it take 1dW damage and are slowed (save ends). You use ammunition each time you inflict damage.

**Special** If you do not move this turn, burst 3.

**Maintain Move** The zone persists until the start of your next turn.

### Cone of Barbs

You sweep your weapon wide, attacking everything in front of you.

**Daily Attack 25 (Standard Action)** • Martial, Weapon

Near arc 8, all creatures you can see

**Attack** Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage, and the target is knocked prone and dazed until the end of your next turn.

Miss Half damage, and the target is knocked prone and dazed until the end of your next turn.

**Special** If you do not move this turn, targets in Near arc 3 take 1dW extra damage.

### One on One

Your opponent is a lone creature of incredible power. You aim for this single target and release everything.

**Daily Attack 25 (Standard Action)** • Martial, Consistent, Weapon

Ranged weapon, one creature

**Attack** Dexterity vs AC

Hit 4dW + Dexterity modifier damage, and the target is stunned until the end of your next turn.

**Special** If you do not move this turn, you can reroll all 1s on any damage dice for this power until the result is anything but a 1.

**Maintain Standard** Repeat the attack against the same target. You cannot maintain if you missed on your previous turn.

## Level 22

### New Position

The effectiveness of your current location is in question. You quickly move to better ground.

**Encounter Utility 22 (Free Action)** • Martial

Self

**Effect** Shift your speed.

## Level 23

### Behemoth-Killer

You relax as you loose the arrow. It's not like you can miss.

**Encounter Attack 23 (Standard Action)** • Martial, Weapon

Far burst 5 within weapon range, one Large or larger creature you can see

**Attack** Dexterity +2 vs AC

Hit 3dW + Dexterity modifier damage.

**Special** If you do not move this turn, increase to 4dW + Dexterity modifier damage.

### Clear the Ground

You cut down trees, walls, bushes, and people--anything that gets in your way.

**Encounter Attack 23 (Standard Action)** • Martial, Weapon

Far burst 5 within weapon range, all creatures you can see

**Attack** Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage

**Effect** Until the end of the encounter, all difficult terrain in the area is no longer difficult terrain.

**Special** If you do not move this turn, 3dW damage

### Overwatch

You keep a careful eye on an ally or allies from an advantageous position, and wait for enemies to poke out their heads.

**Daily Attack 25 (Standard Action)** • Martial, Weapon

Far burst 3 within weapon range, all creatures you can see

**Attack** Dexterity vs Reflex

Hit 3dW + Dexterity modifier damage, and the target is stunned until the end of your next turn.

**Special** If you do not move this turn, burst 4

**Maintain Standard** Repeat the attack against the same area. On a hit, you deal no additional damage but the target is stunned until the end of your next turn.

## Level 27

### Finish the Job

After an onslaught of arrows, one target still didn't fall. You turn your attention and ensure it follows your advice.

**Encounter Attack 27 (Swift Action) • Martial, Consistent, Weapon**  
Ranged weapon, one creature you hit this round as part of a Far attack  
Attack Dexterity vs AC  
Hit 3dW + Dexterity modifier damage.  
**Special** If you do not move this turn, 4dW + Dexterity modifier damage

### Selective Shots

You've trained enough to know the difference between friend and enemy. You no longer need to lay down broad volleys of arrows.

**Encounter Attack 27 (Standard Action) • Martial, Weapon**  
Ranged weapon, five creatures, each no more than 3 squares from another target.  
Attack Dexterity vs AC  
Hit 3dW + Dexterity modifier damage  
**Effect** The target is dazed until the start of your next turn.  
**Special** If you do not move this turn, each target can be no more than 5 squares away from another.

## Level 29

### Fall of Heaven

You crash the pillars and bring down the sky, raining steel, offloading everything you have.

**Daily Attack 29 (Standard Action) • Martial, Weapon**  
Ranged weapon, all enemies you can see  
Attack Dexterity vs Reflex  
Hit 2dW + Dexterity modifier damage, and the target is stunned (save ends).  
**Miss** Half damage.  
**Special** If you do not move this turn, 2dW + Dexterity modifier + Intelligence modifier damage.

### Measured Response

You respond to an attack with a proportionate level of aggression.

**Daily Attack 29 (Standard Action) • Martial, Weapon**  
Far burst 1 within weapon range, all creatures you can see  
Attack Dexterity vs Reflex  
Hit 4dW + Dexterity modifier damage.  
**Miss** Half damage.  
**Effect** If the target is staggered before or after the initial damage, it takes an additional 2dW damage.

## Strong Bidding

**Key Ability:** Charisma  
**Secondary Ability:** Wisdom  
**Sources:** Sylvan (class), Binds Familiar (kit)

You share a special bond with your companion that allows you to fight as one.

**Note:** "Companion" refers to a familiar, animal companion or summoned creature. Unless otherwise mentioned, your companion must be within line of sight or 20 squares for a Strong Bidding power that uses your companion.

## Level 1

### Companion Strike

**At-Will Attack 1 (Standard Action) • Spirit, Companion**  
**Special**  
**Effect** Your companion makes a basic melee attack and adds your Charisma modifier to the damage.

### Side by Side

**Encounter Attack 1 (Standard Action) • Spirit, Companion**  
Melee weapon, one creature  
Attack Charisma vs AC  
Hit 1dW + Charisma modifier damage.  
**Effect** Your companion can also move its speed and make a basic melee attack against the same target.

## Level 2

### Lifelink

**Daily Utility 2 (Counter Action) • Spirit, Companion**  
**Trigger** Your companion is hit by an attack.  
**Effect** You experience all of the consequences of the hit, instead of your companion. If you are also a target of the attack, you are also affected by it as normal.

### Share Senses

**Daily Utility 2 (Swift Action) • Spirit, Companion**  
**Effect** Until the end of your next turn, 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, but retain your other senses as normal. For example, you could share your companion's sight, but keep your hearing.  
**Maintain Swift** The effect persists until the end of your next turn.  
**Boost Level 16** This becomes an encounter power.

## Level 6

### Familiar Guidance

**Encounter Utility 6 (Counter Action) • Spirit, Companion**  
**Trigger** You miss on an at-will or encounter attack  
**Effect** Reroll the attack and take the second result.

### Interfering Companion

Encounter Utility 6 (Swift Action) • Spirit, Companion

Self

**Effect** Your companion can flank, if it couldn't already, until the end of the encounter.

*Level 11:* You get combat advantage against enemies adjacent to your companion.

*Level 21:* Enemies adjacent to your companion cannot shift. You get combat advantage against enemies adjacent to your companion.

### Leap to Companion

Encounter Utility 6 (Move Action) • Spirit, Teleport, Companion

Self

**Requirements** There must be room for you in the space your companion occupies.

**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. If there is no eligible space, the companion falls prone in your space.

### Leaping Intercept

Encounter Utility 6 (Counter Action) • Spirit, 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 companion takes half damage from the attack.

Level 7

### Safeguard Companion

Encounter Attack 7 (Counter Action) • Spirit, 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.

Level 10

### Recall Familiar

Daily Utility 10 (Counter Action) • Spirit, Companion

**Trigger** Your familiar is hit by an attack.

**Effect** Your familiar teleports to your space and is hidden away.

### Companion Form

Daily Utility 10 (Swift Action) • Spirit, Form

Self

**Effect** You take the form of your companion, including size, source and type, senses and speed. You can also spend one recovery to heal your recovery value. While in this form you cannot use powers unless they have the Wild Shape tag. You can leave this form as a swift action, and you do so automatically if you are reduced to 0 HP or below. Otherwise, it lasts until you take a long rest.

### Master's Form

Daily Utility 10 (Swift Action) • Spirit, Transmutation, Companion

Ranged 10, one companion

**Effect** Until the end of your next turn, 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** The effect persists until the end of your next turn.

Level 19

### Companion Swarm

Daily Attack 19 (Standard Action) • Spirit, Focus, Companion

Far burst 1, range 20 (centered on your companion), all enemies

**Attack** Charisma vs Fortitude

**Hit** 4d8 + Charisma modifier damage

**Effect** Creates a zone which persists until the end of your next turn.

*Swarm Zone:* Enemies that enter the zone or begin their turn in it take 10 damage and are slowed until the start of their next turn.

Spend a move action to move the zone up to 2.

**Special** Your companion is removed from play while the zone remains in effect.

**Maintain Swift** The zone persists until the end of your next turn.

### Enlarge Companion

Daily Utility 19 (Swift Action) • Spirit, Transmutation, Companion

Ranged 10, one companion

**Effect** If your companion is smaller than Medium size, it grows to Medium size. If your companion is Medium size or larger, it increases by one size category. Its maximum and current HP are increased by your recovery value. The companion can flank if it could not already. Once per round, as a swift action, the companion can knock an adjacent enemy prone or push it 1 square. You may use a swift action to end the effect; otherwise it lasts until your next long rest.

## Third Mind

**Key Ability:** Wisdom

**Secondary Ability:** Charisma

**Source:** Channels Godmind (kit)

Your psychic powers allow you to waylay your enemies and clear the minds of your allies.

Level 1

### Blazing Mantle

*Your channel the awesome energies of your Godmind and you literally come ablaze with phrenic power.*

At-Will Attack 1 (Standard Action) • Augmentable, Phrenic, Focus, Psychic

Near burst 1, all enemies

**Attack** Wisdom vs Will

**Hit** 1d6 + Wisdom modifier psychic damage.

*Level 21:* Increase damage to 2d6 damage + Wisdom modifier.

**Special—Augment:** Push each target a number of squares equal to 1 + Charisma modifier.

### Gaze of Aeons

*You allow yourself to become the outlet of your Godmind's phrenic power, reflecting in your eyes that burn with divine energy, jarring an enemy.*

At-Will Attack 1 (Standard Action) • Augmentable, Phrenic, Focus, Radiant

Ranged 5, one creature

**Attack** Wisdom vs Fortitude

**Hit** The target grants combat advantage until the end of your next turn. Whenever an ally hits the target with an attack before the end of your next turn, they also deal radiant damage equal to your Charisma modifier.

**Special—Augment:** As part of the initial attack, also deal 1d6 + Wisdom modifier radiant damage.

### Unerring Guidance

You ask your Godmind to guide your attacks against an enemy and your blows ring true.

