

ORCUS



HEROES' HANDBOOK

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

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

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The Core Mechanic

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

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

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

Dice

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

d%

Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers

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

Stacking

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

Modifier Types

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

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

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

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

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

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

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

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

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

Rounding Fractions

In general, if you wind up with a fraction, round down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage, have a minimum of 1.

Abilities

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

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

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

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

Ability Scores and Modifiers

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

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

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

Table – Ability Scores and Modifiers

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

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

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

Using Each Ability

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

Strength

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

Strength Checks

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

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

Skill Checks

Athletics skill checks add your Strength modifier.

Attack Rolls and Damage

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

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

Fortitude Defense

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

Lifting and Carrying

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

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

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

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

Constitution

Constitution measures health, stamina, and vital force.

Constitution Checks

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

Skill Checks

Endure skill checks add your Constitution modifier.

Attack Rolls and Damage

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

Fortitude Defense

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

Hit Points and Recoveries

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

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

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

Dexterity

Dexterity measures agility, reflexes, and balance.

Dexterity Checks

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

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

Initiative

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

Skill Checks

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

Attack Rolls and Damage

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

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

Armor Class and Reflex Defense

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

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

Intelligence

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

Intelligence Checks

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

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

Skill Checks

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

Attack Rolls and Damage

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

Armor Class and Reflex Defense

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

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

Wisdom

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

Wisdom Checks

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

Skill Checks

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

Attack Rolls and Damage

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

Will Defense

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

Charisma

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

Charisma Checks

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

Skill Checks

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

Attack Rolls and Damage

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

Will Defense

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

Generating Abilities

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

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

Point Buy

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

You cannot have more than one ability score below 10.

Table – Ability Score Costs

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

Roll 'em

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

Standard Array

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

Levels, Tiers and Bonuses

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

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

Table – Levels and Their Benefits

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

Level Bonus

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

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

Retraining

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

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

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

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

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

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

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

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

Replacing powers

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

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

Tiers

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

The levels correspond to the tiers as follows:

Level 1-10: Adventurer tier

Level 11-20 Prestige tier

Level 21-30: Epic tier

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

Powers

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

Roleplaying Your Powers

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

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

Power Category

There are two categories of power:

- Attack
- Utility

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

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

Power Frequency

There are three frequencies of power:

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

Traditions

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

Power Description

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

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

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

Action Required

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

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

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

Tags

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

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

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

Targeting

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

Origin of effect

The five origins of effect for powers are:

- **Melee:** The power originates with the user, and targets one or more creatures the user can reach with a melee weapon.
- **Ranged:** The power originates with the user, and either targets one or more creatures the user can reach with a ranged weapon, or targets one or more creatures in a range specified by the power.
- **Near area:** The power originates in the user's space and targets squares from there, or creatures in those squares.
- **Far area:** The power originates in a distant square and targets squares from there, or creatures in those squares.
- **Self:** The power originates with you and affects only you. You are always within range of yourself.

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

Ranged and Far powers provoke opportunity attacks. Melee, Near, and Self powers do not.

Areas of effect

Areas of effect only apply to Near and Far powers.

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

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

share more than two edges with other squares at the same height. However, wall squares may be stacked on top of each other.

Other areas are possible as specified by individual powers.

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

If a creature that is Large or larger is affected by an area of effect power it is only affected once, even if more than one of its squares are within the area of effect.

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

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

Range

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

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

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

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

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

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

Targets

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

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

Other example targets are:

- **nearest ally:** the nearest ally in the area of effect

- **nearest enemy:** the nearest enemy in the area of effect
- **all enemies:** only enemies in the area of effect
- **all allies:** only allies in the area of effect
- **one ally:** one ally in the area of effect of the user's choice
- **one enemy:** one enemy in the area of effect of the user's choice
- **any:** one or more targets of the user's choice in the area of effect.

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

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

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

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

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

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

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

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

Power Attack Rolls

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

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

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

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

Attacks with ammunition

When you use a power that allows you to make multiple attacks, with a weapon that consumes ammunition, you use one piece of ammunition per attack unless the description of the power suggests otherwise.

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

Power Effects

A power can have three kinds of effects:

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

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

Secondary Attacks

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

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

“dW”

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

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

Duration

The following are common durations:

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

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

Persistent damage

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

Maintain

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

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

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

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

Boost

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

Keywords

Augmentable

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

Aura

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

Conjuration

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

A conjuration disappears if its creator is killed.

Consistent

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

Form

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

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

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

Stance

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

You can use a single swift action to end one stance and begin another, or you can choose to simply end your current stance without entering another. You continue to gain a stance’s benefits until you switch to a new

stance or end your current one. You cannot have more than one stance active at a time.

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

Summons

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

- The summoned monster's level is equal to the level of the power that summoned it.
- The summoned monster's maximum HP (and starting HP each time it is summoned) will be specified.
- Your summoned monster uses your Armor Class, Fortitude, Reflex, and Will defenses.
- A summoner can dismiss their summon with a swift action. Otherwise it disappears after five minutes.
- When your summoned monster drops to 0 hit points, it disappears, leaving behind no physical form. You lose one recovery or, if not able to lose a recovery, take damage equal to your recovery value.

Teleportation

Unless otherwise specified, teleportation obeys the following rules:

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

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

Wild Shape

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

Zones

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

A zone disappears if its creator is killed.

Creating a Character

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

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

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

Archetypes

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

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

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

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

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

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

Cleric: The Crusader is a classic cleric.

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

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

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

Fighter (Agile): The Exemplar or Harlequin.

Fighter (Heavily Armored): The Guardian or Commander.

Jack of All Trades/Savant/Red Mage: A Mageblade who takes a lot of Veiled Moon powers is already

stealthy, skilled with weapons, and able to cast magic spells. Taking Worships the God of Life or Dabbles in Crusading on top of that would provide divine power to round out an already versatile character.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Missing Archetypes

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

Line Up by Joyce Maureira



Ancestries

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

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

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

Humanity

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

Size: Your size is Medium.

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

Speed: Your base walking speed is 6 squares.

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

The implied setting of Orcus

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

Cruxes

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

Betrayer

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

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

Poisonous Nip

Encounter Attack Feature (Swift Action) • Poison

Melee 1, one target

Attack Dexterity or Constitution +2 vs AC

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

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

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

Cut Off

Someone destroyed everyone and everything you loved.

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

Vengeance of the Pits

Encounter Attack Feature (Free Action) • Fire

Near burst 10, one enemy

Trigger An attack by that enemy hits you.

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

Level 11: 2d6 + Intelligence OR Charisma modifier.

Level 21: 3d6 + Intelligence OR Charisma modifier.

Destined

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

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

Escaped

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

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

Disappearing Act

Encounter Utility Feature (Reaction Action)

Self

Trigger You take damage.

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

Heir

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

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

Breath Weapon

Encounter Attack Feature (Swift Action) • [Energy]

Near arc 3, targets all

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

Hit 1d6 + Constitution modifier.

Level 11: 2d6 + Constitution modifier.

Level 21: 3d6 + Constitution modifier.

Hero

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

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

Violent Rush

Encounter Utility Feature (Free Action)

Self

Trigger You hit with an attack.

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

Ninth Life

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

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

Lucky

Encounter Utility Feature (Counter Action)

Self

Trigger An attack hits you.

Effect Reroll the attack roll and take the second result.

Otherworldly

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

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

Highblood Teleport

Encounter Utility Feature (Move Action) • Teleport

Self

Effect Teleport up to 5.

Returned

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

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

Tough as Nails

Encounter Utility Feature (Swift Action)

Self

Effect You rally.

Sage

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

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

Ingenuity

Encounter Utility Feature (Swift Action)

Near burst 5, self or one ally

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

Third Eyed

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

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

Careful Focus

Encounter Utility Feature (Free Action)

Self

Trigger You just made an attack roll.

Effect Reroll the attack roll and take the new result.

Wild Child

You were abandoned to the wilderness.

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

Barrel Along

Encounter Utility Feature (Swift Action)

Self

Trigger You are staggered.

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

Heritage

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

Aristocrat

You are a blueblood, one of the finer class of people.

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

Heretic

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

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

Mountainfolk

You come from an isolated town in the mountains.

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

Seafarer

You grew up on boats or ships.

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

Traveler

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

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

Urchin

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

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

Classes

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

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

Reading Class Descriptions

Tradition

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

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

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

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

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

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

Role

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

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

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

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

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

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

Table – Roles and Traditions

	Controller	Defender	Leader	Striker
Arcane	Magician	Mageblade		
Divine			Crusader	
Martial	Harlequin	Guardian	Commander	Exemplar
Spirit	Reaper			Sylvan

Stats

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

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

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

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

Proficiency and Training

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

A character suffers a -2 penalty to Reflex defense and attack rolls if they wear armor or use a shield they are not proficient with. A character cannot add the proficiency bonus of a weapon to their attack rolls unless they are proficient in that weapon. A character gets no benefit from using a focus unless they are proficient with it.

See the Equipment chapter for more details.

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

See the Skills chapter for more details.

Features

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

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

Powers

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

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

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

The numbers of powers listed below apply only to your "class powers": those granted through the Powers entry within your chosen class, or powers from other sources that required you to swap a power from your class for that power. Extra powers from other sources

such as cruxes, kits, feats are not counted toward these limits. Powers granted by class features other than the Powers entry are also not counted toward these limits.

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

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

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

Talents

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

Dualclassing and multiclassing

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

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

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

Table – Default Power Progression

Level	At-will Attack	Encounter Attack	Daily Attack	Utility	Power Replacements
1	2	1	1		
2	2	1	1	1	
3	2	2	1	1	
4	2	2	1	1	
5	2	2	2	1	
6	2	2	2	2	
7	2	3	2	2	
8	2	3	2	2	
9	2	3	3	2	
10	2	3	3	3	
11	2	3 + P	3	3	
12	2	3 + P	3	3 + P	
13	2	3 + P	3	3 + P	Replace 1 encounter attack power
14	2	3 + P	3	3 + P	
15	2	3 + P	3	3 + P	Replace 1 daily attack power
16	2	3 + P	3	4 + P	
17	2	3 + P	3	4 + P	Replace 1 encounter attack power
18	2	3 + P	3	4 + P	
19	2	3 + P	3	4 + P	Replace 1 daily attack power
20	2	3 + P	3 + P	4 + P	
21	2	3 + P	3 + P	4 + P	
22	2	3 + P	3 + P	5 + P	
23	2	3 + P	3 + P	5 + P	Replace 1 encounter attack power
24	2	3 + P	3 + P	5 + P	
25	2	3 + P	3 + P	5 + P	Replace 1 daily attack power
26	2	3 + P	3 + P	5 + P + E	
27	2	3 + P	3 + P	5 + P + E	Replace 1 encounter attack power
28	2	3 + P	3 + P	5 + P + E	
29	2	3 + P	3 + P	5 + P + E	Replace 1 daily attack power
30	2	3 + P	3 + P	5 + P + E	

Commander

Martial Leader

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

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

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

Stats

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

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

Recoveries per Long Rest: 7 plus your Constitution modifier.

Defenses: +2 Fortitude.

Proficiency and Training

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

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

Focus Proficiencies: Martial focus.

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

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

Features

Powers

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

Class Disciplines: Angel's Trumpet, Golden Lion.

Talents

Choose one at character creation.

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

Lift Spirits

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

Level 16: Three times per encounter.

Lift Spirits

Encounter Utility 1 (Swift Action) • Martial, Healing

Near burst 5 (10 at level 11, 15 at level 21), one ally or yourself
Effect The target spends a recovery and heals their recovery value plus your Charisma modifier.

Armament

Choose one at character creation.

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

Dualclass

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

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

You can use *lift spirits* once per encounter.



Rook by Jared von Hindman

Crusader

Divine Leader

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

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

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

Stats

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

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

Recoveries per Long Rest: 7 plus your Constitution modifier.

Defenses: +2 Will.

Proficiency and Training

Armor Proficiencies: Cloth, leather, hide, chainmail.

Weapon Proficiencies: Simple melee, simple ranged.

Focus Proficiencies: Holy symbol.

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

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

Features

Powers

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

Class Disciplines: Angel's Trumpet.



Charlene by Justin Nichol

Talents

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

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

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

Channel Divinity

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

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

Censure Undead

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

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

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

Attack Wisdom vs Will

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

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

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

Infuse with Life

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

Infuse with Life

Encounter Utility Feature (Swift Action) • Divine

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

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

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

Crusader Training

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

Action Recharge

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

Dualclass

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

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

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

Exemplar

Martial Striker

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

Talents and Secondary Abilities: Strength, Charisma.

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

Stats

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

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

Recoveries per Long Rest: 6 plus your Constitution modifier.

Defenses: +2 Reflex.

Proficiency and Training

Armor Proficiencies: Cloth, leather; light shield.

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

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

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

Features

Powers

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

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

Talents

Choose one at character creation.

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

Momentum

When you hit an enemy with a melee attack, and do not already have momentum, you gain momentum. When you are hit by any kind of attack, you lose momentum. Momentum has no effect on its own, but it is required for your Triumphant Strike and Bide Your Time features and is referenced by some powers.

Triumphant Strike

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

Level 11: +2dW damage.

Level 21: +3dW damage.

Bide Your Time

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

Nick of Time

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

Dualclass

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

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

- When you hit an enemy with a melee attack, and do not already have momentum, you gain momentum. When you are hit by any kind of attack, you lose momentum. Momentum has no effect on its own, but it is required for your Triumphant Strike and Bide Your Time features and is referenced by some powers.
- Once per encounter, you can use the Exemplar's Triumphant Strike feature (noting that it requires momentum to use).



Flashing Ray by Crystal Frasier

Guardian

Martial Defender

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

Talents and Secondary Abilities: Constitution, Dexterity, Wisdom.

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

Stats

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

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

Recoveries per Long Rest: 9 plus your Constitution modifier.

Defenses: +2 Fortitude.

Proficiency and Training

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

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

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

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

Features

Powers

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

Class Disciplines: Art of War, Juggernautical.

Talents

Choose one at character creation.

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

Combat Dominance

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

Veteran Opportunist

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

Savvy Combatant

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

Block Retreat

At-Will Utility Feature (Free Action) • Martial

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

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

Punish Cowardice

At-Will Utility Feature (Counter Action) • Martial

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

Effect Make a basic melee attack against the triggering creature.

Special This is not an opportunity attack.

Dualclass

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

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

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

Harlequin

Martial Controller

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

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

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

Stats

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

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

Recoveries per Long Rest: 6 plus your Constitution modifier.

Defenses: +2 Will.

Proficiency and Training

Armor Proficiencies: Cloth, leather.

Weapon Proficiencies: Simple melee, simple ranged.

Focus Proficiencies: Martial focus.

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

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

Features

Powers

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

Class Disciplines: Last Laugh, Mastermind's Gambit.

Talents

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

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

Impudent Flourish

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

Clever Fellow

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

General Confusion

At-Will Utility Feature (Swift Action) • Martial

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

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

Hasty Retreat

At-Will Utility Feature (Swift Action) • Martial

Self

Effect Shift 1.

Dualclass

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

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

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

Mageblade

Arcane Defender

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

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

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

Stats

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

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

Recoveries per Long Rest: 8 plus your Constitution modifier.

Defenses: +1 AC, +2 Will.

Proficiency and Training

Armor Proficiencies: Cloth, leather.

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

Focus Proficiencies: See Athame feature.

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

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

Features

Powers

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

Class Disciplines: Elemental Flux, Veiled Moon.

Talents

Choose one at character creation.

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

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

Beacon Sigil

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

Near burst 5, the triggering enemy

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

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

Blurring Sigil

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

Near burst 10, the triggering enemy

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

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

Fiery Sigil

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

Near burst 10, the triggering enemy

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

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

Vortex Sigil

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

Near burst 5, the triggering enemy

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

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

Mageblade's Sigil

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

Mageblade's Sigil

At-Will Utility Feature (Swift Action) • Arcane

Near burst 2, one target

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

Key Weapon

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

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

Level 11: Move action, within 10 miles.

Level 21: Swift action, within 100 miles.

Athame

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

Shimmering Shield

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

Dualclass

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

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

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

Warrior by Sarah Carney



Magician

Arcane Controller

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

Talents and Secondary Abilities: Constitution, Dexterity, Charisma.

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

Stats

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

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

Recoveries per Long Rest: 6 plus your Constitution modifier.

Defenses: +2 Will.

Proficiency and Training

Armor Proficiencies: Cloth.

Weapon Proficiencies: Simple melee.

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

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

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

Features

Powers

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

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

Talents

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

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

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

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

Arcane Strength

Choose either Arcane Overflow or Arcane Sustenance.

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

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

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

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

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

Arcane Training

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

Cantrips

You gain the Cantrip Master feat.

Dualclass

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

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

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



Vera by Justin Nichol

Reaper

Spirit Controller

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

Talents and Secondary Abilities: Strength, Constitution, Intelligence.

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

Stats

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

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

Recoveries per Long Rest: 7 plus your Constitution modifier.

Defenses: +1 Reflex, +1 Will.

Proficiency and Training

Armor Proficiencies: Cloth, leather.

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

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

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

Features

Powers

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

Class Disciplines: Seershot, Starfall.

Talents

Choose one at character creation.

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

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

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

Sprouting Overwatch

You have the sprouting overwatch power.

Sprouting Overwatch

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

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

Far burst 1 (ranged 10)

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

Spirit Entreaty

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

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

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

Grasping Vines

Encounter Attack Feature (Swift Action) • Spirit

Near burst 1, all enemies

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

Special Level 11: Range is now burst 2.

Level 21: Range is now burst 3.

Spirit's Prank

Encounter Attack Feature (Free Action) • Spirit

Self

Trigger Your ranged attack misses a target

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

Unleashed Spirit

Encounter Attack Feature (Reaction Action) • Spirit, Weapon

Melee weapon, the triggering enemy

Trigger A melee attack misses you.

Hit 1dW + Strength modifier damage and push 1.

Action Recharge

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

Dualclass

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

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

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

Ranger by Justin Nichol



Sylvan

Spirit Striker

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

Talents and Secondary Abilities: Dexterity, Wisdom, Charisma.

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

Stats

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

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

Recoveries per Long Rest: 6 plus your Constitution modifier.

Defenses: +1 Fortitude, +1 Reflex.

Proficiency and Training

Armor Proficiencies: Cloth, leather, hide.

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

Focus Proficiencies: Staff, druidic focus, martial focus.

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

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

Features

Powers

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

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

Talents

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

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

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

Companion Rampage

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

Trigger You hit with an attack

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

Special You can use this power once per round.

Level 11: Special range, one or two creatures.

Level 21: Special range, all enemies.

Fearful Rampage

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

Trigger You hit with an attack

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

Special You can use this power once per round.

Level 11: Melee touch, one or two creatures.

Level 21: Melee touch, all enemies.

Swift Rampage

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

Trigger You hit with an attack

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

Special You can use this power once per round.

Level 11: Melee touch, one or two creatures.

Level 21: Melee touch, all enemies.

Wild Gift

Choose one of the following.

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

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

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

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

gain this bonus against all enemies who meet these criteria.

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

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

The animal companion obeys the following rules:

Actions

- 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, you can select a different animal companion.
- The animal companion is an ally of you, and of your allies.
- The animal companion is a bright, sensitive animal, but nonetheless has animal-level intelligence.

Favored Terrain

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

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

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

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

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

Dualclass

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

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

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

Falling Cinder by Justin Nichol



Animal Companions

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

Ape

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 5, climb 5

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

HP: your staggered value; can use your recoveries

‡ **Fist** (standard, at-will)

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

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

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

Could also be used for a yeti.

Arboreal Sapling

Animal Companion

Small Natural Automaton (Unaligned)

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

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

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

Speed: 5

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

HP: your staggered value; can use your recoveries

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

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

Could also be used for a wood golem.

Bear

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Sturdy

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

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

Big Cat

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 7

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Greased Lightning

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

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

Blink Dog

Animal Companion

Medium Fey Beast (Unaligned)

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

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

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

Speed: 6, teleport 3

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Jolt Back

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

Bull

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 6

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

HP: your staggered value; can use your recoveries

‡ **Tusk** (standard, at-will)

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

Eager to Fight

+1 attack bonus on a charge.

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



Impaled Hunter by Luigi Castellani

Giant Bat

Animal Companion

Small Natural Beast (Unaligned)

Senses: darkvision, blindsight 6

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

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

Speed: 2, fly 6

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

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Giant Lizard

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 5, climb 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

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

Giant Raptor

Animal Companion

Small Natural Beast (Unaligned)

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

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

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

Speed: 2, fly 8

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

HP: your staggered value; can use your recoveries

‡ **Claw** (standard, at-will)

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

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

Giant Snake

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 5, swim 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Venomous Snap

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

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

Coiled Snake by Ian MacLean



Hunting Spider

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 5, climb 5

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

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

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

1.

