

# Orcus Classes and Powers

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A retroclone of 4th Edition

Version 0.3 (Alpha)

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

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



# Character Elements

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Making a first-level character involves choosing a few key elements:

- A race.
- A class.
- A kit, if you play with them, or a feat, if not.
- Some trained skills.
- Some powers.
- Setting their six ability scores.

Of these, the choice of class is probably most consequential.

As a character increases in level, they will make other choices, picking up other feats and powers, and - at certain levels - a prestige path and an epic path as well.

# Classes

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

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

## Traditions and Roles

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

- **Arcane:** The practitioners of the arcane tradition seek to understand the unexplainable, categorize the bizarre, and otherwise access the ephemeral in a systematic way. If your power comes from arcane magic, it is studied or learned. A bard studies songs that have magical effects; a warlock bargains for or steals magical knowledge from powerful extraplanar beings; and a wizard researches and memorizes magical spells.
- **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. A barbarian is ridden by the spirits for their own purposes; a druid serves the spirits and is empowered by them as a reward. A shaman consults and calls friendly spirits.
- **Martial:** Your power comes from strength at arms, experience in battle and training. Martial adventurers have extraordinary abilities, but they are grounded in what is humanly possible.
- **Divine:** The power of the divine is steeped in faith, the unseen, and belief in a power source from beyond the Material Plane. If your power comes from divine magic, it is granted by the gods or other higher powers. A cleric is or was part of the organized hierarchy of a religion; a speaker has been directly chosen by a god. Paladins serve the gods directly or a cause that a god favors.
- **Shadow:** Your power comes from dark magic, the occult or other mysteries.

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

- **Defender:** A defender soaks up attacks and damage from enemies, punishes enemies for attacking their allies *and* punishes enemies for attacking the defender. The defender forces enemies to make difficult decisions or puts them in a "catch-22".
- **Striker:** A striker does the most damage or otherwise puts enemies out of action, particularly if they are supported by their allies - but they can be vulnerable if they are left exposed.
- **Leader:** A leader helps their allies do their jobs better in combat, by keeping them alive through healing and defensive bonuses, by increasing their damage output or other contributions, and by enabling them to do things that they couldn't do before (even if that is as simple as helping them get into position for an attack).
- **Controller:** A controller gives the team control over the battlefield, with crowd control attacks, area denial or impeded movement that limits where and how enemies can move, and negative conditions that reduce what the enemies can do or how effectively they do it.

## Powers

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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)**

<b>Level</b>	<b>At-will Attack</b>	<b>Encounter Attack</b>	<b>Daily Attack</b>	<b>Utility</b>	<b>Power Replacements</b>
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)**

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

# Swashbuckler

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Flashing Ray by Crystal Frasier

Martial Striker

**Group:** Rogue

## Stats

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

**Hit Points at Higher Levels:** 5 + your Constitution modifier per level after 1st.

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

**Defenses:** +2 Reflex.

# Proficiencies and Training

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

**Weapons:** Simple melee, military melee, simple ranged.

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

**Class Skills:** Acrobatics, Athletics, Bluff, Diplomacy, Insight, Intimidate, Perception, Stealth, Streetsmarts, Sleight of Hand.

## Features

### Gain Momentum

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

### Triumphant Strike

While you have momentum, once per turn you can add +1d6 damage to any kind of attack. *Level 11: +2d6 damage. Level 21: +3d6 damage.*

### Bide Your Time

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

### Nick of Time

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

## Talents

Choose either Forceful Swashbuckler or Goading Swashbuckler.

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

## Powers

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

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

## Dualclass

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

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

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

# Commander

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Martial Leader

**Group:** Warlord

## Stats

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

**Hit Points at Higher Levels:** 5 + your Constitution modifier per level after 1st.

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

**Defenses:** +2 Fortitude.

## Proficiencies and Training

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

**Weapons:** Simple melee, martial melee; simple ranged.

**Focuses:** Martial focus.

**Trained Skills:** 4 from your class skills.

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

## Features

### Stratagem

The first time in an encounter that you use a power from either the Angel's Trumpet, the Golden Lion or another discipline, you get a bonus. When you use a power from a different discipline, it changes the bonus you get - so you always only get one bonus.

**Tactician:** After using a Golden Lion power, allies that are adjacent to you get a +1 bonus on attack rolls.

**Healer:** After using an Angel's Trumpet power, allies that are adjacent to you get resistance to all damage 2. *Level 11:* Resistance to all damage 4. *Level 21:* Resistance to all damage 6.

**Shocktrooper:** After using a power from a different discipline, allies that are adjacent to you get a +1 bonus on Fortitude, Reflex and Will defenses.

### Lift Spirits

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

#### Lift Spirits

**Encounter Swift Action**

**Commander Utility 1 • Martial, Healing**

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

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

## Talents

Choose one at character creation.

**React to Ill Fortune:** If an ally within 5 misses with an attack, they can shift 1 as a free action. Your secondary ability is Intelligence.

**React to Good Fortune:** If an ally within 5 makes a critical hit, choose an ally within 5. They get a +2 bonus on their next attack roll (if they use it before the end of your next turn). Your secondary ability is Strength.

**React to Despair:** Allies within 5 gain a +1 bonus to their saving throws for every saving throw that they have failed in that turn. Your secondary ability is Charisma.

**React to Treachery:** Allies within 5 get a +1 bonus to all defenses against attacks that have combat advantage against them. Your secondary ability is Intelligence.

## Powers

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

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

## Dualclass

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

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

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

# Crusader

Divine Leader

**Group:** Cleric

## Stats

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

**Hit Points at Higher Levels:** 5 + your Constitution modifier per level after 1st.

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

**Defenses:** +2 Will.

## Proficiencies and Training

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

**Weapons:** Simple melee, simple ranged.

**Focuses:** Holy symbol

**Trained Skills:** Religion and 3 others 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: Turn Undead and an effect associated with your Divine Domain. 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).

#### Turn 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:** 1d10 + Wisdom modifier radiant damage. Target is pushed 3 + your Charisma modifier and immobilised until the end of your next turn.

**Miss:** Half damage.

**Special:** Level 5: 2d10 + Wisdom modifier damage; Level 11: 3d10 + Wisdom modifier damage; Level 15: 4d10 + Wisdom modifier damage; Level 21: 5d10 + Wisdom modifier damage; Level 25: 6d10 + Wisdom modifier damage

#### 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

## Arcane Training

You gain the Athame, Alchemist 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 other Worships ... kits, 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 or abilities with the secondary ability linked to your talent.

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

## Dualclass

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

- When you select this feat, select one of the sigil powers. Once per encounter, you can use that power.