**Encounter Attack 1 (Standard Action) • Augmentable, Phrenic, Weapon**

Melee weapon, one creature

Attack Wisdom +2 vs AC

Hit 2dW and the next ally that attacks before the end of your next turn gains a +2 power bonus to their attack roll.

**Special—Augment:** Add your Charisma modifier to the damage and give all allies +2 to their attack rolls against the target until your next turn, instead of just the next ally.

### Aura of Painful Clarity

Your connection to your Godmind extends into a shining aura, empowering all with greater clarity and focus as they attack their enemies. While enemies are within the aura, their vulnerabilities become clear to your allies and your intense focus might burn their minds.

**Daily Attack 1 (Standard Action) • Augmentable, Aura, Phrenic, Focus, Psychic**

Near burst 1, all creatures

**Effect** Allies that begin their turn inside the aura gain a +2 power bonus to their next attack roll. Enemies inside the aura have vulnerability to all damage 2.

**Special—Augment:** As a standard action, make a Wisdom vs Will attack against each enemy inside the aura. Hit: 1d6 + your Charisma modifier psychic damage.

## Level 2

### Surging Meditation

You meditate, entering a state of mental clarity that allows you to heal yourself or an ally, while at the same time refreshing their mind.

**Daily Utility 2 (Standard Action) • Augmentable, Phrenic, Healing**

Near burst 10, you or one ally

**Effect** The target may spend one recovery and one focus surge.

**Special—Augment:** This power is not expended when used.

## Level 3

### Strike the Weakened Mind

You wield your weapon in a blazing arc and as you hit, you shatter both their physical and mental selves.

**Encounter Attack 3 (Standard Action) • Augmentable, Phrenic, Weapon**

Melee weapon, one creature

Attack Wisdom vs AC

Hit 2dW + Wisdom modifier damage. The target also loses any psi focus they had (refresh as if spent on a daily) and takes a -2 penalty to their Will defense until the end of their next turn.

**Special—Augment:** Before making the attack roll, this power gains the Consistent tag.

## Level 5

### Siphon the Soul

You intertwine the souls and minds of one enemy and an ally of yours, siphoning away the energy of one to heal the other.

**Daily Attack 5 (Standard Action) • Augmentable, Phrenic, Healing, Focus, Psychic**

Ranged 10, one creature

Attack Wisdom vs Will

Hit 2d10 + Wisdom modifier psychic damage and the target is dazed (save ends).

**Effect** One ally within 10 may spend a recovery.

**Special—Augment:** Give the target a penalty on saves against the dazed condition equal to your Charisma modifier.

## Level 6

### Aura of Mending

Your aura shines forth, powered by the connection to your godmind. Allies nearby regain their health and you can guide them into drawing upon inner resources.

**Daily Utility 6 (Swift Action) • Augmentable, Aura, Phrenic, Healing**

Near burst 2, all allies

**Effect** Every ally inside the aura at the start of their turn gains regeneration 1. While this aura is in place, you may, as a standard action, spend your *psi focus* to enable an ally within the aura to spend a recovery. Expending your *psi focus* in this fashion makes it refresh as after having used an encounter power.

**Special—Augment:** Add your Charisma modifier to the number of hit points regained each time yourself or an ally within the aura spends a recovery.

## Level 7

### Unveiling the Godmind

You stretch out your hand, creating a bridge between your godmind's unbridled energy and the mind of a lesser creature, burning their mind and body to cinders.

**Encounter Attack 7 (Standard Action) • Augmentable, Phrenic, Fear, Focus, Psychic**

Melee touch, one creature

Attack Wisdom vs Fortitude

Hit 3d6 + your Wisdom modifier psychic damage, push the target 1 square and the target is restrained until the end of your next turn.

**Special—Augment:** Add your Charisma as a power bonus to both the attack and the damage roll.

## Level 9

### Consumption of the Sinful

*Reaching forth into the mind of your enemy, you unleash their darkest sins and give them form, haunting your enemy while aiding your allies in combat.*

**Daily Attack 9 (Standard Action)** • Augmentable, Conjunction, Phrenic, Focus, Psychic

Ranged 10, one creature

Attack Wisdom vs Will

Hit 2d10 + Wisdom modifier psychic damage.

**Effect** You conjure a vile manifestation of your enemy's darkest sins in a square adjacent to the target. The manifestation exists until the end of your next turn. You can move the manifestation as a move action, using the same speed as the target. If the manifestation is adjacent to the target, the target grants combat advantage and gains vulnerability to all damage 5.

**Special—Augment:** The target receives a penalty equal to your Charisma modifier to attack rolls (save ends).

**Maintain Swift** The manifestation exists until the end of your next turn.

### Disturbing Blow

*By establishing counter-resonance within the spirit of an enemy with a well-placed blow, you may disrupt and disturb its next action.*

**Encounter Attack 1 (Standard Action)** • Arcane, Weapon

Melee weapon, one target

Attack Intelligence vs AC

Hit 1dW + Intelligence modifier damage. The creature grants combat advantage to the next attack against it, provided that attack occurs before the end of your next turn.

### Cursed Fate

*You can befuddle and bewilder your opponent with this strike, causing a grave imbalance in the psyche of the victim.*

**Daily Attack 1 (Standard Action)** • Arcane, 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 to the next attack against it, provided that attack occurs before the end of your next turn.

## Level 10

### Aura of Psychic Vengeance

*You meditate for a short while before your aura blooms out around you, allowing your mind to become as one with your allies, aiding their attacks.*

**Daily Utility 10 (Standard Action)** • Augmentable, Aura, Phrenic

Near burst 2, all allies

**Effect** Each ally who starts their turn inside the aura gains a power bonus equal to your Charisma modifier to their attack rolls until the end of their turn.

**Special—Augment:** Each ally heals hit points equal to your Charisma modifier each time they begin their turn within the aura.

## Veiled Moon

**Key Ability:** Intelligence

**Secondary Ability:** Dexterity

**Source:** Mageblade (class)

You pass through worlds, delivering attacks from impossible vantage points.

## Level 1

### Dimensional Strike

*By shifting slightly between two worlds, you confuse the senses of your foe so you may land your attack more easily.*

**At-Will Attack 1 (Standard Action)** • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Reflex

Hit 1dW + Intelligence modifier damage.

Level 21: 2dW + Intelligence modifier damage.

### Ghost Hunting Blow

*By reaching across the barrier between worlds, you may strike at disembodied spirits as easily you would strike a normal mortal.*

**Encounter Utility 2 (Swift Action)** • Arcane, 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

*By sensing ripples in the spiritual world around him, you are capable of better avoiding dangerous effects and situations.*

**Encounter Utility 2 (Free Action)** • Arcane

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.

### Leaping Spirit Dance

*Light as a feather, you move gracefully in combat, with the smooth and practiced grace of an incorporeal being.*

**Daily Utility 2 (Swift Action)** • Arcane, 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.

### Spirit Sensing Stance

*Your senses exceed that of natural beings and move into the realm of supernatural awareness. You sense the different patterns that exist within all beings.*

**Daily Utility 2 (Swift Action)** • Arcane, 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.

## Level 5

### Resonance Strike

*By funneling your spiritual power into your attack, you may strike an opponent with glowing silvery light.*

**Daily Attack 5 (Standard Action) • Arcane, Weapon**

Near burst 10, one enemy in range

**Attack** Intelligence vs Reflex

**Hit** 3dW + Intelligence modifier force damage

**Miss** Half damage.

## Level 6

### Fading Strike

*You learn the basic technique for walking between worlds to reach locations that previously could be inaccessible on the mortal world and potentially attack foes at those locales.*

**Encounter Utility 6 (Move Action) • Arcane, Teleport**

**Self**

**Effect** Teleport 6

### Half-Gone

*By momentarily slipping through the barrier between the Material and the Astral planes, you may attempt to avoid an attack by being incorporeal.*

**Encounter Utility 6 (Counter Action) • Arcane**

**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

*Position is relative to your thinking, and your position in the universe is mutable. Using these principles, you may circumvent reality to remove yourself from harm's way when necessary.*

**Daily Utility 6 (Counter Action) • Arcane, Conjunction, Teleport**

**Self**

**Trigger** You are the target of an attack.

**Effect** You teleport up to 2 squares. In your space is conjured an immovable illusion of yourself. The conjunction disappears at the end of your next turn, or 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** Repeat the effect.

## Level 7

### Brilliant Moon

*By partially phasing a portion of your attack out of this reality, you may ignore certain obstacles, such as armor, when striking at an opponent.*

**Encounter Attack 7 (Standard Action) • Arcane, Weapon**

**Melee or Ranged** weapon, one target

**Attack** Intelligence vs Reflex

**Hit** 2dW + Intelligence modifier force damage.

## Level 9

### Breath of the Moon

*You use the principles of lunar cycles on the psyche of mortals.*

**Daily Attack 9 (Standard Action) • Arcane, 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.

## Level 10

### Fading Leap

*With nary a thought and a gesture you may flow like moonlight from one location to another through the Astral plane, moving faster than your earthly body would allow.*

**Encounter Utility 10 (Swift Action) • Arcane, Teleport**

**Self**

**Effect** Teleport 6

### Formless Dance

*You immerse yourself in a sort of dimensional flux, causing you to be able to see what cannot be perceived and seemingly be in many places at once.*

**Encounter Utility 10 (Swift Action) • Arcane, Illusion, Stance**

**Self**

**Effect** You have concealment and truesight 6.

### Ghostwalk

*You step through to the borderland between the Material and the Ethereal planes, becoming an incorporeal figure in both realities for a few moments.*

**Encounter Utility 10 (Swift Action) • Arcane**

**Self**

**Hit** You become incorporeal until the end of your next turn.

### Ethereal Reminiscence

*The ectoplasmic nature of beings on the Ethereal plane allows you to briefly transport yourself to that realm and use your will to restore some of your form by filling your wounds with spectral energies, displacing your injuries.*

**Daily Utility 10 (Standard Action) • Arcane**

**Self**

**Hit** You become incorporeal until the end of your next turn. You may spend a recovery to heal your recovery value.

## Level 13

### Flicker Strike

*In a flickering blur of teleportation and movement, you disappear, blink into existence to strike a foe, and then disappear again to appear a safe distance away.*

