

+X forward

+x forward means you can add +x to any attack roll, defense score against a single attack, skill check or saving throw you make. You must say you are using it before you make the roll; that particular +x forward is then used up. +x forward is a power bonus, it does not stack with other power bonuses.

If a creature has -x forward, then their opponents decide when to add it to any attack roll, defense score against a single attack, skill check or saving throw the creature makes. They must say they are using it before the creature makes the roll. Just like +x forward, -x forward does not stack. You must choose one only of those available to apply (or none).

A +x or -x forward lasts until used or until the end of the encounter, whichever is sooner.

Expertise Dice

This resource presents sublime classes. Sublime classes have Expertise Dice, shortened to ED.

A sublime character's class and level determine how many ED they begin combat with (if any). At the end of each turn, sublime characters often gain additional ED.

When a character with ED makes a basic attack, they can spend a number of ED for bonus damage. Roll additional weapon damage dice equal to the ED spent. Characters can also spend ED for other purposes, depending on the stance that they are currently in. ED a character spends for this purpose do not count towards bonus damage.

Characters must declare how many ED they are spending, and on what, before rolling their attack roll to see if they hit. In total, a character cannot spend more ED on an attack than the maximum specified by their class and level.

Any attack a character spends ED on gains the keyword associated with its sublime stance(s) (usually Martial).

Myrmidon

Martial Defender

Stats

Hit Points at 1st Level: 15

Hit Points at Higher Levels: 6

Recoveries per Long Rest: 9

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

Expertise Dice:

Level	Starting ED	Bonus ED each turn	Maximum ED
1-5	4dW	0	2
6-9	5dW	0	2
10-15	5dW	1dW	3
16-20	5dW	1dW	3
21-25	4dW	1dW	4
26-30	4dW	2dW	5

Stances: You know two sublime stances.

You can adopt a stance, change a stance or stop being in a stance as a swift action, or during any action you take (including an immediate react or counter) by spending one ED.

Level 6: You learn another sublime stance.

Level 11: You can maintain two stances at the one time. You can still only enter one stance with a swift action, but you can leave both or either stance as a swift action.

Level 16: You learn another sublime stance.

Level 26: You learn another sublime stance.

Escalation: At the start of the second round of any encounter, you get a +1 escalation bonus on all attack rolls. This increases by +1 each round until it reaches +6 (the maximum). After five minutes or a short rest, it is reset to +0.

Warrior's Reaction: Once per day, you can take a standard action as an immediate counter action.

Level 9: Twice per day.

Level 19: Three times per day.

In Their Face: A creature adjacent to you that makes an attack that does not include you as a target suffers a -2 penalty to the attack.

Clear and Present Danger: Make a basic attack against any creature adjacent to you that either (a) makes an attack that does not include you as a target or (b) shifts.

Careful Balance: Add your Wisdom modifier to attacks you make when it is not your turn.

Boosts (Level 2): From level 2, you can use one boost each day. Your current sublime stance determines what boosts are available to you. Once you use a boost, the effect continues even if you change stance.

Level 6: Two boosts per day.

Level 10: Three boosts per day.

Level 16: Four boosts per day.

Level 22: Five boosts per day.

Weapon Expertise (Level 11): From level 11, you always roll +1dW every time your attack hits.

Level 21: Roll +2dW every time your attack hits.

Swordsaint

Martial Striker

Stats

Hit Points at 1st Level: 12

Hit Points at Higher Levels: 5

Recoveries per Long Rest: 6

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, Streetwise, Sleight of Hand

Features

Expertise Dice:

Level	Starting ED	Bonus ED each turn	Maximum ED
1-5	0	1dW	2
6-9	2dW	1dW	3
10-15	2dW	1dW	4
16-20	2dW	2dW	5
21-25	3dW	2dW	6
26-30	3dW	3dW	7

Stances: You know two sublime stances.

You can adopt a stance, change a stance or stop being in a stance as a swift action, or during any action you take (including an immediate react or counter) by spending one ED.

Level 6: You learn another sublime stance.

Level 11: You can maintain two stances at the one time. You can still only enter one stance with a swift action, but you can leave both or either stance as a swift action.

Level 16: You learn another sublime stance.

Level 26: You learn another sublime stance.

Escalation: At the start of the second round of any encounter, you get a +1 escalation bonus on all attack rolls. This increases by +1 each round until it reaches +6 (the maximum). After five minutes or a short rest, it is reset to +0.

Warrior's Reaction: Once per day, you can take a standard action as an immediate counter action.

Level 9: Twice per day.

Level 19: Three times per day.