# Guard

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Martial Defender

**Group:** Fighter

## Stats

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

**Hit Points at Higher Levels:** 6 + your Constitution modifier per level after 1st.

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

**Defenses:** +2 Fortitude.

## Proficiencies and Training

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

**Weapons:** Simple melee, martial melee, simple ranged, martial ranged.

**Focuses:**

**Trained Skills:** and 3 others from your class skills.

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

## Features

### Guard's Challenge

When you hit or miss a target with an attack, you may mark them until the end of your next turn.

### Punish Cowardice

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

*Action:* Immediate (Counter)

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

### Veteran Opportunist

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

### Block Retreat

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

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

## 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 or abilities with the secondary ability linked to your talent.

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

# Jester

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Martial Controller

**Group:** Bard

## Stats

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

**Hit Points at Higher Levels:** 4 + your Constitution modifier per level after 1st.

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

**Defenses:** +2 Will.

## Proficiencies and Training

**Armor:** Cloth, leather.

**Weapons:** Simple melee, simple ranged.

**Focuses:**

**Trained Skills:** Bluff, Diplomacy, Heal, History, Insight, Intimidate, Perception, Religion, Streetwise, Thievery and 4 others from your class skills.

**Class Skills:** Bluff, Diplomacy.

## Features

### Double Your Efforts

Once per round, you can use a swift action and spend a recovery. You gain no hit points; instead, you gain a standard action you must use before the end of your next turn.

### Eyes on Me

Gain a +2 bonus to either Bluff or Diplomacy checks.

### Loud and Obvious

Any targets you have marked suffer an additional -1 penalty to attack rolls for any attack that does not include you.

### Wrong Place-Wrong Time

You gain the *wrong place-wrong time* power. As a free action, you can discard any unused encounter attack power and gain a use of *wrong place-wrong time*. You can only use *wrong place-wrong time* once per turn.

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### Wrong Place-Wrong Time

**Encounter Move Action**

**Jester Utility Feature • Martial**

**Self**

**Effect:** Shift your speed and gain a +5 power bonus to AC and Reflex defense until the start of your next turn.

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## **Lover, Not a Fighter**

You gain a +2 bonus to AC.

## **Trained for a Job**

At 1st level, you gain one additional 1st level at-will attack power from any class other than yours. You must meet any requirements of that power. At the end of each long rest, select one encounter or daily power of your level -2 or lower from a class other than yours. You gain that power until your next long rest.

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## **Talents**

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 Charisma instead. You can replace any reference to the discipline's secondary ability or abilities with the secondary ability linked to your talent.

**Class Disciplines:** Last Laugh.

# Mageblade

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Warrior by Sarah Carney

Arcane Defender

**Group:** Spellsword.

## Stats

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

**Hit Points at Higher Levels:** 6 + your Constitution modifier per level after 1st.

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

**Defenses:** +2 Will.

## Proficiencies and Training

**Armor:** Cloth, leather.

**Weapons:** Simple melee, martial melee; simple ranged.

**Focuses:** See Special Bond feature.

**Trained Skills:** Arcana and 3 others from your class skills.

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

## Features

## Athame Bonus Feat

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

## Special Bond

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

## Summon Athame

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

*Level 11:* Within 10 miles.

*Level 21:* Within 100 miles.

## Shimmering Shield

You have a +1 bonus to AC. If you have a spare hand (not carrying a shield, wielding a two-handed weapon, etc.) then it is a +3 bonus instead.

## Talents

**Illusion Specialist:** Your secondary ability is Constitution. You can use the *blurring sigil* power.

### Blurring Sigil

**At-Will Swift Action**

**Mageblade Utility 1 • Arcane, Weapon**

**Near burst 2**, one target

**Effect:** The target is marked until you use this power again. While this target is marked, if it makes an attack that does not include you as a target, and it hits, you can - as an immediate action - reduce the damage to any one target of the attack by 5 + your Constitution modifier (Level 11: 10 + your Constitution modifier; Level 21: 15 + your Constitution modifier). You must be within 10 of the target in order to do so.

**Assault Specialist:** Your secondary ability is Strength. You can use the *sigil of retaliation* power.

### Sigil of Retaliation

**At-Will Swift Action**

**Mageblade Utility 1 • Arcane, Weapon, Teleport**

**Near burst 2**, one target

**Effect:** The target is marked until you use this power again. While this target is marked, if it makes an attack that does not include you as a target, and it hits, you can - as an immediate action - appear in an unoccupied square adjacent to the target and make a basic melee attack against them. You must be within 10 of the target in order to do so.

## Powers

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

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

# Reaper

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Spirit Controller

**Group:** Ranger

## Stats

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

**Hit Points at Higher Levels:** 5 + your Constitution modifier per level after 1st.

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

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

## Proficiencies and Training

**Armor:** Cloth, leather.

**Weapons:** Simple melee, simple ranged, martial ranged.

**Focuses:**

**Trained Skills:** Nature and 3 others 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 have three Spirit Entreaty encounter powers: *grasping vines*, *spirit's prank* or *unleashed spirit*. Once you have used one Spirit Entreaty power in an encounter, you cannot use another (except via Action Recharge, see below).

#### 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 one of your Reaper class powers: *spirit's prank*, *grasping vines* or *unleashed spirit*.

## Talents

Choose one at character creation.

- **Fleetfoot:** Your secondary ability is Dexterity. You can take the Five-Foot Step action as a swift action.
- **Assault Specialist:** 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.
- **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.

## Powers

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

**Class Disciplines:** Starfall.

# Specialist Wizard

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Vera by Justin Nichol

Arcane Controller

**Group:** Wizard

## Stats

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

**Hit Points at Higher Levels:** 4 + your Constitution modifier per level after 1st.

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

**Defenses:** +2 Will.

## Proficiencies and Training

**Armor:** Cloth.

**Weapons:** Simple melee.

**Focuses:** Orb, staff, wand, rod, book

**Trained Skills:** Arcana and 3 others from your class skills.

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

## Features

### Arcane Overflow

Encounter attack powers from your class 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:* -2 to hit.
- *Controlled:* Dazed.
- *Immobile:* Slowed.
- *Persistent damage 10 or more:* Persistent damage 5.
- *Stunned:* Dazed.
- *Weakened:* -4 to damage.
- *Unwilling movement 3 or more:* Unwilling movement of the same variety 1.

### Arcane Training

You gain one of the following feats (your choice): Athame, Alchemist or Incantation Caster.

### Cantrips

You learn three cantrips.

## Talents

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

- **Evoker:** Choose a flux energy (fire, cold, acid, thunder or lightning) at character creation. While that energy is your flux energy, some powers you use are more effective (as indicated by the Elemental Attunement line). You can change your flux energy as a swift action. Your secondary ability is Dexterity.
- **Enchanter:** Once per encounter, when you place a save-ends condition on a creature, you may choose to give them a -2 penalty to saves to end that particular condition. Your secondary ability is Charisma.
- **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 that power again before a long rest, the summon has the hit points it had when the last encounter it was in ended, not its full HP. Your secondary ability is Constitution.