**Encounter Attack 13 (Standard Action) • Arcane, Weapon,**

**Teleport**

**Self**

**Effect** Teleport 6.

**Secondary Attack:** Intelligence vs AC. 2dW + Intelligence modifier damage on a hit, and you can teleport 6.

## Level 15

### Essence Shattering Strike

*With a powerful strike, you attack the very spirit of your foe with your silver-blue light.*

**Daily Attack 15 (Standard Action) • Arcane, Weapon**

**Melee or Ranged** weapon, one target

**Attack** Intelligence vs Fortitude

**Hit** 3dW + Intelligence modifier damage and the target is dazed (save ends).

**Miss** Half damage. The target is not dazed.

## Level 16

### Twisting Ether

*You sink through the world with your ally and switch places for better effect in combat.*

**Encounter Utility 16 (Swift Action) • Arcane, Teleport**

**Near** burst 5, one ally

**Effect** You and your ally simultaneously swap spaces via teleportation.

### Stance of the Ether Gate

*By shifting your essence partially into the Astral plane, you find that moving through that plane as just as easy as moving through the material plane.*

**Daily Utility 16 (Swift Action) • Arcane, Stance, Teleport**

**Self**

**Effect** As a move action, you can teleport 6.

## Level 19

### Ether Wave

*You concentrate your spiritual energies to your hand, tear into the barrier between the Astral and the Material, and release the energies that form from this in a wracking wave of silvery-blue energy.*

**Daily Attack 19 (Standard Action) • Arcane, Weapon**

**Near arc 4**

**Attack** Intelligence vs Reflex

**Hit** 3dW + Intelligence modifier force damage, and persistent 5 force damage (save ends).

**Miss** Half damage (no persistent damage).

### Warp Worm

*By creating temporary breaches between the worlds of the Material and the Astral, you may teleport through a few enemies and emerge from the space between worlds having done your foes great internal harm.*

**Daily Attack 19 (Standard Action) • Arcane, Weapon, Teleport**

**Melee** weapon, one target

**Attack** Intelligence vs AC

**Hit** 3dW + Intelligence modifier damage, and you teleport up to 4 squares.

**Miss** Half damage, and you teleport up to 2 squares.

**Effect** Make two secondary attacks.

*Secondary Attack:* Intelligence vs AC; 2d8 + Intelligence modifier damage, and you teleport up to 4 squares; on a miss, no damage and you teleport up to 2 squares.

*Secondary Attack:* Intelligence vs AC; 1d8 + Intelligence modifier damage, and you teleport up to 4 squares; on a miss, no damage and you teleport up to 2 squares.

**Special:** No creature may be the target of more than one attack as part of this action.

## Level 22

### Anchoring Spirit

*You pull yourself fully into the Ethereal and manifest a ghostly apparition of your form upon the Material, and in doing so you lock your immediate area for travel through the Ethereal or Astral plane.*

**Daily Utility 22 (Swift Action) • Arcane, Stance**

**Self**

**Effect** You become incorporeal. Enemies within 12 cannot choose to teleport. Allies within 12 can always choose not to teleport if they would be subject to an effect that would teleport them.

### Fade Through

*You fold two points in space around you to appear at another location within the span of a heartbeat.*

**Daily Utility 22 (Standard Action) • Arcane, Teleport**

**Self**

**Effect** Move up to your speed, with phasing. Make a basic melee attack against each enemy that you move through.

### Lunar Penumbra

*It is said that the moon is portrayed in some legends as a laughing trickster, and with this powerful ability, you pull an incredible trick upon your foe.*

**Daily Utility 22 (Counter Action) • Arcane, Teleport**

**Self**

**Trigger** You are the target of an attack.

**Effect** You and the attacker swap places via teleportation. The attacker now becomes the target of their own attack.

### Phantom Penumbra

*To slip through the worlds is a simple matter for you, and using this to deceive and evade an attacker is effortlessly done.*

**Daily Utility 22 (Swift Action) • Arcane, Illusion**

**Self**

**Effect** A number of times equal to the number of recoveries you have spent so far since your last long rest, you can force enemies within 6 squares to reroll an attack roll. You can only force each attack roll to be rerolled once. Any remaining uses are lost when the encounter ends.

### Spiritual Weapon Stance

*By channeling ethereal energies along your weapons and body, you become immersed in both worlds, being as solid on the Ethereal Plane as you are on the Material.*

**Daily Utility 22 (Swift Action) • Arcane, Stance**

**Self**

**Effect** Your attacks do persistent 5 force damage (save ends).

## Level 25

### Dispersal Strike

*With a powerful strike and flash of silver-blue light, you slam your foe directly into the Ethereal for a few moments, causing it to become ghostly and unreal.*

**Daily Attack 25 (Standard Action) • Arcane, Weapon**

**Melee or Ranged** weapon, one target

**Attack** Intelligence vs AC

**Hit** 4dW + Intelligence modifier damage.

**Miss** Half damage.

**Effect** The target becomes incorporeal (save ends). While incorporeal, their attacks behave as if all targets had the incorporeal property (in most cases, this means they do half damage).

### Flashing Ether Touch

*With but a touch you send a foe hurtling through the Astral to reappear with frightening velocity to hit the ground.*

**Daily Attack 25 (Standard Action) • Arcane, Weapon, Teleport**

**Melee** touch, one target

**Attack** Intelligence vs Will

**Hit** The target disappears until the beginning of your next turn. Then they appear in the space 12 squares above the space that they disappeared from.

**Miss** The target disappears until the beginning of your next turn.

Then they appear in the space 6 squares above the space that they disappeared from.

## Level 29

### Banish to the Beyond

*You lay a mark against a target and shunt it gently into the Astral plane where it may ponder its reasons for crossing the likes of a master.*

**Daily Attack 29 (Standard Action) • Arcane, Weapon, Teleport**

**Melee** touch, one target

**Attack** Intelligence vs Will

**Hit** 4dW + Intelligence modifier force damage. If, immediately after this damage, the target's current hit points are lower than yours, they are transported to the Astral Plane indefinitely. Otherwise, they are transported to the Astral Plane (save ends).

**Miss** Half damage, and the target is not transported to the Astral Plane.

### Eclipsing Moon

*Folding space around your form effortlessly, you leap through the ether and attack through the barrier between the worlds in a series of staccato bursts of silvery-blue light, your image blinking as you strike.*

**Daily Attack 29 (Standard Action) • Arcane, Weapon, Teleport**

**Near** burst 12, all enemies

**Attack** Intelligence vs Reflex

**Hit** 2dW + Intelligence modifier damage.

**Effect** After all attacks had been made, choose a space adjacent to an enemy within range. You teleport to that space.

# Personalization

## Alignment

A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes.

These brief summaries of the five alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

**Lawful good** creatures can be counted on to do the right thing as expected by society. They follow a strict moral code.

**Good** folk do the best they can to help others according to their needs.

**Unaligned** is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time.

**Evil** is the alignment of those who do whatever they can get away with, without compassion or qualms.

**Chaotic evil** creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

### Variant: Nine-Point Alignment

In this variant, instead of five alignments there are nine.

Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations. These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

- **Lawful good (LG)** creatures can be counted on to do the right thing as expected by society.
- **Neutral good (NG)** folk do the best they can to help others according to their needs.
- **Chaotic good (CG)** creatures act as their conscience directs, with little regard for what others expect.
- **Lawful neutral (LN)** individuals act in accordance with law, tradition, or personal codes.

- **Neutral (N) or True neutral (TN)** is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time.
- **Chaotic neutral (CN)** creatures follow their whims, holding their personal freedom above all else.
- **Lawful evil (LE)** creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order.
- **Neutral evil (NE)** is the alignment of those who do whatever they can get away with, without compassion or qualms.
- **Chaotic evil (CE)** creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

## Languages

Your ancestry indicates the languages your character can speak by default. Note these languages on your character sheet.

Choose your languages from the Standard Languages table. If you learn a language at a level later than 1, you can also select from the Exotic Languages table or a secret language, such as thieves' cant or the tongue of druids.

Table – Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Goblin	Goblinoids	Common
Deep Speech	Aboleths, cloakers, underworld traders	Elvish
Draconic	Dragons, dragonborn	Draconic
Giant	Orcs, giants	Dwarvish
Primordial	Elementals	Abyssal

Table – Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons	Abyssal
Celestial	Celestials, devils	Celestial

## Telepathy

Some creatures have the ability to communicate telepathically. Unless otherwise specified, the target must be within line of sight. If a range is specified (for example, telepathy 5) the target must also be within that number of squares. The creature must be able to speak at least one language. Once the telepathic creature has begun communication, the target can “speak” back to them.

## Deities

Priests are usually sworn to the service of a particular god. Other characters may worship one or many gods - or none. A sample of gods of worshipped in the Outlaw Kingdoms (the default setting for the Orcus roleplaying game) is given below.

### Chalavar

The Glutton

**Symbol:** A knife on an empty plate

**Portfolio:** Food, feasting, prosperity

**Favored Weapon:** Dagger

A happy and boastful god, Chalavar (CHAL-uh-var) is a welcome visitor to any meal or business gathering, as he makes the food safe and incredibly tasty and the dealings profitable for all involved. Worshipped by people who work with food or conduct trade, Chalavar is a popular deity despite having few actual priests. He is shown as a round, pleasant-faced man wearing expensive rings, necklaces, and a jeweled cylindrical hat. He knows the best use for any animal, from the work it is suited for to the other food it complements.

He also knows the medicinal and culinary use for every plant. His rare temples are popular among adventurers, as Chalavar's priests love examining the carcasses of strange monsters to see what good can be made of them— for they study the art of cooking with as much ardor as their god.

Chalavar's worshippers have many holidays, including the birthdays of famous priests or local nobles, seasonal occurrences, and historical events. These holidays always involve feasting. Worshippers even throw feasts on the holy days of other faiths, knowing that Chalavar gets his thanks whenever someone enjoys a good meal. It is considered bad form to not throw a feast on your own birthday, and wealthier followers of Chalavar show off their prosperity and generosity by holding great birth-feasts with hundreds of guests. Common folk praise Chalavar's name whenever a meal is extra good or a business deal turns out particularly well.

### Enoran

The Old Spirit

**Symbol:** Sun setting behind a leafless tree

**Portfolio:** Death, the ending of things, mourning

**Favored Weapon:** Quarterstaff

Enoran (EN-or-an) is a god spoken of only rarely, for he represents death from age, as well as the aging and decay of the world over time. He also comforts those who have suffered loss, whether the loss of a family member or the death of a treasured tree. A minor aspect of his faith involves the enactment of vengeance, although he has emphasized this less and less over the centuries.