Boosts (Level 2): From level 2, you can use one boost each day. Your current sublime stance determines what boosts are available to you. Once you use a boost, the effect continues even if you change stance.

Level 6: Two boosts per day.

Level 10: Three boosts per day.

Level 16: Four boosts per day.

Level 22: Five boosts per day.

Press the Advantage (Level 5): From level 5, once per round, if you hit a target you have combat advantage against with a basic attack using a one-handed melee weapon or a ranged weapon, you do +2d6 damage.

Level 10: 3d6 damage.

Level 15: 4d6 damage.

Level 20: 5d6 damage.

Weapon Expertise (Level 11): From level 11, you always roll +1dW every time your attack hits.

Level 21: Roll +2dW every time your attack hits.

Versatile Bloodshed (Level 12): From level 12, add your Strength modifier to basic ranged attacks and your Dexterity modifier to basic melee attacks, as well as your other modifiers.

Wilder

Martial Striker/Defender

When you take this class, choose one.

- **Hagridden:** You are cursed by a supernatural entity.
- **Bearshirt:** A red mist descends upon you as the animal spirits take over.
- **Hyde-kin:** A chemical concoction changes your personality - and your body.
- **Godbothered:** You share your brain with a god or ghost.

Stats

Hit Points at 1st Level: 15

Hit Points at Higher Levels: 6

Recoveries per Long Rest: 8

Defenses: +1 Fortitude, +1 Will

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 4 skills from your class skills.

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

Features

Expertise Dice:

Level	Starting ED	Bonus ED each turn	Maximum ED (Damage/Other)
1-5	2dW	0	2
6-9	2dW	1dW	3
10-15	2dW	1dW	4
16-20	3dW	1dW	5
21-25	3dW	2dW	6
26-30	3dW	2dW	7

Stances: You know two sublime stances.

You can adopt a stance, change a stance or stop being in a stance as a swift action, or during any action you take (including an immediate react or counter) by spending one ED.

Level 6: You learn another sublime stance.

Level 11: You can maintain two stances at the one time. You can still only enter one stance with a swift action, but you can leave both or either stance as a swift action.

Level 16: You learn another sublime stance.

Level 26: You learn another sublime stance.

Escalation: At the start of the second round of any encounter, you get a +1 escalation bonus on all attack rolls. This increases by +1 each round until it reaches +6 (the maximum). After five minutes or a short rest, it is reset to +0.

Warrior's Reaction: Once per day, you can make a basic attack as an immediate counter action.

Level 9: Twice per day.

Level 19: Three times per day.

Swordbreaker to Crowfeeder: By default, you have the *swordbreaker* feature active. When you Rally, you lose *swordbreaker* and gain *crowfeeder* until your next short or long rest. After resting, you lose *crowfeeder* and gain *swordbreaker* again.

Swordbreaker: When you attack a creature (hit or miss), it is marked until the end of your next turn. Marked enemies provoke an opportunity attack from you if they make attacks that do not include you as a target.

Enemies that shift while adjacent to you provoke an opportunity attack.

Rally Boost: If you are staggered, you can Rally as a swift action. Whenever you Rally, you get an additional benefit:

- **Hagridden:** Choose a condition you are experiencing. Choose an adjacent enemy. You lose the condition and they gain it (save ends).
- **Bearshirt:** Make a charge attack as an immediate reaction after you Rally.
- **Hyde-kin:** You can make an immediate Stealth check in order to attempt to hide, even if you are visible to enemies.
- **Godbothered:** Choose a type of energy. You get Resist 5 (level 11: Resist 10, level 21: Resist 15) for that energy until your next short or long rest.

Crowfeeder: Your attacks do +1dW damage (level 11: +2dW, level 21: +3dW). Each time you spend ED on an attack, you get one free ED that must be spent on damage.

Boosts (Level 2): From level 2, you can use one boost each day. Your current sublime stance determines what boosts are available to you. Once you use a boost, the effect continues even if you change stance.

Level 6: Two boosts per day.

Level 10: Three boosts per day.

Level 16: Four boosts per day.

Level 22: Five boosts per day.

Weapon Expertise (Level 11): From level 11, you always roll +1dW every time your attack hits.

Level 21: Roll +2dW every time your attack hits.

Captain

Martial Leader

Stats

Hit Points at 1st Level: 12

Hit Points at Higher Levels: 5

Recoveries per Long Rest: 7

Defenses: +2 Will

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

Expertise Dice:

Level	Starting ED	Bonus ED each turn	Maximum ED (Damage/Other)
1-5	2dW	0	2
6-9	2dW	1dW	3
10-15	2dW	1dW	4
16-20	3dW	1dW	5
21-25	3dW	2dW	6
26-30	3dW	2dW	7

Stances: You know two sublime stances.

