

Classes and Powers

0.6

Classes and Powers

Creating a Character

Archetypes

Missing Archetypes

Classes

Tradition

Role

Powers

Dualclass

Commander

Stats

Proficiency and Training

Features

Lift Spirits

Armament

Talents

Powers

Dualclass

Crusader

Stats

Proficiency and Training

Features

Channel Divinity

Infuse with Life

Magical Training

Action Recharge

Talents

Powers

Dualclass

Guard

Stats

Proficiency and Training

Features

Combat Dominance

Veteran Opportunist

Savvy Combatant

Talents

Powers

Dualclass

Jester

Stats

Proficiency and Training

Features

Impudent Flourish

Hasty Retreat

Character Actor

General Confusion

Talents

Powers

Dualclass

Mageblade

Stats

Proficiency and Training

Features

- Mageblade's Sigil
- Athame
- Key Weapon
- Shimmering Shield
- Talents
- Powers
- Dualclass

Magician

- Stats
- Proficiency and Training
- Features
 - Arcane Strength
 - Arcane Overflow
 - Arcane Sustenance
- Magical Training
- Cantrips
- Talents
- Powers
- Dualclass

Reaper

- Stats
- Proficiency and Training
- Features
 - Sprouting Overwatch
 - Spirit Entreaty
 - Action Recharge
- Talents
- Powers
- Dualclass

Swashbuckler

- Stats
- Proficiency and Training
- Features
 - Gain Momentum
 - Triumphant Strike
 - Bide Your Time
 - Nick of Time
- Talents
- Powers
- Dualclass

Sylvan

- Stats
- Proficiency and Training
- Features
 - Wild Gift
 - Favored Terrain
- Talents
- Powers
- Dualclass

Animal Companions

- Ape
- Arboreal Sapling
- Bear
- Big Cat
- Blink Dog
- Bull
- Giant Bat
- Giant Lizard
- Giant Raptor
- Giant Snake
- Horse

Hound
Hunting Spider

Kits

Playing with Kits
About Kits
Brews Poisons
Binds Familiar
Channels Godmind
Charms Animal
Conjures Fiends
Dabbles in Commanding
Dabbles in Crusading
Dabbles in Guarding
Dabbles in Jesting
Dabbles in Mageblading
Dabbles in Reaping
Dabbles in Swashbuckling
Dabbles in Sylvanry
Dabbles in Wizardry
Eats Monster Hearts
Exemplifies Charisma
Exemplifies Intelligence
Exemplifies Speed
Exemplifies Strength
Sculpts Their Body
Takes Bestial Form
Worships the God of Life
Worships the God of Peace
Worships the God of Tyranny
Worships the God of War
Feat Paths

Disciplines

Key and Secondary Abilities

Angel's Trumpet

Art of War
Blades in the Dark
Born Leadership
Born to Run

Cantrips

Cup of Brimstone Summons
Demon Toad
Hopping Imp
Burner Demon
Hellhound
Hezrou
Hungry Maw
Vulture Demon
Big Burner
Boar Demon (Nalfeshnee)
Frenzy Demon
Pincer Demon (Glabrezu)
Laughing Demon
Balor
Marilith

Elemental Flux

Frontline Fighting

Golden Lion

High Cunning

Juggernautical

Last Laugh

Puppeteer's String

Radiant Dawn

Rapier's Point

Red in Tooth and Claw

Spells of Ice and Fire

Starfall

Strong Bidding

Third Mind

Veiled Moon

Prestige Paths

Battlefield Healer

Class Features

Powers

Bounty Hunter

Class Features

Powers

Breathstealer

Class Features

Powers

Darkwood Archer

Class Features

Powers

Deadeye Arbalester

Class Features

Powers

Devotee

Ironsides

Class Features

Powers

Manslayer

Class Features

Powers

Martial Arts Champion

Class Features

Powers

Prince of Shadows

Class Features

Powers

Ring Fighter

Class Features

Powers

Selfless Protector

Class Features

Powers

Shadowsnake

Class Features

Powers

Silver Tongue

Class Features

Powers

Tactician

Class Features

Powers

Weapon Master

Class Features

Powers

Epic Paths

Agent Retriever

Immortality

Class Features

Powers

Master

[Class Features](#)

[Powers](#)

[Most Dangerous](#)

[Class Features](#)

[Powers](#)

[Respected](#)

[Class Features](#)

[Powers](#)

[Team](#)

[Class Features](#)

[Powers](#)

[Ultimate](#)

[Class Features](#)

[Powers](#)

[Legal](#)

Creating a Character

To create an *Orcus* character, take the following steps:

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

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

Archetypes

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

Assassin/Ninja: A mystical rogue can be created with the Mageblade, perhaps coupled with the Brews Poisons kit. Exemplifies Speed is another good choice for a kit.

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

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

Blackguard: A Guard who Worships the God of Tyranny or a Crusader are good choices.

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

Cleric: The Crusader is a classic cleric.

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

Druid: The Sylvan has both *wild shape* and an animal companion covered, so it is a good pick for druids. You may want to pick the Skinchanger Wild Gift and then the Charms Animal kit to have an animal companion that you can still make full use of while *wild shaped* yourself (normally, you cannot use most powers - including those that involve your companion - while in *wild shape* form).

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

Fighter (Agile): The Swashbuckler or Jester.

Fighter (Heavily Armored): The Guard or Commander.

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

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

Monk/Martial Artist: The Martial Training feats, especially the Unarmed Combat feat chain, could turn any weapon-focused character into a martial artist - consider Mageblade for a mystic martial artist, Jester for a taunting drunken boxer, Swashbuckler for an agile combatant or even Guard for a sturdy defender. The Channels Godmind kit would add a psychic, meditative element to the build.

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

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

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

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

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

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

Rogue: The Swashbuckler has the stealthy Blades in the Dark discipline.

Tactician/"LazyLord": The brilliant tactician who hangs back from the fray themselves is a classic archetype rarely supported in RPGs. The Golden Trumpet, High Cunning and Born Leader disciplines cater to this style of play, as does the Last Laugh discipline (associated with the Jester). A Commander who Exemplifies Intelligence or Exemplifies Charisma should be able to contribute while rarely making an attack themselves.

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

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

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

Missing Archetypes

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

Classes

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

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

Tradition

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

Arcane: The practitioners of the arcane tradition seek to understand the unexplainable, categorize the bizarre, and otherwise access the ephemeral in a systematic way. If your power comes from arcane magic, it is studied or learned.

Divine: The power of the divine is steeped in faith, the unseen, and belief in a power source from beyond the Material Plane. If your power comes from divine magic, it is granted by the gods or other higher powers.

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

Spirit: An instinctual connection to and faith in the world, the cycle of day and night, the turning of the seasons, and the natural selection of predator and prey drive the spirit tradition. If your power comes from the spirit tradition, it is drawn from the natural world or the spirits of the world.

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

Role

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

Defender: A defender soaks up attacks and damage from enemies, punishes enemies for attacking their allies *and* punishes enemies for attacking the defender. The defender forces enemies to make difficult decisions or puts them in a "catch-22".

Striker: A striker does the most damage or otherwise puts enemies out of action, particularly if they are supported by their allies - but they can be vulnerable if they are left exposed.

Leader: A leader helps their allies do their jobs better in combat, by keeping them alive through healing and defensive bonuses, by increasing their damage output or other contributions, and by enabling them to do things that they couldn't do before (even if that is as simple as helping them get into position for an attack).

Controller: A controller gives the team control over the battlefield, with crowd control attacks, area denial or impeded movement that limits where and how enemies can move, and negative conditions that reduce what the enemies can do or how effectively they do it.

Table - Roles and Traditions

	Controller	Defender	Leader	Striker
Arcane	Magician	Mageblade		
Divine			Crusader	
Martial	Jester	Guard	Commander	Swashbuckler
Spirit	Reaper			Sylvan

Powers

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

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

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

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

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

Table - Default Power Progression (Adventurer Tier)

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

Table - Default Power Progression (Prestige Tier)

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

Table - Default Power Progression (Epic Tier)

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

Dualclass

Each class has a "Dualclass" option listed. This is the benefit that a character receives when they take the Dualclass Recruit feat and select that class.

Commander

Martial Leader

Stats

Hit Points at 1st Level: 12.

Hit Points at Higher Levels: 5.

Recoveries per Long Rest: 7.

Defenses: +2 Fortitude.

Proficiency and Training

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

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

Focus Proficiencies: Martial focus.

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

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

Features

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.

Armament

Choose one of the following:

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

Talents

Choose one at character creation.

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

Powers

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

Class Disciplines: Angel's Trumpet, Golden Lion.

Dualclass

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

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

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



Rook by Jared von Hindman

Crusader

Divine 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.

Weapon Proficiencies: Simple melee, simple ranged.

Focus Proficiencies: Holy symbol.

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

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

Features

Channel Divinity

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

When you use your Channel Divinity, you choose which effect to create. You can use Channel Divinity once per encounter, however many powers you learn that are usable through Channel Divinity (although see Action Recharge).

Censure Undead

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

Encounter Standard Action

Crusader Attack Feature • Divine, Focus, Radiant

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

Attack: Wisdom vs Will

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

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

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

Infuse with Life

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

Infuse with Life

Encounter Swift Action

Crusader Utility Feature • Divine

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

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

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

Magical Training

You gain the Athame, Cantrip Master or Incantation Caster feat (your choice).

Action Recharge

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

Talents

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

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

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

Powers

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

Class Disciplines: Angel's Trumpet.

Dualclass

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

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

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



Charlene by Justin Nichol

Guard

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

Combat Dominance

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

Veteran Opportunist

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

Savvy Combatant

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

xxx

Talents

Choose one at character creation.

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

Powers

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

Class Disciplines: Art of War, Juggernautical.

Dualclass

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

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

- Once per encounter, as a free action, you gain the Combat Dominance feature until the end of your next turn.

Jester

Martial Controller

Stats

Hit Points at 1st Level: 10.

Hit Points at Higher Levels: 4.

Recoveries per Long Rest: 6.

Defenses: +2 Will.

Proficiency and Training

Armor Proficiencies: Cloth, leather.

Weapon Proficiencies: Simple melee, simple ranged.

Focus Proficiencies: Martial focus.

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

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

Features

Impudent Flourish

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

Hasty Retreat

You can shift 2 as a swift action.

Character Actor

At the end of each long rest, select a 1st-level at-will attack power from any discipline. You have access to that power until your next long rest.

General Confusion

As a swift action, choose a creature within Near 5 that is marked by yourself or one of your allies. The target is no longer marked by that character, and is instead marked by yourself or by the ally of your choice until the end of your next turn.

Talents

Choose one at character creation.

- **Clown:** Creatures you have marked suffer an additional -2 penalty to attack rolls for any attack that does not include you. Your secondary ability is Dexterity.
- **Fool:** Creatures that are marked, not by you, suffer a -2 penalty to attack rolls against you (this stacks with the marked penalty, if any). Your secondary ability is Wisdom.

Powers

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

Class Disciplines: Last Laugh.

Dualclass

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

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

- Once per encounter, you can use the Hasty Retreat feature.
- Once per encounter, you can use the General Confusion feature.

Mageblade

Arcane Defender

Stats

Hit Points at 1st Level: 15.

Hit Points at Higher Levels: 6.

Recoveries per Long Rest: 8.

Defenses: +1 AC, +2 Will.

Proficiency and Training

Armor Proficiencies: Cloth, leather.

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

Focus Proficiencies: See Special Bond feature.

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

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

Features

Mageblade's Sigil

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

Mageblade's Sigil

At-Will Swift Action

Mageblade Utility 1 • Arcane

Near burst 2, one target

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

Athame

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

Key Weapon

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

As a standard action, if you have a free hand you can summon your key weapon. If it is within 10 squares, it appears in your hand.

Level 11: Move action, within 10 miles.

Level 21: Swift action, within 100 miles.

Shimmering Shield

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

Talents

Choose one at character creation.

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

Beacon Sigil

At-Will Immediate (React) Action

Mageblade Utility 1 • Arcane, Weapon, Teleport

Near burst 5, the triggering enemy

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

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

Blurring Sigil

At-Will Immediate (Counter) Action

Mageblade Utility 1 • Arcane, Weapon

Near burst 10, the triggering enemy

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

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

Fiery Sigil

At-Will Immediate (React) Action

Mageblade Utility 1 • Arcane, Weapon, Fire

Near burst 10, the triggering enemy

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

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

Vortex Sigil

At-Will Immediate (Counter) Action

Mageblade Utility 1 • Arcane, Weapon, Teleport

Near burst 5, the triggering enemy

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

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

Powers

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

Class Disciplines: Elemental Flux, Veiled Moon.

Dualclass

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

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

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



Warrior by Sarah Carney

Magician

Arcane Controller

Stats

Hit Points at 1st Level: 10.

Hit Points at Higher Levels: 4.

Recoveries per Long Rest: 6.

Defenses: +2 Will.

Proficiency and Training

Armor Proficiencies: Cloth.

Weapon Proficiencies: Simple melee.

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

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

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

Features

Arcane Strength

Choose either Arcane Overflow or Arcane Sustenance.

Arcane Overflow

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

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

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

Arcane Sustenance

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

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

Magical Training

You gain the Athame, Cantrip Master or Incantation Caster feat (your choice).

Cantrips

You gain the Cantrip Master feat.

Talents

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

- **Conjurer:** When an encounter ends and you have one or more daily powers with the Summon keyword still active, those daily powers are not expended. However, if you use them again, the summoned creatures appear in the exact state they were when their last summoning ended (current HP, conditions, etc). If you complete a long rest, all your daily powers reset and if you use them from then on a "fresh" creature will be summoned. Your secondary ability is Constitution.
- **Enchanter:** When you use a power with the Psychic tag that does damage on a hit, you can choose for the power to do no damage to any enemies you target. If so, you gain a +2 bonus on the attack roll. Your secondary ability is Charisma.
- **Evoker:** If you wish, a Near or Far power you use with the Acid, Cold, Fire, Flux, Lightning or Thunder tags has its area increased by 1 (from Near arc 2 to Near arc 3, for example). Also, you can change your flux energy as a swift action. Your secondary ability is Dexterity.

Powers

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

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

Dualclass

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

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

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



Vera by Justin Nichol

Reaper

Spirit Controller

Stats

Hit Points at 1st Level: 12.

Hit Points at Higher Levels: 5.

Recoveries per Long Rest: 7.

Defenses: +1 Reflex, +1 Will.

Proficiency and Training

Armor Proficiencies: Cloth, leather.

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

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

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

Features

Sprouting Overwatch

You have the *sprouting overwatch* power.

Sprouting Overwatch

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

At-Will Move Action

Deadeye Attack Deadeye • Spirit, Weapon, Zone

Far burst 1 (ranged 10)

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

Spirit Entreaty

You gain the ability to entreat the spirits for a favour. You start with three such effects: *grasping vines*, *spirit's prank* and *unleashed spirit*.

When you use your Spirit Entreaty, you choose which effect to create. You can use Spirit Entreaty once per encounter, however many powers you learn that are usable through Spirit Entreaty (although see Action Recharge).

Spirit's Prank

Encounter Free Action

Reaper Attack Reaper • Spirit

Self

Trigger: Your ranged attack misses a target

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

Grasping Vines

Encounter Swift Action

Reaper Attack Reaper • Spirit

Near burst 1, all enemies

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

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

Level 21: Range is now burst 3.

Unleashed Spirit

Encounter Immediate (React) Action

Reaper Attack Reaper • Spirit, Weapon

Melee weapon, the triggering enemy

Trigger: A melee attack misses you.

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

Action Recharge

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

Talents

Choose one at character creation.

- **Arbalest:** Your secondary ability is Constitution. If you don't move on your turn, you reduce all unwilling movement you experience by 1 square, and get a +1 bonus to AC until the start of your next turn. You are proficient in hide and chainmail armor.
- **Fleetfoot:** Your secondary ability is Dexterity. You can take the Five-Foot Step action as a swift action.
- **Strongarm:** Your secondary ability is Strength. You get a +1 bonus to attacks with weapons with the thrown (light) or thrown (heavy) property. Weapons that you throw are transported back into your hand by the spirits immediately after you make the attack. While wearing light or no armor, add your Strength to Armor Class instead of Dexterity/Intelligence if it is higher.

Powers

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

Class Disciplines: Starfall.

Dualclass

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

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

- Once per day, you can use a Spirit Entreaty power.

Swashbuckler

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, Streetsmarts, Sleight of Hand.

Features

Gain Momentum

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

Triumphant Strike

While you have momentum, once per turn you can add +1d6 damage to any kind of attack.

Level 11: +2d6 damage.

Level 21: +3d6 damage.

Bide Your Time

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

Nick of Time

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

Talents

Choose one at character creation.

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

Powers

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

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

Dualclass

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

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

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



Flashing Ray by Crystal Frasier

Sylvan

Spirit Striker

Stats

Hit Points at 1st Level: 12.

Hit Points at Higher Levels: 5.

Recoveries per Long Rest: 6.

Defenses: +1 Fortitude, +1 Reflex.

Proficiency and Training

Armor Proficiencies: Cloth, leather, hide.

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

Focus Proficiencies: Staff, druidic focus, martial focus.

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

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

Features

Wild Gift

Choose one of the following.

Skinchanger: When you wear light or no armor, you can add your Constitution modifier to your AC instead of Dexterity or Intelligence. You can use Wild Shape powers even while not in *wild shape* form, and can use any power while in *wild shape* form.

Hunter: When no ally is closer to a target than you are, you get a +1 bonus on attack rolls against that target. In addition, all one-handed melee weapons have the side weapon property for you. You also get a bonus feat: Toughness, Two-Weapon Defense, Shield Proficiency or Melee Finesse.

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

The animal companion follows the Companion rules, as well as the following special rules:

- If you are incapacitated or not present, your animal companion gets its full complement of actions without needing to be "commanded". However, it acts like the animal it is: loyally but with limited intelligence.
- The animal companion's level is equal to your own.
- The animal companion's maximum HP is equal to your staggered value.
- When your animal companion drops to 0 hit points, it disappears, leaving behind no physical form. You lose one recovery or, if not able to lose a recovery, take damage equal to your recovery value. Your animal companion reappears after your next long rest, at full HP.
- The animal companion is a bright, sensitive animal, but nonetheless has animal-level intelligence.

Favored Terrain

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

- **Arctic:** You gain the Ice Stride feature and a +2 bonus to Endure.
- **Forest or Heath:** You gain the Woodland Stride feature and a +2 bonus to Nature.
- **Marshes:** You gain the Swamp Stride feature and a +2 bonus to Athletics.

- **Underground or Mountains:** You gain the Stone Stride feature and a +2 bonus to Dungeoneering.

Talents

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

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

Fearful Rampage

At-Will No Action

Sylvan Attack Feature • Spirit, Weapon or Focus, Psychic, Fear

Melee touch, one creature

Trigger: You hit with an attack

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

Special: You can use this power once per round.

Level 11: Melee touch, one or two creatures.

Level 21: Melee touch, all enemies.

Companion Rampage

At-Will No Action

Sylvan Attack Feature • Spirit, Weapon or Focus

Special one creature

Trigger: You hit with an attack

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

Special: You can use this power once per round.

Level 11: Special, one or two creatures.

Level 21: Special, all enemies.

Swift Rampage

At-Will No Action

Sylvan Attack Feature • Spirit, Weapon or Focus

Melee touch, one creature

Trigger: You hit with an attack

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

Special: You can use this power once per round.

Level 11: Melee touch, one or two creatures.

Level 21: Melee touch, all enemies.

Powers

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

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

Dualclass

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

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

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

Animal Companions

Ape

Animal Companion

Medium Natural Beast

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

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

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

Speed: 5, climb 5

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

HP: your staggered value; can use your recoveries

‡ **Fist** (standard, at-will)

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

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

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

Could also be used for a yeti.

Arboreal Sapling

Animal Companion

Small Natural Automaton (Wood Golem)

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

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

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

Speed: 5

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

HP: your staggered value; can use your recoveries

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

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

Could also be used for a wood golem.

Bear

Animal Companion

Medium Natural Beast (Giant Badger, Wolverine, Owlbear)

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

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

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

Speed: 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)
your level +2 vs AC; 1d12 + your level

Sturdy

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

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

Big Cat

Animal Companion

Medium Natural Beast

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

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

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

Speed: 7

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Greased Lightning

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

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

Blink Dog

Animal Companion

Medium Fey Beast

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

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

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

Speed: 6, teleport 3

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Jolt Back

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

Bull

Animal Companion

Medium Natural Beast (Buffalo, Bull, Yak)

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

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

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

Speed: 6

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

HP: your staggered value; can use your recoveries

‡ **Tusk** (standard, at-will)

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

Eager to Fight

+1 attack bonus on a charge.

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

Giant Bat

Animal Companion

Small Natural Beast

Senses: darkvision, blindsight 6

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

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

Speed: 2, fly 6

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Giant Lizard

Animal Companion

Medium Natural Beast

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

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

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

Speed: 5, climb 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

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

Giant Raptor

Animal Companion

Small Natural Beast

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

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

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

Speed: 2, fly 8

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

HP: your staggered value; can use your recoveries

‡ **Claw** (standard, at-will)

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

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

Giant Snake

Animal Companion

Medium Natural Beast

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

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

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

Speed: 5, swim 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Venomous Snap

The animal companion's opportunity attacks also do 2 persistent poison damage (save ends). *Level 11:* 4 persistent poison damage. *Level 21:* 6 persistent poison damage.

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

Horse

Animal Companion

Large Natural Beast

Skills: Endure +6 + half your level

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

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

Speed: 6

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

HP: your staggered value; can use your recoveries

‡ **Hoof** (standard, at-will)

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

A horse, camel or llama.

Hound

Animal Companion

Medium Natural Beast

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

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

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

Speed: 8

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Combat Advantage

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

Level 21: +6.

A dog, wolf, coyote, jackal or hyena.

Hunting Spider

Animal Companion

Medium Natural Beast

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

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

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

Speed: 5, climb 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

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

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

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

Kits

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

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

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

Playing with Kits

Game Masters can approach kits in a few different ways:

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

The third option is the default.

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

About Kits

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

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

Table - List of Kits

Name	Short Description
Binds Familiar	A small, intelligent creature is your companion.
Brews Poisons	You can prepare poisons each day to use with your attacks.
Channels Godmind	Through force of will and a connection to a higher intelligence, you gain power.
Charms Animal	A large, powerful animal is your companion.
Conjures Fiends	You can summon and control infernal beings.
Dabbles in Commanding	Commander multiclass.
Dabbles in Crusading	Crusader multiclass.
Dabbles in Jesting	Jester multiclass.
Dabbles in Guarding	Guard multiclass.
Dabbles in Mageblading	Mageblade multiclass.
Dabbles in Reaping	Reaper multiclass.
Dabbles in Swashbuckling	Swashbuckler multiclass.
Dabbles in Sylvanry	Sylvan multiclass.
Dabbles in Wizardry	Magician multiclass.
Eats Monster Hearts	You can replace your powers with those of monsters you defeat.
Exemplifies Charisma	You are a natural leader.
Exemplifies Intelligence	You are instinctively clever, able to appraise a situation quickly.
Exemplifies Speed	You are quick and agile, mobile whatever the terrain.
Exemplifies Strength	You are a pillar of strength, tough and powerful.
Sculpts Their Body	You can manipulate your own form - stretching, shaping and warping it as you need.
Takes Bestial Form	You can turn into a fearsome animal, and fight in that form.
Worships the God of Life	You worship a god devoted to life and healing, and gain their blessings.
Worships the God of Peace	You worship a god devoted to peace and protection, and gain their blessings.
Worships the God of Tyranny	You worship a god devoted to domination and pain, and gain their blessings.
Worships the God of War	You worship a god devoted to conflict and combat, and gain their blessings.

Brews Poisons

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

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

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

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

Associated Discipline: Blades in the Dark.

Binds Familiar

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



Joshu by Sarah Carney

Spirit Friend (Level 1): You gain the service of a familiar, a spirit that takes an animal form you choose (from the list below). You also get the benefit listed in the "Constant Benefit" column.

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

- If you are incapacitated or not present, your familiar gets its full complement of actions without needing to be "commanded".
- The familiar's maximum HP are equal to your recovery value.
- Your familiar uses your Armor Class, Fortitude, Reflex and Will defenses.
- When your familiar drops to 0 hit points, it disappears, leaving behind no physical form. You lose one recovery or, if not able to lose a recovery, take damage equal to your recovery value. Your

familiar reappears after your next long rest, at full HP.

- While your familiar is within 20 squares of you, you can communicate with it telepathically.
- The familiar is of human-like intelligence, although it may think very differently to humanoids or not be communicative.

Hidden Away/Called

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

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

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

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

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

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

Associated Discipline: Strong Bidding.

Table - List of Familiars

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

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

Channels Godmind

You can focus your mind to unlock your psychic potential.

Psi Focus (Level 1): You have access to psi focus, a heightened state of mental and emotional clarity, that you can utilize to augment powers with the Augmentable keyword. This 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 Free Action

Channels Godmind Utility Feature • 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.

Mantle (Level 5): Once per encounter you can draw strength from your Mantle. With this powerful connection to your godmind, you can activate *focus surge* or *intensity*.

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.

Mantle Swift Action

Channels Godmind Utility Feature • Phrenic

Near burst 5 (10 at level 11, 15 at level 21), you or an ally

Effect: The target can spend one focus surge and recharge their *psi focus*.

Intensity

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

Mantle Swift Action

Channels Godmind Utility Feature • Phrenic

Self

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

Focused (Level 10): You have a number of focus surges equal to your Charisma modifier. Your focus surges are replenished after a long rest.

You can also perform the meditate action.

MEDITATE: STANDARD ACTION

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

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

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

Once per Encounter: You can meditate once per encounter and can use this action again after you take a short or long rest. Some powers (either yours or another character's) allow you to spend focus surges without meditating.

Associated Discipline (Level 1): Third Mind.

Charms Animal

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

Animal Companion (Level 1): You gain the service of an animal companion, as described in the Sylvan class.

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

Call of the Wild (Level 10): You can communicate with your animal companion and others like it.

Associated Discipline (Level 1): You can take powers from the Strong Bidding discipline.

Conjures Fiends

You summon fiends from the depths of Hell.

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

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

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

For example, if a hopping imp does not receive a command it attacks the nearest slowed creature. With this feature, you can have it attack the nearest slowed enemy instead.

Associated Discipline (Level 1): Cup of Brimstone.

Dabbles in Commanding

Commander multiclass.

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

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

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

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

Stratagem Research (Level 10): Choose a talent from the Commander class. Once per day, as a swift action, you gain that talent until the end of the encounter.

Associated Disciplines (Level 1): One of the following disciplines:

- Angel's Trumpet.
- Golden Lion.

Dabbles in Crusading

Crusader multiclass.

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

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

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

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

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

Associated Disciplines (Level 1): Angel's Trumpet.

Dabbles in Guarding

Guard multiclass.

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

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

- Once per encounter, as a free action, you gain the Combat Dominance feature until the end of your next turn.

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

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

Associated Disciplines (Level 1): One of the following disciplines:

- Art of War.
- Juggernautical.

Dabbles in Jesting

Jester multiclass.

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

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

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

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

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

Associated Disciplines (Level 1): Last Laugh.

Dabbles in Mageblading

Mageblade multiclass.

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

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

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

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

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

Associated Disciplines (Level 1): One of the following disciplines:

- Elemental Flux.
- Veiled Moon.

Dabbles in Reaping

Reaper multiclass.

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

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

- Once per day, you can use a Spirit Entreaty power.

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

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

Associated Disciplines (Level 1): Starfall.

Dabbles in Swashbuckling

Swashbukler multiclass.

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

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

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

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

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

Associated Disciplines (Level 1): One of the following disciplines:

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

Dabbles in Sylvanry

Sylvan multiclass.

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

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

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

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

Favored Terrain (Level 10): Permanently choose one Favored Terrain. You get its benefits.

Associated Disciplines (Level 1): One of the following disciplines:

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

Dabbles in Wizardry

Magician multiclass.

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

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

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

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

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

Associated Disciplines (Level 1): One of the following disciplines:

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

Eats Monster Hearts

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

Consume Strength (Level 1): After an encounter in which you defeated a monster, you can replace one encounter attack power of the monster's level or lower with an at-will attack power of the monster's. The power has the Focus tag and uses the ability score of your choice for the attack.

You can instead or also replace one daily attack power of the monster's level or lower with an encounter or refresh attack power of the monster's. The power has the Focus tag and uses the ability score of your choice for the attack.

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

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

Level 5: After an encounter in which you defeated a monster, you can replace one utility power of the monster's level or lower with a non-attack power, movement speed, resistance, immunity or sense of the monster's.

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

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

Level 10: After an encounter in which you defeated a monster of your level or lower, you can gain an aura of the monster.

You can only have one such aura active at any one time.

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

Associated Discipline: Red in Tooth and Claw.

Exemplifies Charisma

You have always displayed confidence in the way you talk and present yourself. You're also clever enough to know what to say at the right times to have the greatest effect. You know that how you speak means more than the words themselves.

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

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

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

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

Associated Discipline: Born Leadership.

Exemplifies Intelligence

Your strengths are not in your endurance, speed, or ability to strike something with pinpoint accuracy. You use a part of the body most of your comrades seem to let rot, your brain. You understand that you may be on the border between genius and madness, but all the great minds of the world balance that knife-edge.

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

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

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

Associated Discipline: High Cunning.

Exemplifies Speed

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. It's not enough just to be athletic: you have to keep your eyes and mind sharp, to gauge distances, crawlspaces, and the shortest possible route even if it involves some death-defying feat of acrobatic skill. You can keep an entire landscape in mind, analyzing paths and routes of escape, even when everyone else just sees walls.

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

You do not grant combat advantage while balancing.

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

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

Associated Discipline: Born to Run.

Exemplifies Strength

You are a beast. You might have earned a name in a ring or on the combat field. You could be an imposing behemoth or a gentle giant, only raising your hand when necessary.

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

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

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

Associated Discipline: Juggernautical.

Sculpts Their Body

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

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

You also get a +2 feat bonus to Bluff.

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

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

Associated Discipline (Level 1): Deep, Dark, Truthful Mirror.

Takes Bestial Form

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

Wild Shape (Level 1): Once a day, you can use *hybrid shape*, even though this is normally a level 6 power.

You have the shapeshifter tag.

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

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

Associated Discipline (Level 1): Red in Tooth and Claw.

Worships the God of Life

Channel Divinity - Guidance (Level 1): You can Channel Divinity once per encounter, choosing any Channel Divinity power that you know. From this kit, you know one Channel Divinity power: *guidance*.

Guidance

Encounter Free Action

Crusader Utility Feature • Divine

Self

Effect: You receive a +1 bonus to your next attack roll or saving throw. If you do not use this bonus by the end of your next turn, you lose it.

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

Towards the Light (Level 10): You and allies within 5 squares gain a +2 bonus on saving throws while at 0 HP or below.

Associated Discipline: Radiant Dawn.

Worships the God of Peace

Channel Divinity - Light Ward (Level 1): You can Channel Divinity once per encounter, choosing any Channel Divinity power that you know. From this kit, you know one Channel Divinity power: *light ward*.

Light Ward

Encounter Standard Action

Crusader Utility Feature • Divine

Near burst 10, one ally

Effect: The target receives a +2 bonus to all defences 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.

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

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

Associated Discipline: Born Leadership.

Worships the God of Tyranny

Channel Divinity - Spur On (Level 1): You can Channel Divinity once per encounter, choosing any Channel Divinity power that you know. From this kit, you know one Channel Divinity power: *spur on*.

Spur On

Encounter Immediate (Counter) Action

Crusader Utility Feature • 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.

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

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

Associated Discipline: Puppeteer's String.