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

Horse

Animal Companion

Large Natural Beast (Unaligned)

Skills: Endure +6 + half your level

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

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

Speed: 6

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

HP: your staggered value; can use your recoveries

‡ **Hoof** (standard, at-will)

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

A horse, camel or llama.

Hound

Animal Companion

Medium Natural Beast (Unaligned)

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

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

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

Speed: 8

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

HP: your staggered value; can use your recoveries

‡ **Bite** (standard, at-will)

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

Combat Advantage

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

A dog, wolf, coyote, jackal or hyena.

Kits

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

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

Playing with Kits

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

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

About Kits

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

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

Redundant Features

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

Powers and Associated Disciplines

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

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

Table – List of Kits

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

Channels Godmind	Through force of will and a connection to a higher intelligence, you gain power.
Charms Animal	A large, powerful animal is your companion.
Conjures Fiends	You can summon and control infernal beings.
Dabbles in Commanding	Commander multiclass.
Dabbles in Crusading	Crusader multiclass.
Dabbles in Exemplary Combat	Exemplar multiclass.
Dabbles in Harlequinry	Harlequin multiclass.
Dabbles in Guarding	Guardian multiclass.
Dabbles in Mageblading	Mageblade multiclass.
Dabbles in Reaping	Reaper multiclass.
Dabbles in Sylvanry	Sylvan multiclass.
Dabbles in Wizardry	Magician multiclass.
Eats Monster Hearts	You can replace your powers with those of monsters you defeat.
Embodies Charisma	You are a natural leader.
Embodies Intelligence	You are instinctively clever, able to appraise a situation quickly.
Embodies Speed	You are quick and agile, mobile whatever the terrain.
Embodies Strength	You are a pillar of strength, tough and powerful.
Sculpts Their Body	You can manipulate your own form – stretching, shaping and warping it as you need.
Takes Bestial Form	You can turn into a fearsome animal, and fight in that form.
Worships the God of Life	You worship a god devoted to life and healing, and gain their blessings.
Worships the God of Peace	You worship a god devoted to peace and protection, and gain their blessings.
Worships the God of Tyranny	You worship a god devoted to domination and pain, and gain their blessings.
Worships the God of War	You worship a god devoted to conflict and combat, and gain their blessings.

Binds Familiar

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

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

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

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

Hidden Away/Called

- As a swift action, your familiar can hide away on your person, which may involve disappearing in a puff of smoke until you call them again, or turning into a tattoo on your arm or a statuette in your pocket, or simply slipping into your pocket. While hidden away, it cannot act, but it also cannot be targeted by any effect, does not take damage, etc.
- You can call a hidden away familiar as a swift action. It appears in a square adjacent to you.
- While called, the familiar gives you the benefit listed in the “While Called” column.

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

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

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

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

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

Associated Discipline: Strong Bidding.

Joshu by Sarah Carney

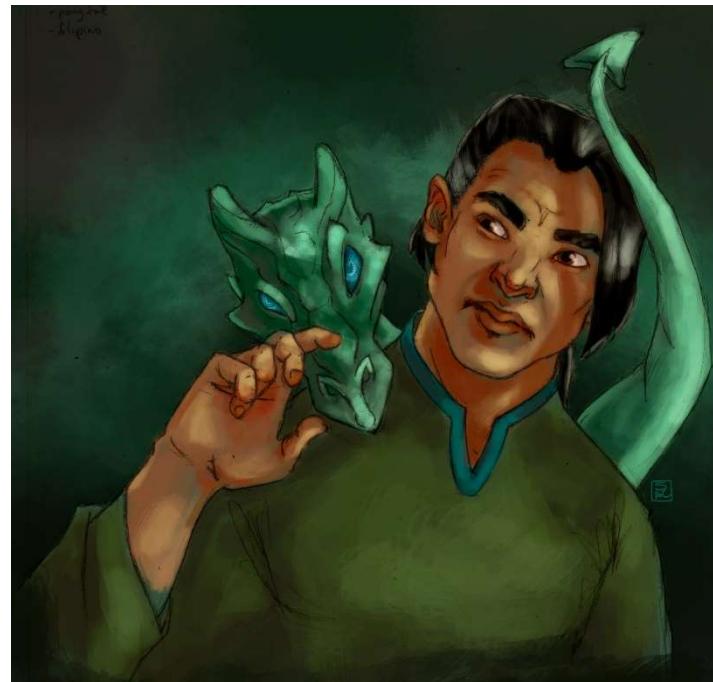


Table – List of Familiars

Name	Senses	Speed	Constant Benefit	While Called
Air Elemental	darkvision	fly 8	+2 feat bonus to Acrobatics and Athletics checks while you are outdoors.	<i>Levitation:</i> When you start your movement adjacent to your air elemental, you gain a fly speed equal to your walk speed (hover, maximum altitude 2).
Bat	blindsight 12	2, fly 6	+2 feat bonus to Perception checks.	<i>Echolocation:</i> You gain blindsight 2.
Barn Owl	darkvision	2, fly 12	+4 feat bonus to Perception checks during the night.	<i>Swivel Head:</i> Once per encounter, as a swift action, choose an enemy. That enemy cannot flank you for the rest of the encounter.
Carbuncle	low-light vision	4	+4 feat bonus to Bluff checks when your deception does not involve talking.	<i>False Death:</i> The first time each day the carbuncle is reduced to 0 HP or below, it is instead hidden away with all HP restored. A fake replica of the carbuncle's corpse appears in the original square.
Cat Sith	low-light vision	8, climb 6	+2 feat bonus to Bluff checks.	<i>False Curse:</i> Once per day, as a standard action, choose an enemy. That enemy thinks it has been cursed; it suffers a -2 penalty to all attack rolls, saving throws and skill checks until it passes a roll, throw or check.
Cave Rat	darkvision	4	+2 feat bonus to Sleight of Hand checks.	<i>Light Fingers:</i> As a standard action, make a Sleight of Hand check using the familiar's position instead of your own.
Chameleon	darkvision	4, climb 4 (wall-climber)	+2 feat bonus to Stealth.	<i>Sticky Tongue:</i> As a swift action, the chameleon can pull an unattended object within 2 squares into its square and begin holding it. It can only hold one such item at a time.
Crawler Octopus	darkvision	2, swim 6	+2 feat bonus to Acrobatics checks. You can use Acrobatics to swim instead of Athletics.	<i>Ink Cloud:</i> Once per encounter, as a swift action, allies adjacent to the familiar gain concealment until the end of your next turn.
Faerie Dragon	low-light vision	2, fly 6	+2 feat bonus to Acrobatics.	<i>Euphoria Breath:</i> Once per encounter, as a standard action, an adjacent creature becomes immune to fear and grants combat advantage (save ends both).
Faerie Sea Horse	darkvision	0, fly 4 (hover), swim 4	+2 feat bonus to Arcana checks.	<i>Nudge Enchantment:</i> Once per encounter, as a swift action, suppress the effects of a zone or conjuration that the familiar is adjacent to until the beginning of your next turn.
Ferret	low-light vision	6	+2 feat bonus to Sleight of Hand checks.	<i>Stow Item:</i> As a swift action, the familiar can conceal a small item (5 lb. or less) somewhere that no one can find it until you retrieve it from the adjacent familiar as a swift action. If the familiar is reduced to 0 HP or below, it drops the stowed item.
Fire Salamander	low-light vision	4, swim 4	+2 feat bonus to Endure.	<i>Messy Death:</i> When the fire salamander is reduced to 0 HP or below, adjacent creatures take poison damage equal to your level.
Frog	darkvision	4, swim 4, jump 2	+4 feat bonus to Stealth when you do not move before hiding.	<i>Noxious Odor:</i> Once per encounter, one of your attacks does poison damage instead of its usual damage type.
Gray Parrot	low-light vision	2, fly 10	+2 feat bonus to Diplomacy checks.	<i>Mimicry:</i> The gray parrot can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering.
Hawk	low-light vision	2, fly 12	+4 feat bonus to Perception checks during the day.	<i>Distant Strike:</i> Once per encounter, make a ranged attack as if you were in the familiar's square.
Brimstone Whisp	darkvision	6	+2 feat bonus to Intimidate.	<i>Burning Flesh:</i> A creature that hits the brimstone whisp with a melee attack takes damage equal to your level.
Levitating Quipper	darkvision	0, fly 4 (hover), swim 8	+2 feat bonus to Athletics checks.	<i>Feeding Frenzy:</i> Once per encounter, reroll a missed attack against a staggered enemy and take the higher result.
Monkeybird	low-light vision	4, climb 4, fly 6	+2 feat bonus to Perception.	<i>Graceful Hands:</i> As a swift action, the monkeybird can interact with an adjacent ally's items: swapping out their weapons for them,

Ooze Mephit	darkvision	6, swim 4	+2 feat bonus to Stealth.
Poisonous Snake	blindsight 2	6, swim 6	+2 feat bonus to initiative checks. You do not grant combat advantage while squeezing.
Soldier Crab	blindsight 6	4, swim 4	You have swamp stride.
Tabby Cat	low-light vision	8, climb 6	+2 feat bonus to Stealth and Acrobatics during the night.
Weaver Spider	darkvision	4, climb 4 (wall-climber)	+2 feat bonus to Athletics checks.
Wolpertinger	low-light vision	8, fly 4	+2 feat bonus to Nature.

administering one of their potions to them, placing an item in their possession or taking one from it, and so on.

Slimy Secretions aura 2: Prone creatures in the aura must make a saving throw when they attempt to stand up from prone. If the saving throw fails, the attempt to stand fails.

Poison Bite: Once per encounter, an enemy adjacent to the familiar gains persistent poison damage 5 (save ends).

Churn Earth: Once per encounter, create difficult terrain in near burst 1.

Second Life: 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.

Ensnaring Web: At will, as a swift action, the square the weaver spider is in becomes difficult terrain until the end of the encounter.

Secondary Gore: Enemies adjacent to the wolpertinger gain vulnerability to basic melee attacks 5 (10 at level 11, 15 at level 21).

Brews Poisons

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

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

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

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

Associated Discipline: Blades in the Dark.

Channels Godmind

You can focus your mind to unlock your psychic potential.

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

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

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

Intensity

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

Encounter Utility Feature (Swift Action) • Phrenic Self

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

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

MEDITATE: STANDARD ACTION

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

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

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

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

Associated Discipline: Third Mind.

Charms Animal

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

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

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

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

Associated Discipline: You can take powers from the Strong Bidding discipline.

Conjures Fiends

You summon fiends from the depths of Hell.

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

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

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

Associated Discipline: Cup of Brimstone.

Dabbles in

Commanding

Commander multiclass.

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

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

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

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

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

Associated Discipline: One of the following disciplines:

- Angel’s Trumpet.
- Golden Lion.

Dabbles in Crusading

Crusader multiclass.

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

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

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

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

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

Associated Discipline: Angel’s Trumpet.

Turn Undead by Miguel Santos



Dabbles in Exemplary

Combat

Exemplar multiclass.

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

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

- When you hit an enemy with a melee attack, and do not already have momentum, you gain momentum. When you are hit by any kind of attack, you lose momentum. Momentum has no effect on its own, but it is required for your Triumphant Strike and Bide Your Time features and is referenced by some powers.
- Once per encounter, you can use the Exemplar’s Triumphant Strike feature (noting that it requires momentum to use).

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

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

Associated Discipline: One of the following disciplines:

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

Dabbles in Guarding

Guardian multiclass.

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

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

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

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

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

Associated Discipline: One of the following disciplines:

- Art of War.
- Juggernautical.

Dabbles in Harlequiny

Harlequin multiclass.

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

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

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

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

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

Associated Discipline: Last Laugh.

Dabbles in Mageblading

Mageblade multiclass.

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

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

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

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

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

Associated Discipline: One of the following disciplines:

- Elemental Flux.
- Veiled Moon.

Dabbles in Reaping

Reaper multiclass.

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

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

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

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

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

Associated Discipline: Starfall.

Dabbles in Sylvanry

Sylvan multiclass.

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

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

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

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

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

Associated Discipline: One of the following disciplines:

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

Dabbles in Wizardry

Magician multiclass.

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

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

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

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

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

Associated Discipline: One of the following disciplines:

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

Eats Monster Hearts

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

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

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

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

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

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

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

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

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

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

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

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

Associated Discipline: Red in Tooth and Claw.

Embodies Charisma

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

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

- **By Example** aura 2; allies in the aura gain a +2 power bonus to Fortitude defense and Will defense.
- **Field Advice** aura 2; allies in the aura gain a +2 bonus to all saving throws except death saves and saves against unconsciousness.
- **Mask of Authority** aura 2; allies in the aura gain a +2 power bonus to damage rolls with basic attacks. *Level 11: +3 power bonus. Level 21: +4 power bonus.*
- **Stand as One** aura 2; whenever an ally in the aura regains hit points, they regain additional hit points equal to your Charisma or Intelligence modifier. In

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

Level 11: Additional hit points equal to 4 + your Charisma or Intelligence modifier Level 21: Additional hit points equal to 8 + your Charisma or Intelligence modifier

- **Strategic Precision** aura 2; allies in the aura gain a +1 power bonus to attack rolls against the last target you hit.

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

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

Associated Discipline: Angel's Trumpet.

Embodies Intelligence

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

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

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

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

Associated Discipline: High Cunning.

Embodies Speed

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

Power To Weight Ratio (Level 1): You can use Dexterity in place of Strength for Athletics checks when performing a climb or a jump. You can also use Dexterity in place of Strength for attack and damage

rolls with unarmed attacks, one-handed melee weapons, and grapples.

You do not grant combat advantage while balancing.

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

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

Associated Discipline: Born to Run.

Embodies Strength

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

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

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

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

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

Associated Discipline: Juggernautical.

Sculpts Their Body

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

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

You also get a +2 feat bonus to Bluff.

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

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

Associated Discipline: Deep, Dark, Truthful Mirror.

Takes Bestial Form

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

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

You have the shapechanger tag.

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

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

Associated Discipline: Red in Tooth and Claw.

Ratman by Justin Nichol

Worships the God of Life

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

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

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

Towards the Light (Level 10):

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

Associated Discipline: Radiant Dawn.



Worships the God of Peace

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

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

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

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

Associated Discipline: One of the following disciplines:

- Angel's Trumpet.
- High Cunning.

Worships the God of Tyranny

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

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

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

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

Associated Discipline: Puppeteer's String.

Worships the God of War

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

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

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

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

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

Associated Discipline: Art of War.

Feat Paths

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

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

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

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

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

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

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

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

Skills

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

Using Skills: To make a skill check, roll:

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

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

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

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

Using Skills

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

Circumstances can affect your check. A character who is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise they would fail.

Skill Checks

A skill check takes into account a character's training (skill training), natural talent (ability modifier), and luck (the die roll). It may also take into account their ancestry's knack for doing certain things (ancestry bonus) or what armor they are wearing (armor check penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply,

including ancestry bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number (set using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Table – Recommended Difficulty Classes by Level

Level	Easy	Moderate	Hard
1	8	12	18
2	9	13	19
3	9	14	20
4	10	14	21
5	10	15	22
6	11	16	22
7	11	16	23
8	12	17	24
9	12	18	25
10	13	19	26
11	13	19	26
12	14	20	27
13	14	21	28
14	15	21	29
15	15	22	30
16	16	23	30
17	16	23	31
18	17	24	32
19	17	25	33
20	18	26	34
21	18	26	34
22	19	27	35
23	19	28	36
24	20	28	37
25	20	29	38
26	21	30	38
27	21	30	39
28	22	31	40
29	22	32	41
30	23	33	42

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

Untrained Skill Checks

Generally, if your character attempts to use a skill they do not possess, you make a skill check as normal. The skill modifier doesn't have a skill training bonus added. Any other applicable modifiers, such as the modifier for the skill's key ability, are applied to the check.

Certain uses of some skills are only available to someone who is trained in that skill.

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

- Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
- Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
- Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
- Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill

modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions or move actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure – you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Ability Checks: The normal take 10 rules apply for ability checks.

Passive Checks: A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

$10 + \text{all modifiers that normally apply to the check}$

The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and training in Perception, they have a passive Perception score of 17.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Group Checks

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group check, everyone in the group makes the skill check (or, in rare cases, the ability check). If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a Nature group check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Aid Another

You can help another character achieve success on their skill or ability check by making the same kind of check in a cooperative effort. The DC is $10 + \text{half your level}$. If you succeed, the character you are helping gets a +2 bonus to their check. If you fail, the character you are helping gets a -1 penalty to their check.

In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In contests like these, the outcome is determined by an opposed check.

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher check modifier wins. If these scores are the same, roll again to break the tie.

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check.

In some cases, what is needed is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger.

Skill List

What follows is a description of each skill, including which ability modifies the skill and common uses for the skill. Characters can sometimes use skills for purposes other than those noted here.

The skills are:

- Acrobatics (Dex, Armor Check Penalty)
- Arcana (Int)
- Athletics (Str, Armor Check Penalty)
- Bluff (Cha)
- Diplomacy (Cha)
- Dungeoneering (Wis)
- Endure (Con, Armor Check Penalty)
- Heal (Wis)
- History (Int)
- Insight (Wis)
- Intimidate (Cha)
- Perception (Wis)
- Religion (Int)
- Sleight of Hand (Dex, Armor Check Penalty)
- Stealth (Dex, Armor Check Penalty)
- Streetwise (Cha)

Trained Only: If this notation is included for an example use, you must be trained in the skill to use it. If it is omitted, the skill can be used untrained.

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

Knowledge

Five skills – Arcana, Dungeoneering, History, Nature and Religion – can be used to test a character's

knowledge about a particular topic. General knowledge should have an Easy DC, knowledge that is based on specialization in a field a Moderate DC and obscure, hidden or secret knowledge a Hard DC.

Monster Knowledge

To test what you know about a monster, make a skill check against a Moderate DC (using the level of the monster, not the player character, to determine the DC). On a success, you learn its name, ancestry, type, tags and standard temperament.

If you also beat the Hard DC, you also learn its powers, its resistances and immunities and its vulnerabilities.

Use Arcana for elemental, fey and shadow creatures, and creatures with the construct tag. Use Dungeoneering for aberration creatures. Use Religion for outsider creatures, and creatures with the undead tag. Use Nature for natural creatures.

Variant: Skills with Different Abilities

Normally, a set ability modifier applies to all checks with a particular skill. For example, Athletics checks add your Strength modifier.

In some situations, though, a different ability might reasonably apply. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a different modifier.

Acrobatics (Dex)

Armor Check Penalty applies

Acrobatics covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for an Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Balance

You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for the rest of the action. A failure by 5 or more means you fall. The difficulty varies with the surface.

Being Attacked while Balancing: If you take damage while balancing, you must make another Acrobatics check against the same DC to remain standing.

Escape Restraints

Your Acrobatics check is opposed by a DC based on the type of restraint. It takes five minutes, or a standard action if you take a -10 penalty on the check. If you fail

the check, you can only try again if someone is in a position to assist you with Aid Another.

Escape a Grapple

See the Escape action.

Fall with Style (Trained Only)

Reduce the damage by an amount equal to half the Acrobatics check result (for example, if your result is 23, you take 11 less damage). If this reduces the damage to zero, you land on your feet (not prone).

Arcana (Int)

Your Arcana check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes.

Detect Magic (Trained Only)

You sense the presence of magic.

Identify Persistent Power (swift action): Make an Arcana check against a power you can see with the Conjunction, Summons or Zone tags (DC $15 + 1/2$ power's level). On a success, you learn the power's name, tags and tradition. On a failure, you must take a short rest before trying to identify that particular power again.

Identify Magical Things (standard action): Make an Arcana check against an environmental magical effect or the results of an incantation (hard DC). On a success, you identify the name of the phenomenon, any tags it might have or tradition it comes from, and its general purpose. If it is the result of an incantation, you learn the incantation's names and the basics of its effects. On a failure, you must take a long rest before trying to identify that particular thing again.

Sense Magic (standard action): You attempt to sense the presence of magic within $5 + \text{your level}$ squares.

For each magical thing in range:

- If its level is your level -5 or less, you automatically learn its tradition and location.
- If its level is greater than your level -5, make an Arcana check (hard DC) to learn its tradition and location.

Athletics (Str)

Armor Check Penalty applies

Athletics covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Climb

With a successful Athletics check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at half your normal speed.

An Athletics check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained.

Each square climbed costs one extra square of movement (so if you have a speed of 6, with a move action you can climb 3).

Any time you take damage while climbing, make an Athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Catching Yourself When Falling: It's difficult to catch yourself while falling. Make an Athletics check (DC = wall's DC + 5) to do so.

Escape a Grapple

See the Escape action.

Jump

Your Strength determines how far you can jump.

Long Jump: When you make a long jump, you cover a number of squares equal to the check result divided by 10 (standing long jump) or divided by 5 (if you move at least 2 squares immediately before the jump). If the jump is successful, you land in the square beyond the square you jumped over.