## Powers

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

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

# Sylvan

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Spirit Striker

**Group:** Ranger

## Stats

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

**Hit Points at Higher Levels:** 5 + your Constitution modifier per level after 1st.

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

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

## Proficiencies and Training

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

**Weapons:** Simple melee, martial melee, simple ranged, martial ranged.

**Focuses:** Staff, totem, ki focus

**Trained Skills:** Nature and 3 others 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:** Whenever you are the closest of your allies to a creature (including tied closest), 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).

The animal companion obeys the following rules:

#### *Actions*

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

#### *Stats and Combat*

- The animal companion's level is equal to your own.
- The animal companion's maximum HP are equal to your staggered value.
- Your animal companion has no recoveries of its own, but can use yours.
- Whenever you have the chance to spend a recovery to heal, you can spend a second recovery to heal your animal companion your recovery value.

- When your animal companion drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after your next long rest, at full HP.
- Your animal companion can contribute to a flank.

#### *Other*

- Your animal companion always obeys your commands.
- If you retrain this kit, you can select a different animal companion.
- The animal companion is an ally of you, and of your allies.
- The animal companion is a bright, sensitive animal, but nonetheless has animal-level intelligence.

## Favored Terrain

After spending a week or more in a particular terrain, you can set it as your favored terrain.

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

*Level 21:* Melee touch, all enemies.

You can use this power once per round.

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

*Level 21:* Special, all enemies.

You can use this power once per round.

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

*Level 21:* Melee touch, all enemies.

You can use this power once per round.

## 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 or abilities with the secondary ability linked to your talent.

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

## Animal Companions

### Ape/Yeti

#### 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**

---

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

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

---

**Speed** 5, climb 5

 **Fist** (standard, at-will)

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

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

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

## Arboreal Sapling/Wood Golem

#### Animal Companion

Small Natural Automaton

**Senses:** low-light vision

**Skills:** Nature +7 + your level

**Str 16, Con 12, Dex 14, Int 2, Wis 14, Cha 10**

---

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

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

---

**Speed** 5**Branch** (standard, at-will) • +3

+3 + your level; 1d10 + your level

**Bear/Giant Badger/Wolverine/Owlbear****Animal Companion**

Medium Natural Beast

**Senses:** low-light vision**Skills:** Endure +7 + your level, Intimidate +5 + your level**Str** 16, **Con** 14, **Dex** 14, **Int** 2, **Wis** 12, **Cha** 10**AC:** 14 + your level; **Fort:** 12 + your level, **Ref:** 10 + your level, **Will:** 12 + your level**HP:** your staggered value, can use your recoveries**Speed** 5**Bite** (standard, at-will) • +2

+2 + your level; 1d12 + your level

**Sturdy**

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

**Blink Dog****Animal Companion**

Medium Fey Beast

**Senses:** low-light vision**Skills:** Stealth +7 + your level**Str** 14, **Con** 16, **Dex** 14, **Int** 2, **Wis** 12, **Cha** 10**AC:** 14 + your level; **Fort:** 10 + your level, **Ref:** 14 + your level, **Will:** 10 + your level**HP:** your staggered value, can use your recoveries**Speed** 6, teleport 3**Bite** (standard, at-will) • +4

+4 + your level; 1d8 + your level

**Jolt Back**

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

**Boar/Buffalo/Bull/Yak****Animal Companion**

Medium Natural Beast

**Senses:** low-light vision**Skills:** Endure +6 + your level, Nature +7 + your level**Str** 16, **Con** 12, **Dex** 14, **Int** 2, **Wis** 14, **Cha** 10**AC:** 14 + your level; **Fort:** 14 + your level, **Ref:** 10 + your level, **Will:** 10 + your level**HP:** your staggered value, can use your recoveries

**Speed** 6

**Tusk** (standard, at-will) • +4

+4 + your level; 1d8 + your level

**Eager to Fight**

+1 attack bonus on a charge.

## Giant Bat

**Animal Companion**

Small Natural Beast

**Senses:** darkvision, blindsight 6

**Str** 14, **Con** 16, **Dex** 12, **Int** 2, **Wis** 14, **Cha** 10

---

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

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

---

**Speed** 2, fly 6

**Bite** (standard, at-will) • +4

+4 + your level; 1d6 + your level

## Giant Bird of Prey (Hawk, Eagle, Owl, Vulture, Falcon)

**Animal Companion**

Small Natural Beast

**Senses:** low-light vision

**Skills:** Perception +7 + your level, Stealth +6 + your level

**Str** 14, **Con** 16, **Dex** 12, **Int** 2, **Wis** 14, **Cha** 10

---

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

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

---

**Speed** 2, fly 8

**Claw** (standard, at-will) • +4

+4 + your level; 1d6 + your level

## Giant Lizard (Cave Gecko, Giant Anole, Giant Iguana)

**Animal Companion**

Medium Natural Beast

**Senses:** darkvision

**Skills:** Athletics +7 + your level, Stealth +6 + your level

**Str** 14, **Con** 16, **Dex** 12, **Int** 2, **Wis** 14, **Cha** 10

---

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

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

---

**Speed** 5, climb 5

**Bite** (standard, at-will) • +3

+3 + your level; 1d8 + your level

## Giant Snake/Giant Spider/Giant Toad

### Animal Companion

Medium Natural Beast

**Senses:** low-light vision

**Skills:** Stealth +6 + your level

**Str 16, Con 16, Dex 12, Int 2, Wis 12, Cha 10**

---

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

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

---

**Speed** 5, swim 5

 **Bite** (standard, at-will) • +3

+3 + your level; 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.

## Giant Spider/Chameleon

### Animal Companion

Medium Natural Beast

**Senses:** darkvision

**Skills:** Athletics +7 + your level, Stealth +6 + your level

**Str 14, Con 16, Dex 12, Int 2, Wis 14, Cha 10**

---

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

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

---

**Speed** 5, climb 5

 **Bite** (standard, at-will) • +3

+3 + your level; 1d8 + your level

#### Sticky Thread

Once per encounter, the animal companion can make a basic melee attack with reach 2. On a hit, as well as the normal effects, pull 1.

## Horse/Camel/Llama

### Animal Companion

Large Natural Beast

**Senses:** Perception

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

**Str 16, Con 12, Dex 14, Int 2, Wis 14, Cha 10**

---

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

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

---

**Speed** 6

 **Hoof** (standard, at-will) • +4

+4 + your level; 1d10 + your level

## Hound/Coyote/Jackal/Hyena/Wolf

### Animal Companion

Medium Natural Beast

**Senses:** low-light vision

**Skills:** Endure +8 + your level, Nature +6 + your level

**Str 14, Con 16, Dex 14, Int 2, Wis 12, Cha 10**

---

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

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

---

### Speed 8

 **Bite** (standard, at-will) • +3

+3 + your level; 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.*

## Panther/Tiger/Lion

### Animal Companion

Medium Natural Beast

**Senses:** low-light vision

**Skills:** Athletics +7 + your level, Stealth +6 + your level

**Str 14, Con 16, Dex 12, Int 2, Wis 14, Cha 10**

---

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

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

---

### Speed 7

 **Bite** (standard, at-will) • +4

+4 + your level; 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.