Worships the God of War

Channel Divinity - Shielded Soul (Level 1): You can Channel Divinity once per encounter, choosing any Channel Divinity power that you know. From this kit, you know one Channel Divinity power: *shielded soul*.

Shielded Soul

Encounter Immediate (Counter) Action

Crusader Utility Feature • 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.

Disciple of War (Level 5): You gain one additional recovery.

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

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

Associated Discipline: Art of War.

Feat Paths

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

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

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

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

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

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

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

Wrestles: *Level 1: Unarmed Combat, Level 2: Evolution of Pankration, Level 4: Superior Position, Level 6: Kayfabe Maneuver, Level 8: Best on the Mat, Level 10: Deep in a Clinch.*

Disciplines

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

Key and Secondary Abilities

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

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

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

Table - Disciplines

Name	Key Ability	Secondary Ability	Tradition
Angel's Trumpet	Charisma	Wisdom	Martial
Art of War	Strength	Dexterity	Martial
Blades in the Dark	Dexterity	Strength	Martial
Born Leadership	Charisma	Wisdom	Martial
Born to Run	Dexterity	Constitution	Martial
Cantrips			Arcane
Cup of Brimstone	Charisma	Constitution	Arcane
Deep, Dark, Truthful Mirror	Constitution	Charisma	Arcane
Elemental Flux	Intelligence	Constitution	Arcane
Frontline Fighting	Strength	Dexterity	Martial
Golden Lion	Strength	Charisma	Martial
High Cunning	Intelligence	Wisdom	Martial
Juggernautical	Strength	Constitution	Martial
Last Laugh	Charisma	Dexterity	Martial
Puppeteer's String	Wisdom	Charisma	Arcane
Radiant Dawn	Wisdom	Charisma	Divine
Rapier's Point	Dexterity	Charisma	Martial
Red in Tooth and Claw	Constitution	Wisdom	Spirit
Spells of Ice and Fire	Dexterity	Intelligence	Arcane
Starfall	Dexterity	Intelligence	Martial
Strong Bidding	Charisma	Wisdom	Spirit
Third Mind	Wisdom	Charisma	Phrenic
Veiled Moon	Intelligence	Dexterity	Arcane

Angel's Trumpet

Key Ability: Charisma

Secondary Ability: Wisdom

Identify Target

At-Will Standard Action

Angel's Trumpet Attack 1 • Martial, Focus

Ranged 10, one enemy

Attack Charisma vs Will

Hit The target grants combat advantage until the end of your next turn. The first ally to hit the target with an attack heals $1d6 +$ your Charisma modifier HP.

Targeted Call

Encounter Standard Action

Angel's Trumpet Attack 1 • Martial

Near burst 10, one ally

Effect Choose one ally. They make a basic melee or ranged attack. In addition, until the end of the encounter, each time they hit with an attack they gain temporary HP equal to your Wisdom modifier.

Break Will

Daily Standard Action

Angel's Trumpet Attack 1 • Martial, Focus, Psychic

Near burst 3, all enemies

Attack Charisma vs Will

Hit The target is weakened (save ends).

Rescuing Angel

Daily Immediate (React) Action

Angel's Trumpet Attack 1 • Martial, Focus

Near burst 10, one ally

Trigger An ally in range is reduced to 0 HP or below

Effect Choose one ally. They make a basic melee or ranged attack against the creature that made the attack, and can add your Charisma modifier to their attack and damage. You move your speed. If you end your move adjacent to the original ally, they can spend a recovery to heal their recovery value plus your Wisdom modifier.

Teaspoon of Cement

Encounter Immediate (Counter) Action

Angel's Trumpet Utility 2 • Martial

Near burst 10, one ally

Trigger An ally in range is hit by an attack.

Effect The ally can spend a recovery to gain temporary hit points equal to their recovery value.

Encouraging Peal

You let out shouts of encouragement to bolster your allies in battle.

Daily Swift Action

Angel's Trumpet Utility 2 • Martial

Near burst 5, all allies

Effect Targets receive a +2 power bonus on attack rolls and add your Charisma modifier to damage until the end of the encounter.

The Strength Within

Daily Swift Action

Angel's Trumpet Utility 2 • Martial

Near burst 10, one ally or yourself

Effect The target can spend a recovery to heal their recovery value, and add your Charisma modifier to damage rolls until the end of your next turn.

Pride Leader's Stance

By adopting the mannerisms of commanding lions of the great savannahs, you inspire heroics by your presence.

Daily Swift Action

Angel's Trumpet Utility 2 • Martial, Stance

Self

Effect Allies within 10 (including yourself) have a +2 power bonus to Will defence and on saving throws.

Call to Action

By having a watchful eye on the flow of combat, you know when to spur an ally into a better position.

Encounter Standard Action

Angel's Trumpet Attack 3 • Martial, Weapon

Near burst 10, one enemy

Effect Choose two allies. Each ally chooses one: they may Charge the target, or make a basic melee or ranged attack against them.

Rallying Instruction

Daily Standard Action

Angel's Trumpet Attack 5 • Martial

Near burst 10, one ally

Effect The target can make a basic melee or ranged attack. They also regain one recovery.

Golden Commander Stance

Through the use of your superior tactical ability, you are able to direct your allies in combat for maximum effectiveness.

Encounter Swift Action

Angel's Trumpet Utility 6 • Martial, Stance

Self

Effect Any enemies within 10 that are flanked by any allies (including yourself) count as flanked by all of your allies. For example, if A and B are flanking a goblin, ally C can attack that goblin and get the benefits of flanking, even if they make a ranged attack.

Inherit Toughness

With a cry to defend themselves from incoming attacks, your inspirational words aid your allies in their defense.

Encounter Swift Action

Angel's Trumpet Utility 6 • Martial, Healing

Near burst 5, all allies and yourself

Effect Each target heals 10 + your Charisma modifier HP.

Milestone Foe

Encounter Standard Action

Angel's Trumpet Attack 7 • Martial

Near burst 10, one enemy

Effect Until the end of your next turn, attacks against the target add your Charisma modifier to the attack and damage roll. If the enemy is reduced to 0 HP or below in that time, all allies within range can spend a recovery to heal their recovery value plus your Wisdom modifier.

Identify Weak Point

Daily Standard Action

Angel's Trumpet Attack 9 • Martial, Focus

Near burst 10, one enemy

Attack Charisma vs Will

Hit The target is vulnerable to all damage 5 until the end of the encounter.

Effect The target is dazed (save ends).

Golden General's Victory

You are a beacon of command on the field of battle, inspiring your troops by your mere presence.

Daily Swift Action

Angel's Trumpet Utility 10 • Martial, Healing

Near burst 5, all allies

Effect Each target can spend a recovery to heal their recovery value. They also make a saving throw against one effect of their choice. They get a +2 power bonus to attack rolls until the end of your next turn.

Restraint

Encounter Standard Action

Angel's Trumpet Attack 13 • Martial, Focus

Near burst 10, one enemy

Attack Charisma vs Will

Effect The target cannot make attacks until the end of your next turn.

To Arms

Daily Standard Action

Angel's Trumpet Attack 15 • Martial

Near burst 10, three allies

Effect Each ally gets a free action to do one: charge, make a basic melee or ranged attack or spend a recovery to heal their recovery value.

Discipline of the Pride

Through training with your allies, you have taught them the basics of your military skill that they may call upon in times of duress.

Encounter Free Action

Angel's Trumpet Utility 16 • Martial

Near burst 10, one ally

Trigger Use when you have just used a utility power with the range of Self.

Effect The utility power you just used as a range of "Self and one ally within range of discipline of the pride"

Martyr

Encounter Immediate (React) Action

Angel's Trumpet Attack 17 • Martial

Near burst 10, one ally

Trigger You are hit by an attack

Effect An ally within range can make a basic melee or ranged attack or charge against the creature that made the attack. The attack has combat advantage, and adds your Wisdom modifier to attack and damage rolls.

Blitzing Yell

Daily Standard Action

Angel's Trumpet Attack 19 • Martial

Near burst 5, all allies

Hit The target is stunned (save ends).

Effect Allies within range can spend a recovery to heal their recovery value plus your Wisdom modifier.

Lion's Feast

As the thrill of a successful hunt invigorates a pride of lions on the plains, so does the thrill of victory over foes invigorate your allies.

Daily Swift Action

Angel's Trumpet Utility 22 • Martial, Stance, Healing

Self

Effect Whenever an enemy within 10 is reduced to 0 HP or below, choose an ally within 10. That ally can spend a recovery and heal their recovery value plus your Charisma modifier.

Alpha's Roar

With an awesome cry for victory and bravery from your allies, you bolster allies' defenses and attacks for a moment as your allies cannot help themselves but to win.

Daily Swift Action

Angel's Trumpet Utility 22 • Martial

Near burst 5, all allies

Effect Until the end of your next turn, any ally that misses with an encounter or daily attack power can choose to keep the power unexpended instead of its usual miss effect (if any).

Take Me

Encounter Standard Action

Angel's Trumpet Attack 23 • Martial, Focus

Near burst 10, one enemy

Attack Charisma vs Will

Hit The target is stunned and marked until the end of your next turn.

Miss The target is marked.

Full Suite

Daily Standard Action

Angel's Trumpet Attack 25 • Martial

Near burst 10, one ally

Effect One ally regains all expended encounter powers. You regain one expended encounter power.

Gripped with Fear

Encounter Standard Action

Angel's Trumpet Attack 27 • Martial, Focus, Fear

Near burst 5, all enemies

Attack Charisma vs Will

Hit Shunt the target squares equal to your Charisma modifier. Each ally in range selects a target. If the target passes within reach, they may make an opportunity attack against that creature during the shunt.

Remember Me?

Daily Immediate (React) Action

Angel's Trumpet Attack 29 • Martial

Near burst 10, one ally

Trigger An ally has just finished an action.

Effect The target can repeat the last action it performed again, even if it used an expended power.

Art of War

Key Ability: Strength

Secondary Ability: Dexterity

Swift Strike

You find a split-second opening and deliver the attack, hoping to hold the enemy back.

At-Will Move Action

Art of War Attack 1 • Martial, Weapon

Melee or Ranged weapon, one creature

Attack Dexterity (Ranged) or Strength (melee) vs AC

Hit Dexterity (ranged) or Strength (melee) modifier damage, and the target is dazed until the start of your next turn.

Passing Kill

A mere low-level thug blocks your path. You don't even give him the luxury of losing momentum.

At-Will Swift Action

Art of War Attack 1 • Martial, Weapon

Melee or Ranged weapon, one creature

Attack Dexterity (Ranged) or Strength (melee) vs AC, you cannot score a critical hit

Hit 1 point of damage.

Special At 21st level, you can make two attacks.

Spherical Defense

Your enemy tries to find a weakness. It finds none.

At-Will Move Action

Art of War Utility 2 • Martial

Self

Effect You do not grant combat advantage until the start of your next turn.

Counter-Surge

An opponent strikes you with an attack. You take the impact and channel it into strength.

Daily Immediate (React) Action

Art of War Utility 2 • Martial

Self

Trigger You take damage from a non-critical melee or ranged attack.

Effect You gain temporary hit points equal to the damage dealt (to a maximum of your recovery value).

Faster Than The Hammer

You hear your enemy's muscles twitch as the trigger is pulled.

Encounter Immediate (Counter) Action

Art of War Attack 3 • Martial, Weapon

Melee or Ranged weapon, the triggering creature

Trigger A creature makes a ranged attack against you.

Effect Make a basic attack against the target. The target suffers a -4 penalty to the triggering attack roll.

Flow or Crash

Become what you need to survive. Adapt, flow, slide, and prove yourself.

Encounter Free Action

Art of War Utility 6 • Martial

Self

Effect You gain a move action.

False Strike

Your first strike was intentionally lackluster to trick your opponent into a mistake. You counter and strike hard before he realizes his folly.

Encounter Standard Action

Art of War Attack 7 • Martial

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Miss Shift to any adjacent square to the target and repeat the attack. Don't repeat if you miss with the second attack.

Idle Hands

Your limbs seemingly act on their own as you concentrate on other matters.

Daily Free Action

Art of War Utility 10 • Martial

Self

Effect You gain an additional action on this turn and on your next turn.

Reflex Shot

Your training creates an instinctual reaction if an ally is struck down.

Encounter Immediate (Counter) Action

Art of War Attack 13 • Martial, Weapon

Melee or Ranged weapon, the triggering creature

Trigger An ally becomes staggered.

Effect Make a basic attack against the target, and the target misses with its attack.

All or Nothing

You strike so fast, both attacks are literally too close to distinguish them.

Daily Free Action

Art of War Attack 15 • Booster, Martial

Self

Trigger You hit an enemy.

Effect The target takes 2dW extra damage from the triggering attack and is knocked prone.

Swell of Discipline

Your body moves faster than others can blink and without warning, you have either vanished or your enemies around have fallen at your feet.

Daily Free Action

Art of War Utility 16 • Martial

Self

Effect Until the end of your turn, all powers you use have their actions reduced from standard to move, or move to swift.

Special When you complete a streak, you recover the use of this power.

Nerve Cluster

Your attack temporarily paralyzes your opponent. They don't soon recover from that strike.

Encounter Standard Action

Art of War Attack 17 • Martial, Weapon

Melee weapon, one creature marked by you

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is dazed, weakened, and suffers a -2 penalty to all attack rolls until the end of your next turn.

Miss Half damage, and the target is dazed until the end of your next turn.

Maintain Standard: Repeat the attack against the same target. You cannot sustain if you miss.

An Unwise Action

Enemies train their weapons. You advise your opponents of the wisdom of such a risk, and then show them why.

Daily Move Action

Art of War Attack 19 • Martial, Weapon

Near burst 1, all enemies you can see

Effect The target drops any weapons it is holding, and you make a basic attack against each target.

Special You can choose to use any weapon the target drops for your basic attack/s. You can drop any weapons you grab this way as part of this power.

Mission Objective

While everyone attacks, you make a move to the goal.

Encounter Free Action

Art of War Attack 23 • Booster, Martial, Weapon

Self

Trigger You hit an enemy.

Effect The target takes 2dW extra damage from the triggering attack, and it cannot attack you until the start of your next turn unless that attack includes at least one other creature.

Attack Deflection

You maneuver in such a way to direct the attack to an enemy nearby.

Daily Immediate (Counter) Action

Art of War Attack 25 • Booster, Martial, Weapon

Near burst 1, one creature

Effect The attack hits the target instead of you. If not in reach or in line of sight to the attack, shunt the target to the nearest square to place it in reach or in line of sight. Shift your speed and make a basic attack.

Special If the target is reduced to 0 HP or below by this power, you recover the use of this power.

Delayed Death Touch

With a twist in the right position, your attack carries a powerful energy that shatters your opponent's bones and ruptures his organs.

Daily Free Action

Art of War Attack 29 • Martial

Self

Trigger You score a critical hit.

Effect The target makes a saving throw at the end of each turn; when it fails, it takes 7d10 points of damage.

Blades in the Dark

Key Ability: Dexterity

Secondary Ability: Strength

Many of these powers use momentum. Other than these powers, the main way to gain momentum are the features of the Swashbuckler class. Powers that involve momentum may be of limited use to non-Swashbucklers.

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

Evasive Strike

At-Will Standard Action

Blades in the Dark Attack 1 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage and you shift 1.

Level 21: 2dW + Dexterity modifier damage.

Deadly Thrust

At-Will Standard Action

Blades in the Dark Attack 1 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier. If the target is staggered, also add your Strength modifier to the damage.

Level 21: 2dW + Dexterity modifier damage.

Flying Blade

At-Will Standard Action

Blades in the Dark Attack 1 • Martial, Weapon

Ranged weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier and you gain momentum.

Level 21: 2dW + Dexterity modifier damage.

Retort

Daily Immediate (React) Action

Blades in the Dark Attack 1 • Martial, Weapon

Melee weapon, one target

Trigger You lose momentum

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier.

Effect Make a secondary attack against the same target.

Secondary Attack: Dexterity vs AC; 1dW + Dexterity modifier damage or 2dW + Dexterity modifier damage if you gained momentum this turn.

Sure Cut

Encounter Standard Action

Blades in the Dark Attack 1 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier.

Miss If you have momentum, you lose momentum but the target takes damage equal to your Triumphant Strike value.

Roll With It

Daily Immediate (Counter) Action

Blades in the Dark Utility 2 • Martial

Self

Trigger You are hit by an attack while you have momentum.

Effect You take half damage from the attack and do not lose momentum.

Pocket of Sand

Encounter Standard Action

Blades in the Dark Utility 2 • Martial

Melee touch, one target

Attack Dexterity vs Reflex

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

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

Tumbling Strike

Encounter Standard Action

Blades in the Dark Attack 3 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

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

Attack from the Blue

Daily Standard Action

Blades in the Dark Attack 5 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

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

Double Down

Encounter Immediate (Counter) Action

Blades in the Dark Utility 6 • Martial

Trigger You make an attack roll or skill check.

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

Sloppy Strike

Encounter Standard Action

Blades in the Dark Attack 7 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

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

Secondary Attack: Dexterity vs AC; 2dW + Dexterity modifier damage and the target is slowed.

Boost Level 17: If your secondary attack hits, the triggering attack automatically misses.

Bleeding Strike

Daily Standard Action

Blades in the Dark Attack 9 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

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

Miss Half damage (no persistent damage).

Kip-Up

At-Will Swift Action

Blades in the Dark Utility 10 • Martial

Self

Effect You stand up from prone.

Deflection

Encounter Immediate (React) Action

Blades in the Dark Utility 10 • Martial, Weapon

Self

Trigger You are missed by a Melee or Ranged attack while you have momentum.

Effect Choose an enemy in range of the missed attack. The attacker makes the attack that missed you against that target.

Slick Feint

Encounter Standard Action

Blades in the Dark Attack 13 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit The target is dazed until the end of your next turn.

Effect Make a secondary attack against a different target.

Secondary Attack: Dexterity vs AC; 2dW + Dexterity modifier damage.

Thief's Strike

Encounter Immediate (React) Action

Blades in the Dark Utility 16 • Martial

Self

Trigger You hit a target within reach.

Effect You can make a Sleight of Hand check against that enemy, for example to plant something on them or to pick their pocket.

Assassin's Gambit

Encounter Standard Action

Blades in the Dark Attack 17 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 3dW + Dexterity damage. If the target is reduced to 0 HP or below, you can shift 2 and make a secondary attack.

Secondary Attack: Dexterity vs AC; 3dW + Dexterity damage.

Spikey Bastard

Daily Immediate (React) Action

Blades in the Dark Attack 19 • Martial, Weapon

Melee weapon, one target

Trigger An enemy misses you with an attack.

Attack Dexterity vs AC

Hit 3dW + Dexterity damage.

Effect While you maintain this power, each time an enemy misses you with an attack you can make a basic melee attack against them as an immediate (react) action.

Maintain Swift

True Targeting

Daily Swift Action

Blades in the Dark Utility 22 • Martial

Self

Effect Until the end of the encounter, you ignore all cover and concealment penalties, and can see invisible creatures and things.

I'll Take It

Daily Immediate (Counter) Action

Blades in the Dark Utility 22 • Martial

Self

Trigger You roll a natural 19 on an attack.

Effect The attack counts as a critical hit.

Death's Twin

Encounter Standard Action

Blades in the Dark Attack 23 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage. If you miss, you may keep making the attack until you hit.

Twirling Towards Freedom

Encounter Standard Action

Blades in the Dark Attack 27 • Martial, Weapon

Near burst 2, all enemies

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Effect Until the start of your next turn, you can take an immediate (counter) action to shift 2 at any point during the turn of each enemy you targeted.

End of the Beginning

Daily Standard Action

Blades in the Dark Attack 29 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 7dW + Dexterity modifier damage.

Miss Half damage.

Effect Until the end of the encounter, you can score a critical hit on a 19 as well as on a 20.

Born Leadership

Key Ability: Charisma

Secondary Ability: Wisdom

Make Room

There are others in a better position. You give them the opening they need.

At-Will Standard Action

Born Leadership Attack 1 • Martial

Near earshot, one ally

Effect The target makes a basic attack against an enemy of your choice, and gains a bonus to damage rolls for the attack equal to your Charisma modifier.

Special Level 21: Use as a move action.

Sound Advice

Do that again and try not to suck so much this time.

At-Will Immediate (React) Action

Born Leadership Attack 1 • Martial

Near earshot, the triggering ally

Trigger One ally in range misses on a basic attack.

Effect The target rerolls the attack, retaining all original attack bonuses.

Quick Save

A quick word or push allows an ally a momentary improvement to his accuracy.

Encounter Immediate (Counter) Action

Born Leadership Attack 1 • Martial

Near earshot, the triggering ally

Trigger One ally misses with an attack roll against a creature you can see.

Effect The target repeats the attack roll until they hit or runs out of ammunition.

Geometric Strategy

There's a whole machine that works because everyone does what they are supposed to.

Daily Immediate (React) Action

Born Leadership Attack 1 • Martial, Booster

Near earshot, the triggering ally

Trigger One ally hits with an attack.

Effect The target's attack deals +1dW damage.

No One Hits The Chief

You're hit and your comrades don't take kindly to that.

Daily Move Action

Born Leadership Attack 1 • Martial

Near earshot, two allies

Effect The target makes a basic attack against one creature that hit you since the start of your last turn.

Hold Fast

You push the heads down of those around you, keeping them from the line of fire.

Encounter Move Action

Born Leadership Utility 2 • Martial

Near burst 1, two allies or you and one ally

Effect The target gains a power bonus to hardness equal to your Charisma modifier until the start of your next turn.

Maintain Move: The effect persists until the start of your next turn. If either target leaves its current square, the effect ends.

Inspire the Troops

Come on, say a few words ...

Daily Standard Action

Born Leadership Utility 2 • Martial

Near burst 5, all allies

Effect The target gains a +2 power bonus to all attack rolls until the start of your next turn. The target gains an additional move action on his next turn, and can trade two move actions for one standard action.

Leave No Man Behind

You grab an ally by the shoulder and drag him to safety.

Encounter Move Action

Born Leadership Utility 6 • Healing, Martial

Melee touch, one staggered ally

Effect Spend a recovery, but do not regain hit points; instead, the target regains hit points as if they had spent a recovery. You and the target shift a number of squares equal to 1+ your Charisma modifier. You and the target must be adjacent at the end of the shift.

Maintain Move: You and the target shift a number of squares equal to 1 + your Charisma or Intelligence modifier squares. You and the target must be in adjacent squares at the end of the shift.

When A Plan Comes Together

You congratulate the group for a job well done.

Daily No Action

Born Leadership Utility 6 • Martial

Self

Requirements An encounter ends with no allies dying, unconscious, or bloodied.

Effect Each ally gains one additional action point. The encounter gains a +5% experience bonus.

Line of Resolution

You and an ally mark a line and refuse to let any opponents past.

Daily Move Action

Born Leadership Attack 9 • Martial, Weapon

Near wall 10

Effect The endpoint of the wall must be adjacent to one ally, and must cover the shortest path between you. You or the ally can make a basic attack as an opportunity action against any creature that enters the wall until the start of your next turn. A creature hit by this attack is immobile until the start of your next turn.

Maintain Move: The effect persists: if you or the ally has moved, you can also move the wall. This effect ends if the distance between you and the ally is greater than 10 squares or if line of sight is broken with the ally.

Bolster the Line

You shout a few inspiring words and quote the soldier's creed. The spines of those around you stiffen.

Encounter Standard Action

Born Leadership Utility 10 • Healing, Martial

Near burst 2, all allies

Effect The target gains temporary hit points equal to twice your Charisma modifier.

Control The Battle Theatre

You bark out orders and change the pattern of attack.

Encounter Move Action

Born Leadership Utility 10 • Martial

Near burst 3, you and four allies

Effect The target shifts its speed.

Now What Did We Learn?

You talk it over with the others and you show how, even in the direst circumstances, something can be learned.

Daily No Action

Born Leadership Utility 10 • Martial

Self

Requirements An encounter ends. At least two allies were staggered at some point during the encounter.

Effect Each ally regains 2 recoveries and 1 daily power.

Special This power can only be recovered during a long rest.

Lead the Group

You stand in front as a proud example. Where you point, others will follow.

Daily Swift Action

Born Leadership Attack 15 • Martial, Weapon

Near earshot, all allies

Effect Until the end of the encounter, on the target's turn, you can either shunt the target one square or the target gains a +2 bonus to all attack rolls until the end of the turn. You can also use an immediate reaction to grant the target a basic attack.

Corral the Group

Your presence inspires others to act with a similar strength of personality.

Daily Move Action

Born Leadership Utility 16 • Martial

Near burst 5, you and all allies

Effect Until the end of the encounter, the target gains a +2 bonus to Fortitude and Will defense, a +4 bonus to all defenses against fear attacks, and a +2 bonus to all saving throws. The target also receives temporary hit points equal to twice your Charisma modifier.

Look Alive!

You grab an ally by the shoulder, help her up, and reassure her of the triviality of her wound.

Encounter Standard Action

Born Leadership Utility 16 • Healing, Martial

Melee touch, one staggered ally

Requirements The target can spend a recovery and heal their recovery value. If the target is prone, they can stand up.

Maintain Formation

A team stays together.

Encounter Free Action

Born Leadership Utility 16 • Martial

Near earshot, three allies more than 3 squares away

Effect The target shifts its speed -2. Each target must end the shift closer or adjacent to an ally.

Critical Moment

One word of encouragement at the right moments can make all the difference.

Daily Immediate (React) Action

Born Leadership Attack 19 • Booster, Martial

Near earshot, the triggering ally

Trigger An ally hits with an attack

Effect The triggering hit becomes a critical hit.

Face Slap

Sometimes a stricken comrade only needs a good smack to wake up.

Daily Swift Action

Born Leadership Utility 22 • Healing, Martial

Melee touch, one unconscious ally

Effect The target is no longer unconscious and can spend a recovery. If the target was unconscious from being reduced to fewer than 0 hit points, she regains 1 hit point if they do not spend a recovery.

Pull It Together

You resort to anger, encouraging support, or violence to get an ally to shrug it off.

Encounter Move Action

Born Leadership Utility 22 • Healing, Martial

Melee touch, one ally suffering from any of the following conditions: blinded, dazed, deafened, slowed, stunned, or weakened.

Effect You suppress one of the listed conditions until the start of your next turn.

Maintain Swift: The effect persists. The target must still be in range.

Just Stop ...

We need to take a moment to focus...just focus. Take a deep breath and let us deal with this threat like the team we are.

Daily Standard Action

Born Leadership Utility 22 • Martial

Near earshot, you and all allies

Effect The target recovers one expended encounter power and gains one action point which must be used before the end of the encounter. Additionally, until the end of the target's next turn, he can spend any number of recoveries as a free action.

Encouraging Reaction

You risk everything, even personal injury, towards the success of the mission.

Daily Standard Action

Born Leadership Attack 25 • Healing, Martial

Near earshot, you and four allies

Effect The target can spend a recovery. They can either regain hit points or gain their recovery value as a power bonus to the damage roll on his next hit. The target can make a basic attack.

Boost Performance

You offer your expertise to others. Your talents are appreciated.

Encounter Move Action

Born Leadership Attack 27 • Booster, Martial

Near earshot, four allies

Effect The target gains a 2dW damage bonus to her next hit.

Battle Symphony

Allies target where you want. You perform a magnum opus of combat--your concert of sharp gunfire, thunderous explosions, and the silence of your fallen foes.

Daily Standard Action

Born Leadership Attack 29 • Booster, Martial

Near earshot, four allies

Effect The target can shift a number of squares equal to 1+ your Charisma modifier. The target can make a basic attack before or after the move, dealing +2dW extra damage on a hit. If the target misses, he can make a second basic attack, dealing +1dW extra damage on a hit.

Born to Run

Key Ability: Dexterity

Secondary Ability: Constitution

Kinesics

You study an enemy's movements and countermove to best avoid them.

At-Will Move Action

Born to Run Attack 1 • Martial, Maneuver

Near burst 10, one creature you can see

Attack Dexterity +2 vs Reflex

Hit Until the end of your next turn, you can pass through the target's square, and the target cannot make opportunity attacks against you. If you end your movement 3 or more squares from your starting point, you gain a +2 power bonus to AC and Reflex defense against the target.

Effect Move up to your speed -2.

Slippery Bastard

You employ all the tools your body gave you in order to evade enemy attacks.

Encounter Move Action

Born to Run Attack 1 • Martial, Maneuver, Consistent

Near burst 10, two creatures you can see

Attack Dexterity +2 vs Reflex

Hit The target cannot attack you until the start of your next turn. You can pass through the target's square.

Effect Shift your speed and ignore difficult terrain.

Single Bound

You clear the heads of your opponents in a single jump, getting their attention, but not their attacks.

Daily Move Action

Born to Run Attack 1 • Martial, Maneuver

Self

Effect Shift a number of squares equal to your Dexterity modifier. You can pass through enemy occupied squares.

All enemies in squares you pass through and adjacent to squares you pass through cannot attack you until the start of your next turn unless the attack targets at least one other creature.

Head Down

You keep your profile low and move defensively.

Encounter Move Action

Born to Run Utility 2 • Martial

Self

Effect Shift your speed. You gain a +4 power bonus to AC and Reflex defense until the start of your next turn.

Brilliant Display

You could have won the gold medal for that stunt.

At-Will Standard Action

Born to Run Utility 2 • Martial

Self

Effect Gain a +4 power bonus to your next Acrobatics check or Athletics check.

Flip Dodge

You throw your legs and toss yourself in the air, avoiding an enemy's attack. The level of flamboyance is up to you.

Encounter Immediate (Counter) Action

Born to Run Utility 2 • Martial

Self

Trigger You are hit by a melee or ranged attack by an adjacent enemy.

Effect You gain a +2 power bonus to AC and Reflex defense against the attack. If the attack misses, shift 1 square. If it hits, you recover the use of this power.

Unachievable Transition

Onlookers haven't a clue how you got from here to there. It was almost as if you walked on air or phased through matter.

Daily Swift Action

Born to Run Attack 5 • Martial, Maneuver, Teleportation

Near burst 10, one creature you can see

Effect Until the end of your next turn, the target can only hit you with a natural 20. Teleport up to 8 squares. You must have line of sight and line of effect to the destination square.

Maintain Move: The effect persists. You can only maintain once.

Somatic Reflex Arc

Weeks practicing in front of a mirror have finally paid off.

Daily Free Action

Born to Run Utility 6 • Martial, Weapon

Self

Trigger You start your first turn of the encounter.

Effect You gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls until the end of your first turn or until you hit, whichever comes last.

Step Aside

You don't freak out. As the creature lunges forwards, you take an almost casual sidestep.

Encounter Immediate (Counter) Action

Born to Run Utility 6 • Martial

Near burst 1, the triggering creature

Trigger A creature enters an adjacent square as part of an attack against you.

Effect Shift a number of squares equal to 1+ your Dexterity modifier and the target grants you combat advantage until the end of your next turn.

Only Way Out Is Through

The only way to escape is through the enemy line. You analyze the position of every opponent and plan a dash to avoid them.

Encounter Free Action

Born to Run Utility 6 • Martial

Self

Effect Until the end of this turn, all your movement is considered a shift. You can pass through enemy occupied squares.

Abnormally Fast

You know there's danger and jump into action.

Daily No Action

Born to Run Utility 10 • Martial

Self

Trigger You roll initiative.

Effect Gain a standard action or two move actions and take them immediately.

Mad Dash

Papers fly off shelves and bystanders are blown down as you rocket past them all.

Encounter Swift Action

Born to Run Utility 10 • Martial

Self

Effect Double your speed until the end of your next turn.

Instant Recovery

You stumble but your instincts take over and you recover to prevent something catastrophic.