Either way, each square you clear on the jump costs a square of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. If you clear at least one square, the vertical height of your jump is 2 feet + the number of squares you could clear. For example, if your jump could clear a 4-square gap, the vertical height is 6 feet.

High Jump: When you make a high jump, you leap into the air a number of feet equal to the check result divided by 10 (standing high jump) or divided by 5 (if you move at least 2 squares immediately before the jump). Either way, every five feet costs a square of movement.

You can extend your arms a third of your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1-1/3 times your height.

Swim

Make an Athletics check once per round while you are in the water. Success means you may swim at up to one-half your speed. If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you sink 1 square.

The DC for the swim check depends on the water: calm (DC 10), rough (DC 15) or stormy (DC 20).

Ryzom MMORPG Concept Art (Swim)



Bluff (Cha)

Your Bluff check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Compare the results of the check to the target's passive Insight or their Insight check (the latter if they are actively questioning the deception).

Feint

See the Feint action.

Create Diversion

See the Create Diversion action.

Diplomacy (Cha)

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Diplomacy check.

Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring nations, or inspiring a crowd of townsfolk.

Generally, the DC should be based on the Recommended Difficult Classes by Level table at the start of this chapter, using the level of the target of the Diplomacy check. Choose an Easy, Moderate or Hard DC depending on the target's attitude, and adjust for the circumstances (for example, what the character is requesting).

Dungeoneering (Wis)

Knowledge of aberrations, caverns, oozes and spelunking.

Subterranean Hunting and Foraging

Hunting and foraging takes one hour. On a successful check against DC 15, you find a day's worth of food and water for one creature. DC 25, you find a day's worth of food and water for five creatures.

If you fail, you cannot attempt the check again for 24 hours.

Endure (Con)

Armor Check Penalty applies

Harsh conditions or long exertions do not easily tire you. The GM might call for an Endure check when you:

- March or labor for hours without rest
- Go without sleep
- Survive without food or water

Swim for Long Periods

Each hour that you swim, you must make an Endure check (use the DC of the Athletics check you've been using, +2 for every hour). If you fail, you cannot swim any more and begin to sink.

Heal (Wis)

A Heal check lets you try to stabilize a dying companion or diagnose an illness.

Treat Ally

See the Treat Ally action.

Treat Disease

To treat a disease means to tend a single diseased character. Every time the character makes an Endure or other check against disease effects, you make a Heal check. The diseased character uses your check result or their check result, whichever is higher.

History (Int)

Your History check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

Insight (Wis)

Your Insight check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Intimidate (Cha)

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make an Intimidate check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

The special Deter and Unnerve actions have their own rules. Otherwise, the DC should be based on the Recommended Difficult Classes by Level table at the start of this chapter, using the level of the target of the Intimidate check.

Deter

See the Deter action.

Unnerve

See the Unnerve action.

Nature (Wis)

Your Nature check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles.

When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Nature check. You also make a Nature check to control your mount when you attempt a risky maneuver.

The GM might ask you to make a Nature check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards.

Wilderness Hunting and Foraging

Hunting and foraging takes one hour. On a successful check against DC 15, you find a day's worth of food and water for one creature. DC 25, you find a day's worth of food and water for five creatures.

If you fail, you cannot attempt the check again for 24 hours.

Soothe Beast

To calm or soothe a natural beast, for example so you can ride it or because it has been startled, make a Nature check (hard DC, use the creature's level to calculate DC) as a standard action.

Teach an Animal a Trick

You can teach a natural beast a specific trick, like attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track or work. This may take an extended challenge to complete.

Perception (Wis)

Your Perception check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Notice

Most of the time, whether you notice something will be determined by the GM rolling against your passive Perception score. When you deliberately turn your attention to something, you can take a swift action to see if you notice something.

Search

When you spend a minute or more searching an area, you can cover a 3 square by 3 square space.

Notice Hiding Creature

Make an opposed Perception vs Stealth check. On a success, you know where they are and, unless they are hidden from you for some other reason (for example, they are invisible), you can see them.

Religion (Int)

Your Religion check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

Sleight of Hand (Dex)

Armor Check Penalty applies

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Sleight of Hand check. The GM might also call for a Sleight of Hand check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Disable Device

Make a Sleight of Hand check as a standard action.

If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it.

Open Lock

Opening a lock is a standard action.

Pick Pockets

If you try to take something from another creature, you must make a Sleight of Hand check against a hard DC (target's level, not player character's) to obtain it.

If the check succeeds, you get the item. If it fails by 4 or less, you have failed but are not caught. If you fail by 5 or more, you have failed and the target catches you doing it.

An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.

Stealth (Dex)

Armor Check Penalty applies

Make a Stealth check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Hiding

You can hide at the end of any action where you moved.

When you try to hide, make a Stealth check. Until you are discovered or you stop hiding, that check's total is contested by the Perception check of any creature that actively searches for signs of your presence.

You must have superior cover or total concealment to hide from a target.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you attack a creature or come out of hiding and approach a creature, it sees you at the end of that action. This means you still get combat advantage on that action.

Movement: If you moved 3 squares or more, take a -5 penalty on the check to hide. If you took the Dash action, take a -10 penalty instead.

While hidden, if you move 3 squares or more, you must make another Stealth check vs passive Perception score with a -5 penalty (-10 if running).

Passive Perception: When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Stealth check with that creature's passive Perception score (see Passive skills, above).



Thief by Luigi Castellani

Streetsmarts (Cha)

You know about life on the streets and feel the pulse of your local settlement.

Gather Information

An hour's time, a few gold pieces for buying drinks and making friends, and a Streetwise check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

The DC is higher in unfamiliar settlements and where the information sought is secret or protected.

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

Alertness

Benefit: You get a +2 bonus on all Perception checks and you cannot be caught surprised.

Arcane Archer

Prerequisite: Athame (ranged or thrown weapon).

Benefit: When you use a ranged or thrown weapon as your focus, you can use its range instead of the power's range for Ranged or Far attack powers.

Armor Focus

Benefit: Armor does not inflict an armor check penalty on you.

Armor Grace

Prerequisite: Armor Focus

Benefit: You can move at full speed when wearing heavy armor or carrying a heavy load.

Armor Proficiency

Prerequisite: Depends on the armor you wish to gain proficiency with:

Leather: No prerequisites.

Chainmail: Str 13, Con 13, proficiency with leather or hide armor

Hide: Str 13, Con 13, proficiency with leather armor

Full plate: Str 15, Con 15, proficiency with scale armor

Scale mail: Str 13, Con 13, proficiency with chainmail

Benefit: Choose a type of armor you meet the prerequisites for. You are proficient with that type of armor.

Special: You can gain Armor Proficiency multiple times. Each time you take the feat, it applies to a new type of armor.

Athame

Prerequisite: Proficiency with one or more focuses.

Benefit: Choose one weapon type (longsword, longbow, etc.) that you are proficient with. You can use a weapon of that type, including a magic weapon, as your focus. Add its enhancement bonus, if any, to attack and

damage rolls with powers with the Focus tag. If you score a critical hit, you do additional damage equal to 1d6 times by the enhancement bonus of the weapon.

Any properties of the enchanted weapon apply to powers to powers you use with the weapon as your focus.

Special: Your weapon's proficiency bonus, however, is not applied to focus powers even if you use the weapon as a focus.

Avoidance

Benefit: Opportunity attacks suffer a -2 penalty on attack rolls against you.

Awareness

Benefit: You may use your Wisdom bonus instead of your Dexterity bonus to determine your initiative bonus.

Special: Note that the Improved Initiative feat will be a better choice for most characters.

Bashing Shield

You can push back enemies when the situation becomes dire.

Prerequisite: Proficiency with light shields

Benefit: Once per encounter, as an immediate (react) action after someone has missed a melee attack against you, you can push that enemy 1d4 squares away from you. You must be equipped with a shield with which you are proficient to receive this benefit.

Blind-Fighting

Benefit: Ignore attack penalties because your target is in concealment or total concealment.

Cantrip Master

Benefit: You learn three powers from the Cantrips discipline.

Special: You can gain Cantrip Master multiple times. Each time you take the feat, you learn three new powers from the Cantrips discipline.

Crossfire

Benefit: While you wield a ranged weapon, you can flank from two squares away from an enemy as long as you would be flanking the target if you moved into the nearest adjacent square.

Crossfire, Improved

Prerequisite: 21st level, Crossfire

Benefit: While you wield a ranged weapon, you can flank from three squares away from an enemy as long as you would be flanking the target if you moved into the nearest adjacent square.

Deflecting Shot

Benefit: Ignore attack penalties because your target is in cover.

Easy Target

Benefit: When targeting a Large or larger creature with an arc, burst, or wall attack, you gain a +2 bonus to damage rolls against the target for every square beyond the first that it occupies.

Energy Resistance

Benefit: You gain resistance to a damage type equal to your level. Choose from one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder.

Special: You can gain Energy Resistance multiple times. Each time you take the feat, it applies to a new type of energy.

Fling Familiar

Prerequisite: You have a familiar

Benefit: When you call your familiar, it appears in an unoccupied space within 12 squares of you.

From the Deck

Benefit: You do not suffer the penalty to attack rolls for being prone.

Game Of Sticks

You are trained in a stick-based martial art.

Benefit: When wielding a quarterstaff, it gains the reach property.

Critical: If you score a critical hit with a quarterstaff, the target drops one held item and is dazed until the start of your next turn.

Great Fortitude

Benefit: You get a +2 feat bonus to Fortitude defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Hunker Down

Benefit: As a swift action, you can spend a recovery to gain resistance to all damage 5 until the end of your next turn.

Critical: If you score a critical hit and you have spent a recovery on this feat since the start of your last turn,

you gain a bonus equal to half your recovery value to your next melee damage roll.

Improved Initiative

Benefit: You get a +4 feat bonus on initiative checks.

Iron Will

Benefit: You get a +2 feat bonus to Will defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Keen Defenses

Benefit: You get a +1 feat bonus to Fortitude, Reflex and Will defenses. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

Lightning Reflexes

Benefit: You get a +2 feat bonus to Reflex defense. At level 11, this bonus increases to +3. At level 21, this bonus increases to +4.

Linguistic Savant

You are talented at learning languages.

Benefit: You may speak three new languages that are available for you to learn. If you are not illiterate, you can also read and write in these languages.

Special: You can gain Linguistic Savant multiple times. Each time you take the feat, it applies to three new languages.

Melee Finesse

Benefit: Choose an ability. Use that ability modifier for your basic melee attack's attack rolls, instead of Strength. You may also add half that ability modifier to damage in lieu of your Strength modifier, if it is higher.

Monster Expert

Prerequisites: 11th level

Benefit: You can take 10 on knowledge and monster knowledge checks with skills you are trained in, and you can take 10 with these skills during an encounter as a standard action.

Night Sight

Prerequisites: Low-light vision.

Benefit: You gain darkvision up to 2 squares distance. *Level 11:* You gain darkvision (to the same distance as your regular sight).

Non-Lethal Intent

Benefit: If you inflict damage with a melee attack equal to half the target's staggered value in a single turn, you can elect to inflict no damage for that entire turn and instead stun the target until the start of your next turn. In addition, if the damage equals or exceeds the target's staggered value, you can elect to inflict no

damage for that entire turn and instead knock the target prone and render it unconscious for five minutes. Any further damage wakes the target up.

Ranged Discipline

Benefit: You can treat a one-handed ranged weapon you are wielding as a melee weapon with a reach of 1 for the purpose of using powers and making attacks, including opportunity attacks.

Rapid Reload

Benefit: Weapons you wield with the Loading (swift) property only take a free action to reload.

Resilience

Benefit: Your recovery value increases by +3.
Level 11: By +1 further, to +4.
Level 21: By +1 further, to +5.

Rolling Kip

Prerequisite: 11th level

Benefit: If you fall prone, you can make a DC 20 Acrobatics roll as a reaction to immediately stand up.

Sign of Weakness

Benefit: The first time a creature is staggered in an encounter, your next hit against that creature gains a bonus to the damage roll equal to your Wisdom modifier. This may only occur once per target per encounter.

Sharp Opportunist

Benefit: You get a +2 bonus on attack rolls when making opportunity attacks.

Shield Focus

Benefit: Shields do not inflict an armor check penalty on you.

Shield Proficiency

Prerequisite: Depends on the shield you wish to gain proficiency with:
Light: Str 13

Heavy: Str 15, proficient with light shields

Benefit: Choose a type of shield you meet the prerequisites for (light or heavy). You are proficient with that type of shield.

Special: You can gain Shield Proficiency a second time to gain proficiency with heavy shields.

Skill Critical

Benefit: If you roll a natural 20 with any skill or ability check, you gain a +3 bonus to the final result.

Skill Focus

Prerequisite: You must have at least one rank in the chosen skill

Benefit: Choose a skill. You get a +3 feat bonus on all checks involving that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Skill Training

Benefit: Each time you take this feat, you gain training in an additional skill.

Swords of Grace

You are trained in a defensive weapon-based martial arts.

Benefit: When wielding a one-handed light blade, you do not grant combat advantage when flanked.

Critical: Once per round, if you score a critical hit while wielding a one-handed light blade, you can immediately make a melee basic attack against the same target.

Tactical Rearrangement

Benefit: When you would push or pull a target, you can shunt them instead.

Tag Team

Prerequisite: 11th level

Benefit: If an ally hits an enemy adjacent to you with a melee attack, you can deal damage to that enemy equal to your Strength or Dexterity modifier as an immediate reaction.

Talented Healer

Benefit: You can provide first aid as a swift action. You also get a +2 bonus on all Heal checks.

The Presence

Prerequisite: 11th level, Charisma 16

Benefit: Anytime any ally spends a recovery within 5 squares of you, they recover additional hit points equal to your Charisma modifier.

Touch of Grace

Fate is looking out for you.

Benefit: You get a +1 bonus on all saving throws. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

Toughened Shield

Your shield shares your pain and bears the brunt of a powerful attack.

Prerequisite: Proficiency with heavy shields

Benefit: Once per encounter, when an enemy successfully deals damage to you, reduce the damage by 5. You must be equipped with a shield to receive this benefit.

Level 11: Reduce the damage by 10 instead.

Level 21: Reduce the damage by 15 instead.

Toughness

Benefit: You gain additional hit points equal to your level.

Twilight Sight

Benefit: You gain low-light vision.

Two-Weapon Defense

Prerequisite: Dex 13, Two-Weapon Fighting

Benefit: When wielding a double weapon or two melee weapons, you gain a +1 shield bonus to your AC and Reflex defenses.

Way of the Turn

You specialize in a martial art specializing in redirecting an opponent's momentum or throwing them to the ground.

Benefit: When you hit with a melee attack that inflicts at least 1dW damage, you can choose to inflict half damage and knock your opponent prone.

Critical: If you score a critical and choose to use this feat, the target is stunned until the start of your next turn.

Weapon Focus

Prerequisite: Level 2

Benefit: Choose one weapon group, like "axes" or "spears and lances". You gain a +1 feat bonus on all attack rolls you make using the selected weapons, provided you are proficient with them. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group of weapons.

Weapon Proficiency

Benefit: Choose one type of weapon, like "longsword" or "light crossbow". You are proficient with that type of weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization

Prerequisite: Level 2

Benefit: Choose one weapon group, like "axes" or "spears and lances". You gain a +1 bonus on all damage rolls you make using the selected weapons. At level 11, this bonus increases to +2. At level 21, this bonus increases to +3.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new group of weapons.

Martial Training Feats

These feats represent expanded possibilities for unarmed combat.

Balance and Direction

You are trained in a martial art focused on pure foot and fist fighting.

Prerequisite: Unarmed Combat

Benefit: If you are unarmed or wielding only natural weapons, you gain a +1 feat bonus to all defenses against melee attacks.

Critical: If you score a critical hit with an unarmed attack, the target is weakened and grants you combat advantage until the end of your next turn.

Best on the Mat

Prerequisite: Evolution of Pankration, Unarmed Combat

Benefit: You gain a +1 feat bonus to grapples and attack powers involving grapples while prone. You gain a +2 feat bonus to damage against grappled opponents while you are prone.

Bouncing Combo

Prerequisite: 21st level, Unarmed Combat

Benefit: If you stagger or drop an enemy with an unarmed attack, you can take a move action that must be used before the end of your turn. You can only gain one move action this way per round, and you can only use it to walk, run, or shift.

Earned the Belt

Prerequisite: 11th level, Evolution of Pankration, Unarmed Combat

Benefit: You can sustain two grapples with only a single swift action. You can move a grappled target one square with a move action without requiring a Strength attack.

Evolution of Pankration

You are trained in a martial art involving pinning or submission.

Prerequisite: Unarmed Combat

Benefit: You do not grant combat advantage if prone. If you grapple a prone opponent, they are restrained instead of immobile (you are still capable of forcing movement on the target) and cannot stand until they escape.

Critical: If you roll a natural 20 on a grapple attempt or attack power that involves a grapple, the target cannot attempt to escape from the grapple on its next turn.

Ham Hands

Prerequisite: 21st level, Unarmed Combat

Benefit: If you hit a target one size larger than you or smaller with an unarmed attack, you can spend a move action to immobilize that target until the start of your next turn. This takes up a hand.

Jumping Knee

Prerequisite: Unarmed Combat, Unarmed Expanded Profile

Benefit: When you hit with an unarmed attack as part of a charge, the target also suffers the effects of a bull rush as well the damage from the hit. If the target cannot be pushed because of an obstruction, it takes an additional +2 damage.

Kayfabe Maneuver

Prerequisite: Superior Position

Benefit: You can move a target you have grappled with a move action instead of a standard action.

Master Degree Martial Artist

Prerequisite: 21st level, Unarmed Combat

Benefit: With unarmed attacks, you score a critical hit on a natural roll of 19 or 20.

Superior Position

Benefit: When an enemy attempts to escape from a grapple you are sustaining, regardless if the target uses Acrobatics or Athletics, it rolls against the higher of your Fortitude or Reflex defenses.

In addition, you do not release an opponent from a grapple if you are dazed.

The Ritual of Dance and Damage

Your combat style has become flamboyant and entertaining when not directly involved in the harming of another.

Prerequisite: Unarmed Combat, Unarmed Expanded Profile

Benefit: While you are unarmed or wielding only natural weapons and are in reach of an enemy, you can shift two squares as a move action instead of one as long as you remain in reach of that enemy.

Critical: If you score a critical hit with an unarmed attack, you can shift up to your speed as free action and gain combat advantage against all adjacent enemies until the end of your next turn.

Unarmed Combat

Benefit: You are proficient with your fists in combat. Your unarmed strikes gain a +3 proficiency bonus. Your one-handed unarmed strikes do 1d6 damage and have the side weapon property. Your two-handed unarmed strikes do 1d10 damage.

Unarmed Combat (Improved)

Prerequisite: Unarmed Combat

Benefit: Your one-handed unarmed strikes do 1d8 damage. Your two-handed unarmed strikes do 1d12 damage.

Unarmed Combat (Master)

Prerequisite: 11th level, Unarmed Combat, Unarmed Combat (Improved)

Benefit: Your one-handed unarmed strikes do 1d10 damage. Your two-handed unarmed strikes do 2d8 damage.

Unarmed Expanded Profile

Your legs become part of your unarmed attack profile.

Prerequisite: Unarmed Combat

Benefit: You can spend a move action before making an unarmed melee attack to gain a +2 bonus to all damage rolls with that attack. At 11th level, this bonus increases to +3 and at 21st level, it increases to +4.

Art Feats

Arts are special, time-consuming practices that achieve remarkable effects. They are described in more detail in the Game Master's Guide.

Beyond Ken

Benefit: Choose one category of practice or incantation (schema, treatment, practical, curative, etc.). Treat your level as 4 higher for the purposes of learning and performing the arts of that category.

Practiced Artisan

Benefit: You learn one art of each level, up to your current level, without spending the time or money normally required. Each time you increase in level, you learn one additional art of your current level or lower.

Varied Arts

Benefit: You can learn arts that belong to a skill you are not trained in.

Channel Divinity Feats

Blessing of the God

Prerequisite: You have the Channel Divinity feature.

Benefit: Choose one Channel Divinity power from the list below, based on a theme associated with the god(s) you worship. When you Channel Divinity, you can choose that power.

Special: You can take this feat multiple times, choosing a different power each time.