# Kits

---

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

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

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

## Playing with Kits

Game Masters can approach kits in a few different ways:

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

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

## About Kits

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

"Dabbles in ..." kits are ways to multiclass. "Worships the ..." kits are for worshippers of different gods (what might be called domains). "Specializes in ..." kits are for those who specialize in a particular school of arcane magic.

## Binds Familiar

---

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



Joshu by Sarah Carney

**Spirit Friend (Level 1):** You gain the service of a familiar, a spirit that takes an animal form you choose (from the list below).

The familiar obeys the following rules:

#### *Actions*

- If you take a move action, the familiar can take a move action as well.
- You can give up actions to command the familiar, in which case it gets to take the same actions. For example, you can give up your standard action in order for the familiar to take a standard action.

#### *Stats and Combat*

- All familiars have 1 hit point, but they are never damaged on a miss. Your own attacks never target your familiar, even if they normally target "all creatures".
- When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after your next extended rest.
- Your familiar uses your Armor Class, Fortitude, Reflex and Will defenses.
- Your familiar cannot contribute to a flank.

#### *Hidden Away/Called*

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

#### *Other*

- Your familiar always obeys your commands.
- While your familiar is within 20 squares of you, you can communicate with it telepathically.
- If you retrain this kit, you can select a different familiar.
- The familiar is an ally of you, and of your allies.

- The familiar is of human-like intelligence, although it may think very differently to humanoids or not be communicative.

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

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

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

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

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

**Associated Discipline:** Strong Bidding.

**Table - List of Familiars**

Name	Senses	Speed	Constant Benefits	While Called
Barn Owl	darkvision	2, fly 12	+4 bonus to Perception checks during the night.	<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 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 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 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 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 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 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 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 bonus to Athletics checks.	<i>Blood 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 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 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 bonus to Athletics checks.	<i>Ensnaring Web:</i> Once per encounter, the square the weaver spider is in becomes difficult terrain until the end of the encounter.

## 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):** Note any summoned creatures of yours that survived until the power ended (typically at the end of the encounter). The daily powers that you used to summon them are not expended. However, if you use them again, the summoned creatures appear in the exact state they were when their last summoning ended.

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.

*For example, Faust uses least binding to summon a hopping imp. At the end of the encounter, the hopping imp was slowed and reduced to 5 HP. The hopping imp disappears, but Faust can use least binding again to summon the hopping imp. The next time that day that he summons it, it only has 5 HP, however.*

**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):** When a summoned creature of yours uses its Instinct power, you can substitute the word "enemy/enemies" for "creature/creatures" in its action.

*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 any class in the Warlord group (e.g. Commander), or if you already have a secondary class.

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

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

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

**Stratagem Research (Level 10):** You get the Commander's Stratagem feature, but your stratagem is set by the first power you use in an encounter, and does not change.

**Associated Disciplines (Level 1):** You can take powers from the Warlord list, and from one of the following disciplines:

- Angel's Trumpet.
- Golden Lion.

## Dabbles in Crusading

---

Crusader multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Cleric group (e.g. Crusader), or if you already have a secondary class.

**Part-Time Medic (Level 1):** You belong to the Cleric group and the Crusader class (along with any other groups and 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 *turn undead* Channel Divinity power. You can Channel Divinity once per encounter.

**Associated Disciplines (Level 1):** You can take powers from the Cleric list, and from one of the following disciplines:

- Angel's Trumpet.

## Dabbles in Jesting

---

Jester multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Bard group (e.g. Jester), or if you already have a secondary class.

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

- You gain the Eyes on Me class feature. In addition, once per encounter, you can use the *wrong place —wrong time* 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, you can use Double Your Efforts.

**Associated Disciplines (Level 1):** You can take powers from the Bard list, and from one of the following disciplines:

- Last Laugh.

## Dabbles in Guarding

---

Guard multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Fighter group (e.g. Guard), or if you already have a secondary class.

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

- Once per encounter, you get a +1 bonus on an attack roll. All targets of the attack (whether you hit them or not) are marked 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 Punish Cowardice.

**Associated Disciplines (Level 1):** You can take powers from the Fighter list, and from one of the following disciplines:

- Art of War.
- Juggernautical.

## Dabbles in Mageblading

---

Mageblade multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Spellsword group (e.g. Mageblade), or if you already have a secondary class.

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

- When you select this kit, select one of the sigil powers. Once per encounter, you can use that power.

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

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

**Associated Disciplines (Level 1):** You can take powers from the Spellsword list, and from one of the following disciplines:

- Elemental Flux.
- Veiled Moon.

## Dabbles in Reaping

---

Reaper multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Ranger group (e.g. Reaper), or if you already have a secondary class.

**Spirit's Mantle (Level 1):** You belong to the Ranger group and the Reaper class (along with any other groups and 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):** You can take powers from the Ranger list, and from one of the following disciplines:

- Starfall.

## Dabbles in Sylvanry

---

Sylvan multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Ranger group (e.g. Sylvan), or if you already have a secondary class.

**Spirit's Mantle (Level 1):** You belong to the Ranger group and the Sylvan class (along with any other groups and 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):** You can take powers from the Ranger list, and from one of the following disciplines:

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

## Dabbles in Swashbuckling

---

Swashbuckler multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Rogue group (e.g. Swashbuckler), or if you already have a secondary class.

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

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

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

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

**Associated Disciplines (Level 1):** You can take powers from the Rogue list, and from one of the following disciplines:

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

## Dabbles in Wizardry

---

Specialist Wizard multiclass.

**Requirements:** You cannot take this kit if you belong to any class in the Wizard group (e.g. Specialist Wizard), or if you already have a secondary class.

**Magician's Apprentice (Level 1):** You belong to the Wizard group and the Specialist Wizard class (along with any other groups and classes that you belong to), with Specialist Wizard 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 Specialist Wizard class discipline. It is an encounter power for you.

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

**Magical Tricks (Level 10):** You learn one cantrip.

**Associated Disciplines (Level 1):** You can take powers from the Wizard list, and from one of the following disciplines:

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

## Exemplifies Charisma

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

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

- **By Example** aura 2; allies in the aura gain a +2 power bonus to Fortitude defense and Will defense.

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

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

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

**Associated Discipline:** Born Leadership.

## Exemplifies Intelligence

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

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

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

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

**Associated Discipline:** High Cunning.

## Exemplifies Speed

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

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

You do not grant combat advantage while balancing.