You can adopt a stance, change a stance or stop being in a stance as a swift action, or during any action you take (including an immediate react or counter) by spending one ED.

Level 6: You learn another sublime stance.

Level 11: You can maintain two stances at the one time. You can still only enter one stance with a swift action, but you can leave both or either stance as a swift action.

Level 16: You learn another sublime stance.

Level 26: You learn another sublime stance.

Escalation: At the start of the second round of any encounter, you get a +1 escalation bonus on all attack rolls. This increases by +1 each round until it reaches +6 (the maximum). After five minutes or a short rest, it is reset to +0.

Boosts: From level 2, you can use one boost each day. Your current sublime stance determines what boosts are available to you. Once you use a boost, the effect continues even if you change stance.

Level 6: Two boosts per day.

Level 10: Three boosts per day.

Level 16: Four boosts per day.

Level 22: Five boosts per day.

Leader's Reaction: Once per day, you can allow an ally to take a standard action as an immediate counter action. You can use a boost as a free action just before or after (it still counts towards your maximum uses).

Level 9: Twice per day.

Level 19: Three times per day.

Lift Spirits

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

Lift Spirits

Encounter Swift Action

Commander Utility 1 • Martial, Healing

Near burst 5 (10 at level 11, 15 at level 21), one ally or yourself

Effect: The target spends a recovery and heals their recovery value plus your Charisma modifier.

Weapon Expertise (Level 11): From level 11, you always roll +1dW every time your attack hits.

Level 21: Roll +2dW every time your attack hits.

Sublime Stances

Strikes: Once you have used a particular strike, you cannot use it again in this or the next round.

Lion's Roar (Martial)

Effect: Whenever you take an action that lets you move, but you do not move as many squares as you are entitled to, you may shunt an ally within Near 10 1 square.

Whenever an ally spends a recovery to heal, choose an ally within Near 10 (including yourself). They heal HP equal to your Charisma modifier.

Recovery: While in the Lion's Roar stance, you gain 1 ED (up to your maximum) the first time each round that an ally is healed.

Strikes: While in the Lion's Roar stance, when you or an ally makes a basic attack you can spend expertise dice to:

- Target counts as flanked against all attacks (save ends) (1 ED).
- Spend a recovery. You heal HP equal to your recovery value plus your Charisma modifier (1 ED).

All references to your Charisma modifier mean *yours*, not the ally who is making the basic attack.

From level 6, you can also select:

- On a hit, the target cannot make opportunity attacks (save ends) (1 ED).
- On a hit, the target grants combat advantage until the end of your next turn (2 ED).
- On a hit, the target is vulnerable 5 to all damage (save ends) (2 ED).

From level 11, you can also select:

- On a hit, you make a new saving throw against a condition currently affecting you (1 ED).
- On a hit, the next ally to hit the target may spend a recovery to heal their recovery value (1 ED).

From level 16, you can also select:

- On a hit, choose an ally. They may charge the target as an immediate react action (3 ED).
- On a hit, the target is weakened (save ends) (3 ED).
- On a hit, the target is vulnerable 10 to all damage (save ends) (2 ED).

From level 21, you can also select:

- On a hit, if the target is reduced to 0 HP or below, you recover all ED spent on this attack (1 ED).
- On a hit, choose a condition with a duration of end of turn or save ends. It ends immediately (1 ED).

From level 26, you can also select:

- On a hit, the target is vulnerable 15 to all damage (save ends) (2 ED).
- On a hit, the target cannot make attacks (save ends) (4 ED).

Boosts: While in the Lion's Roar stance, you can use the following boosts.

- An ally within Near 10 makes a basic attack (swift).
- Allies within Near 10 receive a +2 power bonus to defenses until the end of your next turn (swift).
- Choose a target. Until the end of the encounter, if the target is flanked by any of your allies, it counts as flanked by all of your allies (swift).

From level 6, you can also select:

- An ally gets a free move action.
- An ally can spend a recovery to gain temporary hit points equal to their recovery value (immediate counter).

From level 11, you can also select:

- Treat any d20 roll as an 11 (immediate counter)
- Allies within Near 10 receive a +2 power bonus to attack rolls until the end of your next turn (swift).

From level 16, you can also select:

- An ally within Near 10 is hit by an attack with the Fear keyword. Reroll the attack roll and take the second result (immediate counter).
- All allies in Near 10 can spend a recovery to gain temporary hit points equal to their recovery value (immediate counter).