Daily No Action

Born to Run Utility 10 • Martial

Self

Trigger You make an Athletics or Acrobatics check and dislike the result.

Effect Either add +20 to the roll or gain a move action.

Loose Joints

You wriggle your way free and do so without knives, broken bones, or untying any knots.

Daily Free Action

Born to Run Utility 16 • Martial

Self

Effect Gain a +10 power bonus to escape from restraints or grapple. If escaping a grapple, you cannot be grappled by the same creature until after the end of your next turn.

Special If you don't escape, you recover the use of this power, though it cannot be used again this round.

Focus Everything

Eyes on the target. Think of nothing else.

At-Will Move Action

Born to Run Utility 16 • Martial

Self

Effect Gain a +3 power bonus to your next Acrobatics or Athletics check.

Where They Don't Expect You

You fake out your opponent and slip under an arm to position yourself behind.

Daily Immediate (Counter) Action

Born to Run Utility 16 • Martial

Near burst 5, the triggering enemy

Trigger One enemy in range hits you with a non-critical, non-area of effect attack.

Effect Take no damage. Shift to any unoccupied square within 2 squares of the target. The target grants you combat advantage until the end of your next turn.

I Can Hear Bells Ringing

A blast occurs nearby. You narrowly escape its effects.

Encounter Immediate (Counter) Action

Born to Run Utility 22 • Martial

Self

Trigger You are targeted by an area effect.

Effect Shift to the nearest unoccupied square outside the area. Gain a +5 power bonus to AC and Reflex defense until the end of your next turn.

Moment of Truth

You slide like water with the speed of a cheetah, effortlessly avoiding any attack, never losing an inch of momentum in your run.

Daily Free Action

Born to Run Utility 22 • Martial

Self

Effect Until the end of your next turn, you gain a +10 power bonus to all Athletics checks to jump, all your movement is treated as a shift, you ignore difficult terrain, your speed is not reduced by crawling or squeezing, you can stand up from prone as part of a move action, you automatically succeed on Acrobatics checks to balance, and you can pass through enemy occupied squares.

Special If you reach a streak, you recover the use of this power.

Cantrips

The Cantrips "discipline" is really a collection of powers that can be selected by those classes that get access to the Cantrips feature. As such, it does not have a key or secondary ability.

Buoyancy

Daily Standard Action

Cantrips Utility Feature • Arcane

Melee touch, one item

Effect Target ignores encumbrance until your next long rest.

Chill Spirit

At-Will Standard Action

Cantrips Utility Feature • Arcane, Cold

Self

Effect Use this power to accomplish one of the effects given below, or an equivalent with the GM's approval.

- Extinguish a flame no larger than one square or cool up to one square of a hot surface so that it can be safely touched.
- Freeze a gallon of water (other liquids may be affected at different volumes, at the GM's discretion). This effect can be maintained on successive turns to affect larger bodies of water: it requires two turns to freeze one full square, and each subsequent turn increases the size of the affected area by burst 1.
- Create an ice cube in your hand (size dependent on ambient moisture), or give an enemy an uncomfortable and distracting freezer burn if used in combat.
- Chill food to a desired temperature.

Create Item

Encounter Standard Action

Cantrips Utility Feature • Arcane, Conjunction

Self

Effect Create an item that costs 5 gp or less.

Double Dimension

Daily Standard Action

Cantrips Utility Feature • Arcane

Melee touch, one item

Effect You make an item two times longer, two times wider and two times deeper on the inside than it is on the outside, until your next long rest.

Fiery Spirit

At-Will Standard Action

Cantrips Utility Feature • Arcane, Fire

Self

Effect Use this power to accomplish one of the effects given below, or an equivalent with the GM's approval.

- You can cajole, bully and bribe fire as if it were a person.
- You can heat things by concentrating on them.
- You can start a fire by clicking your fingers.
- You can burn small objects to provide yourself with sustenance.
- Light something easily flammable, such as gasoline, paper, or gunpowder.
- Boil a gallon of water (other liquids may be affected at different volumes, at the GM's discretion). This effect can be maintained on successive turns to affect larger bodies of water: it requires two turns to boil one full square, and each subsequent turn increases the size of the affected area by burst 1.
- Create a flame in your hand. It can produce uncomfortable and distracting burns if used in combat but does not inflict any damage.
- Cook food to a desired temperature.

Maintain Swift: Prolongs the power for one turn.

Friendly Zephyr

At-Will Standard Action

Cantrips Utility Feature • Arcane, Air

Ranged 20

Effect Each round you may do to one target in the area one of the following:

- Shunt a Tiny object 10 squares, a Small object 5 squares, a Medium object 2 squares or a Large object 1.
- Hear what a creature says this round as if you were standing right beside them.
- Moisten a creature, giving it resistance to fire 5 until the end of your next turn.

Maintain Swift: Prolongs the power for one turn.

Glowing Moss

Encounter Swift Action

Cantrips Utility Feature • Arcane, Zone

Special

Effect You and any zones you have created emit bright light in a burst X where X is your Intelligence modifier.

Sheltering Lamp

Daily Immediate (Counter) Action

Cantrips Utility Feature • Arcane, Transformation

Self

Requirements You are hit by an attack, or as a standard action at any time.

Effect Spend a recovery. You take the form of a lamp, bottle or other small container. In this form you have your defences, but cannot take any actions other than a swift action to end this power. The bottle has HP equal to your recovery value - minus whatever damage is done by the triggering attack, if any. Effect ends at the end of your next turn unless maintained.

Special You can take a long rest while in lamp form.

Maintain Standard: Prolongs the power for one turn.

Stow

Daily Swift Action

Cantrips Utility Feature • Arcane

Melee touch, one item

Effect An item you are holding disappears. It reappears in your hands the next time that you take a long rest. If you are reduced to 0 HP or below, it appears immediately in an unoccupied square adjacent to you.

Telepathy

Encounter Swift Action

Cantrips Utility Feature • Arcane

Self

Effect You have telepathy 10 until the end of your next turn.

Cup of Brimstone Summons

Demon Toad

Level 1 Summoned Creature

Small Outsider Monstrosity • Demon

Senses: darkvision

Speed: 4, jump 4

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your recovery value; can use your recoveries

Resist: poison 5

‡ Bite (standard, at-will) • **Poison**

your level +4 vs AC; 1d8 + Charisma modifier poison damage.

¤ Foul Belch (immediate (react), when the toad takes damage, at-will) • **Poison**

Near burst 1; your level +2 vs Fortitude; 1d8 + Charisma modifier poison damage, and the target is dazed (save ends).

Instinct

At the end of your turn, if the demon toad has not received a command that turn, it attacks or charges the nearest dazed creature, otherwise the nearest creature.

Hopping Imp

Level 1 Summoned Creature

Small Outsider Humanoid • Demon

Senses: darkvision

Speed: 6, fly 2

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your recovery value; can use your recoveries

Curse (Psychic) aura 1: Each time a creature in the aura misses on an attack, it takes 1d8 + your Charisma modifier psychic damage.

‡ Festering Claws (standard, at-will) • **Poison**

your level +6 vs AC; Target takes 5 persistent poison damage (save ends).

¤ Blight Jet (standard, at-will) • **Poison**

Near arc 2; your level +4 vs Fortitude; 1d8 + Charisma modifier poison damage, and the target is slowed (save ends).

Instinct

At the end of your turn, if the hopping imp has not received a command that turn, it attacks or charges the nearest slowed creature, otherwise the nearest creature.

Burner Demon

Level 5 Summoned Creature

Medium Outsider Humanoid • Demon, Fire

Senses: darkvision

Speed: fly 4 (hover, max altitude 2)

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Resist: fire 10, **Vulnerable:** cold 10

‡ Flickers of Flame (standard, at-will) • Fire

your level +4 vs Reflex; 1d6 + Charisma modifier fire damage. *Miss:* Random creature adjacent to burner demon takes 1d6 + Charisma modifier fire damage.

* Quick Flicking Fire (standard, at-will) • Fire

Far burst 1 within 5; your level +4 vs Reflex (one random target); 1d6 + Charisma modifier fire damage.

Instinct

At the end of your turn, if the burner demon has not received a command that turn, it makes a *fast flicking fire* attack against the nearest square occupied by a creature.

Hellhound

Level 5 Summoned Creature

Medium Outsider Beast • Demon

Senses: darkvision

Speed: 8

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Resist: fire 10, **Vulnerable:** cold 10

‡ Savage Bite (standard, at-will) • Fire

your level +4 vs AC; 2d6 + Charisma modifier fire damage. *Miss:* Make a *fiery breath* attack as a free action, if available.

¤ Fiery Breath (standard, refresh 5, 6) • Fire

Near arc 2; your level +4 vs Reflex; 1d6 + Charisma modifier fire damage, and persistent 5 fire damage.

Instinct

At the end of your turn, if the hellhound has not received a command that turn, it charges its quarry if within charging distance, otherwise Runs towards the quarry.

Hezrou

Level 9 Summoned Creature

Large Outsider Humanoid • Demon

Senses: darkvision

Speed: 8, jump 4

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Demonic Stench aura 1: Creatures in the aura cannot heal.

‡ Meaty, Clawed Hands (standard, at-will)

your level +6 vs AC; 1d8 + Charisma modifier and the target is grappled.

† Constrict (standard, at-will)

A creature the hezrou has grappled takes 2d8 + Charisma modifier damage.

Instinct

At the end of your turn, if the hezrou has not received a command that turn, it constricts if it is grappling a creature. Otherwise it attacks or charges the nearest creature.

Hungry Maw

Level 9 Summoned Creature

Medium Outsider Monstrosity • Demon

Senses: darkvision

Speed: 6

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Chomp and Chew aura 1: Targets take 10 persistent damage (save ends).

‡ **Big Chomp** (standard, at-will)

your level +4 vs AC; 2d6 + Charisma modifier damage.

Instinct

At the end of your turn, if the hellhound has not received a command that turn, it charges its quarry if within charging distance, otherwise Runs towards the quarry.

Vulture Demon

Level 9 Summoned Creature

Large Outsider Monstrosity • Demon

Senses: darkvision

Speed: 6, fly 8

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

‡ **Filth Covered Claws** (standard, at-will) • **Poison**

your level +6 vs AC; 1d8 + Charisma modifier damage, and 5 persistent poison damage.

¤ **Demonic Screech** (standard, refresh 5, 6) • **Psychic**

Near arc 3; your level +2 vs Will; 1d8 + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Instinct

At the end of your turn, if the vulture demon has not received a command that turn, its *demonic screech* attack is automatically refreshed and then used, positioned to include as many targets as possible.

Big Burner

Level 15 Summoned Creature

Large Outsider Humanoid • Demon, Fire

Senses: darkvision

Speed: fly 8 (hover, max altitude 3)

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Resist: fire 15, **Vulnerable:** cold 15

‡ **Flickers of Flame** (standard, at-will) • **Fire**

Reach 2; your level +4 vs Reflex; 3d6 + Charisma modifier fire damage. *Miss:* Random creature adjacent to big burner takes 2d6 + Charisma modifier fire damage.

* **Quick Flicking Fire** (standard, at-will) • **Fire**

Far burst 1 within 5; your level +4 vs Reflex (one random target); 2d6 + Charisma modifier fire damage.

Instinct

At the end of your turn, if the big burner has not received a command that turn, it makes a *fast flicking fire* attack against the nearest square occupied by a creature.

Boar Demon (Nalfeshnee)

Level 19 Summoned Creature

Large Outsider Humanoid • Demon

Senses: darkvision

Speed: 5, fly 8

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

‡ **Musky Claw** (standard, at-will)

your level +4 vs AC; 1d10 + Charisma modifier damage.

¤ **Accursed Blast** (standard, encounter) • **Necrotic, Lightning**

Near arc 2; your level +4 vs Reflex; 1d8 + Charisma modifier necrotic and lightning damage, and the target is weakened until the end of your next turn.

Horror Nimbus (immediate (react), encounter)

When the boar demon is reduced to 0 HP or below, it is destroyed. *Secondary Attack:* Near burst 2; your level +4 vs. Reflex; the target is pushed 2 and dazed (save ends)

Instinct

At the end of your turn, if the boar demon has not received a command that turn, it falls to 0 HP and triggers *horror nimbus*.

Frenzy Demon

Level 19 Summoned Creature

Medium Outsider Humanoid • Demon

Senses: darkvision

Speed: 8

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Aura of Frustration aura 3: Each time a creature within the aura misses on an attack roll, the frenzy demon gets a +2 bonus to its next attack roll.

‡ **Claw** (standard, at-will)

your level vs AC; 1d12 + Charisma modifier damage.

† **Raking Claws** (standard, at-will)

your level vs AC; 2d12 + Charisma modifier damage.

Instinct

At the end of your turn, if the frenzy demon has not received a command that turn, it moves towards the nearest creature and uses *raking claws*.

Pincer Demon (Glabrezu)

Level 19 Summoned Creature

Huge Outsider Humanoid • Demon

Senses: darkvision

Speed: 6

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

‡ **Pincer** (standard, at-will)

your level +6 vs AC; 2d8 + Charisma modifier damage.

* **Chaos Hammer** (standard, at-will) • **Force**

your level +4 vs Fortitude; 1d10 + Charisma modifier force damage, and the target falls prone.

Instinct

At the end of your turn, if the pincer demon has not received a command that turn, it uses *chaos hammer* centered on you, if possible. Otherwise, it moves towards the nearest creature and uses *pincer*.

Laughing Demon

Level 25 Summoned Creature

Large Outsider Humanoid • Demon

Senses: darkvision

Speed: 8

AC: your defenses; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Aura of Mockery aura 3: A creature within the aura that fails a saving throw takes 15 damage.

‡ **Tooth and Claw** (standard, at-will)

your level +6 vs AC; 2d8 + Charisma modifier damage, and a creature adjacent to the target takes 1d8 + Charisma modifier damage.

† **Tooth and Claw and Stomp** (standard, at-will)

Make two *tooth and claw* attacks.

Instinct

At the end of your turn, if the laughing demon has not received a command that turn, it teleports to an unoccupied square adjacent to a random creature within 20, and uses *tooth and claw and stomp*.

Balor

Level 29 Summoned Creature

Large Outsider Humanoid • Demon, Fire

Senses: darkvision, trueseeing

Speed: 6, fly 12

AC: your defenses +2; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Resist: fire 15, necrotic 15, **Vulnerable:** cold 15

Aura of Flame (Fire) aura 2: A creature that enters or begins its turn in the aura takes 20 fire damage.

‡ **Longsword** (standard, at-will) • **Fire, Necrotic, Weapon**

Reach 2; your level +6 vs AC; 2d12 + Charisma modifier fire and necrotic damage.

† **Flame Whip** (minor, at-will) • **Fire**

Reach 3; your level +4 vs Reflex; The target is knocked prone and pulled 3.

Lifedrinker (free, at-will) • **Healing**

If a creature is killed within the balor's aura, the balor's summoner regains a recovery and the balor heals equal to your recovery value.

Fallen Angel's Reckoning (immediate (react)) • **Radiant**

When the balor is reduced to 0 HP or below, it is destroyed. All creatures within 5 take 2d12 + your Charisma modifier radiant damage.

Instinct

At the end of your turn, if the balor has not received a command that turn, it moves so the nearest creature is in range of its *flame whip*, then uses the *flame whip* and *longsword*.

Marilith

Level 29 Summoned Creature

Large Outsider Humanoid • Demon

Senses: darkvision

Speed: 8

AC: your defenses +2; **Fort:** , **Ref:** , **Will:**

HP: your staggered value; can use your recoveries

Wall of Steel aura 2: A creature that leaves the aura takes 15 damage.

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

Reach 2; your level +6 vs AC; 2d8 + Charisma modifier damage.

† **Three Whirling Swords** (standard, at-will) • **Weapon**

Make three *sword* attacks, each against a different target. Shift 1 between attacks.

Terrible Swift Swords (free, encounter)

For the rest of this turn, all attacks you make score a critical hit on a natural 15-20.

Beguiling Gaze (standard, at-will) • **Psychic, Charm**

Ranged 10; your level +4 vs Will; The target is pulled 6.

Instinct

At the end of your turn, if the marilith has not received a command that turn, it uses *three whirling swords* against an adjacent target. If there is no such target, it uses *beguiling gaze*.

Elemental Flux

Key Ability: Intelligence

Secondary Ability: Constitution

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

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

Spark Strike

By letting the power of the elements flow through you and into your attack, you're able to strike true with raw primal energies at your unlucky foe.

Encounter Standard Action

Elemental Flux Attack 1 • Flux, Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage.

Variable Flux

Filling your weapon with the power of the elements, you lash out with barely-contained eldritch power.

Daily Standard Action

Elemental Flux Attack 1 • Flux, Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 1dW + Intelligence modifier [flux] damage, and the target is subject to one of the following until the end of your next turn.

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

Miss Half damage.

Energy Jolt

You fill the opponent with harmful elemental energy, dealing damage and causing them to suffer debilitating effects.

At-Will Standard Action

Elemental Flux Attack 1 • Flux, Arcane, Weapon

Near burst 3, one target

Attack Intelligence vs Reflex

Hit 1dW + Intelligence modifier [flux] damage, and the target:

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

Eldritch Shield

By drawing upon the elements, you are capable of defending against energy effects.

Encounter Immediate (Counter) Action

Elemental Flux Utility 2 • Arcane, Flux

Self

Trigger You are about to take damage.

Effect You gain resistance to [flux] $5 + \text{your Constitution modifier}$, for that attack.

Elemental Nimbus

Channeling the strength of the elements lends your attacks strength and fury.

Daily Swift Action

Elemental Flux Utility 2 • Arcane, Flux

Self

Effect Each attack that hits does $+1d6$ [flux] damage. You can choose to daze a target that you hit until the end of your next turn, but then this power ends.

Maintain Swift

Elemental Realignment

Daily Swift Action

Elemental Flux Utility 2 • Arcane, Flux

Self

Effect Change your Flux energy. You gain resistance to [flux] $5 + \text{your Constitution modifier}$ until the end of the encounter.

Fluctuation Movement

Coating your feet in the power of the elements, you alter your movement to grant you a burst of speed and maneuverability.

Encounter Swift Action

Elemental Flux Utility 2 • Arcane, Stance, Flux

Self

Effect You get a benefit based on your [flux]:

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

Arcane Shield

You rely on your unique insight into eldritch powers to create a shield of energy that protects you from an attack.

Daily Immediate (Counter) Action

Elemental Flux Utility 2 • Arcane

Trigger You are hit by an attack.

Effect Attacker rerolls their attack.

Degradate Resistance

As a disciple of the Elemental Flux, you understand how to use elements to assault those normally resistant to them.

Daily Swift Action

Elemental Flux Utility 2 • Arcane

Effect Your attacks ignore the first 5 points of energy resistance.

Maintain Swift

Eldritch Fang

You fill your strike with eldritch energy that overwhelms the senses of your target.

Encounter Standard Action

Elemental Flux Attack 3 • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Fortitude

Hit 2dW + Intelligence modifier [flux] damage and the target is dazed until the end of your next turn.

Elemental Strike

You channel the fluctuating power of the elements to land an empowered blow.

Daily Standard Action

Elemental Flux Attack 5 • Flux, Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Fortitude

Hit 2dW + Intelligence modifier [flux] damage, and the target is subject to one of the following based on your flux energy.

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

Miss Half damage.

Energy Spark

You fill the air with elemental energy, which explodes as you strike your target.

Daily Standard Action

Elemental Flux Attack 5 • Flux, Arcane, Focus

Ranged 10

Attack Intelligence vs Reflex

Hit 3dW + Intelligence modifier [flux] damage

Elemental Flux Stance

Filling both your body and soul with the power of the elements, you open yourself up to new powers.

Daily Swift Action

Elemental Flux Utility 6 • Flux, Arcane, Stance

Near burst 3, all allies

Effect Yourself and allies within range get one based on your [flux], until the end of your next turn:

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

Lance of Power

With a swing of your blade, you release a rippling line of elemental energy.

Encounter Standard Action

Elemental Flux Attack 7 • Flux, Arcane, Weapon

Near arc 3, all creatures

Attack Intelligence vs Fortitude

Hit 1dW + Intelligence modifier [flux] damage and one option based on your flux energy:

- Thunder: Targets are deafened until the end of your next turn.
- Lightning: Targets must save or drop what they are holding.
- Fire: Take an additional 1d8 damage.
- Cold: Targets must save or fall prone.
- Acid: Targets are slowed.

Raging Flux

You know how to strike with such eldritch force that it drives your foes backwards.

Daily Standard Action

Elemental Flux Attack 9 • Flux, Arcane, Weapon

Far burst 3, all creatures (range 10)

Attack Intelligence vs Fortitude

Hit 3dW + Intelligence modifier [flux] damage.

Effect Creates a zone in the area of effect, until the end of the encounter. Creatures that enter the zone take 1d6 + Intelligence modifier [flux] damage. At the beginning of each of your turns, creatures in the zone take 1d6 + your Intelligence modifier [flux] damage. While the zone persists, you can change your flux energy once each turn a creature is damaged by your *raging flux*.

Assay Resistance

By directly targeting the elemental essence that suffuses all creatures, you overcome an opponent's defenses with a powerful attack.

Encounter Swift Action

Elemental Flux Utility 10 • Flux, Arcane

Near burst 5, one creature

Effect You learn the target's resistances, immunities and vulnerabilities. Until the end of your next turn, the target becomes vulnerable to [flux] 5 + your Constitution modifier.

Boost Level 22: Targets all creatures in area of effect. Vulnerable 10.

Arcane Torrent

You unleash a sudden burst of eldritch energy that surges towards a distant foe.

Encounter Standard Action

Elemental Flux Attack 13 • Flux, Arcane, Weapon

Near arc 3, all creatures

Attack Intelligence vs Fortitude

Hit 2dW + Intelligence modifier [flux] damage and push 3.

Energy Hammer

As you advance your training, you learn to unleash ever more powerful bursts of energy.

Daily Standard Action

Elemental Flux Attack 15 • Flux, Arcane, Weapon

Near arc 3, all creatures

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage and one of the following based on your [flux]:

- Thunder: Target is deafened and dazed (save ends both).
- Acid: Target takes 5 persistent acid damage (save ends).
- Fire: Target is blinded (save ends).
- Cold: Target is immobile (save ends).
- Lightning: Target is stunned until the end of your next turn.

Miss Half damage, no persistent damage.

Eldritch Consumption

You have such an intimate understanding of the underlying nature of magic that you can capture its essence and feast on it to rejuvenate yourself.

Encounter Immediate (Counter) Action

Elemental Flux Utility 16 • Flux, Arcane

Self

Trigger You take damage from an energy source.

Effect Spend a recovery to heal your recovery value + your Constitution modifier. You may change your flux energy if you like.

Chaotic Blow

Encounter Standard Action

Elemental Flux Attack 17 • Flux, Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 3dW + Intelligence modifier [flux] damage.

Elemental Drive

You charge your weapon with kinetic and elemental energy, driving them back with a wave of elemental power.

Daily Free Action

Elemental Flux Attack 19 • Flux, Arcane, Weapon

Self

Trigger You make an attack after a charge.

Effect Whether or not you hit, you do an additional 2dW + Intelligence modifier [flux] damage and push them squares equal to your Constitution modifier.

Elemental Absorption

You learn to suffuse your being with an element to such a degree that its presence heals you instead of harming you.

Daily Immediate (Counter) Action

Elemental Flux Utility 22 • Flux, Arcane

Self

Trigger You are about to take energy damage.

Effect Set your flux energy to the energy of your choice. Until the end of the encounter, you are immune to [flux] damage, and heal your level + your Constitution modifier each time you are subject to [flux] damage.

Nexus of Elemental Retribution

You can absorb and redirect the flow of elemental power, siphoning away energies that would harm you and making them your own.

Daily Swift Action

Elemental Flux Utility 22 • Flux, Arcane, Stance

Self

Hit You gain resistance 15 to fire, acid, cold, lightning and thunder. Each time you are the target of an attack that does fire, acid, cold, lightning or thunder damage, you can make a basic melee or ranged attack that does additional [flux] damage equal to your Constitution modifier.

Redirecting Flux

Your mastery of the Elemental Flux discipline knows how to read and alter the flow of magical energy.

Encounter Immediate (Counter) Action

Elemental Flux Utility 22 • Flux, Arcane

Near burst 10, one power

Trigger A creature uses a Near or Far power that targets you and/or an ally.

Effect Choose a number of creatures within the area of effect up to your Constitution modifier. Those creatures are no longer targets of the attack. Choose a number of enemies within Near burst 10. Those creatures are targets of the attack, even if they are not within the area of effect.

Enter the Vortex

Riding on the currents of elemental energy, you gain the benefit of a new form of movement.

Encounter Standard Action

Elemental Flux Attack 23 • Flux, Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage, and you get a benefit until the end of the encounter based on your [flux]:

- Fire: Your speed increases by 4, and you get a +4 power bonus to initiative.
- Cold: You get a swim speed of 12. Any time you are subject to unwilling movement, you can instead shift that distance.
- Thunder: You get a fly speed of 8.
- Lightning: You can teleport 4 as a move action.
- Acid: You get a burrow speed of 4 and tremorsense 6.

Elemental Vortex

A whirling vortex of elemental energy engulfs your foe just as your blade lands.

Daily Standard Action

Elemental Flux Attack 25 • Flux, Arcane, Weapon, Conjunction

Near burst 1, all creatures

Attack Intelligence vs AC

Hit 3dW + Intelligence modifier damage.

Effect You conjure a vortex devil in an adjacent square, which lasts till the end of the encounter. You can shunt the vortex devil up to 6 as a swift action, once per turn. At the end of your turn, enemies adjacent to the vortex demon take 3d10 [flux] damage.

Cascade of Elemental Wrath

Each slash of your blade releases more and more eldritch power, overwhelming your enemies with the power of your strikes.

Daily Standard Action

Elemental Flux Attack 25 • Flux, Arcane, Weapon

Melee or Ranged weapon, one to three targets

Attack Intelligence vs AC

Hit Three attacks. 2dW + Intelligence modifier damage. You can change your flux energy before each attack.

Zephyr Flux

Upon reaching supreme levels of understanding in this discipline, you may transmute your entire being into elemental energy and travel in the blink of an eye across the battlefield, leaving a wake of devastation behind you.

Daily Standard Action

Elemental Flux Attack 25 • Flux, Arcane, Weapon

Melee or Ranged weapon, multiple targets

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage.

Special When you use this power, shift up to your speed. Make the attack against any creature you are adjacent to at some point during your shift.

Eldritch Energy Hammer

You know how to destroy the bonds that hold magic together just as easily as you can forge them.

Encounter Standard Action

Elemental Flux Attack 27 • Flux, Arcane, Weapon

Melee or Ranged weapon, one zone, summon or conjuration in range

Attack Intelligence vs Power user's Will

Hit The conjuration or zone is destroyed, or the summon takes 5dW + Intelligence modifier [flux] damage. Enemies within the zone, or enemies within Near burst 3 of the summon (if destroyed) or conjuration are subject to a secondary attack.

Secondary Attack: Intelligence vs Will; 3dW + Intelligence modifier [flux] damage.

Elemental Destruction Ring

You whip the elements around you into a fury, then unleash the energy at all the foes who surround you.

Daily Standard Action

Elemental Flux Attack 29 • Flux, Arcane, Zone, Weapon

Near burst 3, all enemies

Hit 4dW + Intelligence modifier [flux] damage.

Effect Create a zone in Near burst 1 to you, which remains around you as you move. At the end of your turn, enemies within the zone experience an effect based on your flux:

- Lightning: Saving throw or blinded until the end of your next turn.
- Acid: -2 penalty to attack rolls and 10 acid damage.
- Thunder: Knocked prone, no save.
- Cold: Slowed until the end of your next turn.
- Fire: Dazed until the end of your next turn.

Maintain Swift

Strike of Elemental Devastation

The ultimate expression of elemental power can only be unleashed by a master of the Elemental Flux discipline, and by calling upon the arcane forces of magic as well as the terrific power of the elements, the disciple may crush his opponents under a fierce magical assault.

Daily Standard Action

Elemental Flux Attack 29 • Flux, Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 7dW + Intelligence modifier damage.

Effect All enemies within a number of squares of the target equal to your Constitution modifier gain vulnerability to [flux] 15.

Frontline Fighting

Key Ability: Strength

Secondary Ability: Dexterity

Rope-A-Dope

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

At-Will Standard Action

Frontline Fighting Attack 1 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage.

Level 21: 2dW + Strength modifier.

Effect Shift to any square adjacent to the target. You either push the target 1 square or shunt it into the square you just occupied.

All-Out Strike

You lean in and give it all you've got.

At-Will Standard Action

Frontline Fighting Attack 1 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is pushed one square. If the target cannot be pushed because of an obstruction, the target takes additional damage equal to your Constitution modifier.

Level 21: 2dW + Strength modifier.

Unbalancing Strike

A quick jab is better than a heavier thrust which can throw you off balance.

At-Will Standard Action

Frontline Fighting Attack 1 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs Fortitude

Hit 1dW damage, and you gain combat advantage against the target until the end of your next turn.

Level 21: 2dW.

Full Sweep

You spin around, attacking all targets around you.

Encounter Standard Action

Frontline Fighting Attack 1 • Martial, Weapon

Near burst 1, all enemies you can see

Attack Strength vs. AC or Dexterity vs Reflex (you may determine the type of attack separately for each target.)

Hit 1dW + Strength modifier damage (AC), or no damage, and the target is knocked prone and dazed until the start of your next turn (Reflex).

Sudden Leap

You vault in the air and deliver a crippling blow from up high.

Encounter Standard Action

Frontline Fighting Attack 1 • Martial, Weapon

Ranged 4, one creature 3 or 4 squares away

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and you push the target one square. You shift into the square the target previously occupied.

If the target cannot be pushed, the target is knocked prone and you shift into the occupied square.

Miss No damage, and you shift to an adjacent square to the target.

C-C-C-Combo Breaker

You strike when the enemy least suspects it, through an assumed impenetrable defense.

Daily Immediate (Counter) Action

Frontline Fighting Attack 1 • Martial, Weapon

Melee weapon, the triggering enemy

Trigger One enemy makes a melee attack against you.

Attack Strength vs AC

Hit 1dW + Strength modifier damage.

Miss Half damage.

Effect You gain a +3 power bonus to AC until the end of your next turn.

Insult to Injury

A noble warrior doesn't kick someone when they're down. You're not that noble.

Daily Special Action

Frontline Fighting Attack 1 • Martial, Weapon

Melee weapon, the triggering enemy

Trigger One enemy is knocked prone.

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is pushed 3 squares. If the target cannot be pushed 3 squares because of an obstruction, both the obstruction and the target take 1d6 + your Constitution modifier damage.

Miss Half damage, and the target is not pushed.

Special You can use this power as a swift action or an immediate reaction.

Redirection of Energy

You utilize the direction of your enemy's attack injury into a counter-maneuver.

Encounter Immediate (Counter) Action

Frontline Fighting Utility 2 • Martial

Self

Trigger You are hit by a melee or ranged attack by an adjacent enemy.

Effect You gain a +4 power bonus to AC and Reflex defense against the attack. Shift to any other square adjacent to the target and gain combat advantage until the end of your next turn.

Roll With It

You take an injury and fall back, hoping to diminish the severity of the impact.

Encounter Immediate (React) Action

Frontline Fighting Utility 2 • Martial

Self

Trigger You are struck with a non-critical melee or ranged attack.

Effect You shift 1 square away from the triggering attacker and only suffer 1 point of damage from the hit. If you cannot move away from the attacker, you may not use this power.

Mistaken Aggravation

You might have misjudged this opponent. Time for a strategic withdrawal.

Encounter Standard Action

Frontline Fighting Attack 3 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage.