He is a sad, quiet deity, weary from carrying on his shoulders the weight of generations of sorrow and death. He is depicted as an impossibly old elf with gray hair and a wrinkled face. Enoran is said to keep a book of names of all the dead, written in his own blood.

Enoran's faith has no true holidays, though worshippers sing songs of joy every time someone comes back from the dead. Each day they light black candles in the name of those who died on that day. They fast for the last three days of the year, breaking their fast on the first sunrise of the new year.

Even devout worshippers rarely speak of Enoran except at funerals and in the wake of battles.

### Korven

The Defending Blade

**Symbol:** A well-notched short sword

**Portfolio:** Defensive tactics, protection, vigilance, halflings

**Favored Weapon:** Short sword

A serious-minded deity, Korven (KOR-ven) protects all common folk and inspires them to defend their homes and families when beset by hostile creatures. He and his followers take a more reactive than proactive stance; if people are not threatened, he seems content to remain quiet and fortify, but when people are in danger he is ready to lead them to victory. His followers study traps and fortifications as well as applications of direct force. Under their tutelage even a simple caravan wagon can become a mobile fortress.

He is rarely depicted, but when he is it is always as a fully-armed halfling warrior with a battered short sword and metal shield, eyes showing determination from within an open-faced helmet.

Korven is actually the fourth deity to hold this office. As each fell, their most faithful follower was deified. The cycle of death and renewal gives its current holder an acceptance of death and a tendency toward martyrdom, as he knows his legacy and duties will carry on.

Korven's followers celebrate (in somber fashion) the anniversaries of great battles where good people emerged victorious, and they light candles for heroes lost in battle while defending others. Lay people pray to him for protection at the start of a journey and before retiring for the evening, asking for safe travel and safe rest.

## Larhoon

The Bloodhunger

**Symbol:** Bloody-topped skull

**Portfolio:** Killing, murder

**Favored Weapon:** Club

Larhoon (lar-HOON) is an unrelenting, violent deity, said to have sprung from the corpse of the just-murdered god of death, bristling with teeth and horns. He loves death in all its forms, from slow torture to quick disintegration. It is said that Larhoon never sleeps, that he will never rest as long as one creature still remains alive. Larhoon is no fan of the undead, either, and relishes destroying them nearly as much as he does living creatures. He is depicted as a gray-skinned muscular humanoid creature with spines and horns protruding in all places; his only raiment is a belt made of bloody skulls.

Larhoon spends much of his time alone, searching for new things to kill. He welcomes challenges to his power and has drunk the blood of many godlings and great heroes who thought to slay him.

Larhoon's followers celebrate whenever there is a public death (such as an execution), feast on the anniversaries of battles in which many fell, and sacrifice animals to honor the names of famous assassins, murderers, and warlords. His faith consists of many small cults with no central hierarchy. Larhoon's name has become a curse among the common folk. In less-than-orderly places, criminals are sacrificed to him in hopes of keeping his attention away from others in the community.

## Kurzana

The Builder

**Symbol:** Carpenter's hammer with a spider symbol

**Portfolio:** Construction, building, weaving, engineering

**Favored Weapon:** Hammer

Kurzana (kur-ZAH-nuh) is an old deity that has changed over time as the people of the world developed their knowledge of building. Originally a goddess of caverns, she took on the mantle of shelters when intelligent creatures began building homes for themselves, and eventually reached her current state, watching over all kinds of building, whether homes, temples, or other structures in a community. She opposes deities of destruction and those that dislike or harm civilization (such as gods of plague). She is

depicted as a woman with stony skin, wearing a simple gown and bearing a hammer with a spider on it. Her faith considers killing normal spiders, her chosen animal, bad luck; monstrous spiders that actually constitute a threat are an exception. All building styles intrigue her, and she allies with likeminded deities. Although willing to talk endlessly about engineering, Kurzana remains otherwise a distant deity, having no close friendships with deities who do not share her specialized interests.

Kurzana's followers have few holidays, although they do note the dates on which the construction of great buildings began or ended. Although not a particularly martial faith, her priests often move to small communities to establish temples that double as sturdy fortresses, which they open to the entire community when the settlement is threatened. Her priests tend to be scholars in one building style, and sensible folk consult with a member of the church before planning any construction expected to last more than a year. Common folk pray to Kurzana during storms to keep their homes safe and at the groundbreaking of new buildings to bless those within.

## Kain

The Black Lord

**Symbol:** Horizontal mailed fist

**Portfolio:** Tyranny, rulership

**Favored Weapon:** Spear

Kain (KAYN) is a megalomaniacal deity who believes that only the strong are fit to rule, and that he is destined to rule the world and all of the other gods. He makes elaborate plans and spends years watching them unfold, becoming frustrated when the actions of chaotic beings and other meddlers interfere with his plots. His brother is Vogg, a deity of random destruction and one of his frequent opponents, although the two cannot perceive each other directly or be affected by each other's direct actions. While he hates the forces of good that interfere with his works, he saves his greatest wrath for chaotic fiends, who give no regard to his orders and (in his words) "give evil a bad name." He is shown as a man with midnight-black skin and glowing eyes, wearing a noble's clothing of simple cut and dark colors. His left arm is encased in black metallic armor, from which he can pull an iron spear as often as he likes.

Kain's church celebrates the anniversaries of great priests' and tyrants' birthdays, the first day of every month, and every new moon. These celebrations are more an affirmation of faith in and loyalty to the Black Lord than episodes of revelry. The sacrifice of dissidents or enemies of the church accompanies the rites whenever possible. Few common folk worship Kain, although in places where he holds much political power he is respected for his ability to keep bandits and raiding monsters away. His rule is otherwise harsh.

## **Shehaan**

Goddess of the Mists, the Moon Goddess

**Symbol:** A moon (crescent or full) behind a cloud of mist

**Portfolio:** The moon, mist, isolation, concealment, family, non-evil lycanthropes

**Favored Weapon:** Chakram

A very old goddess, Shehaan (shay-HON) predates current civilizations. Reclusive, almost forgotten, her strength has waxed and waned over the centuries. Like the moon, Shehaan changes. On nights when the moon is new she becomes rather wild, willing to take risks and even reveal her presence when she normally would remain hidden.

Shehaan draws strength from her great solitude and uses it to protect her faithful. She avoids direct confrontation, preferring to redirect an opponent's attention, confuse the minds of her enemies, and retreat when victory is not certain. But when someone threatens her charges, especially on nights of the new moon, Shehaan can tear apart her foes with the ferocity of a she-bear defending her cubs.

Shehaan is shown as a woman with white eyes, dark hair, and a crescent symbol on her forehead, dressed in a gossamer robe or a concealing cloak. Dogs, wolves, and owls are her sacred animals. She is also the patron goddess of lycanthropes, and her faith teaches that her light blesses good lycanthropes. Conversely, Shehaan teaches that evil lycanthropes are corruptions of her gifts to mortals; her followers hunt them down to either cure or kill.

Solar eclipses are holy days to the faithful, when her followers given up to the goddess unusual plants and fruits as sacrifices. They go into hiding whenever a lunar eclipse occurs; during these times, which they call the "Night of Madness," their goddess goes truly mad and forgets her worshippers entirely. Shehaan always regrets these lapses and apologetically pays closer attention to her followers in the weeks following such an event. Church legend has it that Shehaan's period of madness once lasted for decades or centuries, and there are still heterodox cults that worship this dark aspect of Shehaan.

Common folk invoke Shehaan's name at weddings to bless the bride and keep her safe in her husband's house, at childbirth to guard the expectant mother's health, and at any time when journeys must be made at night. They might also pray to her to keep them hidden from the eyes of their enemies and to bring needed rain.

## **Thalander**

Quickheart, Many-Father, the Sun God

**Symbol:** White cat surrounded by a red glow

**Portfolio:** Vitality, fertility, strength, the sun

**Favored Weapon:** Longsword

The boisterous and extroverted Thalander (thal-lander) embodies the principles of life, survival, and perpetuation of life. Where he walks, plants sprout and animals spring up out of nothing. When he laughs, the air is filled with beautiful birds and insects. Thalander, the greatest foe of the undead, is often depicted blasting them out of existence with great beams of life energy from his hands. Like the cat of his symbol, Thalander has a roving eye and woos many people, whether deity, celestial, or mortal. He has many offspring, some of whom carry his divine blood more strongly than others. Thalander himself is a fair-skinned, redhead man with a lean but strong build; he is usually shown barefoot, wearing cloth breeches and little else. In some of the more decadent cities his temples double as palaces devoted to the flesh, for his faith teaches that passion and childbirth are needed to remain vital and alive.

The spring equinox is a day of great celebration, marking the height of Thalander's power, and worshippers hold weekly feasts throughout the entire spring season. The autumn equinox is their only somber holiday, a remembrance of people met and lives shared in the past growing season, ending on a high note as they look forward to the breaking of winter. Common folk pray to Thalander to bring healthy crops and bless marriages with an abundance of children. They invoke his name at the presentation of a new child to the community, in hopes of ensuring a long and healthy life.

## **Thoin**

The Keeper, the Silent Pick

**Symbol:** A gem within a mountain

**Portfolio:** Mines, secrets under the earth

**Favored Weapon:** Pick

Thoin (THOH-in) the Keeper is a silent deity of the rewards waiting underground. Not content to dig and sift for treasures, Thoin feels that his followers have a birthright to the Underdeep that authorizes them to eliminate all heretics underground so their lesser hands will not profane the treasures with unskilled workmanship. Thoin's particular hatred is for metal- and gem-eating monsters such as rust monsters, xorn, and metal-addicted delvers.

Thoin is shown as a long-bearded dwarf made of stone, bearing a great pick or pickaxe, eyes and mouth glowing like sparkling gems or fresh lava. He never speaks, but seems amenable to the company of other earth deities who respect his dogma. His faithful take

particular vengeance against thieves, burning them to death with molten rock.

Followers of Thoin celebrate upon finding a vein of new ore, especially if that ore is mithral or adamantine. They hold weeklong wakes whenever a king or high priest dies and his followers never bury their dead with treasures—they see that as a waste of good metal and an affront to the deceased, as it presumes them incapable of looking for new treasures in the afterlife. Thoin's churches display their wealth openly as a display of the god's power and generosity. A temple of Thoin doubles as an armory and fortress, as followers use it as a launching point for attacks on pagan miners and for defense against raiders. Common people pray to Thoin after hard work to find rewards and before battles waged to gain or protect valuable objects.