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

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

**Associated Discipline:** Born to Run.

## Exemplifies Strength

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

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

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

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

**Associated Discipline:** Juggernautical.

## Takes Bestial Form

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

**Wild Shape (Level 1):** Once an encounter, you can use *wild shape*.

You have the shapeshifter tag.

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

**Writhing Transformation (Level 10):** Each time you use *wild shape* or end your *wild shape*, shift a number of squares equal to your Wisdom modifier.

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

## Worships the God of Life

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**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:** +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):** Creatures you are adjacent to suffer a -1 penalty on attack rolls.

**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:** 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 1d10 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.

# Disciplines

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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 than those specified. If you gain access to the powers of a discipline from another source, this rule does not apply.

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

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

## Art of War

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**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.

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### 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.

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## 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. You gain an action.

## 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, slide 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 killed, 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.

## Angel's Trumpet

**Key Ability:** Charisma.

**Secondary Ability:** Wisdom.

### Identify Target

#### At-Will Standard Action

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

Ranged 10, one enemy

**Attack:** Charisma vs Will

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

### Targeted Call

#### Encounter Standard Action

#### Angel's Trumpet Attack 1

Near burst 10, one ally

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

### Break Will

#### Daily Standard Action

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

Near burst 3, all enemies

**Attack:** Charisma vs Will

**Hit:** The target is weakened (save ends).

## Rescuing Angel

### Daily Immediate (React) Action

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

**Near** burst 10, one ally

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

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

## Teaspoon of Cement

### Encounter Immediate (Counter) Action

#### Angel's Trumpet Utility 2 • Martial

**Near** burst 10, one ally

**Trigger:** An ally in range is hit by an attack.

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

## Encouraging Peal

*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 the user's Charisma modifier to damage until the end of the encounter.

## The Strength Within

### Daily Swift Action

#### Angel's Trumpet Utility 2

**Near** burst 10, one ally or yourself

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

## Pride Leader's Stance

*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

**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  $10 + \text{your Charisma modifier}$  HP.

## Milestone Foe

### Encounter Standard Action

#### Angel's Trumpet Attack 7

**Near** burst 10, one enemy

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

## Identify Weak Point

**Daily Standard Action**

**Angel's Trumpet Attack 9**

**Near** burst 10, one enemy

**Attack:** Charisma vs Will

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

**Effect:** The target is dazed (save ends).

## Golden General's Victory

*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**

**Near** burst 10, one enemy

**Attack:** Charisma vs Will

**Effect:** The target cannot make attacks (save ends).

## To Arms

**Daily Standard Action**

**Angel's Trumpet Attack 15**

**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**

**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**

**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**

**Near** burst 10, one enemy

**Attack:** Charisma vs Will

**Hit:** The target is stunned (save ends) and marked.

**Miss:** The target is marked.

## Full Suite

### Daily Standard Action

#### Angel's Trumpet Attack 25

**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

**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

**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.

## Blades in the Dark

Many of these powers use momentum. Other than these powers, the main way to gain momentum are the features of the Swashbuckler class. You are welcome to take these powers without belonging to the Swashbuckler class, but if they involve momentum they may be of limited use to you.

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

**Key Ability:** Dexterity.

**Secondary Ability:** Strength.

## Evasive Strike

### At-Will Standard Action

#### Blades in the Dark Attack 1 • Martial, Weapon

**Melee** weapon, one target

**Attack:** Dexterity vs AC

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

**Level 21:** 2dW + Dexterity modifier damage.

## Deadly Thrust

**At-Will Standard Action**

**Blades in the Dark Attack 1 • Martial, Weapon**

**Melee** weapon, one target

**Attack:** Dexterity vs AC

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

*Level 21: 2dW + Dexterity modifier damage.*

## Flying Blade

**At-Will Standard Action**

**Blades in the Dark Attack 1 • Martial, Weapon**

**Ranged** weapon, one target

**Attack:** Dexterity vs AC

**Hit:** 1dW + Dexterity modifier and you gain momentum.

*Level 21: 2dW + Dexterity modifier damage.*

## Retort

**Daily Immediate (React) Action**

**Blades in the Dark Attack 1 • Martial, Weapon**

**Melee** weapon, one target

**Trigger:** You lose momentum

**Attack:** Dexterity vs AC

**Hit:** 1dW + Dexterity modifier.

**Effect:** Make a secondary attack against the same target.

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

## Sure Cut

**Encounter Standard Action**

**Blades in the Dark Attack 1 • Martial, Weapon**

**Melee** weapon, one target

**Attack:** Dexterity vs AC

**Hit:** 1dW + Dexterity modifier.

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

## Roll With It

\*\*

**Daily Immediate (Counter) Action**

**Blades in the Dark Utility 2 • Martial**

**Self**

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

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

## Pocket of Sand

**Encounter Standard Action**

**Blades in the Dark Utility 2 • Martial**

**Melee** touch, one target

**Attack:** Dexterity vs Reflex

**Hit:** The target is blinded until the end of 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:** Dext

**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

**Primary 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 immobilized 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 an extended 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 slide 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

**Primary 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

**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 primary or secondary ability.

## Ghost Sound

### At-Will Standard Action

#### Cantrips Utility Feature • Illusion

##### Ranged 10, one object or empty square

**Effect:** Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. You can produce as much noise as a person. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit.

## 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.

## Telepathy

**Encounter Swift Action**

**Cantrips Utility Feature • Arcane**

**Self**

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

## Create Item

**Encounter Standard Action**

**Cantrips Utility Feature • Arcane, Conjunction**

**Self**

**Effect:** Create an item that costs 5 gp or less.

## Buoyancy

**Daily Standard Action**

**Cantrips Utility Feature • Arcane**

**Melee touch, one item**

**Effect:** Target ignores encumbrance until your next long rest.

## 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.

## 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.

## 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.

## 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.

## Cup of Brimstone

**Primary Ability:** Charisma.

**Secondary Ability:** Constitution.

## Contagion

**At-Will Immediate (React) Action**

**Cup of Brimstone Attack 1 • Focus, Arcane, Poison**

**Ranged** 10, the closest enemy to the triggering creature within range

**Trigger:** A creature you have Claimed is reduced to 0 HP or below.

**Attack:** Charisma vs Fortitude

**Hit:** 1d6 + Charisma modifier poison damage and you have a Dark Claim on the target.

## Stab in the Soul

**At-Will Standard Action**

**Cup of Brimstone Attack 1 • Focus, Arcane, Necrotic**

**Ranged** 10, one enemy

**Attack:** Charisma vs Fortitude

**Hit:** 1d12 + Charisma modifier necrotic damage.

**Miss:** You take 1d6 damage.

**Special:** You can use this power as a basic ranged attack.

## Burn It Off

**At-Will Standard Action**

**Cup of Brimstone Attack 1 • Focus, Arcane, Fire**

**Ranged** 10, one enemy

**Attack:** Charisma +2 vs Fortitude

**Hit:** 1d8 + Charisma modifier fire damage.

**Effect:** You suffer a cumulative -1 penalty on attack rolls using this power for every time you have used it this encounter.