Effect Shift your speed. You must take the most direct path away from the target.

Adaptable Warrior

Being able to adapt to any situation is the mark of any master of the martial arts.

Encounter Standard Action

Frontline Fighting Attack 3 • Martial, Weapon

Melee weapon, one or two creatures

Attack Strength +1 vs. AC (2 attacks) or Strength +4 vs AC (1 attack)

Hit 1dW + Strength modifier damage.

Special You can use this power again if you spend an action point to use it.

Overreach Lunge

Your opponent thinks they are safe. Prove them wrong.

Encounter Standard Action

Frontline Fighting Attack 3 • Martial, Consistent, Weapon

Melee weapon, one creature 1 square beyond your reach

Attack Strength vs AC

Hit 2dW + Strength modifier damage.

Effect Shift to any square adjacent to the target.

Flawless Victory

Your enemy is near defeat. Use all remaining reserves for a decisive win.

Daily Standard Action

Frontline Fighting Attack 5 • Martial, Weapon

Melee weapon, one staggered enemy

Attack Strength vs AC

Hit 4dW + Strength modifier damage.

Miss Half damage.

Effect If the attack does not drop the target to 0 hit points or fewer, you grant combat advantage to the target until the end of your next turn. If the target hits you before the start of your next turn, you grant combat advantage until the end of your following turn.

Hip Throw

You and your opponent are in a clinch. You utilize leverage and superior balance to toss your enemy down.

Daily Standard Action

Frontline Fighting Attack 5 • Martial, Weapon

Melee weapon (unarmed), one creature

Attack Strength vs Reflex

Hit 3dW + Strength modifier damage, and you shunt the target 3 squares, knock it prone and daze it until the end of your next turn.

Miss Half damage, and you shunt the target 3 squares.

Smack-Attack

Your opponent charges you. You direct their energy past you.

Daily Immediate (Counter) Action

Frontline Fighting Utility 6 • Martial

Self

Trigger A creature hits you with a non-critical melee attack or a charge.

Effect The attack misses. Shift to any square adjacent to the triggering attacker, and it grants you combat advantage until the end of your next turn.

Consequential Attack

You throw yourself to such a degree into the attack, you leave yourself vulnerable.

Encounter Standard Action

Frontline Fighting Attack 7 • Martial, Consistent, Weapon

Melee weapon, one creature 1 square beyond your reach

Attack Strength vs AC

Hit 3dW + Strength modifier damage + Constitution modifier.

Effect Regardless if you hit, you grant combat advantage to all enemies until the start of your next turn.

Jaw Strike

You connect hard, sending a bolt of pain into your opponent's head.

Encounter Standard Action

Frontline Fighting Attack 7 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is pushed 1 square, knocked prone, and dazed until the start of your next turn.

Special You can use this power again with an action point (replacing the action).

Knock-Out Button

You hit that sweet spot. Hopefully it's lights out for your opponent.

Daily Standard Action

Frontline Fighting Attack 9 • Martial, Consistent, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is knocked prone and stunned (save ends).

Miss Your next attack roll with this power suffers a -1 penalty. After three misses, this power is no longer consistent.

Free Hand

You see a split-second opening to take a passing strike, given a free appendage to do so.

Daily Free Action

Frontline Fighting Attack 9 • Martial, Consistent, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 2dW + Strength modifier damage.

Last Second Recovery

You jump back, shake your head, clear your mind, and ready yourself to push back into the fight.

Encounter Move Action

Frontline Fighting Utility 10 • Healing, Martial

Self

Requirements You must be staggered.

Effect Shift to the nearest square not in reach of an enemy and spend a recovery to heal equal to your recovery value.

Pound for Pound

All things being equal . . . you have no equal.

Encounter Free Action

Frontline Fighting Utility 10 • Martial

Self

Effect Until the end of your next turn, your at-will powers that require a standard action only require a move action, and those that require a move action only require a swift action.

Snap-Sweep

You drop and spin around, tripping your opponent and making them open for another attack.

Encounter Swift Action

Frontline Fighting Attack 13 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is knocked prone.

Miss Half damage.

Vicious Hook

You bend your arm and shift your weight. Your throw everything into a solid strike with knockout power.

Encounter Standard Action

Frontline Fighting Attack 13 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is stunned until the start of your next turn.

Special You can use this power again with an action point (replacing the action).

Battle Stride

Whether you barrel in or elegantly weave through, you fight your way past enemy lines.

Daily Standard Action

Frontline Fighting Attack 15 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is dazed (save ends).

Miss Half damage.

Effect Before your attack, shift up to 3 squares. After your attack, shift 3 squares and repeat the attack against a different target. Then shift 3 squares and repeat the attack against a third target. Then shift 1 square.

Roundhouse Attack

In the air, with a circular sweep, you cut all your enemies down. Yeah, it works.

Daily Standard Action

Frontline Fighting Attack 15 • Martial, Weapon

Near burst 1, all creatures

Attack Strength vs AC

Hit 3dW + Strength modifier damage, and the target is pushed 1 square. If the target cannot be pushed due to an obstruction, the target takes additional damage equal to twice your Constitution modifier.

Miss Half damage, and the target is pushed 1 square.

Gambit Recovery

You give your opponent the impression you're not in your game. An uncharacteristic miss is instantly followed up with another attempt.

Encounter Free Action

Frontline Fighting Utility 16 • Martial

Self

Trigger You miss with an attack roll.

Effect Reroll until the result is higher than the triggering attack roll.

Knockout Power

You've been working out.

Daily Free Action

Frontline Fighting Utility 16 • Martial

Self

Effect Until the end of the encounter (or five minutes), the damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10).

String-Combo

You mount attack upon attack so rapidly, your enemy is unable to defend himself.

Encounter Standard Action

Frontline Fighting Attack 17 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC, three attacks. Resolve each attack before making the next.

Hit 1dW + Strength modifier damage. Gain a cumulative +2 bonus to additional attack rolls with this power. If you hit the target with all three attacks, you inflict additional damage equal to twice your Strength modifier.

Wear Them Down

You pound upon your foe in hopes of breaking his spirit.

Encounter Standard Action

Frontline Fighting Attack 17 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC, two attacks

Hit 2dW + Strength modifier damage, and the target is weakened and dazed until the end of your next turn. If you hit the target with both attacks, the target is weakened and dazed (save ends) and cannot save until the end of your next turn.

Lights Out

You strike your opponent at a tender spot, just behind the head or under the jaw. Your enemy falls limp before you.

Daily Standard Action

Frontline Fighting Attack 19 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage, and the target is unconscious (save ends). The moment the target takes any further damage, it immediately wakes up.

Miss 3dW + Strength modifier damage.

Off the Bone

Your enemy's tendons snap and bones break.

Daily Standard Action

Frontline Fighting Attack 19 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 4dW + Strength modifier damage, and the target suffers ongoing 10 damage (save ends).

Miss Half damage and ongoing 5 damage (save ends).

Blocking Pose

You change your guard to withstand punishment from oncoming attacks.

Encounter Move Action

Frontline Fighting Utility 22 • Healing, Martial

Self

Effect Take half damage from all melee attacks until the start of your next turn.

Maintain Move: The effect persists. You cannot maintain if you move from your square or an enemy scores a critical hit against you.

Calculated Strike

You make a quick determination upon the best course of action, sacrificing accuracy for power.

Encounter Standard Action

Frontline Fighting Attack 23 • Martial, Weapon

Melee weapon, one creature

Attack Strength +6 vs AC

Hit 2dW + Strength modifier damage.

Effect For every -2 penalty you accept on this attack (maximum -6) the attack deals +1dW damage.

Special You can use this power again with an action point (replacing the action).

Spherical Discipline

You lash at opponents all around, striking behind, in front, and in blind spots.

Encounter Standard Action

Frontline Fighting Attack 23 • Martial, Weapon

Melee weapon, all enemies in reach

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is dazed and weakened until the end of your next turn.

Effect You gain a +2 power bonus to AC until the end of your next turn.

Master Combo

Your opponents have never seen talent like this. Your resolve is absolute. There could be ten times more men against you and it still wouldn't matter.

Daily Move Action

Frontline Fighting Attack 25 • Martial, Weapon

Melee weapon

Effect Use three at-will powers. You can select the same power multiple times.

Special When you complete a streak, you recover the use of this power.

Roundabout Strike

After your opponent is temporarily dazed, you slide to another position for a follow-up attack.

Daily Standard Action

Frontline Fighting Attack 25 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Miss Half damage with each attack.

Effect Shift to any unoccupied square adjacent to the enemy and make a secondary attack.

Secondary Attack: Strength vs AC; 2dW + Strength modifier damage, and the target is knocked prone and cannot stand (save ends).

Flow Like Water

You pass through enemy lines without worry, crashing into whatever foes you wish.

Encounter Standard Action

Frontline Fighting Attack 27 • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Effect Shift to any square adjacent to the target.

Maintain Standard: Repeat the attack against a different target.

Sure-Kill

One single strike is all you'll need. You crush your opponent and strike fear into all those around with such a brutal act of violence.

Daily Standard Action

Frontline Fighting Attack 29 • Martial, Weapon

Melee weapon, one creature

Attack Strength -2 vs AC

Hit 6dW + Strength modifier damage, and all enemies in a burst 5 of the target are stunned until the end of your next turn.

Miss Half damage.

Golden Lion

Key Ability: Strength

Secondary Ability: Charisma

Pack Pounce

By capitalizing on the opportunities granted by the presence of your allies who are attacking your foe, your lethality increases dramatically due to your knowledge of pack tactics.

At-Will Standard Action

Golden Lion Attack 1 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 1dW + Strength modifier damage, +2 for every ally that is adjacent to the target.

Level 21: 2dW + Strength modifier damage, +4 for every ally that is adjacent to the target.

Demoralizing Roar

With a shout of rage and defiance, you wade into battle with fearless determination, shattering the resolve of your foes.

Daily Standard Action

Golden Lion Attack 1 • Martial, Focus

Near burst 2, all enemies

Attack Strength vs Will

Hit Target is dazed (save ends)

Miss Target is dazed until the end of your next turn

Tactical Strike

Any commander knows that in battle, footwork is key. By utilizing this theory, you help your comrades to understand this.

Encounter Standard Action

Golden Lion Attack 1 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 1dW + Strength modifier damage. Choose an ally within 2. They can shift 2.

Hunting Party

When two or more soldiers converge on a single target, the odds of victory increase and with the knowledge of this strike you can assist your comrade's potential lethality.

Encounter Immediate (React) Action

Golden Lion Utility 2 • Martial

Near burst 5, one ally

Trigger An ally hits an enemy

Effect Another ally within range of the enemy (including yourself) makes a basic attack (melee or ranged) against the enemy.

Pride Movement

By having a watchful eye on the flow of combat, you know when to spur an ally into a better position.

Encounter Swift Action

Golden Lion Utility 2 • Martial

Melee touch, one ally

Effect The target can take a move action right away,

Distracting Strike

By attracting the attentions of a foe with a well-placed and vicious blow, you may distract and weaken your foe to the predations of your allies.

Encounter Standard Action

Golden Lion Attack 3 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 1dW + Strength modifier damage and the target grants combat advantage until the end of your next turn.

Defending the Pride

With a cry to defend themselves from incoming attacks, the inspirational words of the disciple aid your allies in your defense.

Daily Standard Action

Golden Lion Attack 5 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 2dW + Strength modifier damage.

Effect Allies within 5 receive a +2 power bonus to AC until the end of the encounter.

Warning Roar

Witnessing a clear and present danger to an ally, you shout out a well-timed warning and aid your ally in defending against an attack.

Encounter Immediate (Counter) Action

Golden Lion Utility 6 • Martial

Near burst 5, one ally

Trigger An ally in range is hit by an attack.

Effect The attacker must reroll their attack and use the second result.

Circling the Prey

With practiced precision and a quick shout, you and your allies move in unison for better strategic advantage.

Encounter Swift Action

Golden Lion Utility 6 • Martial

Near burst 5, all allies and yourself

Effect You and all allies in range shift 1.

Pyrite Swipe

With a powerful strike, you push your foe into the waiting arms of your allies and their hungry blades.

Encounter Standard Action

Golden Lion Attack 7 • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 1dW + Strength modifier damage and push the target 2. Each ally that is in reach of the target at some point during its move may make a melee basic attack against it.

Boost Level 17: 2dW + Strength modifier damage and shunt the target 4

Level 27: 3dW + Strength modifier damage and shunt the target 8

Kill the Wounded

You make a ferocious assault on your foe, opening the enemy's defenses to the attacks of your allies.

Daily Standard Action

Golden Lion Attack 9 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 2dW + Strength modifier damage.

Effect The target gets vulnerability to all damage 5 until the end of your next turn.

Direct the Pride

Cooperation and teamwork form the backbone of tactical warfare, and through your knowledge of all of these things, you may help direct the actions of your ally to greater effectiveness.

Encounter Swift Action

Golden Lion Utility 10 • Martial

Near burst 5, one ally that has not yet acted this turn

Effect The ally moves up in the initiative order to act just after your turn ends.

Golden Lion Charger

A student of the art of war, you know that sometimes a powerful opening charge can be the edge the warrior needs.

Encounter Swift Action

Golden Lion Utility 10 • Martial, Stance

Near burst 5, all allies and yourself

Effect Allies in range, including yourself, add your Charisma modifier to damage when attacking during the Charge action.

Charge of the Battle Cat

Like the charge of the mighty lion as he takes his prey to the ground, you charge into battle, heedless of your enemies, to crash into your chosen foe with a mighty strike, knocking them to the ground at your feet.

Encounter Standard Action

Golden Lion Attack 13 • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target falls prone.

Special Before your attack, move up to your speed.

Golden Swipe

With a series of furious blows against your foe, you batter his opponent into the waiting blades of your allies.

Daily Standard Action

Golden Lion Attack 15 • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Effect push the target 6. Each ally that is in reach of the target at some point during its move may make a melee basic attack against it.

Harry the Prey

Through coordinated tactics, the comrades at your side may act as one.

Daily Standard Action

Golden Lion Attack 15 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Miss Allies within 5 squares of the target can make a basic melee attack against a target of their choice, or a basic ranged attack against the target of your attack.

Guard the Pride

You trust in your heavenly sense of the battle around you to see where the next attack is coming and move away from danger.

Daily Swift Action

Golden Lion Utility 16 • Martial

Near burst 5, all allies and yourself

Effect You and all allies receive a +10 power bonus to attack rolls. Each time an attack misses one of you, the bonus decreases by 2 until it reaches +0, at which point this power ends.

Roar of Battle

You deliver a telling blow, shattering bones and piercing defenses alike as you press the foe into opening vital places for your allies to gain purchase.

Encounter Standard Action

Golden Lion Attack 17 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target gets vulnerability to all damage 5 until the end of your next turn.

Strategic Blow

With a tremendous strike, you confuse the enemy and create an opening for an ally to reposition themselves.

Daily Standard Action

Golden Lion Attack 19 • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Effect Allies within 5 of the target can immediately shift 2 as a free action.

Golden General's Stance

A beacon of victory upon the field of combat, you personify glory in combat and those in your presence may share in your prowess.

Daily Swift Action

Golden Lion Utility 22 • Martial, Stance

Self

Effect Allies within 5 receive a +2 power bonus on attack rolls. If they score a critical hit, they add your Charisma modifier to the damage.

Lord of the Pridelands

Proving you are the undisputed master of war, you call for absolute and crushing victory through overwhelming force of numbers.

Daily Swift Action

Golden Lion Utility 22 • Martial, Stance

Self

Effect Allies within 10 can use your Strength attack bonus instead of their own for any melee attacks that they make.

War Lion's Charge

With the ferocity of an angered lion, you race across the battlefield ignoring secondary targets to bear down on a single enemy and reduce them to dust.

Encounter Standard Action

Golden Lion Attack 23 • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target is stunned until the end of your next turn

Effect Half damage and the target is dazed until the end of your next turn.

Lion Lord's Agony

With a fury born of desperation and determination for victory, you pour your pain into your swings so that the enemy may drink deeply of it.

Encounter Standard Action

Golden Lion Attack 27 • Martial, Weapon

Near burst 1, all enemies

Attack Strength vs AC

Hit 3dW + Strength modifier damage and push the target 2.

Triumphant Lion's Leadership

The power and majesty of the lion lords of the wild lives within you, so much so that your victories are a victory for all of his allies.

Daily Immediate (Counter) Action

Golden Lion Attack 29 • Martial, Weapon, Healing

Melee weapon, one target

Trigger Your ally is the target of an attack

Attack Strength vs AC

Hit 7dW + Strength modifier damage, and the attack that triggered this power misses.

Miss Half damage. If the triggering attack hits, it does half damage.

Effect The ally in question can spend a recovery to heal their recovery value.

Special Before your attack, shift up to twice your speed.

High Cunning

Key Ability: Intelligence

Secondary Ability: Wisdom

Outthink & Outwit

You quickly ascertain your enemy's eye movements and body language and determine the best course of action.

At-Will Move Action

High Cunning Attack 1 • Martial, Tactical

Ranged 10, one creature

Attack Intelligence +2 vs Reflex

Hit The target grants combat advantage to you and all allies until the start of your next turn.

Instant Analysis

You study your opponent and gauge what their strengths are as well as possible weaknesses.

Encounter Move Action

High Cunning Attack 1 • Martial, Consistent, Tactical

Ranged 20, one creature

Attack Intelligence +2 vs Will

Hit You learn the target's attack modifiers, all defense values, and the damage capacities of its attacks. The target also suffers a -2 penalty to attack you until the end of your next turn.

Maintain Move: The attack penalty persists until the end of your next turn.

No Sweat

You cut the white wire, not the green wire.

At-Will Standard Action

High Cunning Utility 2 • Martial

Self

Effect You gain a +2 power bonus to your next Intelligence- or Wisdom-based skill check.

Archetypal Maneuver

Your talent to avoid attacks is legendary.

Encounter Move Action

High Cunning Attack 3 • Martial, Consistent, Tactical

Near burst 10, one creature

Attack Intelligence +2 vs Reflex

Hit Until the end of your next turn, the target cannot make any attack against you that does not target at least one other creature.

Maintain Move: Repeat the attack against the same target. You cannot maintain if you miss.

Flash of Brilliance

In an instant, thousands of possible outcomes race by, and you realize the best course of action

Daily Move Action

High Cunning Attack 5 • Martial, Consistent, Tactical

Near burst 10, one creature you can see

Attack Intelligence +2 vs Reflex

Hit Until the end of the encounter, you gain a +2 power bonus to all defenses and a +5 power bonus to all skill checks against the target.

Think Things Through

You stop and consider your opponent's weak spot.

Encounter Move Action

High Cunning Attack 7 • Martial, Consistent, Tactical

Near burst 10, one creature

Attack Intelligence +2 vs Will

Hit Until the end of your next turn, the target's highest defense value is reduced by 4. All other defenses are reduced by 2. Remove any marks the target has placed on you or your allies. You and each ally can immediately make a saving throw against one condition inflicted by the target.

Maintain Move: Repeat the attack against the same target. You cannot maintain if you miss.

Flash of Violence

You outmaneuver your enemies, allowing yourself a chance to escape.

Daily Move Action

High Cunning Attack 9 • Martial, Consistent, Tactical, Weapon

Near burst 10, one creature you can see

Attack Intelligence +2 vs Reflex

Hit Until the end of the encounter, you either gain a +2 power bonus to all attack rolls and a +4 power bonus to all damage rolls against the target, or you gain a +4 power bonus to all defenses against the target's attacks.

Improvisational Desperation

Well, it should work... in theory...

Daily Move Action

High Cunning Attack 9 • Martial

Self

Effect Use one of your daily or encounter powers. This power is not expended.

Sweep Terrain

You gain a lay of the land and instantly recognize where to take advantage of beneficial environment.

Daily Move Action

High Cunning Utility 10 • Martial

Near earshot, you and four allies

Effect The target can shift its speed -2. Until the end of the encounter, whenever the target has cover of any sort, the penalty to attack rolls against it increases by -2.

Two Steps Ahead

You remember the fundamentals of strategy from playing games of chance. You apply what you know in the combat field.

Encounter Swift Action

High Cunning Utility 10 • Martial

Self

Effect Add your Intelligence modifier to all defenses until the end of your next turn. All movement you make until the end of your next turn is considered a shift.

Well-Informed Hypothesis

Everything that just happened was in your head, the result of you balancing the benefits of your action.

Encounter Free Action

High Cunning Utility 16 • Martial

Self

Trigger You end your turn but don't like the results of it.

Effect Redo your entire turn. Everything that occurred during your turn did not occur.

Game Theory

It can all be boiled down to mathematics.

Encounter Move Action

High Cunning Attack 17 • Martial

Ranged 20, one enemy

Attack Intelligence +2 vs Will

Hit You gain the target's defense values (if higher than yours) and basic attack bonus (if higher than yours) until the end of your next turn. If the target's values are lower than yours, you gain a +2 bonus to yours.

Maintain Move: The effect persists. You cannot sustain if you are staggered or the target scores a critical hit on you.

Focus Weakness

You know this enemy well and know what to do to inflict the most harm.

Daily Move Action

High Cunning Attack 19 • Martial, Consistent, Tactical

Ranged 20, one enemy

Attack Intelligence +2 vs Will

Hit Until the end of the encounter, you learn all of the target's powers, defense values, and characteristics. In addition, you score a critical hit on a natural roll of 18, 19 or 20 and if you score a critical hit, the target takes 1dW extra damage.

Thousands of Calculations

Every outcome, every possible consequence, repeats in your head until you decide a course of action. The strain of thinking this quickly can get to some people.

At-Will Free Action

High Cunning Utility 22 • Martial

Self

Effect Roll twice for your next attack roll or skill check and take the better result value. Take damage equal to half your level.

Special This power can only be used once per round.

Natural Instincts

The last attempt worked so well, you try it again, hoping for the same result.

Daily Swift Action

High Cunning Attack 25 • Martial

Self

Effect You recover the attack power you last used and immediately use it again. You cannot reuse a power that is being maintained.

Prodigy

You are a natural predator.

Encounter Free Action

High Cunning Attack 27 • Martial

Self

Effect Use any unused encounter power you know. The power is not expended.

Juggernautical

Key Ability: Strength

Secondary Ability: Constitution

Devastating Body Attack

You make the target think it just got struck by a gorilla ... riding a horse.

At-Will Move and Standard Action

Juggernautical Attack 1 • Martial, Weapon

Melee weapon, one creature two squares away

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and you push the target 1 square. When rolling damage, reroll all 1s until they come up as something other than a 1. If the target cannot be pushed because of an obstruction, you inflict maximum damage.

Level 21: Increase to 2dW damage.

Effect Before your attack, shift into a square adjacent to the target.

Inconsequential Injury

Nothing clears the head like hurting something else.

Daily No Action

Juggernautical Attack 1 • Martial

Self

Effect Select one condition you suffer from. Gain a +4 bonus to the saving throw against that condition until you pass. When you pass, you gain two basic attacks.

The Behemoth

You lift up a few inches and widen your stance. You find a newly found surge of adrenaline.

Daily Swift Action

Juggernautical Utility 2 • Martial

Self

Effect You gain temporary hit points equal to twice your Strength modifier.

Special Use a standard action and a move action instead of a swift action with this power and gain temporary hit points equal to twice your Constitution and Strength modifier.

For the Common Honor

In an instant, you weigh the options and realize someone else's life is more vital than your own.

Encounter Immediate (Counter) Action

Juggernautical Utility 2 • Martial

Near burst 2, one ally

Trigger One staggered ally in range is hit by an attack that does not include you.

Effect You are hit by the attack instead of the ally.

I'm the Juggernaut

You ignore any obstacles as you plow through terrain and opponents.

Encounter Move Action

Juggernautical Utility 2 • Martial

Self

Effect Shift a number of squares equal to $1 + \text{your Constitution modifier}$, ignoring difficult terrain. You can move through enemies' squares during this movement. Non-creature obstructions in squares you attempt to enter take damage equal to $5 \times \text{your Strength modifier}$: if this destroys the obstruction, you can enter the square.

Out of the Fire

You know when to fight and when not to. You grab an ally and pull back.

Encounter Free Action

Juggernautical Attack 3 • Booster, Martial, Weapon

Self

Trigger You hit one creature

Effect The target takes 1dW extra damage from the triggering attack.

Secondary Effect: You and one adjacent ally can shift a number of squares equal to 1+ your Strength modifier. You and the ally must be adjacent at the end of the shift.

The Bulldozer

You slowly approach your enemies, pushing your advancing line and claiming more of the battlefield.

Daily Move Action

Juggernautical Utility 6 • Martial

Near burst 6, the nearest enemy you can see

Effect Shift one square towards the target. You gain resist 5 all damage until the start of your next turn.

Maintain Move: The effect persists. If you enter a square adjacent to the target, drop the target to 0 hit points or fewer, cannot move, or if you voluntarily move away from the target, you cannot maintain.

Just Like Elias

Despite injuries and your brain telling you you're done, your body refuses to fall.

Encounter Move Action

Juggernautical Utility 6 • Healing, Martial

Self

Requirements You must be staggered.

Effect You regain hit points equal to twice your Strength modifier plus twice your Constitution modifier.

He Ain't Heavy

You grab a fallen ally and throw them over your shoulder as you withdraw.

Daily Standard Action

Juggernautical Attack 9 • Booster, Martial, Weapon

Near burst 6, one unconscious or otherwise helpless ally

Effect Shift into the ally's occupied square.

Secondary Effect: Make a basic attack. One hit creature takes 2dW extra damage

Miss: Half damage

Tertiary Effect: Shift a number of squares equal to 1+ your Constitution or Strength modifier, and shunt the target with you.

The Runaway Boulder

You barrel through terrain and people and anchor yourself further up the line.

Daily Free Action

Juggernautical Utility 10 • Martial

Self

Effect Shift your speed +2. Until the end of your next turn, you gain resist 10 all damage. You are not considered moving for the purposes of using firearms.

Special If you complete a streak, you recover the use of this power.

Like An Elephant

You offer your shoulder to enemies you plow through, slamming them back and clearing a way.

Encounter Melee Action

Juggernautical Attack 13 • Martial, Weapon

weapon, each enemy in reach during your shift

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is pushed 3 squares and knocked prone.

Effect Before your attacks, shift your speed. You can pass through enemy occupied squares.

Down Fighting

You ignore all those pesky holes and bleeding wounds. You refuse to accept humiliation. You will not fall before winning a fight.

Daily Immediate (React) Action

Juggernautical Attack 15 • Martial

Self

Trigger You are reduced to 0 or fewer hit points

Effect Until the start of your next turn, you are dazed, but do not fall unconscious, make death saves, or die from reaching your negative bloodied value in hit points; you also gain a +4 power bonus to all attack & damage rolls.

Special If you are still alive at the end of the encounter, you automatically stabilize at 0 hit points.

Maintain Free: The effect persists. If you do not hit with an attack before the start of your next turn, you are considered to have failed a death save.

The Fortress

You're an immovable object--a rooted post for allies to rally back to.

Daily Move Action

Juggernautical Utility 16 • Martial

Self

Effect You gain regeneration 5 until the end of your next turn. You grant cover to all allies in adjacent squares, regardless of line of sight.

Maintain Move: The effect persists. You cannot sustain if you leave your current square.

In The Face

An enemy raises his club, sword, or any other archaic implement of barbarity and you respond with your own medieval response.

Encounter No Action

Juggernautical Attack 17 • Martial, Consistent, Weapon

Melee weapon, the triggering enemy

Trigger One enemy hits you with an opportunity attack.

Attack Strength vs AC

Hit 3dW + Strength modifier damage, and the attack misses.

Special Spend a recovery, but regain no hit points; instead, you recover the use of this power.

Nosebleed

You sniff up the blood, bark loudly, and assault the newly frightened enemy.

Daily Immediate (React) Action

Juggernautical Attack 19 • Martial, Weapon

Melee weapon, the triggering enemy

Trigger One enemy scores a critical hit on you.

Effect The hit only inflicts normal damage. Make a basic attack: one hit creature takes 1dW extra damage

Secondary Effect: Gain a +2 bonus to all attack rolls and damage rolls until the end of the encounter against the triggering enemy.

Just Got the Wind Knocked

What? Nah, nah, I'm doing just fine.

Encounter Immediate (React) Action

Juggernautical Utility 22 • Martial

Self

Trigger You take damage from an attack.

Effect Until the end of the encounter, you suppress all effects of the attack. At the end of the encounter, you immediately suffer these effects.

Just Walk It Off

You know perfectly well how much damage was done. You attempt to ignore it and continue the fight.

Encounter Standard Action

Juggernautical Attack 23 • Healing, Martial, Weapon

Melee weapon, one creature

Requirements You must be staggered.

Attack Strength vs AC

Hit 4dW + Strength modifier damage.

Miss Half damage.

Effect Spend a recovery and regain double your recovery value.

Blatant Disregard For Personal Safety

You walk in the open, brazenly approaching your foe without care or concern.

Daily Standard Action

Juggernautical Attack 25 • Martial, Weapon

Self

Effect Shift a number of squares equal to your Strength modifier. Make three basic attacks at any point during the move. Each time you miss with an attack roll, you can spend a recovery and heal your recovery value in hit points.

Behind Me!

Your ally uses you as cover as you march towards your enemy.

Encounter Standard Action

Juggernautical Attack 27 • Martial

Near burst 1, you and two allies

Effect Each target can shift its speed. They must remain in adjacent squares at the end of the move. Each target can use one attack power at any point during the move. Until the end of your next turn, you grant cover to adjacent allies.

Last Laugh

Key Ability: Charisma

Secondary Ability: Dexterity

Biting Taunt

At-Will Move Action

Last Laugh Attack 1 • Martial, Psyche

Ranged 10, one creature

Attack Charisma +2 vs Will

Hit You mark the target until the start of your next turn. While the target is marked, you gain a +2 power bonus to all defenses against its attacks, it is weakened for all attacks that do not include you, and if you score a critical hit against it, it is dazed until the start of your next turn.

Special You can use this power as a basic attack.

Maintain Swift: The target remains marked until the start of your next turn. You cannot sustain if you or the target ends its turn out of range.

Failure to Communicate

Events are not moving in your favor. You act in the best interest of the situation.

At-Will Standard Action

Last Laugh Attack 1 • Martial, Weapon

Self

Effect Make a basic attack. After the attack, you can shift a square.

Special If your target misses you with an attack before the start of your next turn, you can make a basic attack against it as an immediate (react) action.

Who, Me?

You claim ignorance in the situation, acting as the innocent or an ally of the opposite side. You seem trustworthy enough.

At-Will Move Action

Last Laugh Attack 1 • Martial, Psyche

Near burst 10, three creatures not within 3 of you

Attack Charisma +2 vs Will

Hit The target cannot make melee or ranged attacks against you until the start of your next turn. If you mark or inflict damage on the target, the effect ends and the target is immune to this power until thread of the encounter.

Exploit Weakness

Your enemy is not angry as much as confused by what you just said.

Encounter Standard Action

Last Laugh Attack 1 • Martial, Psyche, Consistent

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is immobile until the end of your next turn. If the target takes any damage from you or your allies, it immediately recovers from this effect.

Effect You can use this power again with an action point (replacing the action). You cannot target the same creature.

Personal Betrayal

The enemy wasn't expecting your attack. It wasn't even sure you were an enemy. Well, now it does.

Encounter Swift Action

Last Laugh Attack 1 • Martial

Near burst 10, one creature you can see that you have not damaged this encounter

Effect Until the start of your next turn, whenever you make a damage roll against the target, you gain a power bonus to the roll equal to your Charisma modifier.

Maintain Swift: The effect persists.

Parley

You convince your enemy to settle down and pause, at least for a moment. It may not last, especially if an ally is aggressive.