Domain	Outlaw Kingdoms god	Channel Divinity power
Destruction	Valkon, Vogg	<i>Explosive item</i>
Family	Yaheine	<i>Wrath of the she-bear</i>
Feasting	Chalavar	<i>Shared bite</i>
Greed	Chalavar, Thoin	<i>I'll have that</i>
Life	Yaheine	<i>Guidance</i>
Light	Shehaan	<i>Light shadow</i>
Love	Thalandar	<i>Easy charm</i>
Mischief	Vaath	<i>Death defying</i>
Murder	Larhoon, Vogg	<i>Blood tracer</i>
Mystery	Larhoon, Shehaan	<i>Slip between worlds</i>
Peace	Thalandar	<i>Light ward</i>
Protection	Korven, Kain	<i>Negate critical</i>
Revenge	Enoran	<i>Biteback</i>
Sky	Vaath, Valkon	<i>Skyfall</i>
Spiders	Kurzana	<i>Throw web</i>
Stone	Kurzana, Thoin	<i>Stoneblood</i>
Time	Enoran	<i>The weight of time</i>
Tyranny	Kain	<i>Spur on</i>
War	Korven	<i>Shielded soul</i>

Biteback

Encounter Attack Feature (Reaction Action) • Divine

Self

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

Effect Make a basic attack.

Blood Tracer

Encounter Utility Feature (Reaction Action) • Divine

Near burst 10, one ally

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

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

Death Defying

Encounter Attack Feature (Counter Action) • Divine
Self

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

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

Easy Charm

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

Near burst 10, one enemy

Attack Wisdom vs Will

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

Explosive Item

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

Near burst 10, one object

Attack Wisdom vs AC

Hit The object takes 2d8 fire damage. If the object is destroyed, creatures in the same and adjacent spaces take fire damage equal to the amount of damage that was needed to reduce the object to 0 HP. *Level 11: 3d8 damage instead. Level 21: 4d8 damage instead.*

Guidance

Encounter Utility Feature (Swift Action) • Divine

Near burst 3, self or one ally

Effect The target receives a +1 bonus to their next attack roll or saving throw. If they do not use this bonus by the end of their next turn, they lose it.

I'll Have That

Encounter Attack Feature (Reaction Action) • Divine, Focus

Near burst 5, one enemy

Trigger The target is the target of a beneficial power.

Attack Wisdom vs Will

Effect You become the target of the beneficial power instead.

Light Shadow

Encounter Utility Feature (Move Action) • Conjunction, Divine

Self

Effect Shift 1. Conjure a light shadow of your size in the space you left. Attacks against a target adjacent to your light shadow suffer a -2 penalty.

Maintain Swift

Light Ward

Encounter Utility Feature (Standard Action) • Divine

Near burst 10, one ally

Effect The target receives a +2 bonus to all defenses until the end of your next turn. The first time it is hit by an attack during this period, the attacker takes your Wisdom modifier in damage.

Negate Critical

Encounter Utility Feature (Counter Action) • Divine

Near burst 10, yourself or one ally

Trigger The target is hit by a critical hit.

Effect The attack becomes a normal hit instead.

Shared Bite
Encounter Utility Feature (Free Action) • Divine
Near burst 5, one ally
Requirements You <i>rally</i> .

Effect Your ally can *rally* on their turn as a swift action.

Shielded Soul
Encounter Utility Feature (Counter Action) • Divine
Near burst 3, self or one ally
Trigger The target takes damage.
Effect The target gets resistance to all damage 5.
<i>Level 11: 10.</i>
<i>Level 21: 15.</i>

Skyfall
Encounter Utility Feature (Free Action) • Divine
Self
Trigger You use a ranged or far power or make a ranged or far attack.
Effect Double the range of the ranged or far power or attack.

Slip Between Worlds
Encounter Utility Feature (Swift Action) • Divine, Teleportation
Self

Effect You teleport up to 5 squares, and are lightly concealed until the end of your next turn.

Spur On
Encounter Utility Feature (Counter Action) • Divine, Psychic
Near burst 5, self or one ally
Trigger The target is making an attack roll or saving throw.

Effect The target takes 1d6 psychic damage, but can reroll the roll once if it misses/fails.

Stoneblood
Encounter Utility Feature (Swift Action) • Divine
Near burst 1, yourself or an ally

Effect The target gains resistance to all damage 3 until the end of your next turn. *Level 11: Resistance 5. Level 15: Resistance 10.*

The Weight of Time
Encounter Attack Feature (Standard Action) • Divine, Focus
Near burst 10, one enemy
Attack Wisdom vs Will

Hit The target is slowed until the end of their next turn. At the end of their next turn, make a secondary attack. *Secondary Attack: Wisdom vs Will; on a hit, the target is immobile until the end of their next turn.*

Throw Web
Encounter Utility Feature (Standard Action) • Divine, Zone
Far burst 1 within range 5

Effect The area of effect becomes difficult terrain. You can end the effect as a swift action, in which case a creature of your choice within the zone (if any) is slowed until the end of your next turn.

Maintain Swift

Wrath of the She-Bear
Encounter Attack Feature (Reaction Action) • Divine
Self

Trigger An ally within 10 squares is reduced to 0 HP or below by an attack.

Effect You may move your speed towards the ally and make a basic attack against the enemy who made the attack.

Psi Focus Feats

Feats from this section expand the power of your mind. They require the *psi focus* feat to use, except for Wild Talent (which grants the *psi focus* feat). The kit Channels Godmind is currently the only other source of the *psi focus* power.

Adaptation

Prerequisite: *Psi focus* power

Benefit: When you make a save, you may expend your *psi focus* to gain a bonus to that save equal to your Charisma modifier. This counts as using the *psi focus* for an encounter power.

Immovable Dominion

Prerequisite: *Psi focus* power

Benefit: Expend your *psi focus* as a free action when being pushed, pulled or shunted. Reduce the distanced moved by your Charisma modifier. This counts as using the *psi focus* for an encounter power.

Mind and Body

Prerequisite: *Psi focus* power, *focus surge*

Benefit: When you spend a *focus surge*, regain hit points equal to your Charisma modifier.

Mind-Eye Accuracy

Prerequisite: *Psi focus* power, *careful focus* power

Benefit: When using your *careful focus* ancestry power, you may expend your *psi focus* to gain a bonus on the attack roll equal to your Charisma bonus. This counts as using the *psi focus* for an encounter power.

Phrenic Breath

Prerequisite: *Psi focus* power, *breath weapon* power

Benefit: Expend your *psi focus* to make your *breath weapon* a Near arc 3 + your Charisma modifier instead of Near arc 3. This counts as using the *psi focus* for an encounter power.

Phrenic Dodge

Prerequisite: *Psi focus* power, *lucky* power

Benefit: When using your *lucky* ancestry power, and the enemy misses you on their re-roll, you may expend your *psi focus* instead of your ancestry power. This counts as using the *psi focus* for an encounter power.

Phrenic Meditation

Prerequisite: *Psi focus* power, you can perform the Meditate action

Benefit: You can perform the Meditate action as a swift action once per encounter.

Phrenic Reservoir

Prerequisite: *Psi focus* power, Dabbler ancestry feature

Benefit: When using the power from your Dabbler ancestry feature, you may expend your *psi focus* and retain the use of the power gained from your Dabbler. This counts as using the *psi focus* for an encounter power.

Phrenic Talent

Prerequisite: *Psi focus* power

Benefit: You gain the *focus surge* power.

Focus Surge

You tap into the mental connection between yourself and your Godmind, allowing you to refresh the phrenic energies of either yourself or an ally.

Encounter Utility Feature (Swift Action) • Phrenic

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

Effect The target can spend a recovery to recharge their *psi focus*.

Phrenic Teleport

Prerequisite: *Psi focus* power, *highblood teleport* power

Benefit: When using your *highblood teleport* ancestry power, you can expend your *psi focus* to teleport a number of additional squares equal to your Charisma modifier. This counts as using the *psi focus* for an encounter power.

Phrenic Wrath

Prerequisite: *Psi focus* power, *vengeance of the pits* power

Benefit: You may expend your *psi focus* as a free action to use your *vengeance of the pits* ancestry power even against an enemy which hasn't just hit you. This counts as using the *psi focus* for an encounter power.

Surging Mind

Prerequisite: *Psi focus* power

Benefit: When you use your *psi focus*, you immediately gain temporary hit points equal to your level.

Wild Talent

Benefit: You have access to the *psi focus* power, a heightened state of mental and emotional clarity, that you can utilize to augment powers with the Augmentable keyword.

Psi focus, once used, must refresh, much like how certain monsters have powers that refresh at the beginning of their turn on a successful roll. *Psi focus*

works in the exact same way, but the roll needed to refresh it depends on what kind of power it was last used to augment.

Psi Focus

Utilizing your phrenic power, you heighten a power or ability beyond what others could fathom.

At-Will Utility Feature (Free Action) • Phrenic

Self

Effect When using an Augmentable power, you activate the effect noted under the Augment: line.

Special *Psi focus* refreshes on a 4, 5 and 6 after using it to augment an at-will power, on a 5 and 6 after using it to augment an encounter power, and on a 6 after using it to augment a daily power. You cannot use *psi focus* unless it is recharged.

Shard Feats

These feats allow you to manifest your phrenic energies in a variety of ways. The four feats below give the basic capability, with each having a family of feats that further develop the manifestation.

A shard effect you have manifested ends when you cancel it, are knocked unconscious, take a long rest, sleep, or are reduced to 0 or fewer hit points.

Aura Shard

You have learned how to weave together all of your emotions, directed and controlled by your intense willpower, casting them as an aural web around you and thus strengthening both yourself and your allies in the process.

Prerequisite: Cha 13

Benefit: As a move action, you manifest an aura which allows you to help your allies. This aura has a range of 10. When you or an ally in your aura spend an action point, that individual gains temporary hit points equal to your Charisma modifier.

Level 11: Temporary HP equal to double your Cha modifier.

Level 21: Temporary HP equal to triple your Cha modifier.

Blast Shard

You have taught yourself how to focus all of your emotions – anger, hate, spite, rage, wrath – and to wrap them in willpower and discipline, turning it all into a fearsome ranged weapon. Because you use your emotions as weapons, you might often seem somewhat apathetic and cold to others.

Benefit: As a standard action, you can fire a phrenic blast of energy (see stats below). Blast shards are supernatural weapons, and thus do not belong to any weapon group, and can take almost any form, color and shape, all according to the wishes of the user. The user is always proficient with his blast shard. For all intents and purposes, the blast shard can be used to make all

forms of ranged attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

Your blast shard has a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after the 1st (6th, 11th, 16th, 21st, 26th).

Blast Shard (Simple Ranged Weapon), Proficiency: +2, Damage: 1d6, Range: 10/20

Shield Shard

You draw your power from strong emotions such as chivalry, honor and even fear. These act as energizers to your will and discipline, allowing them to act in conjunction to protect your from harm.

Benefit: As a move action, you can manifest a shield of force which attaches to one of your hands, as a regular shield. You gain a +1 shield bonus to AC and Reflex defenses and your shield hand counts as if it was holding a light shield. You can dismiss the shield of force as a swift action.

You count as having proficiency in light shields for the purpose of meeting feat prerequisites.

Special: Feats that apply to shields, like Toughened Shield or Bashing Shield, also apply to your shield of force.

Weapon Shard

You have learned how to focus your intense internal energies into a weapon, giving it shape and form according to your subconscious wishes.

Benefit: As a move action, you can manifest a weapon shard (see stats below). Weapon shards are supernatural weapons (and thus do not belong to any weapon group), and can take almost any form, color and shape, all according to the wishes of the user. The user is always proficient with his weapon shard, and it is a one-handed weapon. For all intents and purposes, the weapon shard can be used to make all forms of melee attacks, as well as in conjunction with powers, or for the purpose of opportunity attacks.

Your weapon shard has a +1 enhancement bonus to attack and damage rolls. This increases by +1 for every 5th level after 1st (+2 at 6th, +3 at 11th, etc.). On a critical hit, you do an additional 1d6 points of damage for every point of enhancement bonus.

Weapon Shard (Simple Melee Weapon)

Proficiency: +2, Damage: 1d8

Aura Shard Feats

Blasting Aura

Your emotions are so strong, and composed from such volatile feelings, that you have learned how to strike out against an enemy within your aura and channel your violent energies into it instead.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or by taking a move action when your aura is active, you may make an attack (Charisma vs Will) against one enemy within range, who takes 5 points of psychic damage.

Additionally, when you or an ally spend an action point while inside your aura, you (and only you) may make an additional attack against one enemy within range (Cha vs Will, 5 psychic damage).

Level 11: Damage increases to 10.

Level 21: Damage increases to 15.

Empowering Aura

Your experience in using your thieving abilities now allows you weave of emotions and discipline to tap into the surging emotions of others and to gain part of their heroic abilities

Prerequisite: Aura Shard, Thieving Aura, Cha 13, 26th level

Benefit: When an ally within range of your aura spends an action point, you immediately gain an additional standard action.

Extended Aura

You have put time and training into extending your aura further, so that you can utilize its effects to their maximum potential, almost always keeping allies within range.

Prerequisite: Aura Shard, Cha 13

Benefit: The range of your aura extends by 10 squares.

Forceful Aura

Your aura shard extends from the phrenic realm into the purely physical realm, and as it comes into existence like a rolling wave of thunderous emotions, it physically pushes enemies away from you.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or at any other time by spending a move action while your aura is active, every enemy adjacent to you is pushed 1 square directly away from you.

Additionally, when you or an ally spends an action point while inside your aura, you may choose to make a Charisma vs Fortitude attack against one enemy within range of your aura. If successful, that enemy is pushed 1 square directly away from you.

Healing Aura

Using your weave of emotions, you are able to redirect some of the emotions and strength that comes soaring out of you when you stride into action.

Prerequisite: Aura Shard, Cha 13

Benefit: When you spend an action point, one ally within range of your aura can spend a recovery as an immediate (react) action.

Restorative Aura

Your aura shard and its ability to give your allies a surge in healing has now matured to the point where your own emotions do not merely trigger the surge, but enhances it and makes it stronger.

Prerequisite: Aura Shard, Healing Aura, Cha 13

Benefit: Whenever you or an ally within range of your aura would regain hit points, that individual gains an additional number of hit points equal to your Charisma modifier.

Shifting Aura

You have learned how to channel the roiling energies of your aura into the physical realm, enhancing the movements of your allies as it comes into effect.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or by taking a move action when your aura is active, one ally within range may immediately shift 1 square.

Additionally, when you or an ally spends an action point while inside your aura, that person may choose to forego the temporary hit points and instead shift 1 square.

Surging Aura

Your mind now interconnects your aura shard with a surge of emotions, allowing you to share that with your allies, lending strength to their blows and precision to their attacks.

Prerequisite: Aura Shard, Cha 13

Benefit: When you manifest your aura, or by taking a move action when your aura is active, every ally within range gains a +1 bonus on attack rolls for one round.

Additionally, when you or an ally spends an action point while inside your aura, that person may choose to gain either the temporary hit points for a +1 bonus on attack rolls for one round.

Thieving Aura

Your aura shard weaves its strength from that of your emotions and is kept in check by your discipline – your enemies do not have the same kind of control, which allows you to siphon off their energies and gain them yourself.

Prerequisite: Aura Shard, Cha 13

Benefit: Whenever an enemy within range of your aura spends an action point or a recovery, you regain one action point or recovery (your choice).

Blast Shard Feats

Acid Blast

Your shard is touched by the vitriol and hate you hold for your enemies, allowing it to cling to them as if it was acid, burning through them as your emotions burn through you.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Acid tag and does acid damage.

You gain the *acid shard* at-will power.

Acid Shard

At-Will Attack 1 (Standard Action) • Acid, Phrenic, Weapon

Ranged weapon (blast shard), one target

Attack Dexterity vs Reflex

Hit 1d4 + Dexterity acid damage, and the target takes 5 persistent acid damage (save ends).

Level 21: 2d4 + Dexterity acid damage, and 10 persistent acid damage (save ends).

Cold Blast

You hold nothing but disdain and contempt for your enemies and your phrenic power shapes your blast into the same cold and numbing extension of your will.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Cold tag and deals cold damage.

You gain the *cold shard* at-will power.

Cold Shard

At-Will Attack 1 (Standard Action) • Cold, Phrenic, Weapon

Ranged weapon (blast shard), one target

Attack Dexterity vs Fortitude

Hit 1d8 + Dexterity cold damage, and the target is slowed until the end of your next turn.

Level 21: 2d8 + Dexterity cold damage, and the target is slowed until the end of your next turn.

Empowered Blast Shard

Experience has taught you how to apply your discipline and emotions in the best way, allowing you to extract more energy from your phrenic well than before.

Prerequisite: Blast Shard

Benefit: Your blast shard damage increases by one die size (for example, from 1d6 to 1d8).

Far Blast

So strong is your will, so intense are your emotions that you can sustain attacks far beyond what others can stomach.

Prerequisite: Blast Shard

Benefit: Increase both the normal and long range of your blast shard by 5.

Fire Blast

Rage, wrath, pride and anger are all fiery emotions that set the world on fire. You, however, use those very emotions to set your blast shard, and enemies, on fire.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Fire tag and deals fire damage.

You gain the *fire shard* at-will power.

Fire Shard

At-Will Attack 1 (Standard Action) • Fire, Phrenic, Weapon

Near arc 3

Requirements The attack must be made with a blast shard.

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity fire damage.

Level 21: 2d6 + Dexterity fire damage.

Improved Blast Shard

You have seen so much of what the world offers, and you can channel that experience into even stronger emotions and a tightened discipline, allowing you to become even more dangerous.

Prerequisite: Empowered Blast Shard, 11th level

Benefit: Your blast shard damage increases by one die (for example, from 1d6 to 2d6).

Lightning Blast

Nothing is as fast as the mind – and lightning. You use your willpower and discipline to hone your attacks, giving them the symbolic form of lightning blasts and increasing your accuracy.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Lightning tag and deals lightning damage.

You gain the *lightning shard* at-will power.

Lightning Shard

At-Will Attack 1 (Standard Action) • Lightning, Phrenic, Weapon

Ranged weapon (blast shard), one target

Attack Dexterity vs Fortitude

Hit 1d12 + Dexterity lightning damage.

Level 21: 2d12 + Dexterity lightning damage.

Mind Blast

You do not manifest your blast shard as a physical creation, rather you use your training to mentally attack your enemies, filling their minds with emotion and will until they burst from your attack.

Prerequisite: Blast Shard

Benefit: When using your blast shard, at your option, it gains the Psychic tag and deals psychic damage.

You gain the *mind shard* at-will power.

Mind Shard

At-Will Attack 1 (Standard Action) • Phrenic, Psychic, Weapon

Ranged weapon (blast shard), one target

Attack Dexterity vs Will

Hit 1d10 + Dexterity psychic damage, and you mark the target.

Level 21: 2d10 + Dexterity psychic damage.

Shield Shard Feats

Force Shield

Your long experience and strong emotions allow you to call upon them for a short moment. For a short time your phrenic energies surge, creating a powerful shielding effect around all nearby allies.

Prerequisite: Shield Shard, 11th level

Benefit: Once per encounter as a swift action, you can extend the protection of your shield of force to yourself and all allies within 5 squares until the end of your next round.

Special: If you have any feats that would be usable when you are attacked, you can use them when any protected ally is attacked.

Greater Shield

Your shield shard has expanded together with your own internal energies, giving it a stronger ability to protect you from outside harm.

Prerequisite: Shield Shard

Benefit: You may choose to manifest a heavy shield instead of a light shield, when manifesting your shield of force. If you do, you gain a +2 shield bonus to AC and Reflex defenses and your shield hand counts as if it was holding a heavy shield.

You count as having proficiency in heavy shields for the purpose of meeting feat prerequisites.

Special: You suffer an armor check penalty as if you were wielding a heavy shield.

Grounding Shard

Your shield's phrenic powers extend deep into the earth, grounding you against enemy attacks that threaten to move you from your position without your approval.

Prerequisite: Shield Shard

Benefit: Any time you would be pushed, pulled or shunted, reduce the number of squares you are moved by 1 (minimum 0).

Level 11: Reduce the number of squares by 2 (minimum 0).

Immovable Shield

Your shield shard now bonds, almost permanently, with the ground if you don't move, redirecting much of the force in enemy attacks into the earth below you.

Prerequisite: Grounding Shard, Shield Shard

Benefit: If you do not move at all during your round, you gain resistance 5 until the beginning of your next turn. This stacks with any other forms of resistance you might have.

Level 11: Resistance 10.

Level 21: Resistance 15.

Offensive Shield

Even as you protect yourself, your shard has learned that at times a good offense is the best defense, allowing you to use the shield shard as a weapon against enemies not expecting it.

Prerequisite: Shield Shard

Benefit: Your shield of force has all the properties of a weapon shard (as described in the Weapon Shard feat). You count as having the Weapon Shard feat for the purpose of meeting feat prerequisites.

Refreshing Shard

Your shield shard allows you to turn internal emotions and diamond hard discipline into energy, providing you with a surge of healing when you are damaged.

Prerequisite: Shield Shard

Benefit: Once per encounter, when you are damaged, as an immediate (counter) action, you may spend a recovery.