## Vaath

The Laugher

**Symbol:** A laughing mouth within a wavy circle

**Portfolio:** Humor, irony

**Favored Weapon:** Rapier

Vaath (VOTH) is a well-traveled deity, always on the run from her last escapade. She represents the ability to laugh at frightening or impossible situations as well as the more traditional aspects of humor and irony. She dislikes older, staid deities, preferring to shake things up a bit and see what laughter there is to discover in the world. Depictions of her vary, but she is usually shown as a humanoid woman with a large grin and bright teeth (although she is sometimes shown as a fox or even a man). She trained herself to run faster than the wind, hold her breath for nine days, and speak out of both sides of her mouth; three skills she needed to pull off an elaborate joke on the gods of storms, fire, and cities. She loves recruiting worshippers from serious or wrathful deities just to see the reaction of her divine opponents.

Vaath's worshippers pray on a different schedule from month to month, chosen by the deity and revealed at the last minute. Her followers are great fans of All Fool's Day, where they make up almost unbelievable stories and try to get as many people as possible to fall for them. They honor the birthdays of local nobles with roasts and caricatures, and often celebrate somber holidays of other faiths with loud songs, indecent jokes, and extravagant pranks. Because of these habits, many priests of Vaath use aliases when going about the goddess' work or use disguises or magic to pretend to worship other deities in order to prevent retaliation. Common people invoke her name in times of good cheer and when things go wrong, in hopes of seeing a more positive side—such as the church's fable of the plowman's ox that hurt its leg on a stone, under which lay a nugget of gold.

## Valkon

The Sky Lord

**Symbol:** Cloud with a lightning bolt

**Portfolio:** Air, wind, clouds, ordered nature of the heavens

**Favored Weapon:** Longbow

Valkon (VAL-kahn) is the master of the air and heavens, from the stars to coastal breezes and everything in between. An active and aggressive deity, he loathes chaos, unpredictability, and ancient magical weapons of war that promote those things. This puts him at odds with most other weather deities, who tend to be more carefree and capricious. His celestial messengers are birds, and his temples often use birds to carry messages or spy on their enemies. Valkon enjoys archery and believes it to be a superior form of warcraft to melee fighting. In artwork he is depicted as a tall winged man, lithe but strong, bearing a longbow and having close-cropped fair hair.

Valkon's worshippers celebrate the equinoxes and solstices as holy days, as well as the first rainfall in spring and the first snowfall in autumn or winter. Common folk pray to him to bring needed rains or fend off approaching storms, which are always considered to be the work of rival weather gods.

## Vogg

The Firelord

**Symbol:** An eye surrounded by flame

**Portfolio:** Wildfire, destruction, randomness

**Favored Weapon:** Mace

Vogg (VOG) is the embodiment of random destruction. Although he is as intelligent as his brother Kain, he only uses his mind to think up ways to break things faster, louder, and hotter. He is more than content to run about covered in flames of his own creation, setting afire anything he touches or even gazes at for too long.

He is shown as a humanoid (the type varies by artist and cult) with his skin blackened by great heat, hair of flame, and carrying a mace made of solid fire. Vogg doesn't really hate anything as much as he is curious about how well and how quickly he can destroy it. He becomes angry when someone places in his way obstacles that he cannot harm, and he becomes livid when someone quenches a fire he sets or dares to try calming him. Vogg would be a more powerful deity if he didn't have the habit of answering some invocations with blasts of violent fire, which tends to reduce his number of worshippers. He is a friend to fire elementals and tolerates efreet and other fiery creatures.

Vogg's worshippers care little for scheduled holidays, but revel in the presence of any great fire, whether naturally occurring or deliberately set. They're not

above setting a fire for the excuse to celebrate. Though most of his followers are too simpleminded to appreciate the destruction of particularly valuable things (such as sacred groves, historic buildings, and so on), they do like watching temples to protective or water deities burn to ash. On the hottest day of the year, members of the church summon as many fire elementals as possible and send them running about, burning whatever they see. In idle times, cult cells are likely to self-destruct, as rival priests set each other on fire as fanatical offerings to their obsessive deity.

### **Yaheine**

The Sword Maiden

**Symbol:** Kite shield with a sunburst

**Portfolio:** Protection, valor, honor

**Favored Weapon:** Bastard sword

Daughter of the sun god Thalander, Yaheine (ya-HEEN) is the faithful guardian, protector of the innocent, and champion of good. Channeling the power of her father, Yaheine strikes out at all evil in her path, making places safe for decent folk. She cannot abide fiends or the undead, and hunts necromancers and demonologists without mercy. She is shown as a tall woman bearing a flashing bastard sword and clad in shining metal armor, her gold hair unbound in a storm about her face like solar flames. When age catches up with her priests, they usually take up a leadership role in a community, administering fair law and keeping the peace, ready to bear arms whenever evil raises its head. Her followers respect those who worship Thalander, and the two closely allied churches often share space in the same temple—a sometimes awkward alliance given Yaheine's dutifulness and faithfulness can clash with her father's mischief and appetites.

Yaheine's priests pray for their spells at dawn when the leading edge of the sun first becomes visible. Their holy days are the summer solstice and midwinter—said to be the time of year when the sun god's priests received word that his daughter had been born and would become a champion for all good in the world. Common folk pray to her for fairness in all things, as well as protection in unsafe places. Her name is used to seal oaths as a promise of good intent.

# Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns.

A **round** represents about 6 seconds in the game world. During a round, each participant takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

## Combat Step by Step

- **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
- **Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are on the grid.
- **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
- **Take turns.** Each participant in the battle takes a turn in initiative order.
- **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

## The Grid

These rules assume you're using a square grid and miniatures or other tokens to denote positions for participants in the combat.

Each space on the grid is called a square. The point where four squares meet is a corner, and the line between two squares is an edge.

Sometimes you need to extend the grid into three dimensions. Each space is still called a square, even though from a geometric point of view it is shaped like a cube. In 3D, a corner is the point where eight squares meet, and edge is used both for the line between two squares meeting diagonally and for the plane between two squares meeting orthogonally. (If geometry is not your thing, don't worry too much about it. For the most part, the rules make sense even if you don't understand the exact details of these definitions.)

Two squares are adjacent if they have at least one corner in common.

## Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Stealth checks of anyone hiding with the passive Perception score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't take actions on your first turn of the combat, and you can't take immediate actions until that turn ends. A member of a group can be surprised even if the other members aren't.

## Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes an Initiative check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Initiative check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the creature with the highest initiative modifier goes first. If initiative roll and initiative modifier are tied, flip a coin.

## Your Turn

At the start of your turn, take any persistent damage you are subject to.

On your turn, you can take four types of action, in any order you like, but unless otherwise noted you have to finish one action before you can take another.

- **One standard action:** For example, a basic attack. Alternatively, use your standard action to take another move or a swift action.
- **One move action:** For example, walking. Alternatively, use your move action to take another swift action.

- **One swift action:** For example, drawing or sheathing a weapon.
- **Any number of free actions (within reason):** For example, talking.

The most common actions you can take are described in the “Actions in Combat” section later in this chapter. Many class features and powers provide additional options for your action.

You can forgo taking one or more actions, or doing anything at all on your turn.

### Standard Actions

Your standard action is typically the main thing that you do in a turn – for example, use a significant power (including most powers that involve attacks), make a basic attack, a charge, etc.

Actions that use a standard action include:

- Aid Another
- Basic Attack
- Grapple
- Escape a Grapple
- Help Attack
- Help Defense
- Coup de Grace
- Charge
- Rally
- Shove
- Total Defense

### Move Actions

Your move action is almost always used to move, or to use a power that involves movement.

Actions that use a move action include:

- Walk
- Dash
- Crawl
- Squeeze
- Five-Foot Step
- Stand Up from Prone

### Swift Actions

The main use of swift actions is for certain powers. Of the four actions usable on your turn (standard, move, swift and free), swift actions are the ones least often used.

You can also use swift actions to:

- Interact with an object. For example, you could open a door or you could draw your weapon.

### Free Actions

You can use free actions to:

- Communicate however you are able, through brief utterances and gestures, as you take your turn or on other characters’ turns.
- Drop an item.
- Drop prone.
- End a grapple (if you are the grappler, not the one being grappled).
- Spend an action point.

There are also some powers that require a free action.

### Variant Rule: One Free Action per Turn

You can only take one free action per turn (including other characters’ turns). For example, you could drop one item on your turn, and then another item on the creature’s turn following yours.

### Action Points

A player character’s Action Points are reset to 1 after each long rest. A character gains an additional Action Point after every second encounter they have between long rests.

Once per encounter (but not during a surprise round), a character can spend an Action Point to take one additional standard, move or swift action during their turn.

### The End of Your Turn

At the end of your turn you make saving throws against any effects that require them.

Any effects that require an action to maintain concentration, which you have not spent, end now.

Other effects may also resolve at the end of your turn as noted in their descriptions. You can choose in which order to resolve effects that happen at the end of your turn.

### Saving Throws

A saving throw – also called a save – represents an attempt to shake off an effect. You don’t normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm or trying to shake off a condition, persistent damage or other negative effect.

To make a saving throw, roll a d20. If specified, add other bonuses. If the result is 10 or higher, the save succeeds. Typically, if the save is successful it means the effect ends.

#### Special saving throw riders

*Aftereffect:* An aftereffect takes place after the power's original effect or condition comes to an end.

For example, "blinded (save ends); *Aftereffect:* dazed (save ends)" means the target is blinded until it succeeds on a saving throw. Then it is dazed until it succeeds on a saving throw.

For another example, "The target is dazed until the end of your next turn; *Aftereffect:* The target takes damage equal to your Charisma modifier" means that the target is dazed until the end of your next turn, then they stop being dazed but they take damage.

*First Failed Save:* This effect applies to the target the first time they fail a saving throw.

For example, "rattled (save ends); *First Failed Save:* The target is instead blinded (save ends)" means the target is rattled until it succeeds on a saving throw. If it fails a saving throw, it becomes blinded instead of rattled.