Daily Standard Action

Last Laugh Attack 1 • Martial, Psyche, Consistent

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is stunned (save ends). If the target takes any damage or is moved, the effect immediately ends and the target gains a +2 bonus to all defenses until the start of its next turn.

Forked Tongue

The target is swayed by your magnetic charisma, the tone of your voice, and your general attitude.

Daily Standard Action

Last Laugh Attack 1 • Martial, Psyche, Consistent

Near burst 5, one creature you can see

Requirements You, the target, and the target's allies have not been damaged this encounter.

Attack Charisma +2 vs Will

Hit Until the end of your next turn, your allies have concealment against the target and you gain a +3 power bonus to all Diplomacy and Bluff checks against it. If the target takes any damage while this power is in effect, it is stunned until the end of your next turn.

Maintain Standard: The effect persists until the end of your next turn, until the target takes damage or until you take damage, whichever comes first.

Grace Under Pressure

You are suave and as cool as ice. Even when the arrows fly, you act calmly.

Encounter Swift Action

Last Laugh Utility 2 • Martial

Near burst 5, each creature you can see

Effect Until the start of your next turn, you gain a +2 power bonus to AC, Reflex defense and Will defense against the target.

Special If you are hit by an attack before the start of your next turn, this power is not expended.

Winning Smile

Daily No Action

Last Laugh Utility 2 • Martial

Self

Effect Double your Charisma modifier to Bluff or Diplomacy checks until the end of the encounter (or five minutes).

Talk Down

Encounter Move Action

Last Laugh Attack 3 • Martial, Consistent, Psyche

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is dazed until the end of your next turn.

Special You can use this power again with an action point (replacing the action). You cannot target the same opponent.

Sow Distrust

You convince an enemy with thrown voices, rocks, or any other diversion to choose another target.

Daily Immediate (Counter) Action

Last Laugh Attack 5 • Martial, Consistent, Psyche

Near burst 10, one creature

Trigger A creature makes a ranged attack against you or an adjacent ally.

Attack Charisma +2 vs Will

Hit The target's attack is directed to any other target in range and line of sight (your choice).

Perfect Masquerade

Your accent and mannerisms are flawless. No matter the task or test, you can fake it.

Daily Standard Action

Last Laugh Attack 5 • Martial, Psyche

Near burst 10, all creatures

Requirements This power cannot be used if you, the target, or any of the target's allies has taken damage previously in the encounter.

Attack Charisma +2 vs Will

Hit Your allies gain concealment against the target, and the target is dazed until the end of your next turn.

Effect You gain a +3 power bonus to Bluff checks and can make a Bluff check in place of any knowledge (but not monster knowledge) check until the end of your next turn.

Maintain Standard: Repeat the attack.

Cool Nerves

The group is under fire. Tempers are fraying. Someone's about ready to snap. You blurt out a comical remark that brings it all home.

Daily Move Action

Last Laugh Utility 6 • Martial, Psyche

Near earshot, all allies

Effect The target gains a +2 power bonus to Will defense until the end of the encounter. On his next turn, the target can either spend a healing surge or gain an additional move action.

Fast-Talk

While normal people bog down someone with a lot of useless banter, you get to the point, and it works.

Daily Free Action

Last Laugh Utility 6 • Martial

Self

Effect You gain a +10 power bonus to your next Bluff, Diplomacy, or Intimidate check, and you gain a +3 power bonus to all other skill checks with those skills until the end of the encounter (or five minutes).

Special Spend an action point if you use this power during a skill challenge to gain another +10 power bonus.

Smooth Talker

You step in during an escalating conversation and attempt to smooth out the ripples of an impending confrontation. If the situation requires, you can also spot a liar.

Encounter No Action

Last Laugh Utility 6 • Martial

Self

Effect Gain a +5 power bonus to your next Bluff, Diplomacy, Insight, or Perception check or your next attack with the psyche keyword.

Special If you fail the check or miss with the attack, this power is not expended.

Empathic Response

"I know what you're going through. This is not the solution. We can make a deal. Just me...just talk to me. You know you can trust me."

Encounter Move Action

Last Laugh Attack 7 • Martial, Psyche, Consistent

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is marked and cannot make any attack that only includes you until the end of your next turn.

Special You can use this power again with an action point (replacing the action). You cannot target the same creature.

Instant Infatuation

You say and do exactly what they want you to say or do, instantly enticing your target.

Daily Swift Action

Last Laugh Attack 9 • Martial, Psyche, Consistent

Near burst 2, one creature you can see

Requirements You, the target, and the target's allies have not been damaged this encounter.

Attack Charisma +2 vs Will

Hit Until the end of your next turn, the target suffers a -4 penalty to Will defense and a -4 penalty to attack rolls with attacks that include you.

Miss Until the end of your next turn, you gain a +4 power bonus to Will defense against the target's attacks and a +4 power bonus to Bluff and Diplomacy checks against the target.

Maintain Swift: The effects persist. You can sustain until you inflict damage on the target or until the target inflicts damage on you.

Read Body Language

You read your opponent's movements and their next course of action. You throw a diversion to prevent concentration.

Daily Immediate (Counter) Action

Last Laugh Attack 9 • Martial, Psyche, Consistent

Near burst 10, the triggering enemy

Trigger One enemy in burst you can see uses a power.

Attack Charisma +2 vs Will

Hit The triggering power is expended and the target's action is lost. If you score a critical hit, the target is also stunned until the start of your next turn.

Special Spend a recovery as part of this power, but regain no hit points; instead, you recover the use of this power.

I Know This Trick

Your enemy attempts a tricky tactic you have been trained to avoid.

Encounter No Action

Last Laugh Utility 10 • Martial

Self

Trigger You are affected by one following conditions that a save can end: dazed, marked, slowed, or stunned.

Effect You gain a +5 power bonus to saving throws against the triggering condition until you save.

Gruff and Tough

You snort and spout a boast about your abilities.

Encounter Move Action

Last Laugh Attack 13 • Fear, Martial, Psyche

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Effect The target is stunned until the end of your next turn, and you push the target its speed.

Center of Attention

Encounter Free Action

Last Laugh Attack 13 • Martial

Self

Effect You mark all enemies that can see you until the end of your next turn. You lose all benefits of cover or concealment. Until the end of your next turn, basic attacks only require a swift action.

Backup Plan

You realize things are going badly and act quickly with a backup.

Daily Free Action

Last Laugh Attack 15 • Booster, Martial, Weapon

Melee or Ranged weapon, one creature

Trigger You make a Bluff, Diplomacy or Intimidate check and dislike the result.

Effect Make a basic attack against the target. On a hit, it takes 3dW extra damage from the attack and is dazed (save ends). On a miss, half damage, and the target is dazed until the start of your next turn.

Stunning Good Looks

Daily Standard Action

Last Laugh Attack 15 • Martial, Psyche

Near burst 5, all enemies

Requirements You, the target, and the target's allies have not been damaged this encounter.

Attack Charisma +2 vs Will

Hit Until the end of your next turn, the target is dazed and helpless, and your allies gain concealment against it. You gain a +10 power bonus to your next Diplomacy or Bluff check against the target and a +5 bonus to all other Diplomacy and Bluff checks until the end of your next turn.

Miss The target is dazed until the end of your next turn and you gain a +3 bonus to all Diplomacy and Bluff checks until the end of your next turn.

Special If the target takes any damage, he is no longer helpless, though he is still dazed.

Maintain Standard: The effect persists until the target takes damage or until you take damage.

Method Acting

You become the part. You take on the role so flawlessly, the old you is pushed away.

Daily Swift Action

Last Laugh Utility 16 • Martial

Self

Effect Until the end of the encounter (or five minutes), you gain a +5 power bonus to all Bluff and Intimidate checks and can use Bluff in place of any Intelligence- or Wisdom-based skill.

Unshakable Persona

You can recover in an instant, changing course fast enough that listeners didn't even notice.

Daily No Action

Last Laugh Utility 16 • Martial

Self

Trigger You make any Intelligence-, Wisdom-, or Charisma-based skill check and dislike the result.

Effect You succeed at the roll.

Dazzling Personality

You manage to direct your opponent to doing exactly what you wanted, even if your target wasn't even aware of it.

Encounter Move Action

Last Laugh Attack 17 • Martial, Psyche

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is dominated until the start of your next turn.

Special You can use this power again with an action point (replacing the action). You cannot target the same creature.

Lead the Shot

The time for talking is over. You give your ally the sign to end the conversation.

Daily Free Action

Last Laugh Attack 19 • Martial

Near earshot, one ally

Effect The target can take any action available to it as an immediate interrupt until the start of your next turn. The target gains a +4 power bonus to attack rolls made as part of that action. Before or after your ally acts, you can take a move action.

Intimate Assassin

Daily Move Action

Last Laugh Attack 19 • Martial, Psyche, Consistent

Near burst 1, one creature you can see

Requirements This power cannot be used if you, the target, or any of the target's allies has taken damage previously in the encounter.

Attack Charisma +2 vs Will

Effect Until the start of your next turn, the target is stunned and helpless against your attacks.

Butt In

You step forward an instant before things go sour and you attempt to cool the situation or at least stall while others prepare.

Daily No Action

Last Laugh Utility 22 • Martial, Psyche

Self

Requirements You cannot be surprised.

Trigger You roll for initiative.

Effect Gain a +10 power bonus to initiative. If you act first in an encounter, you gain a surprise action which must be used for a power with the psyche keyword.

All Attention

You draw the attention of all those around, allowing allies to get into a better position.

Encounter Move Action

Last Laugh Attack 23 • Martial, Open, Psyche

Near burst 10, four creatures

Attack Charisma +2 vs Will

Hit The target is marked and cannot make attacks that do not include you until the end of your next turn. Each ally in burst can shift his speed.

Effect You gain a +4 power bonus to all defenses until the start of your next turn.

Special You can use this power again with an action point (replacing the action). You cannot target the same creatures.

Touched a Nerve

You must have really said something to upset them.

Daily Move Action

Last Laugh Attack 25 • Martial, Psyche, Consistent

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is helpless (save ends). If the target is hit by an attack, he is no longer helpless.

Feign Mortality

You lure your opponent with an award-winning performance faking injury, death, or vulnerability. When your enemy least suspects it, you strike.

Daily Free Action

Last Laugh Attack 25 • Booster, Martial, Psyche, Weapon

Melee or Ranged weapon, the creature that staggered you

Requirements You are staggered

Effect You appear to suffer from any condition. You can drop prone as part of this action. You gain a +10 bonus to Bluff checks to enforce the illusion. This effect lasts until you make the following attack.

Attack: As an immediate interrupt or as a swift action on your turn, make a basic attack against the target. You automatically score a critical hit, and deal 1dW extra damage.

Special Spend a recovery as part of this power, but regain no hit points; instead, the power is not expended. It cannot be used more than once per encounter.

Destructive Criticism

You really know what to say to bring someone down.

Encounter Move Action

Last Laugh Attack 27 • Martial, Psyche, Consistent

Near burst 10, one creature

Attack Charisma +2 vs Will

Hit The target fails its next saving throw or one condition with a finite duration lasts an additional round.

Special You can use this power again with an action point (replacing the action).

Maintain Move: Repeat the attack. You can sustain until you miss.

Commanding Presence

You give the illusion of authority.

Daily Move Action

Last Laugh Attack 29 • Martial, Psyche, Consistent

Near burst 10, two creatures you can see

Attack Charisma +2 vs Will

Hit The target is dominated (save ends).

Puppeteer's String

Key Ability: Wisdom

Secondary Ability: Charisma

Neural Spear

You inflict one bitch of an ice-cream headache.

At-Will Standard Action

Puppeteer's String Attack 1 • Arcane, Psychic, Focus

Near burst 5, one living creature

Attack Wisdom vs Will

Hit 1d4 + Wisdom Modifier damage. At 21st level, increase damage to 2d4 + Wisdom modifier damage.

Puppetmaster

You start pulling strings, and the target begins to act according to your wishes.

At-Will Move Action

Puppeteer's String Attack 1 • Arcane, Psychic, Focus

Near burst 3, one creature

Attack Wisdom vs Will

Hit The target is dazed until the start of your next turn.

Instant Friends

Don't you remember me? We're old palls; you think I could get a ride?

Encounter Standard Action

Puppeteer's String Attack 1 • Arcane, Charm, Psychic, Focus

Near burst 1, all creatures that have not attacked you since your last long rest

Attack Wisdom vs Will

Hit The target treats you as a friend and cannot attack you until the end of your next turn. You can use your Bluff skill to convince the target to do something for you, as per normal rules for Bluff.

Maintain Swift: Repeat the attack against the same target. On a hit the duration is extended until the end of your next turn.

Indirect Camouflage

Holograms are for wimps; the real trick is to work past the eye and hit the source.

Daily Move Action

Puppeteer's String Attack 1 • Arcane, Illusion, Psychic, Focus, Consistent

Near burst 5, one creature

Attack Wisdom vs Will

Hit You disguise your appearance, making you look like someone else in the target's eyes. The details of your appearance are up to you. You gain a +5 bonus to Bluff checks against the target. Once you create the illusion, you cannot alter it without ending it.

Maintain Move: The effect persists. You can sustain until the end of the encounter or five minutes.

Recall Probe

You sift through the target's memories, searching for the needed one. The target may not wish you to. That's OK; you don't need their permission.

Daily Standard and Move Action

Puppeteer's String Attack 1 • Arcane, Psychic

Melee touch, one creature

Attack Wisdom vs Will

Hit You search the target's memories for a specific one. Make an Arcana check: DC 15 for a memory 24 hours old or less, DC 20 for a week old and DC 25 for up to a month old (GM's discretion for older memories). If the target resists, increase the DC by 5 (the target may also make an opposed Arcana check if they wish): in this case, the target suffers 2d4 + Wisdom modifier damage and is dazed until the start of your next turn.

Miss The power is not expended, but you cannot use it on the same target for five minutes.

Maintain Standard: Search for another memory, or repeat a failed Arcana check (inflicting damage if the target resists again). The power ends if you fail two Arcana checks.

Dreamtrancer

You move through the netherscape of untapped subconscious to communicate with someone else.

At-Will Standard and Move Action

Puppeteer's String Utility 2 • Arcane, Psychic

Unlimited one unconscious creature you have met

Effect You enter the target's dream until the start of your next turn. You can communicate with the target, convince it you are real or not. Once on your turn, make a Wisdom vs. Will attack if you wish to take control of the dream; otherwise, you can only control your dream body and anything you can directly affect with it. If you take control of the dream, the target can attempt a Wisdom or Charisma vs. Will attack at the start of its next turn to regain control. If you inflict harm on the target or the target inflicts harm on itself, it wakes up; however, if you are in control of the dream, the target can only harm itself if you wish it. While you are in the dream, you can take no actions outside of it. If you suffer damage in reality, the effect ends.

Maintain Free: The effect persists. You can sustain indefinitely until the target wakes up.

Imprint

You wave your hand and suddenly a piece of paper looks like a hundred dollar bill, a copper coin looks like a gold coin, or a rock looks like a diamond. Surely there are other applications, but you can't think of any.

At-Will Standard Action

Puppeteer's String Utility 2 • Arcane, Illusion

Melee touch, one tiny object

Effect You make one object look like something else of the same approximate size and shape. The illusion only affects the object's visual qualities. Observers can make a Perception check opposed by your Bluff check to identify the illusion. The effect lasts until you dismiss it as a free action, or until you stop touching the object.

Long Range Communication

You concentrate and transmit a simple message over a vast distance.

At-Will Standard Action

Puppeteer's String Utility 2 • Arcane, Psychic

Near burst 1 mile, one creature you can envision

Effect You transmit a message of 25 words or less that only the target will hear.

All a Jumble

The target mixes up his target and ends attacking his best friend. That won't go over well.

Encounter Immediate (Counter) Action

Puppeteer's String Attack 3 • Arcane, Psychic, Consistent, Focus

Near burst 10, the triggering creature

Trigger A creature makes a ranged attack against you or an adjacent ally.

Attack Wisdom vs Will

Hit The target attacks a different creature of your choice within its attack's range.

Cut the Strings

The target's eyes roll back and he takes a nice long nap.

Encounter Standard Action

Puppeteer's String Attack 3 • Arcane, Psychic, Consistent, Focus

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target falls unconscious until the end of your next turn. If it suffers any damage, it immediately wakes up.

Maintain Swift: Repeat the attack against the same target.

Reverberation

You create a sound everyone thinks they hear.

Encounter Move Action

Puppeteer's String Attack 3 • Arcane, Psychic, Consistent, Focus

Far burst 5 (range 20), all enemies

Attack Wisdom vs Will

Hit The target is distracted and grants combat ad-vantage to all creatures until the end of your next turn.

Direct Manipulation

You push the target's brain aside and take direct control of the target.

Daily Standard Action

Puppeteer's String Attack 5 • Arcane, Charm, Psychic, Focus, Consistent

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target is dominated (save ends).

Maintain Swift: Repeat the attack against the same target. On a hit, the target fails its next save against this effect.

Making Matters Worse

You're already wiggling around their mind. Might as well cut a few nerves.

Daily Free Action

Puppeteer's String Attack 5 • Arcane, Booster, Psychic, Focus

Unlimited one creature which has taken damage from an arcane power you used

Effect The target takes an additional 2d8 + Wisdom modifier damage and is weakened until the end of your next turn.

Level 15: 3d8 + Wisdom modifier damage.

Level 25: 4d8 + Wisdom modifier damage.

Deep Scan

You attempt to scan the thoughts of someone you cannot see.

Daily Standard and Move Action

Puppeteer's String Utility 6 • Arcane, Psychic, Consistent, Focus

Near burst 1 mile, one creature you can envision

Attack Arcana vs Passive Perception

Hit You are able to scan the surface thoughts of the target, revealing its current location and what it is doing.

Miss The power is not expended but you cannot use it against the same target for one hour.

Special No attack necessary against a willing target.

Instill Confidence

You make someone feel just awesome.

Daily Swift Action

Puppeteer's String Utility 6 • Arcane, Psychic

Near burst 5, one ally

Effect The target gains a +5 bonus to all skill checks until the end of the encounter or five minutes.

Psychic Refresh

You are not like other people, limited in their uses of things. What do they think this is, some kind of role playing game?

Daily Move Action

Puppeteer's String Utility 6 • Arcane, Psychic

Self

Effect Recover the use of one of your encounter powers.

Visual Deletion

Although you can still make a noise, your opponents have no other ways to locate you.

Encounter Standard Action

Puppeteer's String Attack 7 • Arcane, Illusion, Psychic, Focus

Near burst 5, all enemies

Attack Wisdom vs Will

Hit You are invisible to the target until the end of your next turn.

Maintain Move: Repeat the attack.

Act Casual

No one suspects a thing.

Daily Standard Action

Puppeteer's String Attack 9 • Arcane, Charm, Psychic, Focus

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target is dominated (save ends), but not dazed (enabling you to use more than one of its actions) and the doesn't grant combat advantage unless you wish to.

Miss The power is not expended but you cannot use it on the same target for five minutes.

Neural Slice

You send out a cascade of psychic energy to affect all those around.

Daily Standard Action

Puppeteer's String Attack 9 • Arcane, Psychic, Focus

Far burst 3 (range 10), all enemies

Attack Wisdom vs Will

Hit The target is dazed, immobile, and weakened (save ends all).

Miss The target is dazed, immobile, and weakened until the start of your next turn.

Telepathic Blocker

You go on the defense to ensure you don't suffer from any effects you yourself are known for.

Daily Free Action

Puppeteer's String Utility 10 • Arcane, Psychic

Self

Effect You gain a +4 bonus to Will defense until the end of the encounter or 5 minutes.

Blackout

You cut off every sense in your opponent. You suppose they could still smell you.

Daily Standard Action

Puppeteer's String Attack 15 • Arcane, Psychic, Focus

Near burst 5, all enemies

Attack Wisdom vs Will

Hit The target is blinded and deafened (save ends).

Miss The target is blinded and deafened until the start of your next turn.

Transplant Senses

You can either look through someone else's eyes or force their vision through your own.

Encounter Standard Action

Puppeteer's String Attack 17 • Arcane, Psychic, Consistent, Focus

Ranged 20, one creature

Attack Wisdom vs Will

Hit Until the start of your next turn, you either look through the target's eyes or you force the target to see what you see. While looking through the target's eyes, the target is unaware and you grant combat advantage to all creatures; while looking through yours, the target grants combat advantage to all creatures. If the target takes damage, the effect ends.

Maintain Swift: The effect persists. You can sustain until the end of the encounter or five minutes.

Field Control

This feels more like a tabletop wargame and these are your troops.

Daily Standard Action

Puppeteer's String Attack 19 • Arcane, Psychic, Charm

Near burst 5, all enemies

Attack Wisdom vs Will

Hit The target is dominated (save ends).

Maintain Standard: Repeat the attack against the same target. On a hit, the target fails its next save against this effect.

Phrenic Cascade

You simply cause havoc in the target's brain.

Encounter Standard Action

Puppeteer's String Attack 23 • Arcane, Psychic, Consistent, Focus

Near burst 10, one creature

Attack Wisdom vs Will

Hit 5d10 + Wisdom modifier damage, and the target is stunned until the end of your next turn.

Level 27: 7d10 + Wisdom modifier damage

Godly String

No matter where they go, no matter where they hide, you can get at them.

Daily Standard and Move Action

Puppeteer's String Attack 25 • Arcane, Psychic, Focus

Near burst 1 mile, one creature you can envision

Attack Wisdom vs Will

Hit The target is dominated (save ends).

Maintain Move: Repeat the attack against the same target. On a hit, the target fails its next save against this effect.

Pure Puppeteer

You convince the target that what you wish is all that matters. You are nothing less than a god and they will do anything and everything in your name.

Daily Standard Action

Puppeteer's String Attack 25 • Arcane, Psychic, Consistent, Focus

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target is under your control until the end of your next turn. This is identical to being dominated, except you can activate rechargeable, encounter, and daily powers. You can command the target to attack allies or itself (if possible).

Maintain Move: Repeat the attack against the same target. You can sustain until the end of the encounter, after which you only need to sustain once every hour.

Personality Manipulation

Until now, everything you have done has been temporary. People would wake up and feel the fool. Now, there is nothing holding you back...this is that moment where you need to decide which side you're really on.

Daily Standard Action

Puppeteer's String Attack 29 • Arcane, Charm, Psychic, Consistent, Focus

Near burst 5, one creature

Attack Wisdom vs Will

Hit You rewrite the target's personality so that it is convinced you and your allies are its allies until the end of your next turn. You have no direct control over the target but are able to give it instructions which it will try to follow to the best of its abilities.

Maintain Move: Repeat the attack against the same target. If you manage to sustain this power until the end of the encounter, the effect is permanent.

Radiant Dawn

Key Ability: Wisdom

Secondary Ability: Charisma

Dismiss

This attack ‘softly’ removes an enemy from your presence.

At-Will Standard Action

Radiant Dawn Attack 1 • Divine, Weapon, Radiant

Melee weapon, one creature

Attack Wisdom vs AC

Hit 1dW + Wisdom modifier radiant damage and push 2.

Level 21: 2dW + Wisdom modifier radiant damage.

Special If the target is undead, push 4 on a hit.

Expose Weakness

You strike with a weak, but swift, attack that hampers an opponent.

At-Will Standard Action

Radiant Dawn Attack 1 • Divine, Focus

Ranged 10, one creature

Attack Wisdom vs Will

Hit The creature is weakened and slowed (save ends both).

Staunching Strike

To help your allies and harm your enemies is the most basic tenet of the Radiant Dawn discipline.

Encounter Standard Action

Radiant Dawn Attack 1 • Divine, Weapon, Radiant, Healing

Melee weapon, one creature

Attack Wisdom vs AC

Hit 2dW + Wisdom modifier radiant damage. You or an ally within sight can spend a recovery to heal their recovery value.

Spoils of War

Might makes right.

Daily Standard Action

Radiant Dawn Attack 1 • Divine, Focus, Radiant

Near burst 3, all enemies

Attack Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier damage.

Effect Until the end of the encounter, each time an ally within 3 hits with an attack, they heal damage equal to your Wisdom modifier.

Bolster

You fortify an ally with akasha, hardening their skin like the scales of a dragon.

Daily Immediate (Counter) Action

Radiant Dawn Utility 2 • Divine

Near burst 5, one ally

Effect The ally gains resistance to all 5 until the end of your next turn. **Level 11:** 10. **Level 21:** 15.

The Caged Sun

Daily Swift Action

Radiant Dawn Utility 2 • Divine, Stance, Healing

Self

Effect You cannot heal creatures other than yourself, or enable other creatures to spend recoveries. However, all healing you receive is doubled. If you receive healing but are already at maximum HP, you gain that amount as temporary HP instead.

Special If you are staggered, you can enter this stance as an immediate (react) action.

Decree of Mercy

A simple look and gesture can weaken one's resolve to kill.

Encounter Immediate (Counter) Action

Radiant Dawn Utility 2 • Divine

Near burst 5, all enemies

Attack Wisdom vs Will

Hit Attacks the target makes until the end of your next turn are nonlethal.

Curate's Strike

This strike was created by a kobold leader to fight both controlling magics and vicious wounds.

Encounter Standard Action

Radiant Dawn Attack 3 • Divine, Focus, Radiant, Healing

Ranged 5, one creature

Attack Wisdom vs AC

Hit 2d8 + Wisdom modifier radiant damage. You or an ally within sight can spend a recovery to heal their recovery value. They also gain a +2 bonus on saving throws until the end of your next turn.

Witness to Glory

With a surge of akasha, you spur an ally into battle.

Daily Immediate (Counter) Action

Radiant Dawn Utility 6 • Divine

Near burst 10, one ally

Trigger Initiative is rolled.

Effect The ally receives a +4 power bonus to initiative. They add your Wisdom modifier to their speed until the end of your next turn.

Healer's Bane

Made to combat other practitioners of the Radiant Dawn discipline, this maneuver hijacks healing for one's own purpose.

Encounter Immediate (Counter) Action

Radiant Dawn Utility 6 • Divine, Healing

Near burst 10, one creature

Trigger The creature is about to heal.

Effect The creature does not heal, but does lose a recovery. Pick an ally within range. They heal equal to their recovery value.

Decree of Purity

A single word and a wave of the hand purifies those who would stand with you.

Encounter Swift Action

Radiant Dawn Utility 6 • Divine, Healing

Ranged 5, one ally

Effect The target makes a saving throw against persistent damage or a condition with a save-ends duration.

Armaments of the Empire

A thin layer of akasha flows forth from you and covers your and your allies' weapons.

Encounter Standard Action

Radiant Dawn Attack 7 • Divine, Weapon, Radiant

Melee weapon, one creature

Attack Wisdom vs AC

Hit 3dW + Wisdom modifier damage. Until the end of your next turn, all allies within 5 gain a +2 power bonus on attack rolls.

Decree of Death

You single out targets for execution.

Encounter Standard Action

Radiant Dawn Attack 7 • Divine, Radiant, Focus

Far burst 1 (range 5), all enemies

Attack Wisdom vs Will

Hit 1d8 + Wisdom modifier radiant damage and the target grants combat advantage until the end of your next turn.

Disrupt Essence

A powerful blow that disrupts one's essence, inhibiting the use of abilities.

Daily Standard Action

Radiant Dawn Attack 9 • Divine, Weapon, Radiant

Melee weapon, one creature

Attack Wisdom vs AC

Hit 2dW + Wisdom modifier damage and the target cannot use encounter, daily or refresh powers until the end of your next turn.

Lifeburst Strike

You strike out with a simple blow with an uncanny power to heal and harm.

Daily Standard Action

Radiant Dawn Attack 9 • Divine, Radiant, Focus

Near burst 1, all enemies

Attack Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier radiant damage. Until the end of your next turn, if an ally of yours hits the target, the ally heals 10 damage.

Miss Half damage.

Maintain Swift: The healing opportunity remains.

Decree of Silence

Your presence demands silence.

Daily Immediate (Counter) Action

Radiant Dawn Utility 10 • Divine

Near burst 1, self and all allies

Trigger You are the target of a Near or Far attack.

Effect Creatures in the area of this power cannot be targeted by the attack.

Lifeburst Imbuement

This maneuver imbues another to carry out your will.

Encounter Standard Action

Radiant Dawn Attack 13 • Divine, Radiant

Near burst 5, one ally

Effect The next attack the ally makes has combat advantage, and does 3d8 additional radiant damage on a hit.

Sunstroke

Your akasha shapes an attack into a powerful solar flare.

Daily Standard Action

Radiant Dawn Attack 15 • Divine, Fire, Radiant, Focus

Far burst 2 (range 10), all enemies

Attack Wisdom vs Reflex

Hit 2d10 + Wisdom modifier radiant and fire damage and persistent fire damage 10 (save ends).

Miss Half damage.

Effect One ally in the burst can spend a recovery to heal their recovery value.

Shatter Spell

A maneuver whose origins did not come from the disciples of the Radiant Dawn, but was quickly adopted and adapted to deal with spellcasters on the battlefield.

Daily Standard Action

Radiant Dawn Utility 16 • Divine

Ranged 10, one persisting power

Attack Wisdom vs Will (power's user)

Effect The power comes to an end.

Sunlight Shields

his stance sits halfway between martial form and magic prowess, conjuring shields of light to defend yourself and others.

Daily Swift Action

Radiant Dawn Utility 16 • Divine, Radiant, Conjunction

Far wall 1 (range 10)

Effect Allies in or adjacent to the wall get a +2 power bonus to AC. An enemy that moves into the wall stops moving immediately and cannot move for the rest of the turn. Walls created last until the end of your next turn.

Maintain Swift: Conjure a new wall within range. This does not prolong the duration of existing walls you conjured with this power, which disappear at the end of your turn.

Divide and Conquer

This strike pulls essence from the target, creating an effigy of the creature.

Encounter Standard Action

Radiant Dawn Attack 17 • Divine, Fire, Focus

Ranged 10, one creature

Attack Wisdom vs Fortitude

Hit 3d8 + Wisdom modifier fire damage, and conjure an effigy of the target in an unoccupied square in range. Any attack that targets the effigy targets the target as well, even if the target would normally be out of range of the attack. The target only gets targeted once by any given attack, even if both the target and their effigy are in the area of effect.

Noblesse Oblige

When all else fails, your allies turn to you to save them.

Daily Immediate (Counter) Action

Radiant Dawn Attack 19 • Divine, Weapon, Radiant, Healing

Near burst 10, the triggering enemy

Trigger An enemy reduces your ally to 0 HP or below with an attack.

Hit 3dW + Wisdom modifier radiant damage.

Effect The triggering ally can spend a recovery and heal 1 damage, plus they heal equal to the damage done by your attack (if any).

Special Before the attack, you can shift up to your Strength modifier squares.

Battle Against the Sun

To challenge you is to challenge the sun itself: An exercise in futility.

Daily Standard Action

Radiant Dawn Attack 19 • Divine, Conjunction, Fire, Focus

Ranged 10, an unoccupied square

Effect You conjure a miniature sun, which occupies one square. The sun casts bright light in a 2-square radius. It makes a ranged attack during each of your turns, including the turn it was conjured. If you spend a move action, the sun moves up to 4 squares.

Attack: Ranged 5, one enemy; your Wisdom vs Reflex; 2d10 + Wisdom modifier radiant damage.

Maintain Swift: The sun remains another round and makes another attack.

Decree of Freedom

With a gesture and a single word, you cause a target's essence to flare, freeing them from their bonds.

Encounter Swift Action

Radiant Dawn Utility 22 • Divine, Healing

Near burst 10, one ally

Effect The target ignores all conditions and persistent damage it is affected by until the end of your next turn. It can also ignore any zones or difficult or hazardous terrain during the same period.