Weapon Shard Feats

As One

Your intense physical training regimes have combined with your powerful phrenic abilities to allow you to use the weapon shard and your exploits as one.

Prerequisite: Weapon Shard, at least one power from the martial power source

Benefit: When using a power with the martial tag with your weapon shard, you gain a +2 feat bonus to damage rolls. This increases to +3 at 11th level and to +4 at 21st level.

Assassin's Weapon

You have now used your weapon shard to slay so many in such an underhanded way that your internalized feelings and behaviors have stained your shard. It too excels in underhanded combat.

Prerequisite: Slayer's Weapon, Weapon Shard

Benefit: If you have combat advantage against an opponent and score a critical hit, you deal +2d8 damage. This increases to +3d8 at 11th level and to +4d8 at 21st level.

Special: This feat stacks with the benefit of Slayer's Weapon.

Extended Weapon

Your willpower and intense emotions allow you to extend your weapon, allowing it to strike enemies further away from you than what would be expected, or normal.

Prerequisite: Weapon Shard

Benefit: Your weapon shard becomes a reach weapon.

Greater Weapon Shard

You are a legend that walks amongst men, your myth has already begun to spread around the world. Now the wellspring of a thousand powers your weapon, giving you an equally legendary weapon shard.

Prerequisite: Improved Weapon Shard, Weapon Shard, 11th level

Benefit: Your weapon shard damage increases to 2d6.

Improved Weapon Shard

Your experience of the world has only deepened your wellspring of willpower, discipline and emotion and this spills into your weapon shard that is now even more lethal.

Prerequisite: Weapon Shard

Benefit: Your weapon shard damage increases to 1d10.

Malleable Weapon

Your weapon is no longer bound to one form, instead it is as fluid as your thoughts and emotions, becoming whatever kind of weapon you happen to need at the moment.

Prerequisite: Weapon Shard

Benefit: By taking a standard action instead of a move action when you manifest your weapon shard, you can choose to have it belong to any weapon group of your choice until the end of the encounter. You also increase the proficiency bonus to +3.

Slayer's Weapon

Your weapon has been used for so many finishing strikes and lethal attacks that it now draws on your most bloodthirsty thoughts and spiteful emotions, becoming a terrible instrument of death.

Prerequisite: Weapon Shard

Benefit: Your weapon shard becomes an improved critical weapon and deals +1d8 damage when you score a critical hit. This increases to +2d8 at 11th level and to +3d8 at 21st level.

Stormshard

In the blink of an eye and by focusing your phrenic energies, your shard shatters after a successful strike and hits all enemies within reach.

Prerequisite: Weapon Shard

Benefit: Once per encounter, when attacking with your weapon shard, your attack gains Near arc 1. Only enemies are affected while inside the arc.

Twin Weapon

You focus your energies into your weapon, splitting it into two identical weapons that you use as if they were nothing but extensions of your body and will – flawlessly.

Prerequisite: Weapon Shard

Benefit: When you manifest your weapon shard, you can choose to manifest one for each hand instead. When making an attack that requires two melee weapons, you gain a +1 feat bonus to your attack rolls.

Wild Shape Feats

Hardy Shift

Prerequisite: You know a Form power

Benefit: When you use a Form power, you may spend a recovery to heal damage up to your recovery value.

Hybrid Form

Prerequisite: You know at least one power with the Form keyword.

Benefit: When you use a Form power, you can choose to take a hybrid, humanoid form instead of a pure animal form. In this case, you can keep your current size, and your current speeds wherever they are better than your new form's speeds. Because your hybrid form is humanoid, you can talk, use weapon powers and otherwise make use of having arms and hands.

Versatile Shifting

Prerequisite: You know at least one *shape of the X* power.

Benefit: Once per day, you can expend a *shape of the X* power to use any other *shape of the X* power of the same level or lower.

Dualclassing

You can also take feats to take some of the class features and powers of other classes. Once you take any Dualclassing feat, you count as that class (your "secondary class") as well as your base class for the purpose of prerequisites.

Retraining: Each level, you can retrain one power selection from your Battle Adaptation, Functional Adaptation or Daily Adaptation feats. This could involve swapping a power for a secondary class power,

swapping a secondary class power for a power from your base class, or swapping a secondary class power for a different one of the same level.

Dualclass Recruit (Dualclass)

As you take this feat, choose a class of which you are not already a member.

Prerequisite: You cannot take this kit if you already have a secondary class.

Benefit: You count as the chosen class (sometimes called your "secondary class") in addition to any classes of which you are already a member. In addition, you gain the benefits described in the chosen class's "Dualclass" section.

Battle Adaptation (Dualclass)

Prerequisite: Dualclass Recruit

Benefit: When you gain this feat, choose one encounter attack power. You lose that power and may select one encounter attack power of the same level from your secondary class.

Functional Adaptation (Dualclass)

Prerequisite: Dualclass Recruit

Benefit: When you gain this feat, choose one utility power. You lose that power and may select one utility power of the same level from your secondary class.

Daily Adaptation (Dualclass)

Prerequisite: Dualclass Recruit

Benefit: When you gain this feat, choose one daily attack power. You lose that power and may select one daily attack power of the same level from your secondary class.

Kit Study Feats

Kit Study

Prerequisite: Level 11

Benefit: You gain the Level 1 feature of a kit of your choice.

Kit Study (Expert)

Prerequisite: Level 15, Kit Study

Benefit: You gain the Level 5 feature of the kit you chose for Kit Study.

Kit Study (Advanced)

Prerequisite: Level 20, Kit Study

Benefit: You gain the Level 10 feature of the kit you chose for Kit Study.

Equipment

Starting Equipment

First-level characters begin with 100 gold pieces to spend. Assume a character owns at least one outfit of normal clothes.

Unless the GM provides otherwise, characters at higher levels start with one permanent magic item of their level +1, one permanent magic item of their level, one permanent magic item of their level -1, and gold pieces equivalent to the cost of a magic item of their level -1.

Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The platinum piece (pp) originates from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. A platinum piece is worth one hundred gold pieces.

A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

Table – Exchange Rates

Coin	CP	SP	GP	PP
Copper (cp)	1	1/10	1/100	1/10,000
Silver (sp)	10	1	1/10	1/1,000
Gold (gp)	100	10	1	1/100
Platinum (pp)	10,000	1,000	100	1

Selling Treasure

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment: As a general rule, undamaged weapons, armor, and other equipment fetch one-fifth their cost when sold in a market.

Magic Items: As a general rule, magic items fetch one-fifth their cost when sold in a market.

Gems, Jewelry, and Art Objects: These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the GM might require you to find a buyer in a large town or larger community first.

Trade Goods: On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods – bars of iron, bags of salt, livestock, and so on – retain their full value in the market and can be used as currency.

Merchant by Luigi Castellani



Armor

Fantasy gaming worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from cloth (lightly padded armor or regular clothing) to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into two categories: light armor and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

Armor Proficiency: Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you suffer a -2 penalty to attack rolls and Reflex defense.

Armor Class (AC): Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor: Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. Do not add an ability modifier to your Armor Class while wearing heavy armor.

Armor Check Penalty: If the Armor table shows "ACP", the wearer suffers that penalty to skills that identify that they come with an Armor Check Penalty.

Shields: A shield is made from wood or metal and is carried in one hand.

You can benefit from only one shield at a time.

Light shields are strapped to your arm, you can still use your hand (for example, to hold things or climb, but not to wield a weapon). Heavy shields are strapped to your arm and held in your hand, so you cannot use your hand for anything else.

A shield's bonus applies to Armor Class and Reflex defenses.

Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity or Intelligence modifier to the base number from your armor type to determine your Armor Class.

Cloth: Cloth armor is padded armor, or just regular clothes or a robe.

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Hide: This armor consists of thick furs and pelts.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Heavy armor doesn't let you add your Intelligence or Dexterity modifier to your Armor Class.

Chain Mail: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows.

Scale: This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

Plate: Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Table – Armor and Shields

Name	Type	Base AC	ACP	Speed Penalty	Cost	Weight
Cloth armor	Light	10			1	4 lb.
Leather armor	Light	12			25	15 lb.
Hide armor	Light	13	-1		30	25 lb.
Chainmail	Heavy	16	-1	-1	40	40 lb.
Scale armor	Heavy	17		-1	45	45 lb.
Plate armor	Heavy	18	-2	-1	50	50 lb.

Name	Type	Shield Bonus	ACP	Speed Penalty	Cost	Weight
Light shield	Shield	+1			5 gp	6 lb.
Heavy shield	Shield	+2	-2		10 gp	15 lb.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's approach and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess.

Every weapon is classified as either melee or ranged. A **melee weapon** is typically used to attack a target in an adjacent square to you, whereas a **ranged weapon** is used to attack a target at a distance. Some melee weapons, called **thrown weapons**, can be used at a range. Other melee weapons, called **reach weapons**, are still held in the hands for an attack but can attack creatures further away than just adjacent squares.

Weapon Proficiency

Your ancestry, class, and feats can grant you proficiency with certain weapons or categories of weapons. The three categories are **simple**, **martial** and **exotic**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use. Typically, proficiency in an exotic weapon only comes with specialized training.

Proficiency with a weapon allows you to add the weapon's proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add the proficiency bonus to the attack roll.

Character Size and Weapons

Small characters have trouble wielding two-handed weapons. Small characters cannot wield a two-handed weapon unless the weapon has the Small property.

Medium characters who wield a one-handed weapon in two hands (other than one-handed weapons with the Side Weapon property) get a +1 bonus to damage.

Variant: No Weapon Limitations for Small Characters

While officially Small characters are limited in which weapons they can use, this can be frustrating for players and is not very important for game balance. GMs may prefer to let Small characters use any weapon they like.

Weapon Groups

A weapon group describes the category that a weapon belongs to. Handaxes, battleaxes and greataxes all belong to the Axes category, for example.

Weapon group has no rules of its own, but other powers and features might depend on the player character using a weapon from a particular group.

- Axes
- Bows
- Crossbows
- Slings
- Maces and Clubs
- Light Blades
- Spears and Lances
- Staffs
- Heavy Blades

- Picks and Hammers
- Polearms
- Flails and Chains

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Execution #: Reroll damage die results of # or lower. For example, if you roll 2d6 with an execution 1 weapon, reroll any d6s that come up 1 until they come up a different number.

Improved Critical: *Level 1:* +1dW damage on a critical hit. *Level 11:* +2dW damage on a critical hit. *Level 21:* +3dW damage on a critical hit.

Loading: You can use a weapon that requires loading with ammunition to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container takes either a free or swift action, as specified in the table. At the end of the encounter, you can recover half your expended ammunition by taking a minute to search the battlefield.

Loading (free): It takes two hands to reload this weapon.

Loading (swift): It takes two hands to reload this weapon. Because of the time required to load this weapon, after making a basic attack or attack power with this weapon, you must spend a swift action before attacking with it again.

Range: A weapon that can be used to make a ranged attack has a range. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have a -2 penalty on the attack roll. You can't attack a target beyond the weapon's long range.

Reach: This weapon adds 1 square to your reach when you attack with it. You can only flank or opportunity attack adjacent enemies, however.

Thrown: You can throw the weapon to make a ranged attack.

Thrown (light): Use Dexterity for attack and damage rolls when you make a basic ranged attack with a heavy thrown weapon.

Thrown (heavy): Use Strength instead of Dexterity for attack and damage rolls when you make a basic ranged attack with a heavy thrown weapon.

Two-Handed: This weapon requires two hands when you attack with it.

Side Weapon: You can hold a side weapon in your off hand. You can wield a one-handed weapon in one hand and a side weapon in your other. Each time you make a weapon attack (including a weapon power), you choose which weapon you attack with.

Small: Small characters cannot use a two-handed weapon unless it also has the Small property.

Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon, 10 crossbow bolts, 20 sling bullets or 30 arrows for 500 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Improvised Weapons

An improvised weapon, including an unarmed strike, does 1d4 damage (one-handed) or 1d8 damage (two-handed), with no proficiency bonus on the attack.

Exotic Weapons

Only a small number of special exotic weapons are presented here.

Garrote: A simple wire, when used properly, can disable or kill an opponent in seconds.

Requirement: You can only use a garrote against a target granting you combat advantage which is not aware of you. You can only use the garrote with a melee basic attack or specific powers which utilize the garrote.

Property: When you hit with a garrote, you grapple the target. The target cannot speak while grappled. The target is dazed while the grapple is in effect. The target also suffers a -2 penalty to escape attempts.

Designing Your Own Weapons

Only a small selection of weapons are presented.

However, you can design your own melee weapons by selecting one of the generic options in square brackets, and assigning a Weapon Group to them.

Certain weapons get an additional property or benefit based on their Group (if [group] is written under Properties):

- **Maces and Clubs; Spears and Lances; Staffs:** Weapon die increases by one (see Increased Weapon Die table below).
- **Light Blades; Heavy Blades:** Proficiency bonus increases by +1.
- **Axes:** Execution 1.
- **Picks and Hammers; Flails and Chains:** Improved Critical.

- **Polearm:** Reach 1.

You can design an exotic melee weapon by taking a martial weapon and adding another Group to it, along with the Group-based benefit or property listed above.

For example, a khopesh could be a one-handed weapon in the Heavy Blades and Axes Groups, making it a proficiency +3, damage 1d8, Execution 1 weapon. A kukri could be a side weapon in the Light Blades and Heavy Blades Groups, making it a proficiency +4, damage 1d6 weapon.

You can design an exotic ranged weapon by taking a martial weapon and increasing either its proficiency bonus by +1 or its damage die by one step.

Table – Increased Weapon Die

Die	Increases to
1d4	1d6
1d6	1d8
1d8	2d4 or 1d10
2d4 or 1d10	2d6 or 1d12

Example Weapons:

Simple side weapon: Knife (light blade), dart (spear)

Simple one-handed weapon: Light mace (mace), sickle (light blade), shortspear (spear), club (mace)

Simple two-handed weapon: Greatclub (mace), morningstar (mace), quarterstaff (staff), scythe (heavy blade)

Martial side weapon: Throwing hammer (hammer), handaxe (axe), hatchet (axe), shortsword (light blade), juggling club (mace), combat grapple (flail), fork (spear), light pick (pick)

Martial one-handed weapon: Rapier (light blade), scimitar (light blade), heavy mace (mace), longsword (heavy blade), warhammer (hammer), adze (axe), war pick (pick), battleaxe (axe), bladed scarf (flail), fighting fan (light blade)

Martial two-handed weapon: Greataxe (axe), greatsword (heavy blade), maul (hammer), heavy flail (flail), falchion (heavy blade), greatpick (pick), hooked hammer (pick)

Martial reach weapon: Longspear (polearm, spear), halberd (axe, polearm), glaive (heavy blade, polearm), bo staff (polearm, staff), pike (polearm, spear)

Exotic side weapon: Kukri (light blade, heavy blade), nunchaku (flail, mace)

Exotic one-handed weapon: Khopesh (axe, heavy blade)

Exotic two-handed weapon: Dwarven urgrosh (axe, spear), gnome hooked hammer (mace, pick), orc double-axe (axe, heavy blade), two-bladed sword (light blade, heavy blade)

Exotic reach weapon: Spiked chain (light blade, flail)

Table – Weapon Templates

Type	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Cost (gp)	Weight (lb)	Range	Properties
Simple side weapon	Melee	Simple	1	+2	1d4	2	2	5/10	Side Weapon, Thrown (Light)
Simple one-handed weapon	Melee	Simple	1	+2	1d8	5	5		
Simple two-handed weapon	Melee	Simple	2	+2	1d10	5	10		
Martial side weapon	Melee	Martial	1	+2	1d6	5	1	5/10	Side Weapon, Thrown (Heavy), [group]
Martial one-handed weapon	Melee	Martial	1	+2	1d8	10	4		[group]
Martial two-handed weapon	Melee	Martial	2	+2	1d10	25	8		[group]
Martial reach weapon	Melee	Martial	2	+2	1d8	25	8		Polearm (Reach 1), [group]

Table – Simple Ranged Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Buffs	Group
Light Crossbow	Ranged	Simple	1	+2	1d6	10/20	35	4	Loading (Free)	Crossbows
Sling	Ranged	Simple	1	+2	1d6	10/20	0	0	Loading (Free)	Slings
Heavy Crossbow	Ranged	Simple	2	+2	1d8	15/30	50	8	Loading (Swift)	Crossbows

Table – Martial Ranged Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Buffs	Group
Longbow	Ranged	Martial	2	+2	1d10	20/40	50	4	Loading (Free)	Bows
Shortbow	Ranged	Martial	2	+2	1d8	15/30	35	3	Loading (Free), Small	Bows

Table – Exotic Weapons

Name	Range	Type	Hand	Proficiency Bonus	Damage (dW)	Range	Cost (gp)	Weight (lb)	Buffs	Group
Garrote	Melee	Exotic	1	+2	1d4	1	0	0	Special (Garrote)	Special

Focuses

Most arcane, divine and natural powers, and some martial powers, have the Focus tag, meaning that they benefit from a magic focus if you use one while you use the power. Each power can only benefit from one magic focus at most.

You get no benefit from using a focus unless you are proficient with it.

Arcane Focus: An arcane focus is a special item – typically an orb, rod, staff, wand or book, although a crystal or a pouch of spell components would also be thematically appropriate – designed to channel the power of arcane spells.

A quarterstaff can be used as both an arcane focus and a weapon. A quarterstaff can be held in one hand when being used as a focus. A quarterstaff can either be enchanted as a focus or as a weapon, or separately as a weapon and as a focus -- in which case it costs as much as each item would separately, put together.

Unless otherwise mentioned, arcane focuses require a hand to use.

Druidic Focus: A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

Unless otherwise mentioned, druidic focuses require a hand to use.

Holy Symbol: A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic.

Unless otherwise mentioned, a holy symbol does not require a hand to use. It is enough that you have it on your person (perhaps emblazoned on a shield or hung around your neck).

Martial Focus: A martial focus is an item that inspires or reminds when seen or studied. It might be a short scroll describing a meditation that sharpens the mind for battle, or a book of strategies that can be reviewed quickly before bed, or a blunt sword that can be practiced with, or bindings wrapped around your hands while bareknuckle boxing, or a banner you carry on your back.

Unless otherwise mentioned, a martial focus does not require a hand to use. It is enough that you have it on your person.

Adventuring Gear

This section describes items that have special rules or require further explanation.

Climber's Kit: A climber's kit includes a grappling hook, a small hammer and 10 pitons. Gain a +2 bonus on Athletics checks to climb when you use a climber's kit.

Candle: Illuminates a 2-square radius with dim light. Burns for one hour.

Dungeoneer's Pack (15 gp): Includes a backpack, a bedroll, a flint and steel, a belt pouch, 10 days of rations, a waterskin and two sunrods. The pack also has 50 feet of hempen rope strapped to the side of it. The total weight of the pack is 30.5 lbs.

Lantern: Burns for 8 hours per pint of oil and casts bright light in a 10-square radius.

Rations: Rations consist of dry foods suitable for extended travel, including jerky, dried fruit,hardtack, and nuts.

Spellbook: Essential for wizards, a spellbook is a leather-bound tome with 128 blank vellum pages suitable for recording spells. It is also used to record incantations by those who can cast them.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates (bright light) a 20-square radius. It glows for 4 hours, after which the gold tip is burned out and worthless.

Tent: A simple and portable canvas shelter.

Torch: A torch burns for 1 hour, providing bright light in a 5-square radius.

Torch, Everburning: This otherwise normal torch has a *continual flame* incantation cast upon it. Casts bright light in a 5-square radius.

Thieves' tools: This kit contains the tools you need to disable traps and open locks, and gives you a +2 bonus on Thievery checks to do so.

Waybread: 10 days' worth of food in a light but expensive form. Impractically wrapped in flaky leaves.

Table – Ammunition

Item	Cost	Weight
Arrows (30)	1 gp	3 lb.
Crossbow bolts (20)	1 gp	2 lb.
Sling bullets (20)	1 gp	5 lb.

Table – Focuses

Item	Cost	Weight
Holy symbol	10 gp	1 lb.
Druidic focus	5 gp	2 lb.
Orb (arcane focus)	15 gp	2 lb.
Rod (arcane focus)	12 gp	2 lb.
Staff (arcane focus)	5 gp	4 lb.
Wand (arcane focus)	7 gp	-
Book (arcane focus)	7 gp	1 lb.
Martial focus	5 gp	1 lb.

Table – Adventuring Gear

Item	Cost	Weight
Backpack	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Flint and steel	1 gp	-
Candle	1 cp	-
Chain (10 feet)	30 gp	2 lb.
Chest	2 gp	25 lb.
Climber's kit	2 gp	11 lb.
Flask	3 cp	1 lb.
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Lantern	10 gp	2 lb.
Oil (flask)	1 sp	1 lb.
Piton	1 sp	1/2 lb.
Pole (10-foot)	5 cp	7 lb.
Pouch	1 gp	1/2 lb.
Rations (10 days)	5 gp	10 lb.
Good clothes	30 gp	6 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Spellbook	50 gp	3 lb.
Tent, two-person	10 gp	20 lb.
Torch	1 cp	1 lb.
Waterskin	1 gp	4 lb. (full)
Sunrod	4 gp	2 lb.
Everburning torch	50 gp	1 lb.
Thieves' tools	20 gp	1 lb.
Waybread (10 days)	50 gp	1 lb.