**Special:** You can use this power as a basic ranged attack.

## Redoubled Misery

**Encounter Immediate (React) Action**

**Cup of Brimstone Attack 1 • Focus, Arcane**

**Ranged** 10, one enemy

**Trigger:** The target fails a saving throw

**Attack:** Charisma vs Fortitude

**Hit:** 2d6 + Charisma modifier damage and they suffer a -2 penalty on saving throws until the end of your next turn.

## Death Mark

**Encounter Standard Action**

**Cup of Brimstone Attack 1 • Focus, Arcane**

**Ranged** 10, one enemy

**Attack:** Charisma vs Fortitude

**Hit:** 1d8 + Charisma modifier necrotic damage and the target gains vulnerability to all 5 until the end of your next turn.

## Least Binding

**Daily Standard Action**

**Cup of Brimstone Attack 1 • Focus, Arcane, Summons**

**Ranged** 1, unoccupied square

**Effect:** You summon a Small demon toad or Small hopping imp until the end of the encounter.

## Demon Toad

**Level 1 Summoned Creature**

Small Outsider Monstrosity (Demon)

**Senses:** darkvision

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**Defenses:** your defenses

**HP:** your recovery value, can use your recoveries

**Resistance to:** poison 5

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**Speed** 4, jump 4

 **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

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**Defenses:** your defenses

**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.

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**Speed** 6, fly 2

 **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.

## Perverse Blessing

**Daily Swift Action**

**Cup of Brimstone Utility 2 • Arcane, Stance**

**Self**

**Effect:** You gain a +2 power bonus to defenses. If you are hit by an attack, you lose this bonus and instead get a -1 penalty to defenses. Until this power ends, you keep switching between bonus and penalty each time you are hit.

## Curse of the Odd

**Encounter Standard Action**

**Cup of Brimstone Attack 3 • Focus, Arcane**

**Ranged** 10, one enemy

**Attack:** Charisma vs Fortitude

**Hit:** Until the end of your next turn, each time any creature rolls an odd number on an attack roll or saving throw, the target takes damage equal to your Charisma modifier.

## Everburn

**Encounter Standard Action**

**Cup of Brimstone Attack 3 • Focus, Arcane, Fire**

**Ranged** 10, one enemy

**Attack:** Charisma vs Fortitude

**Hit:** Persistent 5 fire damage (save ends) and vulnerability to fire (save ends).

## Minor Binding

**Daily Standard Action**

**Cup of Brimstone Attack 5 • Focus, Arcane, Summons**

**Ranged** 1, unoccupied square

**Effect:** You summon a Medium burner demon or Medium hellhound until the end of the encounter. If you summon the hellhound, choose one enemy within 10 squares to become the hellhound's quarry.

## Burner Demon

### Level 5 Summoned Creature

Medium Outsider Humanoid (Demon, Fire)

**Senses:** darkvision

---

**Defenses:** your defenses

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

**Resistance to:** fire 10, **Vulnerability to:** cold 10

---

**Speed** fly 4 (hover, max altitude 2)

 **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 (range 5), one random target; your level +4 vs. Reflex; 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

---

**Defenses:** your defenses

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

**Resistance to:** fire 10, **Vulnerability to:** cold 10

---

**Speed** 8

 **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.

### Dance in Fire

**Daily Swift Action**

**Cup of Brimstone Utility 6 • Arcane, Fire, Stance**

**Self**

**Effect:** When an enemy enters a square adjacent to you, it takes damage equal to your Intelligence modifier.

## Diseased Blood

**Encounter Standard Action**

**Cup of Brimstone Attack 7 • Focus, Arcane, Acid**

**Far** blast 2, all enemies

**Attack:** Charisma vs Fortitude

**Hit:** 1d8 + Charisma modifier acid damage and you have a Dark Claim on the target.

## Mocking Curse

**Encounter Immediate (React) Action**

**Cup of Brimstone Attack 7 • Focus, Arcane, Psychic**

**Ranged** 10, one enemy

**Trigger:** The target fails an attack roll against you

**Attack:** Charisma vs Fortitude

**Hit:** 1d10 + Charisma modifier psychic damage and the target is dazed (save ends).

## Lesser Binding

**Daily Standard Action**

**Cup of Brimstone Attack 9 • Focus, Arcane, Summons**

**Ranged** 1, unoccupied square

**Effect:** You summon a Large vulture demon, Medium hungry maw or Large hezrou until the end of the encounter.

## Hezrou

### Level 9 Summoned Creature

Large Outsider Humanoid (Demon)

**Senses:** darkvision

**Defenses:** your defenses

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

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

**Speed** 8, jump 4

 **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

---

**Defenses:** your defenses

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

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

---

### Speed 6



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

---

**Defenses:** your defenses

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

---

### Speed 6, fly 8



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



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.

## Flaming Teleport

### Encounter Swift Action

**Cup of Brimstone Utility 10** • Arcane, Teleportation

**Self**

**Effect:** Teleport to an unoccupied space adjacent to a creature that is taking persistent fire damage.

## Demonic Explosion

**Encounter Immediate (React) Action**

**Cup of Brimstone Attack 13 • Focus, Arcane, Fire**

**Far** burst 1 (range special), all creatures

**Trigger:** One of your summoned monsters is reduced to 0 HP or below.

**Attack:** Charisma vs Fortitude

**Hit:** 1d10 + Charisma modifier fire damage.

**Special:** The burst is centred on the triggering monster.

## Sadistic Shot

**Encounter Standard Action**

**Cup of Brimstone Attack 13 • Focus, Arcane, Fire**

**Ranged** 10, one enemy

**Attack:** Charisma vs Fortitude

**Hit:** 2d8 + Charisma modifier damage, and you may spend a recovery to heal your recovery value in HP.

## Prestige Binding

**Daily Standard Action**

**Cup of Brimstone Attack 15 • Focus, Arcane, Summons**

**Ranged** 1, unoccupied square

**Effect:** You summon a Large big burner until the end of the encounter.

## Big Burner

**Level 15 Summoned Creature**

Large Outsider Humanoid (Demon, Fire)

**Senses:** darkvision

**Defenses:** your defenses

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

**Resistance to:** fire 15, **Vulnerability to:** cold 15

**Speed** fly 8 (hover, max altitude 3)

 **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 (range 5), one random target; your level +4 vs. Reflex; 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.