Karmic Strike

This blow marks an enemy with a simple brand that burrows into their essence. As they do harm, the brand sees to it that they are harmed as well.

Encounter Standard Action

Radiant Dawn Attack 23 • Divine, Weapon, Radiant

Melee weapon, one creature

Attack Wisdom vs AC

Hit 3dW + Wisdom modifier radiant damage.

Effect Until the end of your next turn, any ally of yours targeted by the target's attack can spend a recovery to heal up to their recovery value.

Maintain Swift: Maintain the effect.

King's Castle

Your faithful respond to your call for help.

Encounter Immediate (Counter) Action

Radiant Dawn Attack 23 • Divine, Focus, Radiant

Near burst 10, the triggering enemy

Trigger An enemy within range hits your ally with an attack.

Attack Wisdom vs Will

Hit 4d10 + Wisdom radiant damage.

Effect You or a willing ally within range teleports to the triggering ally's space, and the triggering ally teleports to the space you/the other ally just left. The one teleported to the space takes the hit instead of the triggering ally.

Awaken the Sleeper

It's said that the soul of a mortal contains power that can rival the gods, and this maneuver awakens a fraction of that power for a brief moment.

Encounter Standard Action

Radiant Dawn Attack 23 • Divine

Near burst 10, one ally

Effect Select one of your unexpended encounter or daily powers that takes a standard, move, swift or free action. Your ally can use that power. They also gain temporary HP equal to your recovery value.

Path of the Sun

Coalesce the power of the sun into a powerful beam that washes over enemies and allies alike, leaving behind thousands of motes of light.

Daily Standard Action

Radiant Dawn Attack 25 • Divine, Focus, Fire, Radiant

Near wall 10, all enemies in the wall

Attack Wisdom vs Fortitude

Hit 3d8 + Wisdom modifier radiant and fire damage.

Effect Allies that move through the wall only spend 1 movement for every 2 wall spaces moved through.

Make the attack against any enemy that enters a wall space or ends its turn on a wall space.

Maintain Swift: Wall remains for another round.

Push the Advantage

With the enemy defeated, you spur an ally towards further glory.

Daily Immediate (React) Action

Radiant Dawn Attack 25 • Divine, Weapon, Radiant

Near burst 10, one ally

Trigger An ally reduces an enemy to 0 HP or below

Effect The triggering ally can immediately take a move action and a standard action, in either order. Also, if you spend a recovery all allies within range heal equal to your recovery value.

Harsh Light of Day

This attack brings with it a blast of light, forcing enemies to reveal their true selves.

Encounter Standard Action

Radiant Dawn Attack 27 • Divine, Focus, Radiant

Ranged 10, one enemy or square

Attack Wisdom vs Reflex

Hit 3d10 + Wisdom modifier radiant damage and the target is dazed until the end of your next turn.

Special Attack ignores all penalties from cover, concealment, invisibility, etc. If you target a square, the attack is made against the nearest enemy to that square, whether or not you are able to target them or even know that they exist.

Decree of Vengeance

You and your allies rise in revenge against your assailants.

Encounter Standard Action

Radiant Dawn Attack 27 • Divine

Near burst 5, all allies

Effect Each ally in range may make a basic attack. If they do so, they heal equal to their recovery value.

Tyrant's End

This powerful blow brings the end to tyrant's reigns.

Daily Standard Action

Radiant Dawn Attack 29 • Divine, Weapon, Radiant

Melee weapon, one creature

Attack Wisdom vs AC

Hit 6dW + Wisdom modifier radiant damage.

Effect The creature loses all resistances and immunities until the end of your next turn.

Judgement Day

Daily Standard Action

Radiant Dawn Attack 29 • Divine, Radiant, Focus

Far burst 2, all enemies

Attack Wisdom vs Fortitude

Hit 3d8 + Wisdom modifier radiant damage and they are blinded (save ends).

Effect Allies within the area heal equal to their recovery value.

Rapier's Point

Key Ability: Dexterity

Secondary Ability: Charisma

Other than these powers, the main way to gain momentum are the features of the Swashbuckler class. Powers that involve momentum may be of limited use to non-Swashbucklers.

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

Gentlefolk's Challenge

At-Will Standard Action

Rapier's Point Attack 1 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Level 21: 2dW + Dexterity modifier damage.

Effect The target is marked.

Dance of Blades

At-Will Standard Action

Rapier's Point Attack 1 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier and you swap places with the target.

Level 21: 2dW + Dexterity modifier damage.

Sure Thing

Encounter Standard Action

Rapier's Point Attack 1 • Martial, Weapon

Melee weapon, one target

Attack Dexterity +2 vs Reflex

Hit 1dW + Dexterity modifier damage.

Only Fooling

Daily Standard Action

Rapier's Point Attack 1 • Martial, Weapon

Melee weapon, one target

Trigger You are prone, immobile, restrained, grappled or slowed.

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage.

Special You lose one condition that triggers this power, or you stand up from prone. Move up to your speed before making your attack.

Scornful Laugh

Encounter Immediate (React) Action

Rapier's Point Utility 2 • Martial

Near burst 10

Trigger An enemy misses you with an attack.

Effect The enemy takes a -4 penalty on attack rolls until the end of your next turn.

Lunging Draw

Encounter Standard Action

Rapier's Point Attack 3 • Martial, Weapon

Melee weapon +1 reach, one target

Attack Dexterity vs Will

Hit 2dW + Dexterity modifier damage and pull 1.

Calling Card

Daily Standard Action

Rapier's Point Attack 5 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

Effect Your allies get a +2 bonus on attack rolls against the target while you maintain this effect.

Maintain Swift

Throw Off

Daily Swift Action

Rapier's Point Utility 6 • Martial

Near burst 5, one enemy

Effect The target grants combat advantage until the end of your next turn.

Through the Foot

Encounter Standard Action

Rapier's Point Attack 7 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage and the target is immobile until the end of your next turn.

Certain Strike

Daily Standard Action

Rapier's Point Attack 9 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage. On this attack, you can score a critical hit on a 16-20.

Miss This power is not expended.

Bravado

Encounter Immediate (Counter) Action

Rapier's Point Utility 10 • Martial

Self

Effect An attack against your Fortitude, Reflex or Will is instead made against your Armor Class.

Fend Off Horde

Encounter Standard Action

Rapier's Point Attack 13 • Martial, Weapon

Near burst 1, all enemies

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage and push a number of squares equal to your Charisma modifier.

Boost Level 23: 3dW + Dexterity modifier damage, and they are also knocked prone.

Blur of Cloaks

Daily Standard Action

Rapier's Point Attack 15 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Effect Until the end of your next turn, the target cannot target you with attacks. Even its Near and Far attacks ignore you.

Harmless Misdirection

Encounter Immediate (React) Action

Rapier's Point Utility 16 • Martial

Self

Trigger You miss with a melee attack.

Effect You turn invisible until the end of your turn.

Lose momentum: Until the start of your next turn.

Press the Advantage

Encounter Standard Action

Rapier's Point Attack 17 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage and push 1. You shift 1.

Effect Make a secondary attack against the same target.

Secondary Attack: Dexterity vs. AC; 1dW + Dexterity modifier damage and push 1. You shift 1.

Boost Level 27: Do 2dW + Dexterity modifier damage with each attack, and you push and shift equal to your Charisma modifier.

Call Bid

Daily Standard Action

Rapier's Point Attack 19 • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

Effect Make a number of secondary attacks against the target equal to the number of times you declared that you would hit the target.

Secondary Attack: Dexterity vs. AC. 2dW + Dexterity modifier damage.

Special Before you use this power, announce how many times you will hit the target, between one and five. You can make this many secondary attacks. Count up all hits (including from your primary attack). For each attack you are short your bid, your enemy can make that many basic attacks against you.

Rescuing Intercept

Daily Standard Action

Rapier's Point Attack 19 • Martial

Melee weapon, one target

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Special Before your attack, an ally within Near range 10 shifts squares equal to your Charisma modifier. Then you teleport into their original space.

Swift Riposte

Daily Swift Action

Rapier's Point Utility 22 • Martial

Self

Effect Each time you are the target of an attack, you can make a basic melee or ranged attack against the attacker as an immediate (counter) action.

Maintain Swift

Dodge with Panache

Encounter Immediate (Counter) Action

Rapier's Point Utility 22 • Martial

Self and allies

Trigger You are the target of an attack

Effect The attacker must roll twice against you and every ally who is a target of the attack, taking the lower result each time.

Lethal Misdirection

Daily Immediate (Counter) Action

Rapier's Point Attack 25 • Martial, Weapon

Melee weapon, one target

Trigger An enemy targets you with an attack, and a different enemy is adjacent to you.

Attack Dexterity vs AC, against the enemy adjacent to you

Hit 3dW + Dexterity modifier damage.

Effect The attack targets the enemy adjacent to you instead of you.

Deflect Attack

Daily Immediate (Counter) Action

Rapier's Point Attack 29 • Martial, Weapon

Melee weapon, one target

Trigger An enemy in reach targets you with an attack.

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage and the attack misses.

Miss Your attack does half damage.

Red in Tooth and Claw

Key Ability: Constitution

Secondary Ability: Wisdom

Unless otherwise mentioned, you cannot use Wild Shape powers unless you are currently under the effect of a power with the Form tag (which in practice usually means *wild shape*).

Wild Shape

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Form

Self

Effect You take the form of a four-legged beast, like a lion, ram or owlbear, of your size or one size large or smaller than you. The first time per encounter that you do so, you can also spend one recovery to heal your recovery value. While in this form you cannot use powers unless they have the Wild Shape tag. You can leave this form as a swift action, and you do so automatically if you are reduced to 0 HP or below. You can use this power once per round.

Dire Rat Aspect

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Wild Shape, Stance

Self

Effect If you attack a creature against which you have combat advantage, you do persistent damage equal to your Wisdom modifier (save ends).

Special If you take one minute to use this power, you take the form of a Tiny rat or Small dire rat, with low-light vision, speed 6 and climb 4. You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that a rat can do, and you are a convincing rat from the perspective of others.

Bear Aspect

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Wild Shape, Stance

Self

Effect Your attacks also push the target 1 on a hit.

Special If you take one minute to use this power, you take the form of a Large bear, with low-light vision and speed 8. You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that a bear can do, and you are a convincing bear from the perspective of others.

Bat Aspect

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Wild Shape, Stance

Self

Effect You gain darkvision and blindsight 10.

Special If you take one minute to use this power, you take the form of a Tiny or Small bat or flying fox, with darkvision and blindsight 10, and speed 2 and fly 6 (maximum altitude 4). You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that a bat can do, and you are a convincing bat from the perspective of others.

Bull Aspect

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Wild Shape, Stance

Self

Effect You gain +2 speed when you charge, and do additional damage equal to your Constitution modifier on a charge.

Special If you take one minute to use this power, you take the form of a Large bull or cow, with low-light vision, and speed 8. You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that cattle can do, and you are a convincing cow from the perspective of others.

Boar Aspect

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Wild Shape, Stance

Self

Effect Each time you hit on an attack, you gain temporary hit points equal to your Constitution modifier. Note that temporary hit points do not stack.

Special If you take one minute to use this power, you take the form of a Medium boar or domesticated pig, with low-light vision, and speed 8. You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that a swine can do, and you are a convincing swine from the perspective of others.

Behemoth Aspect

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Wild Shape, Stance

Self

Effect While you are staggered, you score a critical hit on a natural 19 as well as on a natural 20.

Special If you take one minute to use this power, you take the form of a Small velociraptor or Large deinonychus, with low-light vision, and speed 8. You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that a raptor can do, and you are a convincing raptor from the perspective of others.

Leopard Aspect

At-Will Swift Action

Red in Tooth and Claw Utility 1 • Spirit, Wild Shape, Stance

Self

Effect Each time an adjacent enemy misses you with an attack, you may shift 1.

Special If you take one minute to use this power, you take the form of a Tiny cat or Medium cougar, cheetah, leopard or jaguar, with low-light vision, and speed 8. You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that a cat can do, and you are a convincing cat from the perspective of others.

Monster Mash

You bob and weave through combat with the grace of a cat.

At-Will Standard Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Melee touch, one target

Attack Constitution vs AC

Hit 1d6 + Constitution modifier damage, and you shift 1 square.

Level 21: 2d6 + Constitution modifier damage.

Untrimmed

Your fiercer side begins to show and you bare your claws.

At-Will Standard Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Melee touch, one target

Attack Constitution vs AC

Hit 1d10 + Constitution modifier damage.

Level 21: 2d10 + Strength modifier damage.

Pestilent Bite

Daily Standard Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus, Poison

Melee touch, one target

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage.

Wolverine Aspect

Daily Swift Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Stance

Self

Effect Your attacks do additional damage equal to your Wisdom modifier, and mark the target.

Special If you take one minute to use this power, you take the form of a Tiny ferret or weasel or Small badger or wolverine, with low-light vision and speed 8. You can talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Otherwise, you can do all the things that a mustelid can do, and you are a convincing mustelid from the perspective of others.

Flailing Attacks

Encounter Standard Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Melee touch, one target

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage.

Miss Make a secondary attack against the same or a different target.

Secondary Attack: Constitution vs. AC; 1d8 + Constitution modifier damage.

Rake

Encounter Free Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Melee touch, one target

Trigger You hit on an attack.

Attack Same target; Constitution vs AC

Hit 1d8 + Constitution modifier damage and 5 persistent damage (save ends).

Worrying Bite

Encounter Standard Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Melee touch, one target

Hit 1d10 + Constitution modifier damage, and the target falls prone.

Wild Swings

Encounter Standard Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Near burst 1, all enemies

Hit 1d6 + Constitution modifier damage.

Choppers

Your opponent wasn't expecting you to use your teeth.

Encounter Swift Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus, Consistent

Melee touch, one target

Attack Constitution vs AC

Hit 2d6 + Constitution modifier damage, and the target is weakened until the start of your next turn.

Boost Level 13: 4d6 + Strength modifier damage.

Level 27: 6d6 + Strength modifier damage.

Wild Empathy

Encounter Swift Action

Red in Tooth and Claw Utility 2 • Spirit, Wild Shape

Self

Effect Until the end of the encounter, you get a +4 bonus on Diplomacy, Bluff, Intimidate and Insight checks against creatures with the beast type.

Special Ignore this power's Wild Shape tag if you are not in another form.

Scout Form

Daily Swift Action

Red in Tooth and Claw Utility 2 • Spirit, Form

Self

Effect You take the form of a Tiny land or aquatic animal, like a cat, salmon or ferret. Your equipment and anything you are wearing merges into your body, but you keep the same statistics and benefit from any bonuses that, for example, magic items give you. You cannot talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. You can leave this form as a swift action. Pick one:

- Your speed becomes 8
- Your speed becomes 2, and you get a swim speed of 8
- Your speed becomes 6 and you get darkvision
- Your speed becomes 4 and you get blindsight range 6
- Your speed becomes 4 and you can squeeze through gaps as if you were a Diminutive creature

Maintain Standard

All Fours

Your spine makes a slight adjustment and you become a much faster runner.

At-Will Standard Action

Red in Tooth and Claw Utility 2 • Spirit, Wild Shape

Self

Effect You gain a +1 bonus to speed and Reflex defense, and you gain a +2 bonus to Acrobatics and Athletics checks.

You also suffer a -4 penalty to ranged attacks. The effect lasts until you end it with a move action.

Full Moon Stance

Daily Swift Action

Red in Tooth and Claw Utility 2 • Spirit, Wild Shape, Stance

Self

Effect At the end of each of your turns, if you are staggered you regenerate damage equal to your Wisdom modifier. This lasts until the end of the encounter.

Agile Animus

The line between human and beast begins to blur.

Daily Swift Action

Red in Tooth and Claw Utility 2 • Spirit, Wild Shape

Self

Effect Until the end of your next turn, you channel your inner beast. You gain a +1 power bonus to speed, a +2 power bonus to AC and Reflex defense, and a +3 power bonus to Acrobatics and Stealth checks.

Maintain Special: At the end of each of your turns during which this power is in effect, make a saving throw. If you succeed, the effect persists until the end of your next turn. You may not voluntarily fail the save.

Forceful Animus

The line between human and beast begins to blur.

Daily Swift Action

Red in Tooth and Claw Utility 2 • Spirit, Wild Shape

Self

Effect Until the end of your next turn, you channel your inner beast. You gain a +2 power bonus to all damage rolls and to AC and Fortitude defense, and a +3 power bonus to Athletics and Endurance checks.

Maintain Special: At the end of each of your turns during which this power is in effect, make a saving throw. If you succeed, the effect persists until the end of your next turn. You may not voluntarily fail the save.

Fearsome Roar

Encounter Standard Action

Red in Tooth and Claw Attack 3 • Spirit, Wild Shape, Focus, Psychic

Near burst 2

Attack Constitution vs Will

Effect 1d8 + Constitution modifier psychic damage, and the target suffers a -4 penalty on attacks against you until the end of your next turn.

Bramble Step

Encounter Swift Action

Red in Tooth and Claw Utility 2 • Spirit, Focus, Wild Shape

Self

Effect Until the end of your next turn, you get the woodland stride feature (ignore difficult terrain from shrubbery, trees or plants).

Bear Hug

Encounter Standard Action

Red in Tooth and Claw Attack 3 • Spirit, Wild Shape, Focus

Melee touch, one target

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage and the target is grappled.

Kinda Hard to Miss

Of all the opponents to target, you're the one that somewhat stands out.

Encounter Move Action

Red in Tooth and Claw Attack 3 • Spirit, Wild Shape

Near burst 5, all enemies

Effect The target is marked until they inflict damage on you. You gain combat advantage against each marked target until the end of your next turn. If you take damage from a target while it is marked, shift up to 5 squares and make a basic attack against the target as an immediate (react) action.

Maintain Move: The effect persists against marked targets until the end of your next turn.

Panicked Switch

You turn the target into a small, defenseless animal.

Daily Standard Action

Red in Tooth and Claw Attack 5 • Spirit, Transmutation

Near burst 5, one enemy

Attack Constitution vs Will

Hit 3d10 + your Intelligence modifier damage and shunt the target 2. They are helpless (save ends).

Special Swift (if they are still helpless, shunt them 2.)

Illogical Rage

You've stopped listening to reason. The best thing your allies can do is give you a direction a step back.

Daily Immediate (React) Action

Red in Tooth and Claw Attack 5 • Spirit, Wild Shape

Self

Trigger You are staggered.

Effect Until you are no longer staggered or until you fall unconscious, you gain a +4 power bonus to all damage rolls. If you don't hit with an attack on your turn, you gain a +2 bonus to damage on your next hit. This bonus is cumulative every round until you hit. If you do not hit an enemy before the bonus reaches +14, you must make a melee basic attack against the nearest creature on your turn.

Righting Reflex

That's right, you land like a cat.

At-Will No Action

Red in Tooth and Claw Utility 6 • Spirit, Wild Shape

Self

Trigger You fall.

Effect Treat the fall as if it were 6 squares lower and you land on your feet.

Animal Instincts

Daily Swift Action

Red in Tooth and Claw Utility 6 • Spirit, Wild Shape

Self

Effect Until the end of the encounter, you get a +2 bonus on Athletics, Acrobatics, Endure, Stealth and Nature checks. End this power early to reroll an Athletics, Acrobatics, Stealth or Nature check and take the second result.

Scent

Daily Swift Action

Red in Tooth and Claw Utility 6 • Spirit, Wild Shape

Self

Effect You have truesight 6.

Regenesis

Your injuries knit in seconds to the shock of those around. You assure them it still hurts like hell.

Daily Move Action

Red in Tooth and Claw Utility 6 • Spirit, Wild Shape, Healing

Self

Effect You gain regeneration 3 until the end of the encounter.

Rhinohide

Your skin becomes thick and leathery, able to withstand considerable punishment, though onlookers often advise skin cream.

Daily Move Action

Red in Tooth and Claw Utility 6 • Spirit, Wild Shape

Self

Effect You gain resist 3 to all damage until the end of the encounter.

Frenzy

Your opponent scores a hit; you growl back. GROWWWLLL ...

Encounter Immediate (React) Action

Red in Tooth and Claw Attack 7 • Spirit, Wild Shape, Consistent

Self

Trigger You are hit by an attack.

Effect Shift your speed toward the triggering creature and make a melee basic attack against it.

You, Afraid?

The bigger they are...

Daily Swift Action

Red in Tooth and Claw Attack 9 • Spirit, Wild Shape

Near burst 10, one creature

Effect The target is marked until the end of the encounter and you gain a +1 bonus to attack and a +2 bonus to damage against the target until it is dead or five minutes. You are also immune to any fear effects from the target.

Flittering Form

Daily Swift Action

Red in Tooth and Claw Utility 10 • Spirit, Form

Self

Effect You take the form of a Tiny flying animal, like a bird or a bat. You cannot talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. You can leave this form as a swift action. Your speed becomes 4 but you get a fly speed of 8.

Maintain Standard

Tenacity

Daily Immediate (Counter) Action

Red in Tooth and Claw Utility 10 • Spirit, Wild Shape

Self

Trigger You fall to 0 HP or below.

Effect Until the end of the encounter, you do not fall unconscious from being at 0 HP or below, or make death saves. At the end of the encounter, if you are still at 0 HP or below, you immediately fall unconscious and start making death saves.

Through New Eyes

Daily Free Action

Red in Tooth and Claw Utility 10 • Spirit, Wild Shape, Focus

Self

Trigger You use *wild shape*.

Effect Reroll your initiative with a +4 bonus. You use that initiative from next round onwards.

Active Camouflage

Whether it be a natural ability of your skin or an acute sense of your surroundings, hiding has never been difficult for you.

Daily Free Action

Red in Tooth and Claw Utility 10 • Spirit, Wild Shape

Self

Effect You gain a +15 bonus to your next Stealth check and until you leave cover, if you make a melee or ranged attack from hiding, you are still considered to be hiding.

Bloodhound

They don't call it a detective's nose for nothing.

Daily Free Action

Red in Tooth and Claw Utility 10 • Spirit, Wild Shape

Self

Effect Gain a +10 power bonus to your next Insight or Perception check.

Survivor-Person

Daily Swift Action

Red in Tooth and Claw Utility 10 • Spirit, Wild Shape

Self

Effect You spend a recovery, regain additional hit points equal to your level, and you gain a +10 bonus to Endurance checks for one hour.

Quick Change Artist

Encounter Immediate (Counter) Action

Red in Tooth and Claw Utility 10 • Spirit

Self

Trigger You are hit by an attack.

Effect Use the *wild shape* power, even if it is expended.

Deimatic Display

Encounter ** Action**

Red in Tooth and Claw Attack 13 • Spirit, Wild Shape, Focus

Near burst 10, one creature

Attack Constitution vs Will

Hit 2d10 + Constitution modifier psychic damage, and the creature cannot willingly move closer to you until the end of your next turn.

Boost Level 27: Range becomes Near burst 10, all enemies

Ferocious Feline

You jump all limbs forward toward the enemy with such speed, no one can prepare for a defense.

Daily Swift Action

Red in Tooth and Claw Attack 15 • Spirit, Wild Shape

Self

Effect Until the end of the encounter you gain a +2 power bonus to Dexterity-based checks and to AC and Reflex defense, and a +1 bonus to speed.

Boost Level 29: Make a basic melee attack when you use this power. Also, you receive a +4 power bonus to Dexterity-based checks and to AC and Reflex defense, and a +2 bonus to speed, instead of the bonuses listed under effect.

Perfect Form

It's not a pleasant process to watch, and you may require a new set of clothes if you didn't think ahead.

Daily Standard Action

Red in Tooth and Claw Utility 16 • Spirit, Wild Shape, Stance

Self

Effect You can alter your physical form to take on the appearance of any natural beast your size. You gain the beast's attacks and special abilities. You retain your statistics, but you cannot use other powers, speak, or wield weapons (if your altered form has hands, any objects used as weapons are treated as improvised weapons). Anything worn or carried is dropped in your square when you transform. Your disguise cannot be penetrated. The effect persists until you end it with a swift action or until you fall unconscious.

Threat Discouragement

You actually appear to get a little bigger. It's probably an illusion.

Daily Swift Action

Red in Tooth and Claw Utility 16 • Spirit, Wild Shape, Healing

Self

Effect You gain temporary hit points equal to the sum of your Strength, Constitution, and Dexterity bonuses + your level. All adjacent enemies are dazed until the start of your next turn.

Psychotic Leap

You would look like someone flying if your legs and arms weren't all pointing forward.

Encounter Standard Action

Red in Tooth and Claw Attack 17 • Spirit, Wild Shape, Focus

Melee touch, one target

Attack Constitution vs AC

Hit 2d10 + Constitution modifier damage.

Effect Before your attack, teleport double your speed to a square in line of sight.

Bad Bear

Your cells multiple and expand. As you let go of your emotional control, your body begins to take on a shape reflective of your mood.

Daily Swift Action

Red in Tooth and Claw Attack 19 • Spirit, Wild Shape

Self

Effect Until the end of the encounter you gain a +2 power bonus to your Strength and Constitution-based checks, attack and damage rolls and Fortitude defense, and 2 temporary hit points per level.

Shake It Off

Daily Immediate (Counter) Action

Red in Tooth and Claw Utility 22 • Spirit, Wild Shape

Self

Trigger You are hit by an attack.

Effect You immediately return to your original form. Instead of the normal damage done by the attack, you take 3d6 damage. However, other conditions and effects of the attack (including persistent damage) still apply.

Instant Regeneration

Wounds knit it in seconds, almost as if someone had cast a spell on you.

Daily Swift Action

Red in Tooth and Claw Utility 22 • Spirit, Wild Shape, Healing

Self

Effect Until the start of your next turn or until you are dealt a total of 100 damage, you take no damage of any kind.

Maintain Swift: The effect persists until the start of your next turn.

Feline-Like Grace

No one knows how you got from there to here without a scratch.

Encounter Free Action

Red in Tooth and Claw Utility 22 • Spirit, Wild Shape

Self

Effect Until the end of your turn, all movement is considered a shift, regardless of the distance or the abilities used.

Stampede

Encounter Standard Action

Red in Tooth and Claw Attack 23 • Spirit, Wild Shape, Focus

Near arc 5, all enemies

Attack Constitution vs AC

Hit 2d10 + Constitution modifier thunder damage, and the target falls prone.

Scratching Tempest

Daily Standard Action

Red in Tooth and Claw Attack 25 • Spirit, Wild Shape, Focus

Near burst 2, all enemies

Attack Constitution vs AC

Hit 4d6 + Constitution modifier damage.

Effect Until the end of the encounter, your reach increases by 1.

Spells of Ice and Fire

Key Ability: Dexterity

Secondary Ability: Intelligence

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

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

Note that the Spells of Ice and Fire discipline is dedicated to the cold and fire flux energies. You can use these powers while you have a different flux energy active, but you don't get any of the special "Cold" or "Fire" riders.

Magic Touch

You've read books where wizards use rays of frost or scorching bursts. To you, these weren't works of fiction. These were options.

At-Will Standard Action

Spells of Ice and Fire Attack 1 • Arcane, Flux, Focus

Melee touch, one creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage and the target takes half damage at the start of your next turn.

Level 21: Increase to 2d6 + Dexterity modifier [flux] damage.

Thermodynamic Bolt

With only the slightest catalyst, you catch a personification of a classical element and hurl it towards the enemy.

At-Will Standard Action

Spells of Ice and Fire Attack 1 • Arcane, Flux, Focus

Ranged 10, one creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage. Increase damage to 2d6 + Dexterity modifier [flux] damage at 21st level.

Entropic Burst

With a maneuver you try not to look like a pirouette from a ballet, you shift the air density around you, creating a vortex to knock away your enemies.

Encounter Standard Action

Spells of Ice and Fire Attack 1 • Arcane, Flux, Focus

Near burst 3, all creatures

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage, and the target is pushed to the nearest adjacent square outside the burst. If the target hits an obstruction, it is knocked prone.

Miss Half damage, but the target is still pushed.

Special Elemental Attunement: Burst +2.

Boost Level 13: Near burst 4 and 2d6 + Dexterity modifier [flux] damage.

Level 27: Near burst 6 and 4d6 + Dexterity modifier [flux] damage.

Bottled Thermodynamic Transfer

You bind a localized severe temperature change to your hand and hurl it to your foes.

Encounter Standard Action

Spells of Ice and Fire Attack 1 • Arcane, Flux, Focus

Ranged 20, one creature

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier cold/fire damage.

Effect You can make either a second attack against the target or attack each enemy adjacent to the target.

Secondary Hit: 1d8 + Dexterity modifier damage.

Special Elemental Attunement: Ranged 40.

Boost Level 13: Primary damage 3d8 + Dexterity modifier, secondary damage 2d8 + Dexterity modifier.

Level 27: Primary damage 4d8 + Dexterity modifier, secondary damage 3d8 + Dexterity modifier.

Resonant Ray

You hold your hand to the ground and a line of fire or jagged ice spreads across the surface to strike your foes.

Daily Standard Action

Spells of Ice and Fire Attack 1 • Arcane, Flux, Focus

Near wall 8, all creatures in wall

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage, and until the end of your next turn the target is immobile (if cold) or weakened (if fire).

Miss Half damage.

Special Elemental Attunement: Wall 12.

Boost Level 15: Two rays and 3d8 + Dexterity modifier [flux] damage.

Level 29: Three rays, 4d8 + Dexterity modifier [flux] damage, and condition duration is save ends.

Thermal Absorption

Regardless of the temperature, it's all just levels of entropy which you can absorb.

Encounter Immediate (Counter) Action

Spells of Ice and Fire Utility 2 • Arcane, Flux

Self

Trigger You are about to take damage matching your flux energy.

Effect Instead of taking damage, you recover hit points up to your recovery value. The excess damage is ignored.

Elemental Restraint

You employ your element to grab your target. You can either hold them in place or fling them across a room.

Encounter Standard Action

Spells of Ice and Fire Attack 3 • Arcane, Flux, Focus

Ranged 20, one Medium or smaller creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage, and you inflict additional effects based on your flux energy.

- Cold: The target is immobile in an ice cage, blocking line of sight, and cannot break free until it inflicts damage on the ice equal to twice your level plus your Dexterity modifier.
- Fire: You inflict additional damage equal to your level and can shunt the target as many squares as your Dexterity modifier.

Boost Level 17: 3d6 + Dexterity modifier damage.

Thermal Isolation

You pick one location and radically affect its entropic state. This could freeze a target in its spot or light it on fire.

Encounter Standard Action

Spells of Ice and Fire Attack 3 • Arcane, Flux, Focus

Ranged 20, one creature

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage, and you inflict additional effects based on your flux energy: the target is restrained until the end of your next turn (cold) or if the target does not drop prone on its next turn, it suffers an additional 10 fire damage (fire).

Boost Level 17: 4d8 + Dexterity modifier damage.

Expanding Phase Transition

With feet firmly planted, you send out a radiating expanse of altered terrain, either coated in ice or setting it ablaze; either result should impede your enemies.

Daily Standard Action

Spells of Ice and Fire Attack 5 • Arcane, Flux, Focus, Zone

Near burst 3

Effect The effect is determined by your flux energy.

- Cold: You can create either a sheet of smooth ice or a sheet of ice spikes. If smooth, targets which enter an affected square are knocked prone. If spiked, the field is difficult terrain and creatures which enter an affected square suffer 1d4 + Dexterity modifier damage (this ends the effect for that square). A cold expanse lasts until the end of the encounter or five minutes.
- Fire: The field is difficult terrain and targets which enter an affected square suffer 1d6 + Dexterity modifier damage. A fire expanse lasts until the end of your next turn.

Special Elemental Attunement: Increase the burst range by 2 squares.

Maintain Move: The fire expanse persists until the end of your next turn.