*Grappled (save ends):* Most grapples last until the target breaks the grapple or the grappler chooses to end the grapple. When a power says the target is "grappled (save ends)", as well as those methods to end the grapple the target also makes a saving throw each turn and breaks the grapple on a success.

## Outside of Your Turn

There are two types of action you can take outside of your turn: immediate actions and opportunity attacks.

### Immediate Actions

Certain special abilities, powers, and situations allow you to take a special action called an immediate action. It must occur on someone else's turn, and you can only take one immediate action between each of your turns.

Immediate actions come in two varieties:

- **Counter action:** These immediate actions interrupt the other creature's action. When your immediate action is a counter action to another creature's action, their action pauses while your immediate action is resolved. Then that creature can continue its action right after the immediate action ends.
- **Reaction:** These immediate actions are reactions to the other creature's action, and occur after the creature completes their action. That creature can continue its turn right after the immediate action.

### Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach or otherwise provokes an opportunity attack. To make the opportunity attack, you use your immediate action to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by **shifting**, for example by taking the Five-Foot Step action. You also don't provoke an opportunity attack when you teleport or when subject to unwilling movement. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

You can only take one opportunity attack against a creature on their turn, even if they provoke an attack multiple times.

On rare occasions, you can perform a non-attack action when someone provokes an opportunity attack. These are called "opportunity actions".

# Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a power, an attack has a simple structure.

- **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location. Some attacks will let you choose multiple targets, or choose the targets for you.
- **Determine modifiers.** The GM determines whether the target has cover and whether you have combat advantage against the target. In addition, powers, class features, and other effects can apply penalties or bonuses to your attack roll.
- **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

## Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's relevant defense, the attack hits.

As a reminder, defenses are Armor Class (AC), Fortitude, Reflex and Will.



### Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

**Ability Modifier.** The ability modifier used for a basic melee weapon attack is Strength, and the ability modifier used for a basic ranged weapon attack is Dexterity (except for heavy thrown weapons, which use Strength).

Powers will specify which ability modifier is used.

**Proficiency Bonus.** You add a proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency.

**Combat Advantage:** When an enemy is at a disadvantage defending themselves, you have combat advantage against them. Add +2 to your attack rolls against them.

### Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit or the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's defenses. If the attack hits, and would have hit even if it weren't for this special rule, then this is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's defenses.

## Types of attack

*Combat* by David Lewis Johnson

Attack types are the origins of effect of the attack. The chapter on Powers explained that power origins are melee, ranged, near, far and Self. Attacks can have any of the first four origins.

Ranged powers have their range given as a number or they take the range of the weapon used to make the attack. This is the maximum range from the user's space to the target. Far powers also have a range; the maximum range from the user's space to the area's origin square.

Area of effect powers that use a square in your space as the area's base square have a range of near.

## Melee

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part.

Your reach is primarily used to determine which enemies you can make melee attacks against. Tiny creatures have a reach of 0, meaning they must be in the same square as their target to attack them in melee.

Most creatures have a 1-square **reach** and can thus attack targets within 1 square of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 1 square, as noted in their descriptions. However, note that opportunity attacks are provoked when a creature leaves an *adjacent* square, so even if you have a longer reach you do not make opportunity attacks when they leave your reach.

A melee attack with a range of **Melee touch** uses the user's reach, rather than their weapon's reach.

## Ranged

You can make ranged attacks only against targets within a specified number of squares.

If your target has a space greater than one, it's enough to reach one of the squares in its space.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has a -2 penalty when your target is beyond normal range, and you can't attack a target beyond the long range.

## Ranged and Far Attacks in Close Combat

Aiming a ranged or far attack is more difficult when a foe is next to you. When you make a ranged attack (whether it's with a weapon or not) you provoke an opportunity attack.

## Two-Weapon Fighting

When you have a weapon in each hand, you choose which one to use for each attack power.

## Near and Far

See Introduction to Powers for more.

## Cover and Concealment

Either sheltering behind a physical barrier (cover) or hiding from view (concealment) can protect a creature from attack. Cover and concealment stack; a creature can benefit from both.

### Cover

A target has cover when they are partly protected by a barrier. Commonly this is caused by walls, trees, creatures, and other obstacles.

There are two degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** gives a -2 penalty to attack rolls. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** gives a -5 penalty to attack rolls. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

*Drow by David Revoy*

### Concealment

A target has concealment when you are prevented from seeing or otherwise perceiving them clearly. Commonly this is caused by dim light or darkness, or soft barriers like leaves or fog.

Like cover, concealment comes in two levels: **Concealment** (-2 penalty to attack rolls) and **total concealment** (-5 penalty to attack rolls).

Concealment penalties do not apply to near or far attacks.



When lighting or other conditions cause creatures in an area to be harder to see, the squares in that area are obscured. A square can be lightly obscured, heavily obscured, or totally obscured.

Targets in obscured squares gain concealment as follows:

- A target in a lightly obscured square or an adjacent target in a heavily obscured square has concealment.
- A non-adjacent target in a heavily obscured square or any target in a totally obscured square has total concealment.
- An invisible target also has total concealment.

## Damage

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* spell all have the potential to damage, or even kill, the hardest of creatures.

### Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's **current hit points** (usually just called **hit points**) can be any number from the creature's hit point maximum down to 0, or even negative values. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points or below. You can have negative hit points if damage would take you below 0 HP.

### Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When making a **basic attack**, you add your ability modifier – the same modifier used for the attack roll – to the damage. A **power** tells you which dice to roll for damage and whether to add any modifiers.

If a power or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or

a cleric casts *flame strike*, the power's damage is rolled once for all creatures caught in the blast.

### Critical Hits

When you score a critical hit, you do maximum damage with the attack. When an effect adds bonus dice on a critical hit, roll those extra dice (don't maximize them).

### Damage Types

Different attacks, damaging powers, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

When no damage type is specified (as is the case for most weapons, for example), the damage is "untyped".

The types are:

- **Acid:** The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.
- **Cold:** The frigid blast of a white dragon's breath deals cold damage.
- **Fire:** Red dragons breathe fire, and many spells conjure flames to deal fire damage.
- **Force:** Force is pure magical energy focused into a damaging form.
- **Lightning:** A lightning bolt and a blue dragon's breath deal lightning damage.
- **Necrotic:** Necrotic damage, dealt by certain undead, withers matter and even the soul.
- **Poison:** Venomous stings and the toxic gas of a green dragon's breath deal poison damage.
- **Psychic:** Mental abilities such as a psionic blast deal psychic damage.
- **Radiant:** Radiant damage, like that dealt by an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.
- **Thunder:** A concussive burst of sound deals thunder damage.

### Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance to X #**, damage of type X is reduced by #. If a creature or an object has **vulnerability to X #** to a damage type, whenever it takes damage of type X it takes +# damage.

Where multiple resistances or vulnerabilities apply, apply the highest resistance and the highest vulnerability.

# Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

Move actions include:

- **Walk:** Move a distance up to your speed.
- **Five-Foot Step:** Shift one square. Shifting is a form of movement that does not provoke opportunity attacks.
- **Dash:** Move a distance up to your speed +2, with penalties.
- **Crawl:** Move a distance up to half your speed, even if prone.
- **Stand Up from Prone:** Stop being prone.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Moving from one square to another that is diagonal to it counts for 1 square of movement, just as moving orthogonally (forward, back, left and right) does.

## Speed

Every character and monster has a speed, which is the number of five-foot squares that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

### Using Different Speeds

If you have more than one speed, such as your walking speed and a fly speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 6 and a fly speed of 12 because a wizard cast the fly spell on you, you could fly 4

squares, then walk 2 squares, and then leap into the air to fly 6 squares more.

## Additional Movement Modes

Some creatures have one or more of the following additional movement modes.

**Compress X** means that the monster can travel through spaces as if it were a creature of that size. For example, a Large creature with compress Medium can pass through a five-foot passageway without needing to take the Squeeze action.

### Burrow

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so.

**Earth glide** means the creature can burrow through earthen matter, including rock. When it does so, it moves at its full burrow speed, leaving no tunnels or signs of its passing.

### Climb

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

**Wall-climber** means that the monster does not have to make Athletics checks to climb, even while climbing upside down.

*Zero Level by Michael Wight*



## Fly

A monster that has a flying speed can use all or part of its movement to fly.

If a monster is flying, it typically has to move at least 2 squares per round, or it crashes to earth. It cannot shift or make opportunity attacks while flying.

Some monsters have the ability to **hover**, which makes them hard to knock out of the air. Such a monster stops hovering when it dies. A hovering monster does not have to move at least 2 squares per round, can shift and can make opportunity attacks.

Some monsters will specify how high they can fly (“maximum altitude”), in squares. If they fly beyond that height, they crash.

If a creature has the **clumsy on ground** trait, they suffer a -4 penalty to attack rolls and defenses while on the ground. If a creature has the **clumsy in air** trait, they suffer a -4 penalty to attack rolls and defenses while flying.

## Swim

A monster that has a swim speed doesn’t need to spend extra movement to swim.

## Phasing

A monster with phasing can move through difficult terrain, obstacles (like walls) and creatures (including enemies) without penalty.

## Terrain Stride

Terrain stride describes a set of traits, each of which allows the monster to ignore difficult terrain in some conditions:

- Ice stride: Ignore difficult terrain in the form of ice, snow or slurry.
- Swamp stride: Ignore difficult terrain in the form of mud, marsh or shallows. You also cannot be trapped in quicksand or sticky mud.
- Stone stride: Ignore difficult terrain in the form of broken ground, uneven stone or rubble.
- Woodland stride: Ignore difficult terrain in the form of shrubbery, trees or plants.
- Web stride: Ignore difficult terrain in the form of webs, like those from a spider. You also cannot be trapped in webs.
- Versatile stride: Ignore all difficult terrain.

## Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every square of movement in difficult terrain costs 1 extra square. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain.

## Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, as described in the conditions section.

You can Drop Prone as a free action. Stand Up from Prone is a move action.

## Moving Around Other

### Creatures

You can move through an allied creature’s space. In contrast, you can move through a hostile creature’s space only if the creature is at least two sizes larger or smaller than you.

Whether a creature is a friend or an enemy, you can’t willingly end your move in its space.

If you leave a square adjacent to an enemy, for example by moving into their space, you provoke an opportunity attack.