## Abyssal Bargain

**Daily Standard Action**

**Cup of Brimstone Utility 16 • Arcane, Healing**

**Melee** touch, one ally on 0 HP or below

**Effect:** The ally heals to maximum HP. You and the ally both have zero recoveries until the next long rest.

## Follow the Blood

**Encounter Swift Action**

**Cup of Brimstone Utility 16 • Arcane, Teleportation**

**Ranged** 10, one staggered creature

**Effect:** Teleport to an unoccupied space adjacent to the target.

## Keep Burning Please

**Encounter Immediate (React) Action**

**Cup of Brimstone Attack 17 • Arcane, Fire**

**Ranged** 10, one enemy

**Trigger:** The target makes a successful saving throw against persistent fire damage.

**Attack:** Charisma vs Fortitude

**Hit:** 2d8 + Charisma modifier fire damage and persistent fire damage 10 (save ends).

## Rabble Babble

**Encounter Standard Action**

**Cup of Brimstone Attack 17 • Focus, Arcane, Psychic**

**Far** burst 1, all enemies

**Attack:** Charisma vs Fortitude

**Hit:** The target is dazed (save ends). **Aftereffect:** The target takes damage equal to your Charisma modifier.

## Advanced Binding

**Daily Standard Action**

**Cup of Brimstone Attack 19 • Focus, Arcane, Summons**

**Ranged** 1, unoccupied square

**Effect:** You summon a Medium frenzy demon, Large boar demon or Huge pincer demon until the end of the encounter.

## Boar Demon (Nalfeshnee)

### Level 19 Summoned Creature

Large Outsider Humanoid (Demon)

**Senses:** darkvision

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**Defenses:** your defenses

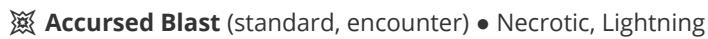
**HP:** your staggered value, can use your recoveries

---

**Speed** 5, fly 8



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



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.



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)



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

---

**Defenses:** your defenses

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

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

---

**Speed** 8



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



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



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

---

**Defenses:** your defenses

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

---

**Speed 6****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*.

## Golden Claw

**Daily Swift Action****Cup of Brimstone Utility 22 • Arcane, Conjunction, Fire****Self**

**Effect:** You summon a Medium golden claw in your space. The claw carries you, giving you a fly speed of 12 (hover, maximum altitude 2). If you are subject to an opportunity attack, make the following secondary attack against the attacker.

**Secondary Attack:** Charisma vs Fortitude; 3d6 + Charisma modifier fire damage. Then this power ends.

## Spreading the Rot

**Encounter Standard Action****Cup of Brimstone Attack 23 • Focus, Arcane, Necrotic****Ranged 10, one enemy**

**Attack:** Charisma vs Fortitude

**Hit:** 4d8 + Charisma modifier necrotic damage and the target takes 10 ongoing necrotic damage (save ends). **Aftereffect:** The claimed enemy of yours nearest the target takes 10 ongoing necrotic damage (save ends).

## Carrion Screech

**Encounter Standard Action****Cup of Brimstone Attack 23 • Focus, Arcane, Psychic****Close blast 3, all enemies**

**Attack:** Charisma vs Fortitude

**Hit:** 4d8 + Charisma modifier necrotic damage and the target gains vulnerability to all damage 10 (ongoing).

## Greater Binding

**Daily Standard Action****Cup of Brimstone Attack 25 • Focus, Arcane, Summons****Ranged 1, unoccupied square**

**Effect:** You summon a Large laughing demon until the end of the encounter.

# Laughing Demon

## Level 25 Summoned Creature

Large Outsider Humanoid (Demon)

**Senses:** darkvision

---

**Defenses:** your defenses

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

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

---

**Speed** 8



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



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*.

---

## Killing Doubt

### Encounter Standard Action

**Cup of Brimstone Attack 27 • Focus, Arcane, Psychic**

**Ranged** 10, one enemy

**Attack:** Charisma vs Fortitude

**Hit:** 4d10 + Intelligence modifier psychic damage. The target's next standard action must be a basic attack.

---

## Ultimate Binding

### Daily Standard Action

**Cup of Brimstone Attack 29 • Focus, Arcane, Summons**

**Ranged** 1, unoccupied square

**Effect:** You summon a Large balor or Large marilith until the end of the encounter.

---

## Balor

## Level 29 Summoned Creature

Large Outsider Humanoid (Demon, Fire)

**Senses:** darkvision, trueseeing

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**Defenses:** your defenses +2

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

**Resistance to:** fire 15, necrotic 15, **Vulnerability to:** cold 15

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

---

**Speed** 6, fly 12

 **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

---

**Defenses:** your defenses +2

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

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

---

**Speed** 8

 **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; Pull the target 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

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

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

**Primary Ability:** Intelligence

**Secondary Ability:** Constitution

## Spark Strike

*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 + 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 + 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.

## Degrade 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: Immobilised (end of your next turn).
- Fire: Blinded (end of your next turn).
- Cold: Knocked prone.
- Lightning: Dazed (end of your next turn).

**Miss:** Half damage.

## Energy Spark

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 (save ends).
- Lightning: Targets must save or drop what they are holding.
- Fire: Take an additional 1d8 damage.
- Cold: Targets must save or fall prone.
- Acid: Targets are slowed.

## Raging Flux

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 y

## 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 conjunction in range

**Attack:** Intelligence vs Power user's Will

**Hit:** The conjunction 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 conjunction 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 Devestation

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

### 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.

Increase damage to 2dW + Strength modifier at 21st level.

**Effect:** Shift to any square adjacent to the target. You either push the target 1 square or slide 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. Increase damage to 2dW + Strength modifier at 21st level

## 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.

Increase damage to 2dW damage at 21st level.

## 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 slide the target 3 squares, knock it prone and daze it until the end of your next turn.

**Miss:** Half damage, and you slide 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 reliable.

## **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. You 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

**Effect:** Shift to any unoccupied square adjacent to the enemy and make a secondary attack.

**Secondary Attack:** Strength vs. AC

**Hit:** 2dW + Strength modifier damage, and the target is knocked prone and cannot stand (s)

**Miss:** Half damage with each attack.

## 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.

## 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.

## 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

## 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, Reliable, 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, Reliable, 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, Reliable, 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.

**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, Reliable, 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, Reliable, 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.

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 + 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  $5 \times$  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 Near Action

#### Juggernautical Attack 9 • Booster, Martial, Weapon

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 slide the target with you.

## The Runaway Boulder

*You barrel through terrain and people and anchor yourself further up the line.*

### Daily Self Action

#### Juggernautical Utility 10 • Martial

**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 the end 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 immobilized 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

**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 (save ends both).

**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 minor 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

**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 minor 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 (save ends). 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 target fails its next save against this effect.