Boost Level 19: Increase the blast radius to close burst 8.

Frozen Creation

You use ambient water to quickly create something useful.

At-Will Standard Action

Spells of Ice and Fire Utility 6 • Arcane, Cold

Near wall 4

Effect You can create simple objects made of ice, such as bridges, walls, pillars, or furniture. The objects can sustain weight but are not durable, and will shatter if they suffer more than 10 points of damage.

Thermal Wall

You throw up a wall of ice or a sheet of fire to discourage attack.

Daily Move Action

Spells of Ice and Fire Utility 6 • Arcane, Flux

Far wall 5 (range 3)

Effect You erect a ten foot high wall which blocks line of sight. You gain additional effects based on your elemental focus.

- Cold: The ice wall is solid and can grant cover. The wall can withstand 50 points of damage before shattering. The wall remains until destroyed or until you cancel the effect.
- Fire: The wall grants resist 3 all damage to anyone behind it. Creatures can attempt to pass through the wall but suffer 3d6 fire damage. The wall lasts until the end of your next turn.

Special Elemental Attunement: Wall 10.

Maintain Minor: The fire wall persists until the end of your next turn.

Broken Equilibrium

You release a pellet sized thermodynamic catalyst which upon impact creates an instant shift in the surrounding energy levels.

Encounter Standard Action

Spells of Ice and Fire Attack 7 • Arcane, Flux, Focus

Far burst 2 (range 20), all creatures

Attack Dexterity vs Reflex

Hit 3d6 + Dexterity modifier [flux] damage. You gain additional effects based on your flux energy:

- Cold: The target is slowed until the end of your next turn.
- Fire: If the target moves more than two squares on its next turn, it suffers 5 fire damage.

Special Elemental Attunement: Increase the burst range by 2 squares.

Boost Level 23: Area burst 4 within 20 squares and 4d6 + Dexterity modifier [flux] damage.

Dynamic Tempest

People believe you able to control weather. They may even ascribe a nickname to you. Squall? No. Hurricane? No... something shorter.

Daily Standard Action

Spells of Ice and Fire Attack 9 • Arcane, Focus, Cold

Near burst 5, all creatures

Attack Dexterity vs Reflex

Effect You create a localized storm in the area of effect which lasts until the end of your next turn. It grants concealment and any creature that starts its turn in the tempest takes cold damage equal to your level and is slowed. If you move, the storm moves with you.

Special Elemental Attunement: Close burst 8.

Maintain Standard: The effect persists until the end of your next turn.

Halo of Fire

Those around believe the word is coming to end. You surround targets in a circle of flame and then close the hole around them.

Daily Standard Action

Spells of Ice and Fire Attack 9 • Arcane, Focus, Fire

Far burst 3 (range 20), all creatures

Attack Dexterity vs Reflex

Hit 4d6 + Dexterity modifier fire damage, and the target is pulled 1 square towards the center, starting with the nearest target. The last target moved suffers additional 2d6 + Dexterity modifier fire damage.

Miss Half damage and pulled 1 square.

Special Elemental Attunement: Far burst 5.

Thermal Shield

You protect yourself and all those around you with your power.

Daily Move Action

Spells of Ice and Fire Utility 10 • Arcane, Flux

Near burst 3

Effect You erect a dome ten feet high wall which blocks line of sight. You gain additional effects based on your elemental focus.

- Cold: The dome is solid and can withstand 100 points of damage before shattering. Creatures within cannot leave until the dome is shattered or dismissed, but cannot be targeted from outside. The dome lasts until destroyed or until you cancel the effect.
- Fire: The burst creates a wall of fire in the outermost squares that grants resist 3 all damage to those inside it. Creatures can attempt to pass through the wall but suffer 4d6 fire damage. The wall lasts until the end of your next turn.

Special Elemental Attunement: Near burst 5.

Rocket Propulsion

With enough influence over the transfer of energy, you're able create a sustainable thermal reaction you can use to enable flight.

Daily Move Action

Spells of Ice and Fire Utility 16 • Arcane, Fire

Self

Effect You gain a fly speed of 8 until the end of your next turn. Each creature adjacent to your launch square take 5 points of fire damage.

Maintain Swift: Your fly speed persists until the end of your next turn. If you do not sustain and are still in the air at the start of the following turn, you fall.

Blood Tell

Humans are 90% water. Humans are in a state of entropy which you can alter. This won't look pretty.

Daily Standard Action

Spells of Ice and Fire Attack 19 • Arcane, Flux, Focus

Ranged 5, one living creature

Attack Dexterity vs Reflex

Hit 4d10 + Dexterity modifier [flux] damage, and the target is weakened and dazed (save ends). If the target dies, it explodes.

Miss Half damage and the target can still explode.

Ice Castle

They say when you become an adult, you put away childish things; but when you can make a fort out of ice, some things will never change.

Daily Standard and Move Action

Spells of Ice and Fire Utility 22 • Arcane, Ice

Self

Effect You create a single room (no more than sixteen squares) structure out of ice, including furnishings if desired. If the structure is constructed in an area below freezing, it will persist indefinitely; otherwise, it will persist for 24 hours before melting.

Maintain Standard and Move: Create another room, or expand the size of an existing one.

Starfall

Key Ability: Dexterity

Secondary Ability: Intelligence

Attack of Necessity

Out of options, become a hero.

At-Will Standard Action

Starfall Attack 1 • Martial, Weapon

Near arc 3, all creatures

Attack Dexterity vs Reflex

Hit 1dW damage, and the target is pushed to the nearest empty square outside of the blast. If the target cannot move to the nearest empty square, the target takes additional damage equal to your Dexterity modifier. Increase to 2dW damage at 21st level.

Special If you do not move this turn, arc 4 instead.

Micro Burst

Your shots are more to impede enemies than kill them.

At-Will Standard Action

Starfall Attack 1 • Martial, Weapon

Far burst 1 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 1 damage and the target is slowed until the start of your next turn.

Special If you do not move this turn, your Dexterity modifier in damage instead.

Potential Push

The power of your attack sends the enemy tumbling back.

At-Will Standard Action

Starfall Attack 1 • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage, and the target is pushed 1 square. If the target cannot be pushed because of an obstruction or difficult terrain, it takes additional damage equal to your Intelligence modifier. Increase damage to 2dW + Dexterity modifier at 21st level.

Special If you do not move this turn, the target is pushed 2 squares instead of 1 (and suffers the indicated damage if it cannot be pushed at least 2 squares).

Rapid Shots

You shoot towards an area.

At-Will Standard Action

Starfall Attack 1 • Martial, Weapon

Far wall 3 (weapon range), all creatures in wall you can see

Attack Dexterity vs Reflex

Hit 1dW damage. Increase damage to 2dW at 21st level.

Special If you do not move this turn, wall 4 instead of a wall 3.

Focused Shot

You make a continuous stream of attacks against a single target.

Encounter Standard Action

Starfall Attack 1 • Martial, Consistent, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

Special If you do not move this turn, the target is also slowed or weakened (your choice) until the start of your next turn.

Pinning Shot

Your shots force an enemy down or to cover.

Encounter Standard Action

Starfall Attack 1 • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage, and the target is slowed until the start of your next turn.

Special If you do not move this turn, the target is immobile instead of slowed.

Maintain Standard: Repeat the attack against the same target. You can sustain only once.

Shot on the Run

You lay down a line of shots as you make a dash across the enemy's flank.

Daily Standard Action

Starfall Attack 1 • Martial, Weapon

Far wall 5 (weapon range), all creatures in wall you can see

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Miss Half damage.

Effect Before the attack, you can run, shift, or walk as a normal move action; if you are wielding a weapon that normally incurs attack penalties when moving, this movement does not inflict those penalties.

Special If you do not move this turn, wall 6.

Wildfire

There's too many of them. You keep the arrows coming and plow a road.

Daily Move and Standard Action

Starfall Attack 1 • Martial, Weapon

Near arc 6, all creatures

Attack Dexterity vs Reflex

Hit 1 damage, and the target is knocked prone and dazed until the start of your next turn.

Miss The target is dazed until the start of your next turn.

Special If you do not move this turn, arc 7.

Barbed Arrows

Conserve arrows? Why?

Daily Free Action

Starfall Utility 2 • Booster, Martial

Self

Trigger You hit with an arc, burst, or wall attack.

Effect Each creature you hit takes an additional 5 extra damage.

Covering Shot

You protect an ally's movement through hostile terrain.

Encounter Standard Action

Starfall Attack 3 • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile and cannot make opportunity attacks until the start of your next turn.

Special You can use this power again with an action point (replacing the action).

If you do not move this turn, the target suffers a -2 penalty to all attack rolls until the start of your next turn (this does not require a hit).

Eye the Enemy

You quickly ascertain your enemy's tactics and motives. You taunt him to reveal a weakness.

Encounter Free Action

Starfall Attack 3 • Booster, Martial, Weapon

Self

Trigger You hit an enemy with a ranged weapon.

Effect Add your Intelligence modifier to the damage roll of all hits against the target (including the triggering hit) until the start of your next turn.

Maintain Minor: The effect persists. You can sustain until the target is staggered.

Black Sky

You unleash a hail of arrows so intense, enemies are sent flat on their backs.

Daily Standard Action

Starfall Attack 5 • Martial, Weapon

Ranged 5, one, two or three creatures

Attack Dexterity vs AC, three attacks

Hit 1dW + Dexterity modifier damage, and the target is knocked prone.

Miss Half damage, and the target is knocked prone.

Special If you do not move this turn, on a hit, the target also suffers 5 persistent damage (save ends).

Standing Barrage

You lay down a rain of arrows against entrenched or approaching foes.

Daily Move and Standard Action

Starfall Attack 5 • Martial, Weapon

Far burst 1 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile until the start of your next turn.

Miss Half damage.

Special If you do not move this turn, on a hit, the target suffers a -2 penalty to all attack rolls until the start of your next turn.

Maintain Move and Standard: Repeat the attack against the same area.

Chain Shots

It almost feels like a game as enemies drop quickly in your path.

Encounter Swift Action

Starfall Utility 6 • Martial

Self

Effect Until the end of your next turn, roll twice for every attack roll (using ammunition with each roll) and take the higher result.

Man Down!

You drop to a knee by a fallen ally and ensure that ally is safe until help arrives.

Encounter Standard Action

Starfall Utility 6 • Martial

Near burst 6, one dead, prone, or unconscious ally in burst.

Effect Shift into the target's square. The target cannot be the target of any ranged or melee attack and gains a +3 power bonus to all defenses against area attacks until the start of your next turn. The effect ends if the target stands or you leave the target's square.

Maintain Swift: The effect persists until the start of your next turn.

The Killing Field

You hold your weapon back and wait for the advancing enemy. You have the entire battlefield in your view.

Encounter Standard Action

Starfall Attack 7 • Martial, Weapon, Zone

Far burst 5 (range 20)

Effect You create a zone in the affected area. The zone lasts until the start of your next turn. It is considered difficult terrain. You can make the following attack against any creature that enters any square of the zone as an opportunity action:

Attack: Dexterity vs. AC

Hit: 1dW + Dexterity modifier damage

Special This power cannot be targeted by dispel magic.

Maintain Standard: The zone persists until the start of your next turn. You can move the zone to a new area within range as part of this action.

Tri-Shot

To conserve arrows, you control your shots to specific targets rather than shooting chaotically at your foes.

Encounter Standard Action

Starfall Attack 7 • Martial, Weapon

Ranged weapon, one, two or three creatures

Attack Dexterity vs AC, three attacks

Hit 1dW + Dexterity modifier damage.

Force Back

A nonstop rain of arrows tracks an assaulting or flanking enemy.

Daily Standard Action

Starfall Attack 9 • Martial, Weapon

Far burst 2 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile until the end of your next turn.

Special If you do not move this turn, the target suffers a -2 penalty to all attack rolls until the start of your next turn whether or not you hit.

Maintain Standard: Repeat the attack. You can shift the barrage up to 3 squares every turn. If you miss all targets in the burst, you can no longer sustain.

Distracting Arrow

Your attack is more of a diversion to allow others the opportunity to recover.

Daily Swift Action

Starfall Attack 9 • Booster, Martial, Weapon

Self

Trigger You hit an enemy with a ranged weapon.

Effect The target takes 1dW extra damage from the triggering attack. Two allies in line of sight can make saving throws against one condition a save can end.

Battle Position

Enemies are all around you. You need room to shoot. You wave your bow wildly.

Daily Free Action

Starfall Utility 10 • Martial

Self

Effect Shift your speed -2. You do not count as having moved for the purpose of Deadeye powers that get a benefit if you have not moved.

Machine of Destruction

This is what it all comes down to. You and your weapon. That's all that matters.

Encounter Free Action

Starfall Utility 10 • Martial

Self

Effect Until the end of your next turn, you are immobile and the action required for any basic attack or at-will power is reduced from standard to move, or from move to swift.

Clearing the Room

Encounter Standard Action

Starfall Attack 13 • Martial, Weapon

Ranged 5, one, two or three creatures

Attack Dexterity vs AC, three attacks

Hit 2dW + Dexterity modifier damage, and the target is pushed 2 squares. If the target cannot be pushed 2 squares, it suffers an additional 1dW damage.

Special If you do not move this turn, a hit target is pushed 4 squares and suffers additional damage if it cannot be pushed back 4 squares.

Stacked Volleys

You launch two identical volleys of arrows, nearly on top of each other. Opponents don't expect the second one as quickly.

Encounter Standard Action

Starfall Attack 13 • Martial, Weapon

Far burst 2 (weapon range), all creatures

Attack Dexterity vs Reflex, two attacks per target

Hit 1dW + Dexterity modifier, and the target is dazed until the end of your next turn. If hit twice, the target is dazed (save ends).

Special If you do not move this turn, gain a +1 bonus to each second attack.

Tracking Shots

As your first shot impacts, you gain vital information about wind direction and the agility of the target. Your second shot finds its place even easier.

Daily Standard Action

Starfall Attack 15 • Martial, Consistent, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage. Make a secondary attack against the same target.

Secondary Attack: Dexterity +2 vs. AC

Hit: 1dW + Dexterity modifier damage. Make a tertiary attack against the same target.

Miss: Half damage

Tertiary Attack: Dexterity +4 vs. AC

Hit: 2dW + Dexterity modifier damage.

Wildfire Blitz

You spray arrows across a massive area, holding back whole armies against your single defiant will.

Encounter Standard Action

Starfall Attack 15 • Martial, Weapon

Far burst 4 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage.

Miss Half damage.

Bandit's Yell

You scream loudly as you shake off the damage.

Encounter No Action

Starfall Utility 16 • Healing, Martial

Self

Trigger You are affected by one of the following conditions that a save can end: blinded, dazed, marked, slowed, stunned, or weakened.

Effect You gain a +5 bonus to the saving throw until you succeed.

Toxophilite

Encounter Free Action

Starfall Utility 16 • Booster, Martial

Self

Effect Until the end of your next turn, gain a +1 bonus to attack rolls and a +4 bonus to damage rolls.

Flurry of Arrows

You unleash a flurry of arrows towards an enemy.

Encounter Standard Action

Starfall Attack 17 • Martial, Weapon

Ranged weapon, one or two enemies

Attack Dexterity vs AC, two attacks

Hit 2dW + Dexterity modifier damage

Special If you do not move this turn, increase damage to 3dW + Dexterity modifier.

You can use this power again with an action point (replacing the action).

Mosquito's Nip

It is hard for your enemies to think of anything but you as you continue to rain steel from the sky.

Encounter Move Action

Starfall Attack 17 • Martial, Weapon

Self

Effect Each enemy you hit with a ranged attack until the end of your next turn is marked until the end of your next turn.

If your marked target makes an attack that does not include you as a target, you gain a +2 bonus to attack rolls and a +4 bonus to damage rolls against the target until the end of your next turn.

Maintain Move: The effect persists.

Mindless Mayhem

You send a tsunami of arrows into the enemy.

Daily Standard Action

Starfall Attack 19 • Martial, Weapon

Ranged weapon, one two or three enemies

Attack Dexterity vs AC, three attacks

Hit 2dW + Dexterity modifier damage, and the target is pushed a number of squares equal to your Intelligence modifier and is weakened until the start of your next turn.

Miss Half damage and the target is weakened until the start of your next turn.

Special If you do not move this turn, you can target up to 4 enemies instead of 3 and make 4 attacks instead of 3; you must target at least two separate creatures.

You can use this power again with an action point (replacing the action).

Suppressing Shots

You cover an area with arrows to keep enemies from moving.

Daily Standard and Move Action

Starfall Attack 19 • Martial, Weapon, Zone

Far burst 2 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage, and the target is slowed (save ends).

Effect You create a zone in the burst that persists until the start of your next turn. Creatures that enter the zone or start their turns in it take 1dW damage and are slowed (save ends). You use ammunition each time you inflict damage.

Special If you do not move this turn, burst 3.

Maintain Move: The effect persists.

New Position

The effectiveness of your current location is in question. You quickly move to better ground.

Encounter Free Action

Starfall Utility 22 • Martial

Self

Effect Shift your speed.

Cloud of Hellfire

Your shots pepper the ground, sending up debris, hampering vision and movement.

Encounter Move and Standard Action

Starfall Attack 23 • Martial, Weapon

Far burst 4 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage

Effect Until the start of your next turn, the area becomes difficult terrain and targets in the area grant combat advantage to anyone outside the area.

Special If you do not move this turn, burst 5.

Maintain Move: The effect persists. You use additional ammunition each time you sustain equal to one attack roll.

Clear the Ground

You cut down trees, walls, bushes, and people--anything that gets in your way.

Encounter Standard Action

Starfall Attack 23 • Martial, Weapon

Far burst 5 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage

Effect Until the end of the encounter, all difficult terrain in the area is no longer difficult terrain.

Special If you do not move this turn, 3dW damage

Behemoth-Killer

You relax as you loose the arrow. It's not like you can miss.

Encounter Standard Action

Starfall Attack 23 • Martial, Weapon

Near burst 5 (weapon range), one Large or larger creature you can see

Attack Dexterity +2 vs AC

Hit 3dW + Dexterity modifier damage.

Special If you do not move this turn, increase to 4dW + Dexterity modifier damage.

Overwatch

You keep a careful eye on an ally or allies from an advantageous position, and wait for enemies to poke out their heads.

Daily Standard Action

Starfall Attack 25 • Martial, Weapon

Far burst 3 (weapon range, minimum 10), all creatures you can see

Attack Dexterity vs Reflex

Hit 3dW + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Special If you do not move this turn, burst 4

Maintain Standard: Repeat the attack against the same area. On a hit, you deal no additional damage but the target is stunned until the end of your next turn.

One on One

Your opponent is a lone creature of incredible power. You aim for this single target and release everything.

Daily Standard Action

Starfall Attack 25 • Martial, Consistent, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 4dW + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Special If you do not move this turn, you can reroll all 1s on any damage dice for this power until the result is anything but a 1.

Maintain Standard: Repeat the attack against the same target. You cannot maintain if you missed on your previous turn.

Cone of Barbs

You sweep your weapon wide, attacking everything in front of you.

Daily Standard Action

Starfall Attack 25 • Martial, Weapon

Near arc 8, all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage, and the target is knocked prone and dazed until the end of your next turn.

Miss Half damage, and the target is knocked prone and dazed until the end of your next turn.

Special If you do not move this turn, targets in Near arc 3 take 1dW extra damage.

Selective Shots

You've trained enough to know the difference between friend and enemy. You no longer need to lay down broad volleys of arrows.

Encounter Standard Action

Starfall Attack 27 • Martial, Weapon

Ranged weapon, five creatures, each no more than 3 squares from another target.

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage

Effect The target is dazed until the start of your next turn.

Special If you do not move this turn, each target can be no more than 5 squares away from another.

Finish the Job

After an onslaught of arrows, one target still didn't fall. You turn your attention and ensure it follows your advice.

Encounter Swift Action

Starfall Attack 27 • Martial, Consistent, Weapon

Ranged weapon, one creature you hit this round as part of a Far attack

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Special If you do not move this turn, 4dW + Dexterity modifier damage

Fall of Heaven

You crash the pillars and bring down the sky, raining steel, offloading everything you have.

Daily Standard Action

Starfall Attack 29 • Martial, Weapon

Ranged weapon, all enemies you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage, and the target is stunned (save ends).

Miss Half damage.

Special If you do not move this turn, 2dW + Dexterity modifier + Intelligence modifier damage.

Measured Response

You respond to an attack with a proportionate level of aggression.

Daily Standard Action

Starfall Attack 29 • Martial, Weapon

Far burst 1 (weapon range), all creatures you can see

Attack Dexterity vs Reflex

Hit 4dW + Dexterity modifier damage.

Miss Half damage and if the target is bloodied before or after the initial damage, it takes an additional 1dW damage (not halved).

Effect If the target is staggered before or after the initial damage, it takes an additional 2dW damage.

Strong Bidding

Key Ability: Charisma

Secondary Ability: Wisdom

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

Companion Strike

At-Will Standard Action

Strong Bidding Attack 1 • Spirit, Companion

Special

Hit Your companion makes a basic melee attack and adds your Charisma modifier to the damage.

Side by Side

Encounter Standard Action

Strong Bidding Attack 1 • Spirit, Companion

Melee

Attack Charisma vs AC

Hit 1dW + Charisma modifier damage.

Effect Your companion can also move its speed and make a basic melee attack against the same target.

Share Senses

Daily Swift Action

Strong Bidding Utility 2 • Spirit, Companion

Effect You can use any or all of your companion's senses as your own, gaining the benefits of any special senses that it has. During this time, you lose any of the senses that you take from your companion. For example, you could share your companion's sight, but keep your hearing.

Maintain Swift

Boost Level 16 (encounter): This becomes an encounter power.

Lifelink

Daily Immediate (Counter) Action

Strong Bidding Utility 2 • Spirit, Companion

Trigger Your companion is hit by an attack.

Effect You experience all of the consequences of the attack hit, instead of your companion. If you are also a target of the attack, you experience the attack twice.

Leaping Intercept

Daily Immediate (Counter) Action

Strong Bidding Utility 6 • Spirit, Companion

Trigger Your companion is adjacent to you and you are hit by an attack

Effect You take half damage from the attack and your familiar takes half damage from the attack.

Familiar Guidance

Daily Immediate (Counter) Action

Strong Bidding Utility 6 • Spirit, Companion

Trigger You miss on an at-will or encounter attack

Effect Reroll the attack and take the second result.

Leap to Companion

Encounter Move Action

Strong Bidding Utility 6 • Spirit, Teleport, Companion

Self

Effect Teleport to the space occupied by your companion. If they are a familiar, they are hidden away. If they are a different type of companion, they shift 1 into an unoccupied space.

Safeguard Companion

Encounter Immediate (Counter) Action

Strong Bidding Attack 7 • Spirit, Focus, Companion

Trigger Your companion is the target of an attack from an enemy adjacent to it.

Attack Charisma vs Will

Hit 1d8 + Charisma modifier + Intelligence modifier and push the target 2.

Call Back Familiar

Daily Immediate (Counter) Action

Strong Bidding Utility 10 • Spirit, Companion

Trigger Your familiar is hit by an attack.

Effect Your familiar teleports to your space and is hidden away.

Interfering Companion

Encounter Swift Action

Strong Bidding Utility 10 • Spirit, Companion

Self

Effect Your companion can flank, if it couldn't already.

Boost Level 10: You get combat advantage against enemies adjacent to your companion.

Level 20: Enemies adjacent to your companion cannot shift. You get combat advantage against enemies adjacent to your companion.

Companion Form

Daily Swift Action

Strong Bidding Utility 10 • Spirit, Transmutation, Companion

Self

Effect You take the form of your companion, including size, source and type, senses and speed. As a swift action, you can resume your true form until you spend another swift action.

Maintain Standard

Master's Form

Daily Swift Action

Strong Bidding Utility 10 • Spirit, Transmutation, Companion

Ranged 10, one companion

Effect Your companion transforms into a humanoid of your race with the same age, gender, and build of its true form, though it always maintains a clearly unnatural remnant of its nature, such as a cat's eyes or a serpent's tongue.

Maintain Swift

Companion Swarm

Daily Standard Action

Strong Bidding Attack 19 • Spirit, Focus, Companion

Far burst 1, range 20 (must be your companion's space)

Attack Charisma vs Fortitude

Hit 4d8 + Charisma modifier damage

Effect Creates a zone. *Swarm Zone*: Enemies that enter the zone or begin their turn in it take 10 damage and are slowed until the start of their next turn. Spend a move action to move the zone up to 2.

Special Your companion is removed from play while the zone remains in effect.

Maintain Swift

Enlarge Companion

Daily Swift Action

Strong Bidding Utility 19 • Spirit, Transmutation, Companion

Ranged 10, one companion

Effect If your companion is smaller than Medium size, it grows to Medium size. If your companion is Medium size or larger, it increases by one size category. Its maximum HP are set to your staggered value. The companion can flank.

Once per round, the companion can knock an adjacent enemy prone or push it 1.

Third Mind

Key Ability: Wisdom

Secondary Ability: Charisma

Blazing Mantle

You channel the awesome energies of your Godmind and you literally come ablaze with phrenic power.

At-Will Standard Action

Third Mind Attack 1 • Augmentable, Phrenic, Focus, Psychic

Near burst 1, all enemies

Attack Wisdom vs Will

Hit 1d6 + Wisdom modifier psychic damage.

Level 21: Increase damage to 2d6 damage + Wisdom modifier.

Special Augment: Push each target a number of squares equal to 1 + Charisma modifier.

Gaze of Aeons

You allow yourself to become the outlet of your Godmind's phrenic power, reflecting in your eyes that burn with divine energy, jarring an enemy.

At-Will Standard Action

Third Mind Attack 1 • Augmentable, Phrenic, Focus, Radiant

Ranged 5, one creature

Attack Wisdom vs Fortitude

Hit The target grants combat advantage until the end of your next turn. Any ally who hits the target with an attack before your next turn also deals radiant damage equal to your Charisma modifier.

Special Augment: As part of the initial attack, also deal 1d6 + Wisdom modifier radiant damage.

Unerring Guidance

You ask your Godmind to guide your attacks against an enemy and your blows ring true.

Encounter Standard Action

Third Mind Attack 1 • Augmentable, Phrenic, Weapon

Melee weapon, one creature

Attack Wisdom +2 vs AC

Hit 2dW and the next ally that attacks the target gains a +2 power bonus to his or her attack roll.

Special Augment: Add your Charisma modifier to the damage and give all allies +2 to their attack rolls against the target until your next turn, instead of just the next ally.

Aura of Painful Clarity

Your connection to your Godmind extends into a shining aura, empowering all with greater clarity and focus as they attack their enemies. As enemies come into it, their vulnerabilities become clear to your allies and your intense focus might burn their minds.

Daily Standard Action

Third Mind Attack 1 • Augmentable, Aura, Phrenic, Focus, Psychic

Near burst 1, all creatures

Effect Allies that begin their turn inside the aura gain a +2 power bonus to their next attack roll. Enemies inside the aura have vulnerability 2 against all attacks.

Special Augment: As a standard action, make a Wisdom vs. Will attack against each enemy inside the aura. Hit: 1d6 + your Charisma modifier psychic damage.

Surging Meditation

You meditate, entering a state of mental clarity that allows you to heal yourself or an ally, while at the same time refreshing their mind.

Daily Standard Action

Third Mind Utility 2 • Augmentable, Phrenic, Healing

Near burst 10, you or one ally

Effect The target may spend one recovery and one focus surge.

Special Augment: This power is not expended when used.

Strike the Weakened Mind

You wield your weapon in a blazing arc and as you hit, you shatter both their physical and mental selves.

Encounter Standard Action

Third Mind Attack 3 • Augmentable, Phrenic, Weapon

Melee weapon, one creature

Attack Wisdom vs AC

Hit 2dW + Wisdom modifier damage. The target also loses any psi focus they had (refresh as if spent on a daily) and takes a -2 penalty to their Will defense until the end of their next turn.

Special Augment: Before making the attack roll, this power gains the Reliable keyword.

Siphon the Soul

You intertwine the souls and minds of one enemy and an ally of yours, siphoning away the energy of one to heal the other.

Daily Standard Action

Third Mind Attack 5 • Augmentable, Phrenic, Healing, Focus, Psychic

Ranged 10, one creature

Attack Wisdom vs Will

Hit 2d10 + Wisdom modifier psychic damage and the target is dazed (save ends).

Effect One ally within 10 may spend a recovery.

Special Augment: Give the target a penalty on his saves against the dazed condition equal to your Charisma modifier.

Aura of Mending

Your aura shines forth, powered by the connection to your godmind. Allies nearby regain their health and you can guide them into drawing upon inner resources.

Daily Swift Action

Third Mind Utility 6 • Augmentable, Aura, Phrenic, Healing

Near burst 2, all allies

Effect Every ally inside the aura at the start of their turn gains regeneration 1. While this aura is in place, you may, as a standard action, spend your *psi focus* to enable an ally within the aura to spend a recovery. Expending your *psi focus* in this fashion makes it refresh as after having used an encounter power.

Special Augment: Add your Charisma modifier to the number of hit points regained each time someone spends a recovery.

Unveiling the Godmind

You stretch out your hand, creating a bridge between your godmind's unbridled energy and the mind of a lesser creature, burning his mind and body to cinders.

Encounter Standard Action

Third Mind Attack 7 • Augmentable, Phrenic, Fear, Focus, Psychic

Melee touch, one creature

Attack Wisdom vs Fortitude

Hit 3d6 + your Wisdom modifier psychic damage, push the target 1 square and the target is restrained until the end of your next turn.

Special Augment: Add your Charisma as a power bonus to both the attack and the damage roll.

Consumption of the Sinful

Reaching forth into the mind of your enemy, you unleash his darkest sins and give them form, haunting him while aiding your allies in combat.

Daily Standard Action

Third Mind Attack 9 • Augmentable, Conjunction, Phrenic, Focus, Psychic

Ranged 10, one creature

Attack Wisdom vs Will

Hit 2d10 + Wisdom modifier psychic damage.

Effect You conjure a vile manifestation of your enemy's darkest sins in a square adjacent to the target. The manifestation exists until the end of your next turn. You can move the manifestation as a move action, using the same speed as the target. If the manifestation is adjacent to the target, the target grants combat advantage and gains vulnerability 5 against all attacks.

Special Augment: The target receives a penalty equal to your Charisma modifier to all his attack rolls (save ends).

Maintain Swift: The manifestation persists.

Aura of Psychic Vengeance

You meditate for a short while before your aura blooms out around you, allowing your mind to become as one with your allies, aiding their attacks.

Daily Standard Action

Third Mind Utility 10 • Augmentable, Aura, Phrenic

Near burst 2, all allies

Effect Each ally who starts their turn inside the aura gains a power bonus equal to your Charisma modifier to their attack rolls until the end of their turn.

Special Augment: Each ally within the aura gains regeneration equal to your Charisma modifier when they begin their turn within the zone.

Veiled Moon

Key Ability: Intelligence

Secondary Ability: Dexterity

Dimensional Strike

By shifting slightly between two worlds, you confuse the senses of your foe so you may land your attack more easily.

At-Will Standard Action

Veiled Moon Attack 1 • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Reflex

Hit 1dW + Intelligence modifier damage.

Level 21: 2dW + Intelligence modifier damage.

Disturbing Blow

By establishing counter-resonance within the spirit of an enemy with a well-placed blow, you may disrupt and disturb its next action.

Encounter Standard Action

Veiled Moon Attack 1 • Arcane, Weapon

Melee weapon, one target

Attack Intelligence vs AC

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

Cursed Fate

You can befuddle and bewilder your opponent with this strike, causing a grave imbalance in the psyche of the victim.

