

Player Options

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Player Options

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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 The opponent must reroll that attack 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 the following focuses: orbs, staffs and wands.

Mountainfolk

You come from an isolated town in the mountains.

- +2 Dungeoneering
- **Relentless Endurance:** You have the *relentless endurance* power.

Relentless Endurance

Encounter Utility Feature (Counter Action)

Self

Trigger You become staggered.

Effect Gain temporary hit points 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.

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.

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.

Twilight Sight

Benefit: You gain low-light vision.

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.

Many of these feats employ a special critical effect, which is in addition to the normal effects of a critical hit but cannot be combined with any other special critical effects from martial training feats. If you have several critical effects at your disposal via martial training feats, you must decide which one will be applied. You can decide the critical effect after the attack roll.

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.

Practical 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>

Biteback

Encounter Attack Feature (Reaction Action) • Divine Self

Trigger You are hit by an attack, and you have not made an attack so far in this encounter.

Effect Make a basic attack.

Blood Tracer

Encounter Utility Feature (Reaction Action) • Divine

Near burst 10, one ally

Trigger The target's attack just reduced an enemy to 0 HP or below.

Effect The ally's next attack does +1d8 damage. *Level 11:* +2d8 damage instead. *Level 21:* +3d8 damage instead.

Death Defying

Encounter Attack Feature (Counter Action) • Divine

Self

Trigger You fail an Acrobatics, Athletics, Endure, Sleight of Hand or Stealth check.

Effect Reroll the skill check and use the new result instead. After the action associated with the skill check, you fall prone.

Easy Charm

Encounter Attack Feature (Swift Action) • Charm, Divine, Focus

Near burst 10, one enemy

Attack Wisdom vs Will

Hit The target cannot target you with attacks (save ends). This effect ends immediately if the target takes damage from any source.

Explosive Item

Encounter Attack Feature (Standard Action) • Divine, Fire, Focus

Near burst 10, one object

Attack Wisdom vs AC

Hit 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. *Level 11:* 3d8 damage instead. *Level 21:* 4d8 damage instead.

Guidance

Encounter Utility Feature (Swift Action) • Divine

Near burst 3, self or one ally

Effect 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 square. 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. The light shadow persists until the end of your next turn.

Maintain Swift The light shadow persists until the end of your next turn.

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 a zone of 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. Otherwise, the zone persists until the end of your next turn.

Maintain Swift The zone persists until the end of your next turn.

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 your 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 is 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 feat 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.

Deities

Crusaders are usually sworn to the service of a particular god. Other characters may worship one or many gods - or none. A sample of gods 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-mailed 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 (tha-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, redheaded 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.

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