## **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

**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, immobilized, and weakened (save ends all).

**Miss:** The target is dazed, immobilized, 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

**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

**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.*

## 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.

## 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.

## 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.

## 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.

## 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.

## 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:**  $3d8 + \text{Wisdom modifier}$  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 t

## 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:**  $3dW + \text{Wisdom modifier}$  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;  $2d10 + \text{Wisdom modifier}$  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.

## 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.

## 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.

## 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 (save ends).

**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

Many of these powers use momentum. Other than these powers, the main way to gain momentum is through the features of the Swashbuckler class. You are welcome to take these powers without belonging to the Swashbuckler class (provided you have access to this discipline), but if they involve momentum they may be of limited use to you.

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

**Key Ability:** Dexterity.

**Secondary Ability:** Charisma.

## Gentlefolk's Challenge

### At-Will Standard Action

#### Rapier's Point Attack 1 • Martial, Weapon

**Melee** weapon, one target

**Attack:** Dexterity vs AC

**Hit:** 1dW + Dexterity modifier damage.

*Level 21:* 2dW + Dexterity modifier damage.

**Effect:** The target is marked.

## Dance of Blades

**At-Will Standard Action**

**Rapier's Point Attack 1 • Martial, Weapon**

**Melee** weapon, one target

**Attack:** Dexterity vs AC

**Hit:** 1dW + Dexterity modifier and you swap places with the target.

*Level 21: 2dW + Dexterity modifier damage.*

## Sure Thing

**Encounter Standard Action**

**Rapier's Point Attack 1 • Martial, Weapon**

**Melee** weapon, one target

**Attack:** Dexterity +2 vs Reflex

**Hit:** 1dW + Dexterity modifier damage.

## Only Fooling

**Daily Standard Action**

**Rapier's Point Attack 1 • Martial, Weapon**

**Melee** weapon, one target

**Trigger:** You are prone, immobile, restrained, grappled or slowed.

**Attack:** Dexterity vs Reflex

**Hit:** 2dW + Dexterity modifier damage.

**Special:** You lose one condition that triggers this power, or you stand up from prone. Move up to your speed before making your attack.

## Scornful Laugh

**Encounter Immediate (React) Action**

**Rapier's Point Utility 2 • Martial**

**Near** burst 10

**Trigger:** An enemy misses you with an attack.

**Effect:** The enemy takes a -4 penalty on attack rolls (save ends).

## Lunging Draw

**Encounter Standard Action**

**Rapier's Point Attack 3 • Martial, Weapon**

**Melee** weapon +1 reach, one target

**Attack:** Dexterity vs Will

**Hit:** 2dW + Dexterity modifier damage and pull 1.

## Calling Card

**Daily Standard Action**

**Rapier's Point Attack 5 • Martial, Weapon**

**Melee** weapon, one target

**Attack:** Dexterity vs AC

**Hit:** 2dW + Dexterity modifier damage.

**Effect:** Your allies get a +2 bonus on attack rolls against the target while you maintain this effect.

**Maintain:** Swift

## Throw Off

**Daily Swift Action**

**Rapier's Point Utility 6 • Martial**

**Near** burst 5, one enemy

**Effect:** The target grants combat advantage until the end of your next turn.

## Through the Foot

**Encounter Standard Action**

**Rapier's Point Attack 7 • Martial, Weapon**

**Melee** weapon, one target

**Attack:** Dexterity vs AC

**Hit:** 1dW + Dexterity modifier damage and the target is immobile until the end of 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

**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

**Primary 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 cann

## 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 att

## 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 the

## 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

## 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 m

## 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

## 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

## 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.

## 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

## 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

## Rampage

### 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.

## Rampage

### Encounter Standard Action

**Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus**

**Near** burst 1, all enemies

**Hit:** 1d6 + Constitution 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.

## 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.

## 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 2 • 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.

## 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.

## 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.)

## 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

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.

**Primary Ability:** Dexterity.

**Secondary Ability:** Intelligence.

## 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.

Increase to 2d6 + Dexterity modifier [flux] damage at 21st level.

## 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).
- 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 immobilized 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 slide 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.

- Cold: The target is restrained until the end of your next turn.
- Fire: If the target does not drop prone on its next turn, it suffers an additional 10 fire damage.

**Boost: Level 17:** 4d8 + Dexterity modifier damage.

## Expanding Phase Transition

*With feet firmly planted, your 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 world 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 to 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

**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 immobilized 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 immobilized 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 immobilized 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 immobilized 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 start 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.*

### Daily Move and 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.

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## **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.

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## **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).

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## **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.

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## 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:** This power cannot be targeted by *dispel magic*.

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. You suffer no attack penalties with heavy weapons as result of this movement.

## 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

"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.

**Key Ability:** Charisma.

**Secondary Ability:** Wisdom.

## Companion Strike

**At-Will Standard Action**

**Strong Bidding Attack 1 • Spirit, Companion**

**Special**

**Effect:** Your companion makes a basic melee attack and adds your Charisma modifier to the damage.

## Side by Side

**Encounter Standard Action**

**Strong Bidding 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, ancestry and type, senses and speed.

As a swift action, you can resume your true form until you spend another swift action.

**Maintain:** Standard

## Master's Form

**Daily Swift Action**

**Strong Bidding Utility 10 • 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.

## Veiled Moon

**Key Ability:** Intelligence.

**Secondary Ability:** Dexterity.

# Prestige Paths

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At level 11, each player character gets a prestige path. This path is in addition to their main class, which still gives them some powers.

## Battlefield Healer

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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

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#### 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.

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#### 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.

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## 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 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.

## Ironsides

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

### Class Features

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

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

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

### 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 base class has the Striker role.

You are recognized by every brigand and cutpurse, every sneakthief and bandit. Cat burglars are your courtiers; extortionists your earls. The darkness is your cloak and crown.

## Class Features

**Trusty Action (11th level):** You perform ... not quite reliably, but always with spectacular results.

When you use an action point to take an extra action, the action always succeeds (you pass your skill check or at least one attack roll in an attack no matter your roll, for example). If you would fail, you succeed but there's a side-effect or "sting in the tail" - like a tremendous success drawing unwanted attention or a desperate lunge slaying your enemy but leaving you open to their allies.

**Do As I Do (11th level):** You are used to leading teams along corridors on tip-toes or up walls without rope or crampon. No one can afford to fail.

When you make a skill check, allies gain a +2 power bonus to the same skill until the beginning of your next turn.

**The Cloak is My Shadow, I Shall Not Want (16th level):** Your cloak billows as you move, hiding you away until it seems to be all cloak and no man.

You do not grant combat advantage from being flanked.

## Powers

### Just Desserts

*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 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**

**Tactician 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

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At level 21, each player character gets an epic path. This path is on top of their main class, which still gives them some powers, and their prestige path (which stops giving them powers after level 20).

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

## Agent Retriever

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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

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

### Class Features

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

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

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

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

## 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.

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

## 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, you 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.

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