Mounts and Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down.

More rules for mounts and vehicles appear in the Advanced Options chapter.

Table – Mounts and Other Animals

Item	Cost
Riding horse	360 gp
War horse	520 gp

Table – Vehicles

Item	Cost	Carrying Capacity
Cart	340 gp	2,000 lb.
Rowboat	420 gp	600 lb.

Prestige Paths

At level 11, each player character gets a prestige path. This path is in addition to their main class, which still gives them some powers. Prestige path powers do not count towards total class powers available.

Table – Prestige Paths and Their Requirements

Name	Requirements
Assassin	Proficiency with simple melee and ranged weapons.
Battlefield Healer	Trained in Heal.
Bounty Hunter	
Breathstealer	Proficiency with garrote.
Darkwood Archer	Proficiency with military ranged weapons.
Deadeye Arbalester	Proficiency with simple ranged weapons.
Devotee	
Ironsides	
Martial Arts Champion	Unarmed Combat feat.
Ring Fighter	Unarmed Combat feat.
Ruler of Shadows	Your class or secondary class has the Striker role.
Selfless Protector	
Shadowsneak	Trained in Stealth.
Silver Tongue	Trained in Diplomacy.
Tactician	
Weapon Master	One or more of your powers has the Martial tag.

Assassin

Someone hands you an image, an address, or just a name. You move in quickly and quietly, eliminating defenses that lay in your path. You dispatch the enemy efficiently and vanish into the shadows, leaving onlookers wondering who ordered the hit and why.

Requirements: Proficiency with simple melee and ranged weapons.

Class Features

Twice in the Chest (11th level): Spend an action point to add 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
<i>Otherwise you don't get paid ...</i>
Encounter Attack 11 (Free Action) • Martial, Consistent, Weapon
Near burst 5, the triggering creature
Trigger You stagger a creature with a one-handed weapon.
Attack Strength or Dexterity (your choice) vs AC
Hit 2dW + Strength or Dexterity (your choice) modifier damage.
The Professional
<i>No emotions. No investments. No hesitation.</i>
Daily Utility 12 (Swift Action) • Martial
Self
Effect Until the end of the encounter, when you are granted a basic attack outside of your turn (from an opportunity action, ally power, etc.), you can make two basic attacks. You must use a one-handed weapon for these attacks.
Like a Ghost
<i>You strike. Your enemy is sure of your position, but they assume wrong.</i>
Daily Attack 20 (Standard Action) • Martial, Weapon
Melee or Ranged weapon, one creature granting you combat advantage
Attack Strength or Dexterity (your choice) vs AC
Hit 4dW + Strength or Dexterity (your choice) modifier damage.
Miss Half damage.
Effect Shift up to 10 squares.



Battlefield Healer

Calling Back by Miguel Santos

You exist for the betterment of others. You specialize in impromptu medical care, in the field, under the pressures of combat. You're still armed and protect your team with blades and bandages.

Requirements: Trained in Heal.

Class Features

A True Healer (11th level): 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): Gain a further +1 bonus to Heal. When you spend an action point to take an extra action, all allies in open range can make a saving throw.

Powers

Race to the Fallen

An ally falls from a heavy blow. You race to their aid, attacking the enemy desperately in hopes it will back off.

Encounter Attack 11 (Reaction Action) • Healing, Martial, Weapon
Near burst 5, the triggering ally

Trigger One ally in burst you can see is staggered by an attack.

Effect The triggering enemy is pushed 2 squares, and you make a basic attack against it (in either order). Shift into a square adjacent to the target. The target can spend a recovery and regain its recovery value plus 3d6 additional hit points.

Impromptu Surgery

A foreign implement is causing internal bleeding. You fish it out and try to close the wound.

Daily Utility 12 (Standard and Move Action) • Healing, Martial

Melee touch, one staggered ally

Effect The target automatically succeeds on one saving throw and can spend up to two recoveries to heal its recovery value that many times.

No Longer Civilized

An ally succumbs to their injuries. You can no longer be a healer. You must be a protector.

Daily Attack 20 (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one creature that has reduced an ally in line of sight to 0 hit points or below.

Attack Wisdom vs AC

Hit 4dW + Wisdom modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

Miss Repeat the attack against the same target. The second attack suffers a -2 to the attack roll but deals +1dW damage on a hit. If you still miss, the target takes half damage and is pushed one square.

Bounty Hunter

You don't analyze the patterns of combat but the actions and motivations of individuals, their goals and intents. You can pinpoint specific threats and coordinate others to properly remove this threat without firing a shot. Thankfully, you have weapons as a backup.

Class Features

Target Focus (11th level): Once per encounter, 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 Attack 11 (Move Action) • Martial, Consistent

Near burst 10, your focus

Attack Intelligence +2 vs Will

Hit The target is rattled and grants combat advantage to all allies in open range until the end of your next turn.

Mental Prediction

Your knowledge of the enemy runs deep, beyond what your allies or even enemies know.

Encounter Utility 12 (Move Action) • Martial

Near earshot, you and up to four allies

Effect The target gains a +2 power bonus to AC and Reflex defense against your focus until the start of your next turn.

Maintain Swift The effect persists until the start of your next turn. You can maintain only once.

This One Especially

Of all the targets, this is the one that must be taken down immediately.

Daily Attack 20 (Swift Action) • Martial, Weapon

Near earshot, you and up to four allies

Effect 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 shunt the target 1 square or render the target prone without having to roll to sustain the grapple.

Special Technique (16th level): Your proficiency bonus with the garrote increases by +2. The damage die increases by two steps (from 1d4 to 1d8).

Powers

Torque Twist

You wind the cord and draw it tight employing a technique few others know.

Encounter Attack 11 (Free Action) • Martial, Weapon

Self

Trigger You hit a creature with a garrote.

Effect The target takes 1dW extra damage from the triggering attack, and is stunned until the start of your next turn.

Compliant Target

Your opponent doesn't appear capable of struggling when you have a cord wrapped tight around their neck.

Daily Utility 12 (Move Action) • Martial

Self

Requirements You are grappling a creature using a garrote.

Effect Shift your speed and pull the creature you are grappling with you. You gain a +2 bonus to sustain the grapple until the grapple ends.

Go to Sleep

You feel the breath leave the target as you apply pressure.

Daily Attack 20 (Swift Action) • Martial, Weapon

Melee weapon, one creature you are grappling with a garrote

Effect The target is helpless against your attacks until the start of your next turn or until you score a hit (whichever comes first). On a hit, the target falls unconscious. If the target suffers any further damage, it is no longer unconscious.

Darkwood Archer

Requirements: Proficiency with military ranged weapons.

Class Features

Automatic Reflexes (11th level): 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 daily attack 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 Attack 11 (Free Action) • Martial
Self**

Trigger You reduce a creature to 0 HP or below.

Effect Each creature in a burst 2 around the target takes damage equal to your Dexterity modifier.

Echo Location

Your enemy is certain of your location. They're wrong.

Daily Utility 12 (Move Action) • 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 Attack 20 (Standard Action) • Martial, Weapon

Far burst 3 within 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 Attack 11 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage, and the target is pushed a number of squares equal to your Wisdom modifier.

Miss Half damage, and the target is pushed 1 square.

Effect Before your attack, shift your speed. You can attack at any point during the move.

Through the Hat

That last shot had you for certain. You pass your fingers nonchalantly through your hair and reenter the fight.

Daily Utility 12 (Counter Action) • Martial

Self

Trigger You are hit with a ranged attack.

Effect The attack misses.

Bolt Waltz

Like a ballet, you sashay and sidestep, firing at opponents and avoiding every counterattack.

Daily Attack 20 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Effect Repeat the attack three times, shifting 4 squares before each attack.

Devotee

You specialize in learning the powers of your class, rather than expanding your range.

New At-Will Power (11th level): Choose an at-will attack power from a discipline you have access to. You gain that power.

New Encounter Power (11th level): Choose an encounter attack power (level 7 or lower) from a discipline you have access to. You gain that power.

New Utility Power (12th level): Choose a utility power (level 10 or lower) from a discipline you have access to. You gain that power.

New Daily Power (20th level): Choose a daily attack power (level 19 or lower) from a discipline you have access to. You gain that power.

Ironsides

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

Class Features

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

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

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

Powers

Remember Me?

A few well-placed shots brings an enemy's attention back around to you.

Encounter Attack 11 (Counter Action) • Martial, Weapon

Melee or Ranged weapon, the triggering enemy

Trigger An enemy you have marked attacks an ally.

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Miss Half damage.

Effect The target's attack misses.

Encouraging Stance

You may not be the leader, but you do set the example.

Daily Utility 12 (Free Action) • Martial

Near 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 Attack 20 (Standard and Move Action) • Martial, Weapon

Near arc 6, all enemies

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is knocked prone.

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 maintain if you have no targets.

Martial Arts Champion

Surrounded on all sides, armed with little more than your iron will, you've stood your ground and defeated whatever lies ahead. They can have knives, crossbows, or broadswords; it's all meaningless to you.

Prerequisite: Unarmed Combat feat.

Class Features

Carry Through (11th level): Once per round, after your melee attack:

- Scores a critical hit; or
- Staggers a target; or
- Drops a target

You immediately deal damage equal to your Strength or Dexterity modifier (whichever is higher) to one target in reach.

Bad Idea (11th level): You can spend an action point to make a melee basic attack against each adjacent target, instead of taking an extra action.

Unstoppable Momentum (16th level): If you inflict any of the following conditions on a target – dazed, slowed, stunned, or weakened – one creature in an adjacent square to the initial target suffers the same condition until the start of your next turn.

Powers

Technical Attack

Your attack carries amazing power from a short distance.

Encounter Attack 11 (Free Action) • 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 until the end of your next turn. You cannot maintain if the target is dazed.

Battlefield Dance

You flip, jump, and dance your way past your enemies.

Daily Utility 12 (Move Action) • 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 Attack 20 (Free Action) • Martial, Weapon

Self

Trigger You hit a creature.

Effect The triggering creature takes persistent 20 damage (save ends).

Ring Fighter

You have the belt, claimed the trophy. Few others boast the record you have. You fought hard and trained hard for the respect and it is well earned. In the realm of physical training, there is no better.

Requirements: Unarmed Combat feat.

Class Features

Guard Control (11th level): You gain a +2 bonus to all saving throws against being dazed, stunned, or weakened.

Change Your Guard (11th level): You can spend an action point while grappling an opponent to make any at-will attack or basic attack against that enemy, instead of taking an extra action. The attack automatically hits and doubles any damage inflicted.

Choke/Lock (16th level): Each turn you sustain a grapple, you deal damage equal to your Strength or Dexterity modifier to the grabbed creature.

Powers

Side Control

You gain the edge and lock your opponent on the ground.

Encounter Attack 11 (Move Action) • Martial

Melee touch, one creature you are grappling

Effect Strength modifier + Dexterity modifier damage, and the target is dazed until they escape.

Tolerance Threshold

The enemy puts on the pressure. You grit your teeth and hold back the pain.

Daily Utility 12 (No Action) • Martial

Self

Effect Recover from any of the following conditions at the start of your turn: dazed, slowed, stunned, and weakened. You also end any persistent damage conditions you currently suffer from, and gain a +5 bonus to escape from any grapple you are currently in until you succeed.

Mounted Attack

You have complete control. Your enemy is done for the day.

Daily Attack 20 (Standard Action) • Martial

Melee touch, one creature you are grappling

Effect Strength modifier + Dexterity modifier damage, and the target is stunned (save ends).

Maintain Move The target takes Strength modifier + Dexterity modifier damage. You cannot maintain if the target escapes your grapple.

Ruler of Shadows

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

Prerequisite: Your class or secondary class has the Striker role.

Class Features

Trusty Action (11th level): 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 flesh.

You do not grant combat advantage from being flanked.

Powers

Just Desserts

You show a foe that two can play at that game.

Encounter Attack 11 (Reaction Action) • Shadow, Weapon

Melee or Ranged weapon, one target

Trigger The target imposes a condition or persistent damage on you or an ally.

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier and the target suffers the condition or persistent damage that they imposed.

Out of Mind

You slip out of view and appear somewhere totally different.

Daily Utility 16 (Swift Action) • Shadow, Teleport

Self

Effect You teleport 20, 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 Attack 20 (Standard Action) • Shadow, Teleport

Near burst 1, one target

Attack Dexterity vs AC

Hit The creature is transported to an extradimensional space and cannot act (save ends). On a successful save, it appears in an unoccupied space adjacent to you.

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.

Selfless Protector

You possess a natural instinct to protect whoever is assigned to you. You may never have taken an arrow but likely neither has your target. You can spot threats from miles away and can act to move your ward to a better position if that threat gets too close.

Class Features

Take a Hit (11th level): As a swift action, select one adjacent creature to be your focus. You can only have one focus at a time. Until the end of the encounter or until you change focus, as long as your focus does not attack and remains adjacent to you, they can use your AC and Reflex defense if it is higher than theirs. If your focus is hit by an attack against AC or Reflex, you take the damage instead. When you move, you shunt your focus with you.

Total Cover (11th level): When you spend an action point, both you and your focus gain a +4 bonus to AC and Reflex defense until the end of your next turn and you can shift together 4 squares, instead of taking an extra action.

Keep it Together (16th level): Each time you regain hit points, you can give your focus any or all of the hit points instead.

Powers

Protective Instincts

Someone takes a shot at you or your assignment. Your reflexes kick in.

Encounter Attack 11 (Counter Action) • Martial, Weapon Self

Trigger A creature attacks you or your focus.

Effect Make a basic attack, and you and your focus shift together 4 squares.

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 Utility 12 (Counter Action) • Martial

Melee touch, your focus

Trigger Your focus is hit by an attack.

Effect Swap places with your focus and you are the target of the attack. You and your focus shift together 5 squares. You gain a +2 power bonus to AC and Reflex defense until the end of your next turn.

Aggressive Response

The point is to act before your enemy even intends to strike.

Daily Attack 20 (Counter Action) • Martial, Weapon 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. This bonus lasts until the target successfully detects 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 they still wouldn't see you.

Encounter Attack 11 (Move Action) • Martial

Ranged 10, one creature granting you combat advantage

Attack Dexterity +2 vs Will

Hit Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

Back of Your Head

Nothing gets past you.

Daily Utility 12 (Swift Action) • Martial

Self

Effect Until the end of the encounter, you don't grant combat advantage and you cannot be distracted. You can walk or run without suffering penalties to Stealth checks.

Looking Nonchalant

You slip by your enemies even with them looking straight at you.

Daily Attack 20 (Move Action) • Martial

Near burst 10, all enemies you can see

Attack Dexterity +2 vs Will

Hit Until the end of your next turn, you are invisible to the target, you can pass through its square, and you can make Stealth checks against it with no penalties for movement and without requiring any cover or concealment.

Miss You may reroll a missed attack roll once against each target.

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): When you fail a Diplomacy or Intimidate check, you can spend an action point to add a +10 bonus to your check and reassess the outcome with this new total. You do not gain an extra action when you use an action point this way.

Powers

Volume and Presence

Your opponent's argument is invalid and ridiculous and your tolerance for their ignorance is over.

Encounter Attack 11 (Move Action) • Fear, Martial, Psychic, Consistent

Attack Charisma +2 vs Will

Hit The target is immobile and dazed until the start of your next turn. You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

Maintain Swift You gain a +2 power bonus to Intimidate and Diplomacy checks against the target until the end of your next turn.

Making It Up

Unable to find the right set of truths to make your point, you just take a guess.

Daily Utility 12 (Free Action) • Martial

Self

Effect You treat your next Bluff, History or Streetsmarts check before the end of your next turn as if you had rolled a 20.

Everything You Got

Your arguments are so compelling, your opponent is having a difficult time concentrating.

Daily Attack 20 (Move Action) • Martial, Psychic, Consistent

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.

Silver Tongue

You're the one brought in when weapons cannot be used, when even the brandishing of blades is

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 and 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 Attack 11 (Move Action) • 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 Utility 12 (Move Action) • 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 Attack 20 (Move Action) • 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 Attack 11 (Standard Action) • 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 Utility 12 (Swift Action) • Martial

Self

Effect Select a feat you meet the prerequisites for. You gain that feat until your next long rest.

First Blood

Daily Attack 20 (Standard Action) • Martial, Weapon

Near burst 1, all enemies

Attack Strength vs AC

Hit 3dW + Strength modifier damage if the target is below maximum HP.

5dW + Strength modifier damage if the target is at or above maximum HP.

Miss Half damage.

Epic Paths

At level 21, each player character gets an epic path. This path is on top of their main class, which still gives them some powers, and their prestige path (which stops giving them powers after level 20). Like prestige path powers, powers granted by epic paths are in addition to those granted you a character's class and do not count towards total class powers available.

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

Table – Epic Paths and Their Requirements

Name	Description
Agent Retriever	You travel across the planes, locating and acquiring whatever your patrons need.
Master	You are the single greatest expert on the planet on a specific subject.
Most Dangerous	No one who hunts you knows your real name. You're a ghost.
Respected	Every soldier that passes you knows your face and gives you the courtesy you have earned.
Team	It was always, and will always be, about the team.
Ultimate	As the legendary fighter, you have too many laurels to count.

Agent Retriever

Elemental tyrants, the heralds of the gods, the voices between the planets – they all have peculiar needs, and the agents retriever cater to them. You travel across the planes, locating and acquiring whatever your patrons need.

Requirements: You must have retrieved something of value from another plane of existence, and traded it for a fair price.

Immortality

When your adventuring days come to an end, a number of different fates may await you. What follows is one possibility.

Corner of the World's Eye: You fade away from public view, but no one can ever confirm your death. Just when people think old age, misadventure or vengeance must have done you in, someone reports spying you in a bazaar, or finding your calling card in the Celestial Vaults, or seeing you for a moment through a pool in the Astral Plane.

Class Features

Appropriation (Level 21): Each night, you dream of a magic item. After a long rest, choose any magic item of your level or lower. That magic item appears under your bedroll, ready for use. It disappears when you begin your next long rest.

The magic item is not created, it is summoned. The GM may want to identify which creature's possession the magic item was summoned from, and whether there are any hints to your identity when it arrives back in their possession the following day.

Interplanar Contingencies (Level 24): Once per day, when you die, you appear the following round on your initiative count with half your maximum HP and under the slowed condition, in an unoccupied space of your choice at least 6 squares from your dead body. You cannot use any attack powers or recoveries, but you can make basic attacks and you have all the equipment and magic items that were on your person when you died. The equipment and magic items that are actually on your body become shimmering and insubstantial, and cannot be used or picked up.

When you are adjacent to your corpse, you can use a swift action to merge the old and new bodies. You can now use attack powers and recoveries, although you do not recover any powers or recoveries that were already spent. You lose the slowed condition, but otherwise keep the HP and any conditions, persistent damage, etc., of your new body. Choose which square your merged body appears in.

The Economic Flow (Level 30): You are at the center of a vast trade network. If something is for sale anywhere in the planes, for any price, you can purchase it with a snap of your fingers (free action). The object appears in your hand or on your person, if feasible, or otherwise in the nearest unoccupied space(s) that can hold it. The payment price must be on your person (for example, a pouch of gold pieces on your belt) – it disappears at the same time as the purchased object appears.

Powers

Force Sphere

Daily Utility 26 (Counter Action) • Arcane, Force, Zone

Near burst X

Effect Create a sphere of force in a near burst between 1 and 5 squares in radius (your choice). The sphere is impenetrable by any means. The zone persists until the end of your next turn.

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

Master

You are the single greatest expert on the planet on a specific subject. All others bend to your word. Long after you have passed on, your papers and essays will be analyzed for hidden truths previously undiscovered. Your name will be uttered in the same breaths of legends from centuries past. Whatever vocation you have chosen, competitors and publishers will jostle for your contract should you leave your present employment.

Class Features

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

Against the Laws of Physics (24th level): Pick one of your daily utility powers 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 Utility 26 (Free Action) • Martial

Self

Effect Spend any number of recoveries to recover that many times your recovery value, and recover all your used encounter powers. You can spend any number of action points until the end of the encounter.

Special Once you use this power, you cannot recover it except by taking a long rest.

Most Dangerous

No one who hunts you knows your real name. You're a ghost. Enemies and allies don't have just one nickname for you; there are several. Few are aware of all your accomplishments. Most of these victories were erased or never directly connected to you. Others you must deny. Your career might never have existed at all. Missions that you took were probably illegal, extremely difficult, with no room for failure. Your handle or moniker labels you as one of the most wanted individuals on the planet.