From level 21, you can also select:

- You and your allies cannot be flanked until the end of the encounter (swift).
- An ally in Near 10 that misses with an encounter or daily attack power can choose to keep the power unexpended instead of its usual miss effect (if any) (immediate react).

From level 26, you can also select:

- An attack of yours that misses has all effects other than damage, as it had hit (immediate counter).
- You or an ally in Near 10 recovers all expended encounter powers (swift).

Elemental Twist (Arcane)

Effect: Choose one type of damage (acid, cold, fire, thunder) whenever you adopt this stance. Your basic attacks do this damage.

Each square you move through, you can create or remove an *elemental trace* based on the damage type you have chosen.

- Acid: Acid traces are difficult terrain because of the broken ground.
- Cold: Creatures standing on a cold trace that are hit by an attack fall prone.
- Fire: Creatures ending their turn on a fire trace take 5/10/15 damage.
- Thunder: You can shunt a creature ending their turn on your thunder trace 1 square; if you shunt them into another thunder trace you cannot shunt them again in the same turn.

You ignore the effects of *elemental traces* if you wish. *Elemental traces* last until the end of the encounter, or until you leave this stance.

Recovery: While in the Elemental Twist stance, you gain 1 ED (up to your maximum) the first time each round that an enemy moves into one of your *elemental traces*.

Strikes: While in the Elemental Twist stance, when you make a basic attack you can spend expertise dice to:

- If you hit, knock the target prone
- If you hit, push the target 1 or your Charisma modifier

From level 6, you can also select:

- The range and area of the attack becomes Near arc 2 (2 ED, 3 ED for Near arc 3)
- If you hit, pull the target 1 (1 ED) or your Charisma modifier (2 ED)
- If you hit, all enemies in Near burst 1 of the target are dazzled until the end of your next turn (2 ED)

From level 11, you can also select:

- Do half damage on a miss
- The reach of your attack increases by 1 (must be a Melee attack)

From level 16, you can also select:

- The range and area of the attack becomes Near burst 5, one target (2 ED, 3 ED for Near burst 10)
- If you hit, all enemies in Near burst 2 of the target are dazzled until the end of your next turn (2 ED)

From level 21, you can also select:

- The range and area of the attack becomes Far arc 2 within 10 (2 ED, 3 ED for Far arc 3)

From level 26, you can also select:

- If you hit, all enemies in Near burst 3 of the target are dazzled until the end of your next turn (2 ED)
- If you hit, the target is immobile (save ends).

Boosts: While in the Elemental Twist stance, you can use the following boosts.

- Creatures that attack you in melee take 5/10/15 damage.
- You can cast *friendly zephyr*, *chill spirit* and *fiery spirit* at-will until your next long rest (swift).
- Summon a Small elemental in an adjacent unoccupied square. You can move the elemental 6 squares as a move action. The elemental acts as an ally in terms of flanking (swift; maintain swift).

From level 6, you can also select:

- Each of your elemental traces that is unoccupied turns into a 5-foot tall wall. Occupied elemental traces are removed from play instead. Acid traces become stone walls and cold traces ice walls, in both cases serving as obstacles. Fire walls are as fire traces, except they do persistent damage. Thunder walls are as thunder traces except you can keep shunting a creature to a new thunder wall until you have run out of thunder walls or shunted them out of the thunder walls altogether (standard).

From level 11, you can also select:

- Immune to same energy as your stance until the end of your next turn (immediate counter)
- Resist a different energy as your stance until the end of your next turn (immediate counter)
- Summon a Small elemental in an adjacent unoccupied square. You can move the elemental 6 squares as a move action. The elemental acts as an ally in terms of flanking. When the elemental moves, it leaves *elemental traces* as if it were you (swift; maintain swift).

From level 16, you can also select:

- You are petrified (swift, maintain: swift).
- Each of your elemental traces that is unoccupied turns into a 5-foot tall wall. Occupied elemental traces are removed from play instead (swift).

From level 21, you can also select:

- Each of your elemental traces that is unoccupied turns into a 10-foot tall wall. Occupied elemental traces are removed from play instead (swift).

From level 26, you can also select:

- You gain phasing until the end of the encounter (swift).
- You gain fly at your speed until the end of the encounter (swift).

Sleeping Goddess (Divine)

Effect: Each time an attack misses you, take +1 forward.

You gain the versatile stride feature (ignore all difficult terrain).

Level 6: You have a climb speed equal to your walk speed and have the wall-climber feature (do not need to make Athletics checks to climb, even while climbing upside down).