## Flanking

When making an attack, you have combat advantage if your opponent is flanked, that is to say an ally is on the opponent’s opposite border or opposite corner.

Only a creature or character that can attack the defender can help an attacker flank. For example, a creature without attacks or that is unconscious cannot contribute to a flank.

## Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Table – Size Categories

Size	Squares Taken Up
Tiny	0.5 x 0.5
Small	1 x 1
Medium	1 x 1
Large	2 x 2
Huge	3 x 3
Gargantuan	4 x 4 or more

### Space

A creature's space is the area in squares that it effectively controls in combat, not an expression of its physical dimensions. A square is 5-feet by 5-feet, but a typical Medium creature isn't 5 feet wide, for example, but it does control a square. If a Medium hobgoblin stands in a square, other creatures can't get through that square unless the hobgoblin lets them.

### Unwilling Movement

When an effect forces you to move, or if you start falling, the distance you move is defined by the effect that moved you, not by your speed. Because you're not acting to move, this doesn't trigger reactions that are triggered by movement.

If unwilling movement would move you into a space you can't occupy—because objects are in the way or because you lack the movement type needed to reach it, for example—you stop moving in the last space you can occupy. Usually the creature or effect forcing the movement chooses the path the victim takes.

Unwilling movement can usually move you through hazardous terrain, pushed off a ledge, or the like. However, you may make a saving throw before being moved into hazardous terrain – and on a success you fall prone at the edge instead of being moved.

The three forms of unwilling movement are:

- *Push X:* The creature is moved X squares, as the attacker chooses, but each move must be away from the attacker (or from the origin of the attack, if it is a far attack).
- *Pull X:* The creature is moved X squares, as the attacker chooses, but each move must be towards the attacker (or towards the origin of the attack, if it is a far attack)
- *Shunt X:* The creature is moved X squares, as the attacker chooses.

## Overland Movement

Creatures can walk a number of miles per hour equal to half their walk speed in squares. For example, the standard (unencumbered) human speed is 6 squares, which translates to 3 miles per hour.

Creatures can comfortably walk for five hours a day (15 miles total).

Creatures can push on and walk for another five hours a day with an Endure check (DC 20). If they fail, they lose a recovery and cannot hustle or push on until after a long rest.

Creatures can hustle, moving at double their walking speed (6 miles per hour for a standard, unencumbered human). However, at the end of each hour they hustle they must make an Endure check (DC 15 + 5 for each hour spent hustling). If they fail, they lose a recovery and cannot hustle or push on until after a long rest.

# Actions in Combat

When you take actions on your turn, you can take the actions presented here, use powers, and/or actions that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

## Aid Another (standard action)

You can lend your aid to another creature in the completion of a skill check. See the Aid Another section of the Skills chapter.

## Basic Attack (standard action)

With this action, you make a melee basic attack or a ranged basic attack.

### Basic Melee Attack

**At-Will Attack Feature (Standard Action) • Weapon**

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage.

Level 21: 2dW + Strength modifier damage.

### Basic Ranged Attack

**At-Will Attack Feature (Standard Action) • Weapon**

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Level 21: 2dW + Dexterity modifier damage.

**Special:** Heavy thrown weapons use Strength not Dexterity for the attack and damage rolls.

## Charge (standard action)

You must move at least 2 squares. You must move to the closest square from which you can attack the opponent. (If this square is occupied or otherwise blocked, you can't charge.) Your movement provokes opportunity attacks as normal movement does.

After moving, you may make a single basic melee attack or shove. You get a +1 bonus on the attack roll.

## Coup de Grace (special)

When you make an attack (including using an attack power) against a helpless adjacent opponent, using a standard action, it is a Coup de Grace.

If you hit, you score a critical hit. If the damage equals or exceeds their staggered value, they die. Otherwise they just take the damage.

## Crawl (move action)

When you take the Crawl move action, you move half your speed. Your movement provokes opportunity attacks as normal movement does.

You cannot Walk or Dash while prone, which is why you might choose the Crawl action.

## Create Diversion (standard action)

### Create Diversion

**Encounter Attack Feature (Standard Action)**

Near eyesight, all enemies

Attack Bluff check vs target's passive Insight score

Hit You have the momentary diversion you need to attempt a Stealth check while people are aware of you.

## Dash (move action)

When you take the Dash move action, you move your speed +2. Until the end of your next turn, you grant combat advantage and suffer a -5 penalty to attacks.

Your movement provokes opportunity attacks as normal movement does.

## Deter (standard action)

### Deter

**At-Will Attack Feature (Standard Action)**

Near eyesight or earshot, one enemy

Attack Intimidate check vs Will. Targets get a +5 bonus to their Will defense if unfriendly, or +10 if hostile. They gain a further +5 bonus if you do not speak in a language that they understand.

Hit The target cannot take an action of your choice until the end of their next turn.

Miss The target cannot be the target of your Deter or Unnerve action again until the end of this encounter.

Effect The target becomes hostile if it was not already.

## Feint (standard action)

### Feint

**Encounter Attack Feature (Standard Action)**

Near burst 1, one enemy

Attack Bluff check vs target's passive Insight score

Hit You gain combat advantage against the target until the end of your next turn.

## Five-Foot Step (move action)

If you take the Five-Foot Step move action, you shift 1.

## Delay (N/A)

By choosing to delay, you take no actions and then take your turn normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round (in between other creatures'

turns) and act then, thus fixing your new initiative count at that point.

If you do not take your turn by the end of the round, your turn for that round is wasted.

You can't interrupt anyone else's turn (as you can with the Ready action).

You cannot Delay if you have already taken actions this turn.

You cannot maintain powers if you Delay. Beneficial effects that end at the end of your turn end as soon as you Delay.

**Initiative Consequences of Delaying:** Your initiative result becomes the count on which you took the delayed turn.

## Grapple (standard action)

### Grapple

At-Will Attack Feature (Standard Action) • Weapon

Melee touch, one enemy no more than one size larger than you  
**Requirements** You must have a hand free.

**Attack** Strength vs Reflex

**Effect** The target is grappled. You can release the target whenever you like (as a free action). If either of you ceases to be adjacent to the other (for example through unwilling movement affecting either of you), the grapple ends.

**Special** You succeed automatically if the target is incapacitated.

**Escape a Grapple (standard action):** A grappled creature can use its standard action to escape. To do so, it must succeed on an Athletics check vs the grappler's Fortitude or Acrobatics check vs the grappler's Reflex defense.

**Move a Grappled Creature (standard action):** Make a Strength attack vs the grappled creature's Fortitude.

**Hit:** You can drag or carry the grappled creature with you, but your speed is halved. Your movement provokes opportunity attacks as normal movement does.

## Help Attack (standard action)

You can aid a friendly creature in fighting a creature within your reach. You feint, distract the target, or in some other way team up to make your ally's attack more effective.

You grant a +2 bonus to your ally's next attack roll against that target (if not used, this bonus expires at the end of your next turn).

## Help Defense (standard action)

You can aid a friendly creature in fighting a creature within your reach. You feint, distract the target, or in some other way team up to make your ally's defense more effective.

You grant a +2 bonus to your ally's defenses against the target's next attack against them (if not used, this bonus expires at the end of your next turn).

## Rally (standard action)

### Rally

Encounter Utility Feature (Standard Action)

**Self**

**Effect** You spend one of your recoveries and regain your recovery value in HP. You also get +2 to all defenses until the start of your next turn.

## Ready (N/A)

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action.

You can ready a standard action, a move action, or a swift action. To do so, specify the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action in response to those circumstances. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming the other character is still capable of doing so, they continue their actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

**Initiative Consequences of Readying:** Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

## Shove (standard action)

### Shove

At-Will Attack Feature (Standard Action) • Weapon

Near burst 1, one enemy that is no more than one size larger than you

**Attack** Strength vs Fortitude

**Hit** You push the target 1 square and may shift into the space it left.

## Stand Up from Prone (move action)

Standing up from a prone position requires a move action. If there is another creature already in your space, shift 1 into an unoccupied square.

## Squeeze (move action)

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra square for every square it moves there, and attack rolls against the creature have combat advantage while it's in the smaller space.

You provoke opportunity attacks as you would with normal movement.

While squeezing, you grant combat advantage and suffer a -5 penalty to attacks.

A creature with the compress special movement behaves as a smaller size for the purpose of squeezing (and whether it needs to squeeze in the first place).

## Total Defense (standard action)

You can defend yourself as a standard action. When you take the Total Defense standard action, you focus entirely on avoiding attacks.

+2 to all defenses until the start of your next turn.

## Treat Ally (standard action)

Choose one each time you take this action.

*First Aid (Heal DC 15):* An adjacent dying character is stabilized. A stable character stops making death saves.

*Additional Saving Throw (Heal DC 15):* A successful Heal check allows an adjacent ally to either (their choice) make a new saving throw right away or take a +2 bonus on a saving throw of their choice at the end of their next turn.

*Treat Wound (DC 10):* A successful Heal check allows an adjacent ally to use their second wind without spending a standard action. They don't get the standard bonus to defense if they choose to use it this way.

## Unnerve (standard action)

Unnerve
<p><b>At-Will Attack Feature (Standard Action)</b></p> <p>Near eyesight and earshot, all staggered enemies</p> <p><b>Attack</b> Intimidate vs Will +10. Targets get a further +5 bonus if you do not speak in a language that they understand.</p> <p><b>Hit</b> The target surrenders.</p> <p><b>Miss</b> The target cannot be the target of your Deter or Unnerve action again until the end of this encounter.</p>

## Use a Power (various actions)

You use a power. If it is an attack power, you will typically follow all the standard steps of an attack.

## Walk (move action)

When you take the Walk move action, you move your speed. You provoke opportunity attacks.

# Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a *cure wounds* spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

A creature that has died can't regain hit points until magic such as the *revivify* spell has restored it to life.

## Recoveries

Each PC has a certain amount of **recoveries**, which represent the PC's ability to heal or bounce back from damage. Many healing spells and potions require you to use up a recovery. So does rallying during a battle.

When you use a recovery, regain lost hit points equal to your recovery value.

**Recovery Value:** Equal to one-quarter your maximum HP.

## Staggered

When you are reduced to half your maximum hit points or fewer, you're **staggered**. Some powers, spells, and monster interactions work differently when you are staggered.

## Dropping to 0 Hit Points or Below

When you drop to 0 hit points or below, you either die outright or fall unconscious, as explained in the following sections.