Daily Standard Action

Veiled Moon Attack 1 • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Will

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

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

Ghost Hunting Blow

By reaching across the barrier between worlds, you may strike at disembodied spirits as easily you would strike a normal mortal.

Encounter Swift Action

Veiled Moon Utility 2 • Arcane, Stance

Self

Effect Your attacks do force damage as well as any other type of damage, and they do damage against incorporeal targets as if the targets were not incorporeal.

Inner Sense

By sensing ripples in the spiritual world around him, you are capable of better avoiding dangerous effects and situations.

Encounter Free Action

Veiled Moon Utility 2 • Arcane

Self

Trigger You make a saving throw.

Effect Add +2 to the result.

Special You can use this power after seeing the result of your roll.

Spirit Sensing Stance

By sensing the different patterns all beings that exist have, your senses exceed that of natural beings and move into the realm of supernatural awareness.

Daily Swift Action

Veiled Moon Utility 2 • Arcane, Stance

Self

Effect You know the location to the nearest square of all creatures within 6 squares of you, even if they are hiding, incorporeal or invisible.

Leaping Spirit Dance

Light as a feather, you move gracefully in combat, with the smooth and practiced grace of an incorporeal being.

Daily Swift Action

Veiled Moon Utility 2 • Arcane, Stance

Self

Effect You receive a +2 power bonus to AC and Reflex. If you end any turn without having moved at least 2 squares, this stance ends.

Resonance Strike

By funneling your spiritual power into your attack, you may strike an opponent with glowing silvery light.

Daily Standard Action

Veiled Moon Attack 5 • Arcane, Weapon

Near burst 10, one enemy in range

Attack Intelligence vs Reflex

Hit 3dW + Intelligence modifier force damage

Miss Half damage.

Fading Strike

You learn the basic technique for walking between worlds to reach locations that previously could be inaccessible on the mortal world and potentially attack foes at those locales.

Encounter Move Action

Veiled Moon Utility 6 • Arcane, Teleport

Self

Effect Teleport 6

Half-Gone

By momentarily slipping through the barrier between the Material and the Astral planes, you may attempt to avoid an attack by being incorporeal.

Encounter Immediate (Counter) Action

Veiled Moon Utility 6 • Arcane

Self

Trigger You are hit by an attack.

Effect You are incorporeal for the purpose of this attack (typically, you take half damage from the attack).

Altered Penumbra

Position is relative to your thinking, and your position in the universe is mutable. Using these principles, you may circumvent reality to remove yourself from harm's way when necessary.

Daily Immediate (Counter) Action

Veiled Moon Utility 6 • Arcane, Conjuration, Teleport

Self

Trigger You are the target of an attack.

Effect Teleport 2. In your space is conjured an immovable illusion of yourself. The conjuration disappears once it is hit by a Melee or Ranged attack (potentially including the attack that triggered the use of this power).

Special If the teleportation does not move you outside the range of a Near or Far attack, you are still subject to that attack.

Maintain Move

Brilliant Moon

By partially phasing a portion of your attack out of this reality, you may ignore certain obstacles, such as armor, when striking at an opponent.

Encounter Standard Action

Veiled Moon Attack 7 • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Reflex

Hit 2dW + Intelligence modifier force damage.

Breath of the Moon

You use the principles of lunar cycles on the psyche of mortals.

Daily Standard Action

Veiled Moon Attack 9 • Arcane, Weapon

Near arc 3

Attack Intelligence vs Will

Hit 2dW + Intelligence modifier psychic damage, and the target cannot target you with attacks (save ends).

Miss Target cannot target you with attacks until the end of your next turn.

Formless Dance

You immerse yourself in a sort of dimensional flux, causing you to be able to see what cannot be perceived and seemingly be in many places at once.

Encounter Swift Action

Veiled Moon Utility 10 • Arcane, Stance

Self

Effect You have concealment and truesight 6.

Ghostwalk

You step through to the borderland between the Material and the Ethereal planes, becoming an incorporeal figure in both realities for a few moments.

Encounter Swift Action

Veiled Moon Utility 10 • Arcane

Self

Hit You become incorporeal until the end of your next turn.

Ethereal Reminiscence

The ectoplasmic nature of beings on the Ethereal plane allows you to briefly transport yourself to that realm and use your will to restore some of your form by filling your wounds with spectral energies, displacing your injuries.

Daily Standard Action

Veiled Moon Utility 10 • Arcane

Self

Hit You become incorporeal until the end of your next turn. Spend a recovery and heal your recovery value.

Fading Leap

With nary a thought and a gesture you may flow like moonlight from one location to another through the Astral plane, moving faster than your earthly body would allow.

Encounter Swift Action

Veiled Moon Utility 10 • Arcane, Teleport

Self

Effect Teleport 6

Flicker Strike

In a flickering blur of teleportation and movement, you disappear, blink into existence to strike a foe, and then disappear again to appear a safe distance away.

Encounter Standard Action

Veiled Moon Attack 13 • Arcane, Weapon, Teleport

Self

Effect Teleport 6.

Secondary Attack: Intelligence vs AC. 2dW + Intelligence modifier damage on a hit, and you can teleport 6.

Essence Shattering Strike

With a powerful strike, you attack the very spirit of his foe with your silver-blue light.

Daily Standard Action

Veiled Moon Attack 15 • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Fortitude

Hit 3dW + Intelligence modifier damage and the target is dazed (save ends).

Miss Half damage.

Stance of the Ether Gate

By shifting your essence partially into the Astral plane, you find that moving through that plane as just as easy as moving through the material plane.

Daily Swift Action

Veiled Moon Utility 16 • Arcane, Stance, Teleport

Self

Effect As a move action, you can teleport 6.

Twisting Ether

With a nod to your ally, you sink through the world with your ally and switch places for better effect in combat.

Encounter Swift Action

Veiled Moon Utility 16 • Arcane, Teleport

Near burst 5 one ally

Effect You and your ally simultaneously swap spaces via teleportation.

Warp Worm

By creating temporary breaches between the worlds of the Material and the Astral, you may teleport through a few enemies and emerge from the space between worlds having done your foes great internal harm.

Daily Standard Action

Veiled Moon Attack 19 • Arcane, Weapon, Teleport

Melee touch, one target

Attack Intelligence vs AC

Hit 3dW + Intelligence modifier damage, and teleport 4.

Miss Half damage, and teleport 2.

Effect Secondary Attack: Intelligence vs AC. 2d8 + Intelligence modifier damage, and teleport 4 on a hit (no damage, teleport 2 on miss).

Secondary Attack: Intelligence vs AC. 1d8 + Intelligence modifier damage, and teleport 4 on a hit (no damage, teleport 2 on miss).

Each secondary attack must be against a different target to the other secondary attack, and to the primary attack.

Ether Wave

You concentrate your spiritual energies to your hand, tear into the barrier between the Astral and the Material, and release the energies that form from this in a wracking wave of silvery-blue energy.

Daily Standard Action

Veiled Moon Attack 19 • Arcane, Weapon

Near arc 4

Attack Intelligence vs Reflex

Hit 3dW + Intelligence modifier force damage, and persistent 5 force damage (save ends).

Miss Half damage (no persistent damage).

Phantom Penumbra

To slip through the worlds is a simple matter for you, and using this to deceive and evade an attacker is effortlessly done.

Daily Swift Action

Veiled Moon Utility 22 • Arcane, Illusion

Self

Effect A number of times equal to the number of recoveries you have spent so far since your last long rest, you can force enemies within 6 to reroll an attack roll. You can only force each attack roll to be rerolled once.

Maintain Swift

Spiritual Weapon Stance

By channeling ethereal energies along your weapons and his body, you become immersed in both worlds, being as solid on the Ethereal Plane as you are on the Material.

Daily Swift Action

Veiled Moon Utility 22 • Arcane, Stance

Self

Effect Your attacks do persistent 5 force damage (save ends).

Fade Through

You fold two points in space around you to appear at another location within the span of a heart beat.

Daily Standard Action

Veiled Moon Utility 22 • Arcane, Teleport

Self

Effect Move up to your speed, with phasing. Make a basic melee attack against each enemy that you move through.

Anchoring Spirit

You pull yourself fully into the Ethereal and manifests a ghostly apparition of your form upon the Material, and in doing so you lock your immediate area for travel through the Ethereal or Astral plane.

Daily Swift Action

Veiled Moon Utility 22 • Arcane, Stance

Self

Effect You become incorporeal. Enemies within 12 cannot choose to teleport. Allies within 12 can always choose not to teleport if they would be subject to an effect that would teleport them.

Lunar Penumbra

It is said that the moon is portrayed in some legends as a laughing trickster, and with this powerful ability, you pull an incredible trick upon your foe.

Daily Immediate (Counter) Action

Veiled Moon Utility 22 • Arcane, Teleport

Self

Trigger You are the target of an attack.

Effect You and the attacker swap places via teleportation. The attacker now becomes the target of their own attack.

Dispersal Strike

With a powerful strike and flash of silver-blue light, you slam your foe directly into the Ethereal for a few moments, causing it to become ghostly and unreal.

Daily Standard Action

Veiled Moon Attack 25 • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 4dW + Intelligence modifier damage.

Miss Half damage.

Effect The target becomes incorporeal (save ends). While incorporeal, their attacks behave as if all targets had the incorporeal property (in most cases, this means they do half damage).

Flashing Ether Touch

With but a touch you send a foe hurtling through the Astral to reappear with frightening velocity to hit the ground.

Daily Standard Action

Veiled Moon Attack 25 • Arcane, Weapon, Teleport

Melee touch, one target

Attack Intelligence vs Will

Hit The target disappears until the beginning of your next turn. Then they appear in the space 12 squares above the space that they disappeared from.

Effect The target appears in the space 6 squares above the space that they disappeared from.

Eclipsing Moon

Folding space around your form effortlessly, you leap through the ether and attack through the barrier between the worlds in a series of staccato bursts of silvery-blue light, your image blinking as you strike.

Daily Standard Action

Veiled Moon Attack 29 • Arcane, Weapon, Teleport

Near burst 12, all enemies

Attack Intelligence vs Reflex

Hit 2dW + Intelligence modifier damage.

Effect After all attacks had been made, choose a space adjacent to an enemy within range. You teleport to that space.

Banish to the Beyond

You lay a mark against a target and shunt it gently into the Astral plane where it may ponder its reasons for crossing the likes of a master.

Daily Standard Action

Veiled Moon Attack 29 • Arcane, Weapon, Teleport

Melee touch, one target

Attack Intelligence vs Will

Hit 4dW + Intelligence modifier force damage. If the target's current hit points are lower than yours, they are transported to the Astral Plane indefinitely. Otherwise, they are transported to the Astral Plane (save ends).

Miss Half damage.

Prestige Paths

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

Table - Prestige Paths and Their Requirements

Name	Requirements
Battlefield Healer	Trained in Heal.
Bounty Hunter	
Breathstealer	Proficiency with garrote.
Darkwood Archer	Proficiency with military ranged weapons.
Deadeye Arbalester	Proficiency with simple ranged weapons.
Devotee	
Ironsides	
Manslayer	Proficiency with simple melee and ranged weapons.
Martial Arts Champion	Unarmed Combat feat.
Prince of Shadows	Your class has the Striker role.
Ring Fighter	Unarmed Combat feat.
Selfless Protector	
Shadowsneak	Trained in Stealth.
Silver Tongue	Trained in Diplomacy.
Tactician	
Weapon Master	One or more of your powers has the Martial tag.

Battlefield Healer

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

Requirements: Trained in Heal.

Class Features

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

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

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

Powers

Race to the Fallen

An ally falls from a heavy blow. You race to their aid, attacking the enemy desperately in hopes it will back off.

Encounter Immediate (react) Action

Battlefield Healer Attack 11 • Healing, Martial, Weapon

Near burst 5, the triggering ally

Trigger: One ally in burst you can see is staggered by an attack.

Effect: The triggering enemy is pushed 2 squares, and you make a basic attack against it (in either order). Shift into a square adjacent to the target. The target can spend a recovery and regain its recovery value plus 3d6 additional hit points.

Impromptu Surgery

A foreign implement is causing internal bleeding. You fish it out and try to close the wound.

Daily Standard and Move Action

Battlefield Healer Utility 12 • Healing, Martial

Melee touch, one staggered ally

Effect: The target automatically succeeds on one saving throw and can spend up to two recoveries to heal its recovery value that many times.

No Longer Civilized

An ally succumbs to their injuries. You can no longer be a healer. You must be a protector.

Daily Standard Action

Battlefield Healer Attack 20 • Martial, Weapon

Melee or Ranged weapon, one creature that has reduced an ally in line of sight to 0 hit points or below.

Hit: Wisdom

Effect: 4dW + Wisdom modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

Special: Repeat the attack against the same target. The second attack suffers a -2 to the attack roll but deals +1dW damage on a hit. If you still miss, the target takes half damage and is pushed one square.

Bounty Hunter

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

Class Features

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

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

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

Powers

Thought Process

You predict where the enemy will move.

Encounter Move Action

Bounty Hunter Attack 11 • Martial, Consistent, Tactical

Near burst 10, your focus

Attack: Intelligence +2 vs Will

Hit: The target suffers a -2 penalty to all attack rolls and grants combat advantage to all allies in open range until the end of your next turn.

Special: You can use this power again with an action point (replacing the action).

Mental Prediction

Your knowledge of the enemy runs deep, beyond what your allies or even enemies know.

Encounter Move Action

Bounty Hunter Utility 12 • Martial

Near earshot, you and up to four allies

Effect: The target gains a +2 power bonus to AC and Reflex defense against your focus until the start of your next turn.

Maintain: The effect persists. You can sustain only once.

This One Especially

Of all the targets, this is the one that must be taken down immediately.

Daily Swift Action

Bounty Hunter Attack 20 • Martial, Weapon

Near earshot, you and up to four allies

Effect: The target makes a basic attack against your focus.

Breathstealer

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

Requirements: Proficiency with garrote.

Class Features

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

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

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

Powers

Torque Twist

You wind the cord and draw it tight employing a technique few others know.

Encounter Free Action

Breathstealer Attack 11 • Booster, Martial, Weapon

Self

Trigger: You hit a creature with a garrote.

Effect: The target takes 1dW extra damage from the triggering attack, and is stunned until the start of your next turn.

Special: You can use this power again with an action point (replacing the action).

Compliant Target

Your opponent doesn't appear capable of struggling when you have a cord wrapped tight around their neck.

Daily Move Action

Breathstealer Utility 12 • Martial

Self

Requirements: You are grappling a creature using a garrote.

Effect: Shift your speed and pull the creature you are grappling with you. You gain a +2 bonus to sustain the grapple until the grapple ends.

Defenseless Target

You feel the breath leave the target as you apply pressure.

Daily Swift Action

Breathstealer Attack 20 • Martial, Weapon

Melee weapon, one creature you are grappling with a garotte

Effect: The target is helpless against your attacks until the start of your next turn or until you score a hit (whichever comes first). On a hit, the target falls unconscious. If the target suffers any further damage, it is no longer unconscious.

Darkwood Archer

Requirements: Proficiency with military ranged weapons.

Class Features

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

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

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

Powers

Splintering Shot

The arrow shatters, damaging targets around.

Encounter Free Action

Darkwood Archer Attack 11 • Martial

Self

Trigger: You reduce a creature to 0 HP or below.

Effect: Each creature in a burst 2 around the target takes damage equal to your Dexterity modifier.

Echo Location

Your enemy is certain of your location. They're wrong.

Daily Move Action

Darkwood Archer Utility 12 • Martial, Teleportation

Near burst 10, square you can see

Effect: Select a square in range that you can see that grants granting superior cover or total concealment. Teleport to that square.

Perfect Shot Placement

Thanks to your skill with your weapon, you're able to make multiple shots without a significant drop in accuracy.

Daily Standard Action

Darkwood Archer Attack 20 • Martial, Weapon

Far burst 3 (weapon range), all creatures

Attack: Dexterity vs AC

Hit: 2dW + Dexterity modifier damage.

Miss: Half damage.

Deadeye Arbalester

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

Requirements: Proficiency with simple ranged weapons.

Class Features

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

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

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

Powers

Strafing Attack

You bolt across the battlefield, hardly taking a moment to aim. The crossbow remains steady as you run.

Encounter Standard Action

Deadeye Arbalester Attack 11 • Martial, Weapon

Ranged weapon, one creature

Attack: Dexterity vs AC

Hit: 2dW + Dexterity modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

Miss: Half damage, and the target is pushed 1 square.

Effect: Before your attack, shift your speed. You can attack at any point during the move.

Through the Hat

That last shot had you for certain. You pass your fingers nonchalantly through your hair and reenter the fight.

Daily Immediate (Counter) Action

Deadeye Arbalester Utility 12 • Martial

Self

Trigger: You are hit with a ranged attack.

Effect: The attack misses.

Bolt Waltz

Like a ballet, you sashay and sidestep, firing at opponents and avoiding every counterattack.

Daily Standard Action

Deadeye Arbalester Attack 20 • Martial, Weapon

Ranged weapon, one creature

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier damage.

Effect: Repeat the attack three times, shifting 4 squares before each attack.

Devotee

You specialize in learning the powers of your class, rather than expanding your range.

New At-Will Power (11th level): Choose an at-will attack power from a discipline you have access to. You gain that power.

New Encounter Power (11th level): Choose an encounter attack power (level 7 or lower) from a discipline you have access to. You gain that power.

New Utility Power (12th level): Choose a utility power (level 10 or lower) from a discipline you have access to. You gain that power.

New Daily Power (20th level): Choose a daily attack power (level 19 or lower) from a discipline you have access to. You gain that power.

Ironsides

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

Class Features

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

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

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

Powers

Remember Me?

A few well-placed shots brings an enemy's attention back around to you.

Encounter Immediate (Counter) Action

Ironsides Attack 11 • Martial, Weapon

Melee or Ranged weapon, the triggering enemy

Trigger: An enemy you have marked attacks an ally.

Attack: Strength vs AC

Hit: 3dW + Strength modifier damage.

Miss: 3dW damage.

Effect: The target's attack misses.

Encouraging Stance

You may not be the leader, but you do set the example.

Daily Free Action

Ironsides Utility 12 • Martial

Near eyesight, three allies

Trigger: You score a critical hit on an enemy.

Effect: The target can spend a recovery and heal their recovery value.

Onslaught

The enemy forces are close enough to see your eyes. They expect you to run; you don't. They realize too late your unshakable will.

Daily Standard and Move Action

Ironsides Attack 20 • Martial, Weapon

Near arc 6, all enemies

Attack: Strength vs AC

Hit: 2dW + Strength modifier damage, and the target is knocked prone.

Miss: You can repeat the attack once against each target.

Maintain: Standard: Shift three squares and repeat the attack. You cannot attack prone targets and you cannot sustain if you have no targets.

Manslayer

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

Requirements: Proficiency with simple melee and ranged weapons.

Class Features

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

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

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

Powers

Make Sure They're Dead

Otherwise you don't get paid ...

Encounter Free Action

Manslayer Attack 11 • Martial, Consistent, Weapon

Near burst 5, the triggering creature

Trigger: You stagger a creature with a one-handed weapon.

Attack: Strength or Dexterity (your choice) vs AC

Hit: 2dW + Strength or Dexterity (your choice) modifier damage.

The Professional

No emotions. No investments. No hesitation.

Daily Swift Action

Manslayer Utility 12 • Martial

Self

Effect: Until the end of the encounter, when you are granted a basic attack outside of your turn (from an opportunity action, ally power, etc), you can make two basic attacks. You must use a one-handed weapon for these attacks.

Like a Ghost

You strike. Your enemy is sure of your position, but they assume wrong.

Daily Standard Action

Manslayer Attack 20 • Martial, Weapon

Melee or Ranged weapon, one creature granting you combat advantage

Attack: Strength or Dexterity (your choice) vs AC

Hit: 4dW + Strength or Dexterity (your choice) modifier damage.

Miss: Half damage.

Effect: Shift up to 10 squares.

Martial Arts Champion

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

Prerequisite: Unarmed Combat feat.

Class Features

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

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

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

Powers

Technical Attack

Your attack carries amazing power from a short distance.

Encounter Free Action

Martial Arts Champion Attack 11 • Martial

Self

Trigger: You hit a creature with a melee weapon.

Effect: Until the end of your next turn, each time you hit the triggering creature with a melee attack, you push it 2 squares and knock it prone. If the creature cannot be pushed 2 squares, it takes additional damage equal to twice your Dexterity modifier and is dazed until the start of your next turn. If the target is pushed, you can immediately shift into an adjacent square.

Maintain: Swift: The effect persists against the same target. You can maintain until it is dazed.

Battlefield Dance

You flip, jump, and dance your way past your enemies.

Daily Move Action

Martial Arts Champion Utility 12 • Martial, Teleportation

Near burst 10, one creature you can see

Effect: Teleport to an adjacent square to the target. You cannot move though an impassable object (like a wall or locked door).

Pressure Point

Your strike causes the touch of death.

Daily Free Action

Martial Arts Champion Attack 20 • Booster, Martial, Weapon

Self

Trigger: You hit a creature.

Effect: The triggering creature takes persistent 20 damage (save ends).

Prince of Shadows

Requirements: Your class has the Striker role.

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

Class Features

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

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

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

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

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

You do not grant combat advantage from being flanked.

Powers

Just Desserts

You show a foe that two can play at that game.

Encounter Immediate (React) Action

Prince of Shadows Attack 11 • Shadow, Weapon

Melee or Ranged weapon, one target

Trigger: The target imposes a condition or persistent damage on you or an ally.

Attack: Dexterity vs AC

Hit: 2dW + Dexterity modifier and the target suffers the condition or persistent damage that they imposed.

Out of Mind

You slip out of view and appear somewhere totally different.

Daily Swift Action

Prince of Shadows Utility 16 • Shadow, Teleport

Self

Effect: You teleport 20, but must choose a square that no other creature can see (you need not be able to see it). You are incorporeal and have phasing until the end of your next turn.

Cloak Abduction

You sweep someone up in your cloak.

Daily Standard Action

Prince of Shadows Attack 20 • Shadow, Teleport

Near burst 1, one target

Attack: Dexterity vs AC

Hit: The creature is transported to an extradimensional space and cannot act (save ends). On a successful save, it appears in an unoccupied space adjacent to you.

Optional: The creature takes 2dW + Dexterity modifier damage at the start of each turn it spends in the extradimensional space.

Miss: The creature is transported to the extradimensional space only till the end of your next turn, and it takes no damage.

Ring Fighter

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

Requirements: Unarmed Combat feat.

Class Features

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

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

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

Powers

Side Control

You gain the edge and lock your opponent on the ground.

Encounter Move Action

Ring Fighter Attack 11 • Martial

Melee touch, one creature you are grappling

Effect: Strength modifier + Dexterity modifier damage, and the target is dazed until they escape.

Tolerance Threshold

The enemy puts on the pressure. You grit your teeth and hold back the pain.

Daily No Action

Ring Fighter Utility 12 • Martial

Self

Effect: Recover from any of the following conditions at the start of your turn: dazed, slowed, stunned, and weakened. You also end any persistent damage conditions you currently suffer from, and gain a +5 bonus to escape from any grapple you are currently in until you succeed.

Mounted Attack

You have complete control. Your enemy is done for the day.

Daily Standard Action

Ring Fighter Attack 20 • Martial

Melee touch, one creature you are grappling

Effect: Strength modifier + Dexterity modifier damage, and the target is stunned (save ends).

Maintain: Move: Strength modifier + Dexterity modifier damage and the target suffers a -3 penalty to their saving throw against the stunned effect. If the target saves, you can still sustain this power to do damage until the target escapes.

Selfless Protector

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

Class Features

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

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

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

Powers

Protective Instincts

Someone takes a shot at you or your assignment. Your reflexes kick in.

Encounter Immediate (Counter) Action

Selfless Protector Attack 11 • Martial, Weapon

Self

Trigger: A creature attacks you or your focus.

Effect: Make a basic attack, and you and your focus shift together 4 squares.

Special: If you or your focus is hit before the start of your next turn, you recover the use of this power.

Evasive Techniques

You throw your client out of the way of imminent death.

Daily Immediate (Counter) Action

Selfless Protector Utility 12 • Martial

Melee touch, your focus

Trigger: Your focus is hit by an attack.

Effect: Swap places with your focus and you are the target of the attack. You and your focus shift together 5 squares. You gain a +2 power bonus to AC and Reflex defense until the end of your next turn.

Aggressive Response

The point is to act before your enemy even intends to strike.

Daily Immediate (Counter) Action

Selfless Protector Attack 20 • Martial, Weapon

Self

Trigger: An enemy acts before you at the start of an encounter.

Effect: Make a basic attack against the triggering enemy: on a hit, the enemy is stunned until the start of your next turn.

Select any creature within 4 squares as your focus a free action and pull them to an adjacent square.

Shadowsneak

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

Prerequisite: Trained in Stealth.

Class Features

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

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

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

Powers

Complete Covertness

You could be standing in front of the enemy, and he still wouldn't see you.

Encounter Move Action

Shadowsneak Attack 11 • Martial, Maneuver

Ranged 10, one creature granting you combat advantage

Attack: Dexterity +2 vs Will

Hit: Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

Special: You can use this power again with an action point (replacing the action).

Back of Your Head

Nothing gets past you.

Daily Swift Action

Shadowsneak Utility 12 • Martial

Self

Effect: Until the end of the encounter, you don't grant combat advantage and you cannot be distracted. You can walk or run without suffering penalties to Stealth checks.

Looking Nonchalant

You slip by your enemies even with them looking straight at you.

Daily Move Action

Shadowsneak Attack 20 • Martial, Maneuver

Near burst 10, all enemies you can see

Attack: Dexterity +2 vs Will

Hit: Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

Miss: You may reroll a missed attack roll once against each target.

Silver Tongue

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

Requirements: Trained in Diplomacy.

Class Features

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

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

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

Powers

Volume and Presence

Your opponent's argument is invalid and ridiculous and your tolerance for their ignorance is over.

Encounter Move Action

Silvertongue Attack 11 • Fear, Martial, Psyche, Consistent

Near burst 5, one creature

Attack: Charisma +2 vs Will

Hit: The target is immobile and dazed until the start of your next turn. You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

Maintain: Swift: You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

Making It Up

Unable to find the right set of truths to make your point, you just take a guess.

Daily Free Action

Silvertongue Utility 12 • Martial

Self

Effect: You treat your next Bluff, History or Streetsmarts check before the end of your next turn as if you had rolled a 20.

Everything You Got

Your arguments are so compelling, your opponent is having a difficult time concentrating.

Daily Move Action

Silvertongue Attack 20 • Martial, Psyche, Consistent

Near burst 5, one creature

Attack: Charisma +2 vs Will

Hit: The target is stunned until the start of your next turn. The target suffers a -4 penalty against any opposed Diplomacy or Intimidate checks and suffers a -4 penalty to Will defense until the end of the encounter.

Tactician

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

Class Features

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

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

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

Powers

Eyes All Around

You relay enemy weaknesses to your allies, giving them opportunities to attack.

Encounter Move Action

Tactician Attack 11 • Martial

Near earshot, three allies

Effect: The target makes a basic attack.

Reevaluate Strategy

Battles are unpredictable and you make a quick alteration in the plan to adjust to enemy maneuvers.

At-will Move Action

Tactician Utility 12 • Martial

Near earshot, two allies

Effect: The target shifts 1 square.

Superior Strategic Endeavor

You shout out a particularly complicated plan which will work flawlessly if everyone does what they're supposed to do.

Daily Move Action

Weapon Master Attack 20 • Martial

Near earshot, two allies

Effect: The target uses one encounter power. The chosen power is not expended.

Weapon Master

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

Class Features

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

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

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

Powers

One-Two Punch

Encounter Standard Action

Weapon Master Attack 11 • Martial, Weapon

Melee or Ranged weapon, one target

Attack: Strength vs AC, two attacks

Hit: 2dW + Strength modifier damage and the target is dazed until the end of your next turn. If both attacks hit, the target is stunned until the end of your next turn.

Fast Learner

Daily Swift Action

Weapon Master Utility 12 • Martial

Self

Effect: Select a feat you meet the prerequisites for. You gain that feat until your next long rest.

First Blood

Daily Standard Action

Weapon Master Attack 20 • Martial, Weapon

Near burst 1, all enemies

Attack: Strength vs AC

Hit: 3dW + Strength modifier damage if the target is below maximum HP.

5dW + Strength modifier damage if the target is above maximum HP.

Miss: Half damage.

Epic Paths

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

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

Table - Epic Paths and Their Requirements

Name	Description
Agent Retriever	You travel across the planes, locating and acquiring whatever your patrons need.
Master	You are the single greatest expert on the planet on a specific subject.
Most Dangerous	No one who hunts you knows your real name. You're a ghost.
Respected	Every soldier that passes you knows your face and gives you the courtesy you have earned.
Team	It was always, and will always be, about the team.
Ultimate	As the legendary fighter, you have too many laurels to count.

Agent Retriever

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

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

Immortality

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

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

Class Features

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

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

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

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

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

Powers

Force Sphere

Daily Immediate (Counter) Action

Agent Retriever Utility 26 • Arcane, Force, Zone

Near burst X

Effect: Create a sphere of force in a near burst between 1 and 5 squares in radius (your choice). The sphere is impenetrable by any means.

Maintain: Swift

Master

You are the single greatest expert on the planet on a specific subject. All others bend to your word. Long after you have passed on, your papers and essays will be analyzed for hidden truths previously undiscovered. Your name will be uttered in the same breaths of legends from centuries past. Whatever vocation you have chosen, competitors and publishers will jostle for your contract should you leave your present employment.

Class Features

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

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

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

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

Powers

Pioneer

You're not tired. You're just getting warmed up.

Daily Free Action

Master Utility 26 • Martial

Self

Effect: Spend any number of recoveries to recover that many times your recovery value, and recover all your used encounter powers. You can spend any number of action points until the end of the encounter.

Special: Once you use this power, you cannot recover it except by taking a long rest.

Most Dangerous

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

Class Features

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

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

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

Powers

Reputation Earned

Your enemy will soon discover why your name is so feared.

Daily Free Action

Most Dangerous Utility 26 • Martial

Self

Effect: You can take an additional standard action and an additional move action on this turn and on your next turn.

Respected

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

Class Features

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

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

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

Powers

Not Tolerate Losing

You make every ally in the battle know how you feel about defeat. You make them fear you more than the enemy.

Daily Standard Action

Respected Utility 26 • Martial

Near burst 10, all allies

Effect: The target regains one expended power. The target also gains an action point he must use before the end of his next turn.

Team

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

Class Features

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

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

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

Powers

For the Sake of the Team

You give an ally the precious time they need complete the task.

Encounter Free Action

Team Utility 26 • Martial

Near burst 10, one ally

Effect: The target can take one standard action, one move action, and one swift action before the end of your turn.

Ultimate

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

Class Features

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

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

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

Powers

Lasting Image

You are ok with dying, but if this is your time or not, you will be damned if you will let this opponent get away with what it just did.

Daily No Action

Ultimate Utility 26 • Martial

Self

Trigger: You fail your final death save.

Effect: You regain consciousness and stand up. You cannot die until the end of the encounter. You can take a single action on your turn, losing all other actions except free actions. You can still take immediate actions and opportunity attacks. You gain a +2 bonus to all attack rolls and a +5 bonus to all damage rolls until the end of the encounter. At the end of the encounter, you die.

Legal

The text of this document is released as Open Game Content under the Open Game License, with the exception of the Open Game License itself (which is not Open Game Content).

No items are declared as Product Identity.

The terms of the Open Game License Version 1.0a and the relevant Section 15 entries are provided in a separate file.

Artworks are not Open Game Content unless otherwise mentioned. Full attribution and license for each artwork is available in the Artworks file.