Level 11: You can walk on water or other unstable terrain. You are effectively weightless, and therefore do not trigger pit traps or pressure plates - but can still be affected by lava, sticky webs, etc.

Level 16: You can fly at your walk speed (maximum altitude 2).

Level 21: You can fly at your walk speed (no maximum altitude, hover).

Level 26: You have phasing.

Recovery: While in the Sleeping Goddess stance, you gain 1 ED (up to your maximum) the first time each round that you move three or more squares.

Strikes: While in the Sleeping Goddess stance, when you make a basic attack you can spend expertise dice to:

- If you hit, you also make a new basic attack against any target, using the same weapon you made the original basic attack with. Instead of the normal damage you would do, do damage equal to the expertise dice spent (X ED).
- Make the attack against the target's Reflex defense (1 ED).
- If you hit, the target has combat disadvantage until the end of your next turn (2 ED).

From level 6, you can also select:

- If you hit, do psychic damage as well as any other damage types (1 ED). Psychic.
- Move up to your speed before or after making the basic attack.

From level 11, you can also select:

- If you hit, target is stunned (until the end of your next turn, 3 ED; save ends, 4 ED).
- If you hit, you can read their surface thoughts (until the end of your next turn, 1 ED; save ends, 2 ED). Psychic.

From level 16, you can also select:

- If you hit, shunt the target (1 square, 1 ED; up to your Cha modifier, 2 ED).
- If you hit, an ally of the target within Near burst 6 suffers all the effects of the hit instead of the target (2 ED).
- If you hit, the target cannot tell a lie (save ends).

From level 21, you can also select:

- Shift up to your speed before or after making the basic attack (2 ED).
- If you hit, an ally within Near burst 10 can immediately make a saving throw against one effect (1 ED).
- If you hit, the target loses one sense (blinded, deafened, etc) (until the end of your next turn, 2 ED; save ends, 3 ED).

From level 26, you can also select:

- If you hit, shunt the target a number of squares up to your Cha modifier. The target can pass through other creatures' squares. Any creatures so affected take 6d6 damage (2 ED).
- If you hit, the target is controlled (until the end of your next turn, 3 ED; save ends, 5 ED).

Boosts: While in the Sleeping Goddess stance, you can use the following boosts.

- Gain a +2 bonus to one saving throw of your choice this turn (swift action).
- Darkvision until the end of your next turn (swift action).
- Use the defense of your choice against an attack (immediate counter).

From level 6, you can also select:

- Gain resist all damage 5 against one attack (immediate counter).
- Teleport an ally within Near burst 5 to an unoccupied space adjacent to you (swift action).

From level 11, you can also select:

- Darkvision until the end of the encounter (swift action).
- Blindsight 10 until the end of your next turn (swift action).
- Improve your initiative value for this encounter by 10, starting next round (swift action).
- Take a move action (swift action).

From level 16, you can also select:

- Gain resist all damage 10 against one attack (immediate counter).
- Immediately make a saving throw against a save ends effect you have just become subject to (immediate counter).
- Teleport to any unoccupied space that you were in at some point since the start of your last turn (swift action).
- Make a secondary attack against a creature that targets you with a Psychic attack. Cha vs Will. If you hit, the target is dazed (save ends) (immediate react).

From level 21, you can also select:

- Blindsight 10 until the end of the encounter (swift action).
- Truesight 10 until the end of the encounter (swift action).
- Gain resist all damage 15 against one attack (immediate counter).
- You can understand all spoken languages (swift, maintain: swift).

From level 26, you can also select:

- Teleport to any unoccupied space that you were in at some point since the start of your last turn (immediate counter).
- You do not age (swift, maintain: swift).
- Make a secondary attack against a creature that targets you with a Psychic attack. Cha vs Will. If you hit, the target is controlled (save ends) (immediate react).

Ghost-Face (Shadow)

Effect: Your speed increases by 10 feet.

If you hit with a basic melee attack, the target grants combat advantage until the end of their next turn.

Recovery: While in the Ghost-Face stance, you gain 1 ED (up to your maximum) the first time each round that you hit a creature that is subject to a save ends condition.

Strikes: While in the Ghost-Face stance, when you make a basic attack you can spend expertise dice to:

- On a hit, your attack does force damage (0 ED).
- On a hit, the target falls prone (1 ED).

From level 6, you can also select:

- On a hit, make a secondary attack. Near burst 1, all enemies; Charisma vs Will; dazzled (save ends) (2 ED). Fear.
- If you were hidden at the start of your turn, and are in partial or full concealment at the end of your turn, you remain hidden (2 ED).