## Healing on Negative HP

Whenever you receive healing while you are at negative HP, simply add the healing to 0 to determine your current HP.

For example, if you are on -10 HP and you heal 7 HP, your HP become 7, not -3.

## Instant Death

Massive damage can kill you instantly. When damage reduces you to negative hit points equivalent to your staggered value or worse (for example -22 HP if your HP is 44), you die.

## Falling Unconscious

If damage reduces you to 0 hit points or below and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

## Death Saving Throws

Whenever you start your turn with 0 hit points or below, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. You are in the hands of fate now, aided only by powers and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success indicates no change (unless you roll 20 or higher; see below). A failure has no effect until your third failure, whereupon you die. The failures don't need to be consecutive. The number of failures is reset to zero when you take a short or long rest.

**Rolling 20 or higher:** When you make a death saving throw and roll 20 or higher, you can spend a recovery. Your HP are set to equal to your recovery value, and therefore you stop dying and become conscious, although you are still prone. If you have no recoveries to spend, treat this result as a 19.

**Healing with no recoveries:** If a dying creature gets the opportunity to spend a recovery to heal but it has no recoveries left, its HP is set to 1 instead.

## Monsters and Death

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

## Variant: No Negative HP

In this variant, characters never go below 0 HP. They only die from hit point loss (rather than from failed death saves) if a single attack would reduce them to negative hit points equal to their staggered value or worse.

*For example, a cleric with 22 HP takes 23 damage. They fall to 0 HP. They then take an attack that does 7 damage. Since it is less than their staggered value, they stay at 0 HP. Then they take an attack that does 13 damage – since that exceeds their staggered value, they die.*

## **Knocking a Creature Out**

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious. It heals 1 HP after a short rest.

## **Temporary Hit Points**

Some powers and features confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a short rest.

## **Regeneration**

Creatures with this extraordinary ability automatically heal damage at a fixed rate at the start of each of their turns, as given in the creature's entry.

If you have regeneration and receive it from another source, you receive the highest value (do not sum them).

# Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a power, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

## Blinded

- You can't see and automatically fail any ability or skill check that requires sight.
- Attack rolls against you have combat advantage.
- -10 penalty to Perception.
- Cannot flank.

## Controlled

- You are dazed.
- The creature controlling you decides what actions you take, but they can't make you spend action points or encounter or daily powers.

## Dazed

- Attack rolls against you have combat advantage.
- Cannot flank.
- You can only take one standard action on your turn (though you can take free actions as normal). You can convert the standard action to a move or swift action if you like.
- You can't take immediate or opportunity actions.

## Deafened

- You can't hear and automatically fail any ability or skill check that requires hearing.
- -10 penalty to Perception.

## Dying

- You make a death saving throw at the end of each of your turns.
- You are unconscious.

## Helpless

- Attack rolls against you have combat advantage.
- Your stance ends, if you are in one.
- You can be the target of the Coup de Grace action.

The helpless condition usually comes about as a result of being unconscious.

## Immobile

- You cannot willingly move into another square.

## Marked

- -2 penalty to attack rolls on attacks that do not include the creature that marked you as a target.
- If the creature that marked you dies or falls unconscious, you lose the marked condition.
- If you are marked by another creature while already marked, the new mark supersedes the old one (in other words, you cannot be marked by two different creatures at the same time).

## Petrified

- You are transformed into a solid inanimate substance (usually stone).
- You can't move or speak, and are unaware of your surroundings.
- You can't take any actions.
- Attack rolls against you have combat advantage.
- Resistance to all 20.
- You do not age.

## Prone

- Your only movement options are to Crawl or teleport, unless you stand up and thereby end the condition. If you are climbing or flying when you become prone, you fall to the ground.
- A flying creature that falls prone descends squares up to its fly speed and then falls the rest of the way.
- You remain prone after teleporting.
- -2 to attack rolls.
- Melee attack rolls against you have combat advantage.
- +2 to AC, Fortitude, Reflex and Will defense against ranged attacks (unless attacker is adjacent to you).

### Rattled

- -2 penalty to attack rolls.

### Restrained

- You cannot be moved into another square, willingly or with unwilling movement.
- -2 penalty to attack rolls.
- Attack rolls against you have combat advantage.

### Slowed

- Your speed for any form of movement other than teleportation is reduced to 2 if it was higher than 2.

The slowed condition setting your speed to 2 applies after all other modifiers to your speed have been applied. For example, if you are subject to a power that gives you a -2 penalty to speed, and your speed is normally 6, then your speed while slowed is 2.

However, note that slowed affects your speed, not your movement. For example, if you take the Dash action (allowing you to move your speed +2), you can move 4 since your speed is 2.

### Stunned

- You can't move and can speak only falteringly.

- Attack rolls against you have combat advantage.
- You can't take actions or reactions.
- Cannot flank.

### Surprised

- Attack rolls against you have combat advantage.
- On your turn, you can only take a single standard action.
- You can't take free actions.
- You can't flank.
- You lose this condition when the surprise round ends.

### Unconscious

- You can't take any actions.
- You can't flank.
- You suffer a -5 penalty to all defenses.
- When you become unconscious you also fall prone.

### Weakened

- The damage of your attacks is halved, except persistent damage.

# Adventuring

## Companions

Companions are creatures that accompany you on your adventures, like animal companions, familiars and summoned monsters.

Each type of companion has some special rules, as well as following these standard rules.

### Actions

- Your companion's initiative equals your own.
- You can give up actions to command the companion, in which case it gets to take the same actions. For example, you can give up your standard action in order for the summoned monster to take a standard action, at your direction. You can also use an immediate action in order for the animal companion to make an opportunity attack or use a counter or reaction (in all three cases, only if eligible to do so).
- Some companions have an "Instinct" listed. This is how the monster behaves when you do not command it. It has the normal standard, move and swift action when following its instinct, and acts at the end of your turn.

### Stats and Combat

- Your companion typically has no recoveries of its own, but can use yours.
- Whenever you have the chance to spend a recovery to heal, you can spend a second recovery to heal your companion your recovery value.
- What happens to a companion when it drops to 0 hit points depends on the type of companion.
- Companions can contribute to a flank.

### Other

- Your companion always obeys your commands.
- If you retrain, you can select a different companion from the list available.
- Your companion is an ally of you, and of your allies.

## Time

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement

happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

## Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes  $1d10$  damage for every 2 squares (10 feet) it fell, to a maximum of  $50d10$ . The creature lands prone, unless it avoids taking damage from the fall.

## Vision and Light

The most fundamental tasks of adventuring – noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few – rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured.

- In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, a creature has partial concealment.
- In a **heavily obscured** area – such as darkness, opaque fog, or dense foliage – a creature has full concealment, except for creatures adjacent to it (where it has partial concealment)

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

- **Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.
- **Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A

particularly brilliant full moon might bathe the land in dim light.

- **Darkness** creates a heavily obscured area.

Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

### All-Around Vision

A creature with all-around vision cannot be flanked.

### Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as ooze, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

### Darkvision

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. A creature with darkvision can see in darkness or dim light as if it were bright light.

### Tremorsense

A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs, have this special sense.

### Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions, and perceive the original form of a shapechanger or a creature that is transformed by magic.

## Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest-time to sleep and eat, tend their wounds, refresh their minds and spirits, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

### Short Rest

A short rest is a period of downtime, at least five minutes long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

### Long Rest

A long rest is a period of extended downtime, at least 6 hours long, during which a character sleeps or performs light activity, such as reading, talking, eating, or standing watch.

A character can't benefit from more than one long rest in a 24-hour period.

### Streak

After every two encounters that the heroes have without stopping for a long rest, they gain an action point. This is called completing a streak, and some powers and features also work off of it.

# Appendix A: Powers Available by Level

The following table shows how many powers and of which levels a character is entitled to, based on the character's level. A character can always choose a lower-level power (of the same frequency, for example a level 3 encounter attack power instead of a level 7 encounter attack power) in place of a higher-level one.

"(P)" indicates that the power comes from a prestige path. "(E)" indicates that the power comes from an epic path.

Table – Powers Available by Level

Level	At-will Attack	Encounter Attack	Daily Attack	Utility
1	1, 1	1	1	
2	1, 1	1	1	2
3	1, 1	1, 3	1	2
4	1, 1	1, 3	1	2
5	1, 1	1, 3	1, 5	2
6	1, 1	1, 3	1, 5	2, 6
7	1, 1	1, 3, 7	1, 5	2, 6
8	1, 1	1, 3, 7	1, 5	2, 6
9	1, 1	1, 3, 7	1, 5, 9	2, 6
10	1, 1	1, 3, 7	1, 5, 9	2, 6, 10
11	1, 1	1, 3, 7, 11 (P)	1, 5, 9	2, 6, 10
12	1, 1	1, 3, 7, 11 (P)	1, 5, 9	2, 6, 10, 12 (P)
13	1, 1	3, 7, 11 (P), 13	1, 5, 9	2, 6, 10, 12 (P)
14	1, 1	3, 7, 11 (P), 13	1, 5, 9	2, 6, 10, 12 (P)
15	1, 1	3, 7, 11 (P), 13	5, 9, 15	2, 6, 10, 12 (P)
16	1, 1	3, 7, 11 (P), 13	5, 9, 15	2, 6, 10, 12 (P), 16
17	1, 1	7, 11 (P), 13, 17	5, 9, 15	2, 6, 10, 12 (P), 16
18	1, 1	7, 11 (P), 13, 17	5, 9, 15	2, 6, 10, 12 (P), 16
19	1, 1	7, 11 (P), 13, 17	9, 15, 19	2, 6, 10, 12 (P), 16
20	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16
21	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16
22	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
23	1, 1	11 (P), 13, 17, 23	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
24	1, 1	11 (P), 13, 17, 23	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
25	1, 1	11 (P), 13, 17, 23	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22
26	1, 1	11 (P), 13, 17, 23	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
27	1, 1	11 (P), 17, 23, 27	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
28	1, 1	11 (P), 17, 23, 27	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
29	1, 1	11 (P), 17, 23, 27	19, 20 (P), 25, 29	2, 6, 10, 12 (P), 16, 22, 26 (E)
30	1, 1	11 (P), 17, 23, 27	19, 20 (P), 25, 29	2, 6, 10, 12 (P), 16, 22, 26 (E)

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