Class Features

Second Nature (21st level): You reroll natural 1s and 2s on attack rolls and skill checks, but you must take the second result even if it is another 1 or a 2.

Implausible Speed (24th level): You can use two action points per encounter and if you reach a streak, you gain two action points.

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

Powers

Reputation Earned

Your enemy will soon discover why your name is so feared.

Daily Utility 26 (Free Action) • 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.

Sacrifice 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 Utility 26 (Standard Action) • Martial

Near burst 10, all allies

Effect The target regains one expended daily or encounter power.

The target also gains an action point they must use before the end of their 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 Utility 26 (Free Action) • Martial

Near burst 10, one ally

Effect The target can take one standard action, one move action, and one swift action before the end of your turn.

Ultimate

As the legendary fighter, you have too many laurels to count. In the old age, you would have been given freedom by the Caesar or awarded a lordship and a manor for your deeds. You have the blood of kings. History is written by the winners and you have seldom seen defeat.

Class Features

Why Won't You Die? (21st level): Attacks cannot score critical hits against you (take normal damage).

Glory of the Fight (24th level): If you kill a non-mook enemy, you gain a standard, a move, and a swift action that you must use before the end of your next turn.

Risky Maneuver (30th level): As a free action, you can reduce all your defense values to 1. After you are hit three times by enemy attacks, your defenses return to normal and your next attack roll is an automatic critical hit.

Powers

Lasting Image

You are ok with dying, but if this is your time or not, you will be damned if you will let this opponent get away with what it just did.

Daily Utility 26 (No Action) • 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.

Disciplines

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

See the “Powers” chapter for details on reading and interpreting powers.

Key and Secondary Abilities

Some classes specify that powers selected from class disciplines may use different abilities to those specified. If you gain access to the powers of a

discipline from another source, this rule does not apply.

For example, Arty is an Exemplar (Swashbuckler), which lets him replace a power’s secondary ability with Charisma. He selects the power deadly thrust from Blades in the Dark, which identifies Strength as its secondary ability. He may use Strength or Charisma when using that ability.

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

Table – Disciplines

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

Angel's Trumpet

Key Ability: Charisma

Secondary Ability: Wisdom

You inspire and direct your allies, without getting your hands dirty with any actual fighting yourself.

Identify Target

At-Will Attack 1 (Standard Action) • Focus, Martial

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.

Make Room

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

At-Will Attack 1 (Standard Action) • Martial

Near earshot, one ally

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

Level 21: Use as a move action instead of a standard action.

Sound Advice

"Do that again and try to get it right this time."

At-Will Attack 1 (Reaction Action) • 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 their accuracy.

Encounter Attack 1 (Counter Action) • Martial

Near earshot, the triggering ally

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

Effect The triggering miss becomes a hit.

Targeted Call

Encounter Attack 1 (Standard Action) • Martial

Near burst 10, one ally

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

Break Will

Daily Attack 1 (Standard Action) • Focus, Martial, Psychic

Near burst 3, all enemies

Attack Charisma vs Will

Hit The target is weakened (save ends).



Cleric by Miguel Santos

Geometric Strategy

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

Daily Attack 1 (Reaction Action) • Martial, Booster

Near earshot, the triggering ally

Trigger One ally hits with an attack.

Effect The target's attack deals +2dW damage.

No One Hits The Chief

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

Daily Attack 1 (Move Action) • Martial

Near earshot, two allies

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

Rescuing Angel

Daily Attack 1 (Reaction Action) • Focus, Martial

Near burst 10, one ally

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

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

Hold Fast

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

Encounter Utility 2 (Move Action) • Martial

Near burst 1, two allies or you and one ally

Effect The target gains resistance to all damage equal to your Charisma modifier until the start of your next turn.

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

An Ounce of Prevention

Encounter Utility 2 (Counter Action) • Martial

Near burst 10, one ally

Trigger An ally in range is hit by an attack.

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

Inspire the Troops

"Come on, say a few words ..."

Daily Utility 2 (Standard Action) • Martial

Near burst 5, 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 their next turn, and can trade two move actions for one standard action.

Encouraging Peal

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

Daily Utility 2 (Swift Action) • Martial

Near burst 5, all allies

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

Pride Leader's Stance

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

Daily Utility 2 (Swift Action) • Martial, Stance

Self

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

The Strength Within

Daily Utility 2 (Swift Action) • Martial

Near burst 10, one ally or yourself

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

Call to Action

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

Encounter Attack 3 (Standard Action) • Martial, Weapon

Near burst 10, one enemy

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

Rallying Instruction

Daily Attack 5 (Standard Action) • Martial

Near burst 10, one ally

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

Golden Commander Stance

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

Encounter Utility 6 (Swift Action) • Martial, Stance

Self

Effect Any enemies within 10 that are flanked by any allies (including yourself) count as flanked by all of your allies.

Inherit Toughness

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

Encounter Utility 6 (Swift Action) • Martial, Healing

Near burst 5, all allies and yourself

Effect Each target heals 10 + your Charisma modifier HP.

No One Left Behind

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

Encounter Utility 6 (Move Action) • Healing, Martial

Melee touch, one staggered ally

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

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

When A Plan Comes Together

You congratulate the group for a job well done.

Daily Utility 6 (No Action) • Martial

Self

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

Effect Each ally gains one additional action point.

Milestone Foe

Encounter Attack 7 (Standard Action) • Martial

Near burst 10, one enemy

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

Identify Weak Point

Daily Attack 9 (Standard Action) • Focus, Martial

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).

Line of Resolution

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

Daily Attack 9 (Move Action) • Martial, Weapon

Near wall 10

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

Maintain Move The wall persists until the start of your next turn; 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 Utility 10 (Standard Action) • 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 Utility 10 (Move Action) • Martial

Near burst 3, you and four allies

Effect The target shifts its speed.

Golden General's Victory

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

Daily Utility 10 (Swift Action) • 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.

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 Utility 10 (No Action) • Martial

Self

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

Effect Each ally regains 2 recoveries and 1 daily power.

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

Restraint

Encounter Attack 13 (Standard Action) • Focus, Martial

Near burst 10, one enemy

Attack Charisma vs Will

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

Lead the Group

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

Daily Attack 15 (Swift Action) • Martial, Weapon

Near earshot, all allies

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

To Arms

Daily Attack 15 (Standard Action) • Martial

Near burst 10, three allies

Effect Each ally may immediately choose to perform any one of the following: charge, make a basic melee or ranged attack or spend a recovery to heal their recovery value.

Discipline of the Holy Host

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 Utility 16 (Free Action) • 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 has a range of "Self and one ally within range of discipline of the holy host"

Look Alive!

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

Encounter Utility 16 (Standard Action) • 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 Utility 16 (Free Action) • 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.

Martyr

Encounter Attack 17 (Reaction Action) • Martial

Near burst 10, one ally

Trigger You are hit by an attack

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

Hang Together

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

Daily Utility 16 (Move Action) • 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.

Blitzing Yell

Daily Attack 19 (Standard Action) • Martial

Near burst 5, all enemies

Attack Charisma vs Will

Hit The target is stunned (save ends).

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

Critical Moment

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

Daily Attack 19 (Reaction Action) • Martial

Near earshot, the triggering ally

Trigger An ally hits with an attack

Effect The triggering hit becomes a critical hit.

Pull It Together

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

Encounter Utility 22 (Move Action) • Healing, Martial

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

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

Maintain Swift The effect persists until the start of your next turn. The target must still be in range.

Peal of Hope

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

Daily Utility 22 (Swift Action) • Martial

Near burst 5, all allies

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

On Your Feet

Your inspiring words reach even the fallen.

Daily Utility 22 (Swift Action) • Healing, Martial

Melee touch, one unconscious ally

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

Just Stop ...

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

Daily Utility 22 (Standard Action) • 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, they can spend any number of recoveries as a free action.

Blessed Feast

Victory over each foe invigorate your allies like the courses at a great banquet.

Daily Utility 22 (Swift Action) • Martial, Stance, Healing

Self

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

Take Me

Encounter Attack 23 (Standard Action) • Focus, Martial

Near burst 10, one enemy

Attack Charisma vs Will

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

Miss The target is marked until the end of your next turn.

Encouraging Reaction

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

Daily Attack 25 (Standard Action) • Healing, Martial

Near earshot, you and four allies

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

Full Suite

Daily Attack 25 (Standard Action) • Martial

Near burst 10, one ally

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

Boost Performance

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

Encounter Attack 27 (Move Action) • Martial

Near earshot, four allies

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

Gripped with Fear

Encounter Attack 27 (Standard Action) • Focus, Martial, Fear

Near burst 5, all enemies

Attack Charisma vs Will

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

Battle Symphony

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

Daily Attack 29 (Standard Action) • Martial

Near earshot, four allies

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

Remember Me?

Daily Attack 29 (Reaction Action) • Martial

Near burst 10, one ally

Trigger An ally has just finished an action.

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

Art of War

Key Ability: Strength

Secondary Ability: Dexterity

You are a highly effective fighter who takes advantage of any weakness left by your enemy.

Passing Kill

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

At-Will Attack 1 (Swift Action) • Martial, Weapon

Melee or Ranged weapon, one creature

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

Hit 1 point of damage.

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

Swift Strike

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

At-Will Attack 1 (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one creature

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

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

Heron Defense

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

At-Will Utility 2 (Move Action) • Martial

Self

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

Counter-Surge

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

Daily Utility 2 (Reaction Action) • Martial

Self

Trigger You take damage from a melee or ranged attack.

Effect You gain temporary hit points equal to the damage dealt (to a maximum of your recovery value).

Faster Than The Hammer

You hear your enemy's muscles twitch as they draw back their weapon.

Encounter Attack 3 (Counter Action) • 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 Utility 6 (Free Action) • 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 they realize their folly.

Encounter Attack 7 (Standard Action) • Martial

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Miss Shift to any square adjacent to the target and repeat the attack. Don't repeat if you miss with the second attack.

Idle Hands

Your limbs seemingly act on their own as you concentrate on other matters.

Daily Utility 10 (Free Action) • Martial

Self

Effect You gain an additional standard action on this turn and on your next turn.

Reflex Shot

Your training creates an instinctual reaction if an ally is at risk of being struck down.

Encounter Attack 13 (Counter Action) • Martial, Weapon

Melee or Ranged weapon, the triggering creature

Trigger A creature's attack does damage to an ally that would cause the ally to become staggered.

Effect Make a basic attack against the target. If the attack hits, the triggering creature's attack misses.

All or Nothing

You strike so fast, both attacks are literally too close to distinguish them.

Daily Attack 15 (Free Action) • Martial

Self

Trigger You hit an enemy.

Effect The target takes 2dW extra damage from the triggering attack and is knocked prone.

Swell of Discipline

Your body moves faster than others can blink and without warning, you have either vanished or your enemies around have fallen at your feet.

Daily Utility 16 (Free Action) • Martial

Self

Effect Until the end of your turn, all powers you use have their actions reduced from standard to move, or move to swift.

Special When you complete a streak, you recover the use of this power.

Nerve Cluster

Your attack temporarily paralyzes your opponent.

Encounter Attack 17 (Standard Action) • Martial, Weapon

Melee weapon, one creature marked by you

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is dazed, weakened, and is rattled until the end of your next turn.

Miss Half damage, and the target is dazed until the end of your next turn.

Maintain Standard Repeat the attack against the same target. You cannot maintain if you miss.

An Unwise Action

Enemies train their weapons. You advise your opponents of the wisdom of such a risk, and then show them why.

Daily Attack 19 (Move Action) • Martial, Weapon

Near burst 1, all enemies you can see

Effect The target drops any weapons it is holding, and you make a basic attack against it.

Special You can choose to grab any weapon a target drops and use it for subsequent basic attack/s. You can drop a weapon you pick up as part of this power as a free action.

Strike and Slip Away

After your attack, you move into your target's blind spot.

Encounter Attack 23 (Free Action) • Martial, Weapon

Self

Trigger You hit an enemy.

Effect The target takes 2dW extra damage from the triggering attack, and it cannot attack you until the start of your next turn unless that attack includes at least one other creature.

Attack Deflection

You maneuver in such a way to direct the attack to an enemy nearby.

Daily Attack 25 (Counter Action) • Martial, Weapon

Near burst 1, one creature

Trigger You are hit by an attack.

Effect The attack hits the target instead of you. If the target is not in range or in line of sight of the attack, shunt the target to the nearest square to place it in range and in line of sight. Then shift your speed and make a basic attack.

Special If the target is reduced to 0 HP or below by this power, you recover the use of this power.

Delayed Death Touch

With a twist in the right position, your attack carries a powerful energy that shatters your opponent's bones and ruptures their organs.

Daily Attack 29 (Free Action) • Martial

Self

Trigger You score a critical hit.

Effect The target makes a saving throw at the end of each turn. The first time the saving throw fails, the target takes 7d10 points of damage.

Blades in the Dark

Key Ability: Dexterity

Secondary Ability: Strength

Your attacks are tricky and punishing, taking advantage of any signs of weakness.

Note: Many of these powers use momentum. Other than these powers, the main way to gain momentum are the features of the Exemplar class. Powers that involve momentum may be of limited use to non-Exemplars.

If you do gain momentum from a power, the same rule for losing momentum applies as for the Exemplar: you lose it if you are hit by any attack.

Deadly Thrust

At-Will Attack 1 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier. If the target is staggered, also add your Strength modifier to the damage.

Level 21: 2dW + Dexterity modifier damage.

Evasive Strike

At-Will Attack 1 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage and you shift 1.

Level 21: 2dW + Dexterity modifier damage.

Flying Blade

At-Will Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier and you gain momentum.

Level 21: 2dW + Dexterity modifier damage.

Sure Cut

Encounter Attack 1 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier.

Miss If you have momentum, you lose momentum but the target takes damage equal to your Triumphant Strike value.

Retort

Daily Attack 1 (Reaction Action) • Martial, Weapon

Melee weapon, one target

Trigger You lose momentum

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier.

Effect Make a secondary attack against the same target.

Secondary Attack: Dexterity vs AC; 1dW + Dexterity modifier damage or 2dW + Dexterity modifier damage if you gained momentum this turn.

<p>Pocket of Sand</p> <p>Encounter Utility 2 (Standard Action) • Martial</p> <p>Melee touch, one target</p> <p>Attack Dexterity vs Reflex</p> <p>Hit The target is blinded until the end of your next turn.</p> <p>Special If you have momentum and an enemy targets you with an attack, you can lose momentum to use this as a reaction against that enemy.</p>	<p>Kip-Up</p> <p>At-Will Utility 10 (Swift Action) • Martial</p> <p>Self</p> <p>Effect You stand up from prone.</p>
<p>Roll With It</p> <p>Daily Utility 2 (Counter Action) • Martial</p> <p>Self</p> <p>Trigger You are hit by an attack while you have momentum.</p> <p>Effect You take half damage from the attack and do not lose momentum.</p>	<p>Deflection</p> <p>Encounter Utility 10 (Reaction Action) • Martial, Weapon</p> <p>Self</p> <p>Trigger You are missed by a Melee or Ranged attack while you have momentum.</p> <p>Effect Choose an enemy in range of the missed attack. The attacker makes the attack that missed you again, but this time against that target.</p>
<p>Tumbling Strike</p> <p>Encounter Attack 3 (Standard Action) • Martial, Weapon</p> <p>Melee weapon, one target</p> <p>Attack Dexterity vs AC</p> <p>Hit $2dW + \text{Dexterity modifier}$ damage.</p> <p>Effect Until the start of your next turn, if an attack misses you you can shift 1 as a reaction.</p>	<p>Slick Feint</p> <p>Encounter Attack 13 (Standard Action) • Martial, Weapon</p> <p>Melee weapon, one target</p> <p>Attack Dexterity vs AC</p> <p>Hit The target is dazed until the end of your next turn.</p> <p>Effect Make a secondary attack against a different target.</p> <p>Secondary Attack: Dexterity vs AC; $2dW + \text{Dexterity modifier}$ damage.</p>
<p>Attack from the Blue</p> <p>Daily Attack 5 (Standard Action) • Martial, Weapon</p> <p>Melee weapon, one target</p> <p>Attack Dexterity vs AC</p> <p>Hit $2dW + \text{Dexterity modifier}$ damage.</p> <p>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.</p>	<p>Thief's Strike</p> <p>Encounter Utility 16 (Reaction Action) • Martial</p> <p>Self</p> <p>Trigger You hit a target within reach.</p> <p>Effect You can make a Sleight of Hand check against that enemy, for example to plant something on them or to pick their pocket.</p>
<p>Double Down</p> <p>Encounter Utility 6 (Counter Action) • Martial</p> <p>Trigger You miss with an attack roll or fail on a skill check.</p> <p>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.</p>	<p>Assassin's Gambit</p> <p>Encounter Attack 17 (Standard Action) • Martial, Weapon</p> <p>Melee weapon, one target</p> <p>Attack Dexterity vs AC</p> <p>Hit $3dW + \text{Dexterity}$ damage. If the target is reduced to 0 HP or below, you can shift 2 and make a secondary attack.</p> <p>Secondary Attack: Dexterity vs AC; $3dW + \text{Dexterity}$ damage.</p>
<p>Sloppy Strike</p> <p>Encounter Attack 7 (Standard Action) • Martial, Weapon</p> <p>Melee weapon, one target</p> <p>Attack Dexterity vs AC</p> <p>Hit $1dW + \text{Dexterity modifier}$ damage. The next time the target attacks you, you can make a secondary attack against them as an immediate (counter) action. If they do not attack you before the start of your next turn, the effect ends.</p> <p>Secondary Attack: Dexterity vs AC; $2dW + \text{Dexterity modifier}$ damage and the target is slowed until the end of your next turn.</p> <p>Boost Level 17 If your secondary attack hits, the triggering attack automatically misses.</p>	<p>Spiky Bastard</p> <p>Daily Attack 19 (Reaction Action) • Martial, Weapon</p> <p>Melee weapon, one target</p> <p>Trigger An enemy misses you with an attack.</p> <p>Attack Dexterity vs AC</p> <p>Hit $3dW + \text{Dexterity}$ damage.</p> <p>Effect Until the end of your next turn, while you maintain this power, each time an enemy misses you with an attack you can make a basic melee attack against them as a reaction.</p> <p>Maintain Swift The effect persists until the end of your next turn.</p>
<p>Bleeding Strike</p> <p>Daily Attack 9 (Standard Action) • Martial, Weapon</p> <p>Melee weapon, one target</p> <p>Attack Dexterity vs AC</p> <p>Hit $2dW + \text{Dexterity modifier}$ damage and the target takes persistent 5 damage and is slowed (save ends both).</p> <p>Miss Half damage (no persistent damage).</p>	<p>I'll Take It</p> <p>Daily Utility 22 (Counter Action) • Martial</p> <p>Self</p> <p>Trigger You roll a natural 18 or 19 on an attack.</p> <p>Effect The attack counts as a critical hit.</p>
	<p>True Targeting</p> <p>Daily Utility 22 (Swift Action) • Martial</p> <p>Self</p> <p>Effect Until the end of the encounter, you ignore all cover and concealment penalties, and can see invisible creatures and things.</p>

Death's Twin

Encounter Attack 23 (Standard Action) • Martial, Weapon

Melee weapon, one target

Effect You hit automatically and do 3dW + Dexterity modifier damage.

Twirling Towards Freedom

Encounter Attack 27 (Standard Action) • Martial, Weapon

Near burst 2, all enemies

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Effect Until the start of your next turn, you can take an immediate (counter) action to shift 2 at any point during the turn of each enemy you targeted.

End of the Beginning

Daily Attack 29 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 7dW + Dexterity modifier damage.

Miss Half damage.

Effect Until the end of the encounter, you can score a critical hit on a 19 as well as on a 20.

Born to Run

Key Ability: Dexterity

Secondary Ability: Constitution

You are a master of agile, fast and unconventional movement.

Kinesics

You study an enemy's movements and countermove to best avoid them.

At-Will Attack 1 (Move Action) • Martial

Near burst 10, one creature you can see

Attack Dexterity +2 vs Reflex

Hit Until the end of your next turn, you can pass through the target's square, and the target cannot make opportunity attacks against you. If you end your movement 3 or more squares from your starting point, you gain a +2 power bonus to AC and Reflex defense against the target.

Effect Move up to your speed -2.

Slippery Bastard

You employ all the tools your body gave you in order to evade enemy attacks.

Encounter Attack 1 (Move Action) • Martial, Consistent

Near burst 10, two creatures you can see

Attack Dexterity +2 vs Reflex

Hit The target cannot attack you until the start of your next turn. You can pass through the target's square.

Effect Shift your speed and ignore difficult terrain.

Single Bound

You clear the heads of your opponents in a single jump, getting their attention, but not their attacks.