From level 11, you can also select:

- On a hit, the target is stunned (until the end of their next turn, 3 ED; save ends, 4 ED). Fear.
- On a hit, create a zone of darkness in Near burst 3 (maintain: swift) (2 ED). Zone, Illusion.

From level 16, you can also select:

- On a hit, make a secondary attack. Near burst 3, all enemies; Charisma vs Will; dazzled (save ends) (2 ED). Fear.
- If you hit, the target cannot communicate verbally or non-verbally (until the end of your next turn, 1 ED; save ends, 2 ED). Fear.
- On a hit, spend a recovery. You heal your recovery value (1 ED).
- Attack has Reach 10 (1 ED).

From level 21, you can also select:

- If you hit, calculate damage but do not apply it. At a later time, up to a number of days equal to your level, you can choose to have all the damage occur then (1 ED).
- On a hit, become invisible until the end of your next turn (swift) (1 ED).

From level 26, you can also select:

- On a hit, make a secondary attack. Near burst 5, all enemies; Charisma vs Will; dazzled (save ends) (2 ED). Fear.
- On a hit, the target is slowed (save ends) (2 ED) or immobile (save ends) (3 ED).

Boosts: While in the Ghost-Face stance, you can use the following boosts.

- Jump as if you had a running start (move).
- Gain a move action (swift).
- Become invisible until the end of your next turn (swift).
- You and your companions leave no footprints or scent, and therefore cannot be tracked (swift, maintain: swift).

From level 6, you can also select:

- Gain concealment until the end of your next turn (immediate counter).
- Gain a climb speed equal to your walk speed until the end of your next turn (swift).
- Ignore the first 10 * your level feet of falling when you fall (immediate counter).

From level 11, you can also select:

- Return fire (immediate react): If a Ranged attack misses you, the attacker becomes a target of the attack.
- If you would be observed by a Scrying incantation, you are undetectable (immediate counter).
- You can see invisible creatures until the end of the encounter (swift).
- Teleport 10, from one square of dim light or darkness to another.

From level 16, you can also select:

- Become invisible and incorporeal until the end of your next turn (swift).
- Gain full concealment until the end of your next turn (immediate counter).
- Until the end of the encounter, you have an aura 1. Creatures that end their turn in the aura take 5/10/15 necrotic damage and you heal the same amount (swift).

From level 21, you can also select:

- You travel to the Ethereal Plane. You can return at any time as a move action (move).
- If an attack with a Miss entry misses your defense, ignore the Miss entry (immediate counter).

From level 26, you can also select:

- You are immune to disease and poison until the end of your next turn (swift)
- You can be heard by just the creature of your choice, or heard by all creatures within 600 feet (swift)

Subtle Knife (Martial)

Effect: Your attacks ignore the first 5 points of a creature's resistance (10 at level 11, 15 at level 21).

Your first attack each combat always has combat advantage.

Recovery: While in the Subtle Knife stance, you gain 1 ED (up to your maximum) the first time each round that you attack a creature while you have combat advantage.

Strikes: While in the Subtle Knife stance, when you make a basic attack you can spend expertise dice to:

- Shift 1 before the attack (1 ED).
- If you hit, shift 1 (1 ED).
- Attack Reflex defense (1 ED).
- Draw a weapon at the beginning of the attack or sheathe a weapon after it (0 ED).

From level 6, you can also select:

- Attack with a +2 bonus (1 ED).

- If you hit, the target is slowed (1 ED) or immobile (2 ED).

From level 11, you can also select:

- If you hit with a melee attack, swap places with the target (1 ED).
- If you hit, pull (1, 1 ED; your Dexterity modifier, 2 ED).

From level 16, you can also select:

- If you hit, the target takes 5 persistent damage (save ends) (2 ED).
- If the target is already Staggered, EDs you spend on damage are one die higher (d8s to d10s, etc) (0 ED).

From level 21, you can also select:

- If you are flanking the target, EDs you spend on damage are one die higher (0 ED).
- If you hit, the target cannot heal any damage (until the end of your next turn, 1 ED; save ends, 2 ED).

From level 26, you can also select:

- The target is blinded until the end of their next turn (2 ED).
- If you hit, the target takes 10 persistent damage (save ends) (3 ED).

Boosts: While in the Subtle Knife stance, you can use the following boosts.

- Until the end of the encounter, if an attack misses you you can shift 1 (swift action).
- Fall prone or stand up from prone (immediate counter).
- If a creature charges you and misses, they fall prone (immediate react).
- Until you next attack, you gain a +2 bonus to all defenses.

From level 6, you can also select:

- Take an action that involves a Sleight of Hand check (immediate react).
- You know how many creatures are within 6 of you, and what size they are (swift).
- Gain ED equal to the amount that you spent on an attack that missed (immediate react).
- Cast *ghost sound* at will until your next long rest (swift).

From level 11, you can also select:

- If you are hit by an attack, you take half damage from the attack and shift 2 (immediate react).
- If you fail a skill check, reroll the check and use the latter result (immediate counter).

From level 16, you can also select:

- If an attack misses you, the attacker must make that attack against a target of your choice within range that was not already a target of the attack (immediate react).

From level 21, you can also select:

- Count a natural 19 roll as a natural 20 for the purpose of critical hits (immediate counter).
- If an invisible, hidden or illusory creature attacks you, you learn their location and until the end of the encounter can perceive them as if you had truesight (immediate counter).

From level 26, you can also select:

- If you are immobile, restrained, grappled or slowed, you lose this condition (swift action).
- Until the end of your next turn, any time you would provoke an opportunity attack from a creature, you can instead make an opportunity attack against that creature (swift action).

Primal Fury (Martial)

Effect: Your speed increases by 2 and you get a +2 power bonus on attack rolls made as part of the Charge action.

Recovery: While in the Primal Fury stance, you gain 1 ED (up to your maximum) the first time each round that you are attacked.

Strikes: While in the Primal Fury stance, when you make a basic melee attack you can spend expertise dice to:

- If you hit, shift 1 (1 ED).
- Make a basic ranged attack instead, range 5/10, using a melee weapon. The weapon has been thrown and must be retrieved to use again unless it is a magic weapon in which case it returns to you.
- If you hit, the target grants combat advantage to attackers until the end of your next turn (1 ED).

From level 6, you can also select:

- If you hit, push (1, 1 ED; your Strength modifier, 2 ED).
- Target enemies in Near burst 1 with the attack.

From level 11, you can also select:

- Your attack ignores resistances (1 ED).
- If you hit, the target falls prone (1 ED).

From level 16, you can also select:

- If you hit, gain temporary hit points equal to your level (2 ED).

From level 21, you can also select:

- Target is dazed (until the end of your next turn, 1 ED; save ends, 2 ED).

From level 26, you can also select:

- Target is stunned (until the end of your next turn, 3 ED; save ends, 4 ED).

Boosts: While in the Primal Fury stance, you can use the following boosts.

- When you move this turn, you can enter the space of any creature your own size or smaller. Push them 1 (swift action).
- Use the Unnerve action (swift action).

From level 6, you can also select:

- Use the Deter action (swift action).
- If you are hit by an attack, you can make an opportunity attack against the attacker.

From level 11, you can also select:

- If you are hit by an attack, you can spend a recovery to heal HP equal to your recovery value (immediate counter).
- Use the Unnerve action with a +5 bonus (swift action).
- Use the Deter action with a +5 bonus (swift action).

From level 16, you can also select:

- You increase by one size category until the end of the encounter.
- Ignore difficult terrain until the end of the encounter.
- You gain resistance 5 against all damage until the end of the encounter.

From level 21, you can also select:

- When you charge, you can move any distance (while following all other charge movement rules).

From 26, you can also select:

- You gain resistance 10 against all damage until the end of the encounter.

Eternal Guardian (Martial)

Effect: Squares you threaten are difficult terrain for opponents. Allies do not provoke opportunity attacks for moving through squares you threaten. Mark any creature you make an opportunity attack against.

If an enemy you have marked moves, at the end of their movement you may remove the mark to pull them towards you a number of squares equal to your Charisma modifier.

Recovery: While in the Eternal Guardian stance, you gain 1 ED (up to your maximum) the first time each round that you make an opportunity attack.

Strikes: While in the Eternal Guardian stance, when you make a basic attack you can spend expertise dice to:

- Gain a +2 power bonus to your AC until the end of your next turn (1 ED).
- If you hit, daze and mark the target (until the end of your next turn, 2 ED; save ends, 3 ED).

From level 6, you can also select:

- If you hit, the target is slowed (until the end of your next turn, 2 ED; save ends, 3 ED).
- If you hit, or miss, mark the target (1 ED).

From level 11, you can also select:

- If you hit, take the Unnerve action as a free action (2 ED). Fear.
- If you hit, you grapple them (2 ED).

From level 16, you can also select:

- Attack Will defense (1 ED).

From level 21, you can also select:

- If you hit, weaken and mark the target (until the end of your next turn, 3 ED; save ends, 4 ED).
- If you hit, the target's attacks cannot reduce a target's HP below 1 until the end of your next turn (3 ED).

From level 26, you can also select:

- If you hit, if the attack would reduce the target to 0 HP or below, the target takes no damage but instead immediately, permanently becomes helpful in disposition to you (4 ED).

Boosts: While in the Eternal Guardian stance, you can use the following boosts.

- Replace an ally as the target of an attack you are in range of that you are not already a target of (immediate counter).
- Give an enemy within earshot combat disadvantage on an attack and mark them (immediate counter). Fear, Psychic.

From level 6, you can also select:

- Teleport up to 20, to a square adjacent to an enemy you have marked (swift action). Teleport.

From level 11, you can also select:

- Until the end of your next turn, your reach increases by 1 and you threaten squares in a Near burst 2 (swift action).
- You or an ally gain +4 Will defense against an attack. If the attack misses, you or your ally (whichever got the bonus) may spend a recovery to heal up to their recovery value (immediate counter). Psychic, Healing.

From level 16, you can also select:

- An ally within earshot gains a +4 bonus to defenses until the end of your next turn (swift action).
- If an enemy attacks you and misses, they suffer -2 forward (immediate counter).

From level 21, you can also select:

- An ally within earshot can spend a recovery to allow you or another ally within earshot to recover HP equal to their recovery value (swift action).
- An enemy within earshot must re-roll a successful saving throw (immediate counter).

From level 26, you can also select:

- Charisma vs Will. If you hit, an enemy within view is blinded until the end of your next turn (immediate counter).
- Allies within Near burst 6 do not provoke opportunity attacks until the end of your next turn (swift action).

Falling Star (Martial)

Effect: Any time it would benefit you, you can count a ranged weapon you are wielding as a melee weapon.

Recovery: While in the Falling Star stance, you gain 1 ED (up to your maximum) each time that you end your turn not having moved that turn.

Strikes: While in the Falling Star stance, when you make a basic ranged attack you can spend expertise dice to:

- If you hit, you also make a new basic attack against any target, using the same weapon you made the original basic attack with. Instead of the normal damage you would do, do damage equal to the expertise dice spent (X ED).
- Make the attack against the target's Reflex defense (1 ED).
- If you hit, the target is slowed (until the end of your next turn, 2 ED; save ends, 3 ED).

From level 6, you can also select:

- If you hit, do fire damage as well as any other damage types (1 ED). Fire.
- If you hit, 5 persistent damage (save ends) (2 ED).

From level 11, you can also select:

- If you hit, daze and mark the target (until the end of your next turn, 2 ED; save ends, 3 ED).
- The target is disarmed (3 ED).
- The target is pushed (1 square, 1 ED. Your Dexterity squares, 2 ED).
- The target falls prone (2 ED).

From level 16, you can also select:

- Your weapon's short and long ranges double (1 ED).
- If you hit, 10 persistent damage (save ends) (3 ED).
- If you hit, you and your allies ignore the target's cover and concealment (until the end of your next turn, 2 ED; save ends, 3 ED).

From level 21, you can also select:

- Your weapon's short and long ranges are increased by 10 times (2 ED).
- The target is immobile (until the end of your next turn, 2 ED; save ends, 3 ED).
- If you hit, target is stunned (until the end of your next turn, 3 ED; save ends, 4 ED).

From level 26, you can also select:

- If you hit, 15 persistent damage (save ends) (4 ED).
- If you hit, the target cannot teleport, phase or travel from one plane to another, and it loses incorporeal if it had it (until the end of your next turn, 2 ED; save ends, 3 ED).
- Range becomes Far burst 1 (2 ED).

Boosts: While in the Falling Star stance, you can use the following boosts.

- Your attacks score a critical hit on a natural roll of 15-20 until you score a critical hit (swift action).
- Use arrows as caltrops. Ranged 10 wall 6. Difficult terrain. Creatures that enter or end their turn on the zone take damage equal to your level. Zone (swift action).

From level 6, you can also select:

- Ignore cover until the end of your next turn (swift action).
- You mark all targets of your attacks until the end of your next turn (swift action).

From level 11, you can also select:

- Create a ladder of arrows, allowing up to 6 squares of vertical terrain to be climbed as if there were a ladder there (swift action). Zone.
- Make the Feint action at range (swift action).

From level 16, you can also select:

- Ignore concealment until the end of your next turn (swift action).
- Make a basic melee attack against a creature that is charging you. If you hit, the attack does no damage but the creature's charge ends one square after it began (immediate counter).

From level 21, you can also select:

- If a ranged weapon attack misses you, make a basic ranged attack against the attacker (immediate react).

From level 26, you can also select:

- Ignore cover and concealment until the end of your next turn (swift action).