Daily Attack 1 (Move Action) • Martial

Self

Effect Shift a number of squares equal to your Dexterity modifier.

You can pass through enemy occupied squares.

All enemies in squares you pass through and adjacent to squares you pass through cannot attack you until the start of your next turn unless the attack targets at least one other creature.

Brilliant Display

You prepare for an amazing feat of athleticism.

At-Will Utility 2 (Standard Action) • Martial

Self

Effect Gain a +2 power bonus to your next Acrobatics or Athletics check.

Flip Dodge

You throw your legs and toss yourself in the air, avoiding an enemy's attack. The level of flamboyance is up to you.

Encounter Utility 2 (Counter Action) • Martial

Self

Trigger You are hit by an attack.

Effect You gain a +2 power bonus to AC and Reflex defense against the attack. If this causes the attack to miss, shift 1 square. If it still hits, you recover the use of this power.

Head Down

You keep your profile low and move defensively.

Encounter Utility 2 (Move Action) • Martial

Self

Effect Shift your speed. You gain a +4 power bonus to AC and Reflex defense until the start of your next turn.

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 Attack 5 (Swift Action) • Martial, Teleportation

Near burst 10, one creature you can see

Effect Until the end of your next turn, the target can only hit you with a natural 20. You teleport up to 8 squares. You must have line of sight and line of effect to the destination square.

Maintain Move The effect persists until the end of your next turn. You can only maintain once.

Only Way Out Is Through

The only way to escape is through the enemy line. You analyze the position of every opponent and plan a dash to avoid them.

Encounter Utility 6 (Free Action) • Martial

Self

Effect Until the end of this turn, all your movement is considered a shift. You can pass through enemy occupied squares.

Step Aside

You don't freak out. As the creature lunges forwards, you take an almost casual sidestep.

Encounter Utility 6 (Counter Action) • Martial

Near burst 1, the triggering creature

Trigger A creature enters an adjacent square as part of an attack against you.

Effect Shift a number of squares equal to 1+ your Dexterity modifier and the target grants you combat advantage until the end of your next turn.

Somatic Reflex Arc

Weeks practicing in front of a mirror have finally paid off.

Daily Utility 6 (Free Action) • Martial, Weapon

Self

Trigger You start your first turn of the encounter.

Effect You gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls until the end of your first turn or until you hit, whichever comes last.

Mad Dash

Papers fly off shelves and bystanders are blown down as you race past them all.

Encounter Utility 10 (Swift Action) • Martial

Self

Effect Double your speed until the end of your next turn.

Abnormally Fast

You know there's danger and jump into action.

Daily Utility 10 (No Action) • Martial

Self

Trigger You roll initiative.

Effect Gain a standard action or two move actions and take them immediately.

Instant Recovery

You stumble but your instincts take over and you recover to prevent something catastrophic.

Daily Utility 10 (No Action) • Martial

Self

Trigger You make an Athletics or Acrobatics check and dislike the result.

Effect Either add +20 to the roll or gain a move action.

Focus Everything

Eyes on the target. Think of nothing else.

At-Will Utility 16 (Move Action) • Martial

Self

Effect Gain a +3 power bonus to your next Acrobatics or Athletics check.

Loose Joints

You wriggle your way free and do so without knives, broken bones, or untying any knots.

Daily Utility 16 (Free Action) • Martial

Self

Effect Gain a +10 power bonus to escape from restraints or grapple. If escaping a grapple, you cannot be grappled by the same creature until after the end of your next turn.

Special If you don't escape, you recover the use of this power, though it cannot be used again this round.

Where They Don't Expect You

You feint and slip under your opponent's arm to position yourself behind them.

Daily Utility 16 (Counter Action) • Martial

Near burst 5, the triggering enemy

Trigger One enemy in range hits you with a Melee or Ranged attack.

Effect Take no damage. Shift to any unoccupied square within 2 squares of the target. The target grants you combat advantage until the end of your next turn.

I Can Hear Bells Ringing

A blast occurs nearby. You narrowly escape its effects.

Encounter Utility 22 (Counter Action) • Martial

Self

Trigger You are targeted by an area effect.

Effect Shift to the nearest unoccupied square outside the area. Gain a +5 power bonus to AC and Reflex defense until the end of your next turn.

Moment of Truth

You slide like water with the speed of a cheetah, effortlessly avoiding any attack, never losing an inch of momentum in your run.

Daily Utility 22 (Free Action) • Martial

Self

Effect Until the end of your next turn, you gain a +10 power bonus to all Athletics checks to jump, all your movement is treated as a shift, you ignore difficult terrain, your speed is not reduced by crawling or squeezing, you can stand up from prone as part of a move action, you automatically succeed on Acrobatics checks to balance, and you can pass through enemy occupied squares.

Special If you reach a streak, you recover the use of this power.

Cantrips

You have mastered minor magics.

Note: The Cantrips “discipline” is a collection of powers that can be selected by characters with the Cantrips feat. As such, it does not have a key or secondary ability.

Chill Spirit

At-Will Utility Feature (Standard Action) • Arcane, Cold

Self

Effect Use this power to accomplish one of the effects given below, or an equivalent with the GM's approval. Continuing effects persist until the end of your next turn.

- Extinguish a flame no larger than one square or cool up to one square of a hot surface so that it can be safely touched.
- Freeze a gallon of water (other liquids may be affected at different volumes, at the GM's discretion). This effect can be maintained on successive turns to affect larger bodies of water: it requires two turns to freeze one full square, and each subsequent turn increases the size of the affected area by burst 1.
- Create an ice cube in your hand (size dependent on ambient moisture), or give an enemy an uncomfortable and distracting freezer burn if used in combat.
- Chill food to a desired temperature.

Maintain Swift The effect persists until the end of your next turn. After you stop maintaining this power, things warm and ice melts out over time according to ambient conditions.

Fiery Spirit

At-Will Utility Feature (Standard Action) • Arcane, Fire

Self

Effect Use this power to accomplish one of the effects given below, or an equivalent with the GM's approval. Continuing effects persist until the end of your next turn.

- You can cajole, bully and bribe fire as if it were a person.
 - You can heat things by concentrating on them.
 - You can start a fire by clicking your fingers.
 - You can burn small objects to provide yourself with sustenance.
 - Light something easily flammable, such as gasoline, paper, or gunpowder.
 - Boil a gallon of water (other liquids may be affected at different volumes, at the GM's discretion). This effect can be maintained on successive turns to affect larger bodies of water: it requires two turns to boil one full square, and each subsequent turn increases the size of the affected area by burst 1.
 - Create a flame in your hand. It can produce uncomfortable and distracting burns if used in combat but does not inflict any damage.
 - Cook food to a desired temperature.
- Maintain Swift** The effect persists until the end of your next turn. After you stop maintaining this power, heat dissipates and fires burn out over time according to ambient conditions.

Friendly Zephyr

At-Will Utility Feature (Standard Action) • Arcane, Air

Ranged 20

Effect You may do to one target in the area one of the following:

- Shunt a Tiny object 10 squares, a Small object 5 squares, a Medium object 2 squares or a Large object 1.
- Hear what a creature says this round as if you were standing right beside them.
- Moisten a creature, giving it resistance to fire 5 until the end of your next turn.

Maintain Swift Repeat the effect.

Ghost Sound

At-Will Utility Feature (Standard Action) • Illusion

Ranged 10, one object or empty square

Effect Create a sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound when spending the standard action to create it. You must use another standard action to change the sound's basic character. You can produce as much noise as a person. The noise can be virtually any type of sound within the volume limit. The noise persists until the end of your next turn.

Maintain Swift The effect persists until the end of your next turn.

Create Item

Encounter Utility Feature (Standard Action) • Arcane, Conjunction

Self

Effect Create an item that costs 5 gp or less. It disappears after 24 hours.

Glowing Moss

Encounter Utility Feature (Swift Action) • Arcane, Zone

Special

Effect You and any zones you have created emit bright light in a burst X where X is your Intelligence modifier.

Telepathy

Encounter Utility Feature (Swift Action) • Arcane

Self

Effect You have telepathy 10 until the end of your next turn.

Buoyancy

Daily Utility Feature (Standard Action) • Arcane

Melee touch, one creature

Effect Target ignores encumbrance until your next long rest.

Double Dimension

Daily Utility Feature (Standard Action) • Arcane

Melee touch, one item

Effect You make an item two times longer, two times wider and two times deeper on the inside than it is on the outside, until your next long rest. At that point, if the contents of the item are too large to be contained by it, all the contents are emptied out of the item just beside it.

Sheltering Lamp

Daily Utility Feature (Counter Action) • Arcane, Transmutation

Self

Requirements You are hit by an attack, or as a standard action at any time.

Effect Spend a recovery. You take the form of a lamp, bottle or other small container. In this form you have your defenses, but cannot take any actions other than a swift action to end this power. The bottle has HP equal to your recovery value - minus whatever damage is done by the triggering attack, if any. If the bottle is destroyed, you take any excess damage yourself and appear in the space the bottle occupied.

Special You can take a long rest while in lamp form.

Stow

Daily Utility Feature (Swift Action) • Arcane

Melee touch, one item of your size or smaller

Effect An item you are holding disappears. It reappears in your hands the next time that you take a long rest. If you are reduced to 0 HP or below, it appears immediately in an unoccupied square adjacent to you. The item does not weigh anything while stowed.

Cup of Brimstone

Key Ability: Charisma

Secondary Ability: Constitution

You call on demonic forces for your attacks, and summon fiends to fight for you.

Summoning by Joyce Maureira

Burn It Off

At-Will Attack 1 (Standard Action) • Focus, Arcane, Fire

Ranged 10, one enemy

Attack Charisma vs Fortitude

Hit 1d8 + Charisma modifier fire damage.

Effect You suffer a cumulative -1 penalty on attack rolls using this power for every previous time you have used it this encounter.

Special You can use this power as a basic ranged attack.

Stab in the Soul

At-Will Attack 1 (Standard Action) • Focus, Arcane, Necrotic

Ranged 10, one enemy

Attack Charisma vs Fortitude

Hit 1d12 + Charisma modifier necrotic damage.

Miss You take 1d6 damage.

Special You can use this power as a basic ranged attack.



<p>Death Mark</p> <p>Encounter Attack 1 (Standard Action) • Focus, Arcane Ranged 10, one enemy Attack Charisma vs Fortitude Hit 1d8 + Charisma modifier necrotic damage and the target gains vulnerability to all 5 until the end of your next turn.</p>	<p>Mocking Curse</p> <p>Encounter Attack 7 (Reaction Action) • 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 until the end of your next turn.</p>
<p>Redoubled Misery</p> <p>Encounter Attack 1 (Reaction Action) • Focus, Arcane Ranged 10, one enemy Trigger The target fails a saving throw Attack Charisma vs Fortitude Hit 2d6 + Charisma modifier damage and they suffer a -2 penalty on saving throws until the end of your next turn.</p>	<p>Lesser Binding</p> <p>Daily Attack 9 (Standard Action) • Focus, Arcane, Summons Ranged 1, unoccupied square Effect You summon a Large vulture demon, Medium hungry maw or Large hezrou until the end of the encounter.</p>
<p>Least Binding</p> <p>Daily Attack 1 (Standard Action) • Focus, Arcane, Summons Ranged 1, unoccupied square Effect You summon a Small demon toad or Small hopping imp until the end of the encounter.</p>	<p>Flaming Teleport</p> <p>Encounter Utility 10 (Swift Action) • Arcane, Teleportation Self Effect Teleport to an unoccupied space adjacent to a creature that is taking persistent fire damage.</p>
<p>Perverse Blessing</p> <p>Daily Utility 2 (Swift Action) • Arcane, Stance Self Effect You gain a +2 power bonus to defenses. If you are hit by an attack, you lose this bonus and instead get a -1 penalty to defenses. Until you leave this stance, you keep switching between bonus and penalty each time you are hit.</p>	<p>Demonic Explosion</p> <p>Encounter Attack 13 (Reaction Action) • Focus, Arcane, Fire Far burst 1 within special range, all creatures Trigger One of your summoned monsters is reduced to 0 HP or below. Attack Charisma vs Fortitude Hit 1d10 + Charisma modifier fire damage. Special The burst is centered on the triggering monster.</p>
<p>Curse of the Odd</p> <p>Encounter Attack 3 (Standard Action) • 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.</p>	<p>Sadistic Shot</p> <p>Encounter Attack 13 (Standard Action) • Focus, Arcane, Fire Ranged 10, one enemy Attack Charisma vs Fortitude Hit 2d8 + Charisma modifier damage, and you may spend a recovery to heal your recovery value in HP.</p>
<p>Everburn</p> <p>Encounter Attack 3 (Standard Action) • Focus, Arcane, Fire Ranged 10, one enemy Attack Charisma vs Fortitude Hit Persistent 5 fire damage and vulnerability to fire (save ends).</p>	<p>Prestige Binding</p> <p>Daily Attack 15 (Standard Action) • Focus, Arcane, Summons Ranged 1, unoccupied square Effect You summon a Large big burner until the end of the encounter.</p>
<p>Minor Binding</p> <p>Daily Attack 5 (Standard Action) • Focus, Arcane, Summons Ranged 1, unoccupied square Effect You summon a Medium burner demon or Medium hellhound until the end of the encounter. If you summon the hellhound, choose one enemy within 10 squares to become the hellhound's quarry.</p>	<p>Follow the Blood</p> <p>Encounter Utility 16 (Swift Action) • Arcane, Teleportation Ranged 10, one staggered creature Effect Teleport to an unoccupied space adjacent to the target.</p>
<p>Dance in Fire</p> <p>Daily Utility 6 (Swift Action) • Arcane, Fire, Stance Self Effect When an enemy enters a square adjacent to you, it takes damage equal to your Intelligence modifier.</p>	<p>Abyssal Bargain</p> <p>Daily Utility 16 (Standard Action) • Arcane, Healing Melee touch, one ally on 0 HP or below Effect The ally heals to maximum HP. You and the ally both have zero recoveries until the next long rest.</p>
	<p>Keep Burning Please</p> <p>Encounter Attack 17 (Reaction Action) • Arcane, Fire Ranged 10, one enemy Trigger The target makes a successful saving throw against persistent fire damage. Attack Charisma vs Fortitude Hit 2d8 + Charisma modifier fire damage and persistent fire damage 10 (save ends).</p>

Rabble Babble

Encounter Attack 17 (Standard Action) • Focus, Arcane, Psychic
Far burst 1 within range 10, all enemies
Attack Charisma vs Fortitude
Hit The target is dazed until the end of your next turn.
Aftereffect: The target takes damage equal to your Charisma modifier.

Advanced Binding

Daily Attack 19 (Standard Action) • Focus, Arcane, Summons
Ranged 1, unoccupied square
Effect You summon a Medium frenzy demon, Large boar demon or Huge pincer demon until the end of the encounter.

Golden Claw

Daily Utility 22 (Swift Action) • Arcane, Conjunction, Fire Self
Effect You conjure a Medium golden claw in your space. The claw carries you, giving you a fly speed of 12 (hover, maximum altitude 2). If you are subject to an opportunity attack, make the following secondary attack against the attacker.
Secondary Attack: Charisma vs Fortitude; 3d6 + Charisma modifier fire damage. Then this power ends.

Carrion Screech

Encounter Attack 23 (Standard Action) • 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 (save ends).

Greater Binding

Daily Attack 25 (Standard Action) • Focus, Arcane, Summons
Ranged 1, unoccupied square
Effect You summon a Large laughing demon until the end of the encounter.

Killing Doubt

Encounter Attack 27 (Standard Action) • Focus, Arcane, Psychic
Ranged 10, one enemy
Attack Charisma vs Fortitude
Hit 4d10 + Intelligence modifier psychic damage. The target's next standard action must be a basic attack.

Ultimate Binding

Daily Attack 29 (Standard Action) • Focus, Arcane, Summons
Ranged 1, unoccupied square
Effect You summon a Large balor or Large marilith until the end of the encounter.

Cup of Brimstone Summons

Summons are described according to the monster rules. See the *Game Master's Guide* for rules on reading monster stat blocks.

Demon Toad

Level 1 Summoned Creature

Small Outsider Monstrosity • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 4, see also *leap*

Defenses: your defenses

HP: your recovery value; can use your recoveries

Resist: poison 5

‡ **Bite** (standard, at-will) • **Poison**

Your level +4 vs AC; 1d8 + Charisma modifier poison damage.

¤ **Foul Belch** (reaction, at-will) • **Poison**

When the toad takes damage: Near burst 1; your level +2 vs Fortitude; 1d8 + Charisma modifier poison damage, and the target is dazed (save ends).

Leap (move, at-will)

The demon toad jumps 4 squares, without provoking opportunity attacks.

Instinct

At the end of your turn, if the demon toad has not received a command that turn, it attacks or charges the nearest dazed creature, otherwise the nearest creature.

Hopping Imp

Level 1 Summoned Creature

Small Outsider Humanoid • Demon (Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 6, fly 2

Defenses: your defenses

HP: your recovery value; can use your recoveries

Resist: fire 5

Curse (Psychic) aura 1: Each time a creature in the aura misses on an attack, it takes 1d8 + your Charisma modifier psychic damage.

‡ **Festering Claws** (standard, at-will) • **Poison**

Your level +6 vs AC; the target takes 5 persistent poison damage (save ends).

¤ **Blight Jet** (standard, at-will) • **Poison**

Near arc 2; your level +4 vs Fortitude; 1d8 + Charisma modifier poison damage, and the target is slowed (save ends).

Instinct

At the end of your turn, if the hopping imp has not received a command that turn, it attacks or charges the nearest slowed creature, otherwise the nearest creature.

Burner Demon

Level 5 Summoned Creature

Medium Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: fly 4 (hover, max altitude 2)

Defenses: your defenses

HP: your staggered value; can use your recoveries

Resist: fire 10, **Vulnerable:** cold 10

‡ Flickers of Flame (standard, at-will) • Fire

Your level +4 vs Reflex; 1d6 + Charisma modifier fire damage. *Miss:* A random creature adjacent to the burner demon takes 1d6 + Charisma modifier fire damage.

* Quick Flicking Fire (standard, at-will) • Fire

Far burst 1 within 5; your level +4 vs Reflex (one random target in range); 1d6 + Charisma modifier fire damage.

Instinct

At the end of your turn, if the burner demon has not received a command that turn, it makes a *quick flicking fire* attack against the nearest square occupied by a creature.

Hellhound

Level 5 Summoned Creature

Medium Outsider Beast • Demon (Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 8

Defenses: your defenses

HP: your staggered value; can use your recoveries

Resist: fire 10, **Vulnerable:** cold 10

‡ Savage Bite (standard, at-will) • Fire

Your level +4 vs AC; 2d6 + Charisma modifier fire damage. *Miss:* Make a *fiery breath* attack as a free action, if available.

¤ Fiery Breath (standard, encounter) • Fire

Near arc 2; your level +4 vs Reflex; 1d6 + Charisma modifier fire damage, and the target takes persistent 5 fire damage (save ends).

Instinct

At the end of your turn, if the hellhound has not received a command that turn, it charges its quarry if within charging distance, otherwise it runs towards the quarry.

Hezrou

Level 9 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 8, see also *leap*

Defenses: your defenses

HP: your staggered value; can use your recoveries

Demonic Stench aura 1: Creatures in the aura cannot heal.

‡ Meaty, Clawed Hands (standard, at-will)

Your level +6 vs AC; 1d8 + Charisma modifier damage, and the target is grappled.

† Constrict (standard, at-will)

A creature the hezrou has grappled takes 2d8 + Charisma modifier damage.

Leap (move, at-will)

The hezrou jumps 4 squares, without provoking opportunity attacks.

Instinct

At the end of your turn, if the hezrou has not received a command that turn, it constricts if it is grappling a creature. Otherwise it attacks or charges the nearest creature.

Hungry Maw

Level 9 Summoned Creature

Medium Outsider Monstrosity • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 6

Defenses: your defenses

HP: your staggered value; can use your recoveries

Chomp and Chew aura 1: A creature that enters or begins its turn in the aura takes 10 persistent damage (save ends).

‡ Big Chomp (standard, at-will)

Your level +4 vs AC; 2d6 + Charisma modifier damage.

Instinct

At the end of your turn, if the hungry maw has not received a command that turn, it attacks a random creature within reach or moves towards the nearest creature if none are within reach.

Vulture Demon

Level 9 Summoned Creature

Large Outsider Monstrosity • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 6, fly 8

Defenses: your defenses

HP: your staggered value; can use your recoveries

‡ Filth Covered Claws (standard, at-will) • Poison

Your level +6 vs AC; 1d8 + Charisma modifier damage, and the target takes 5 persistent poison damage (save ends).

✧ Demonic Screech (standard, encounter) • Psychic

Near arc 3; your level +2 vs Will; 1d8 + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Instinct

At the end of your turn, if the vulture demon has not received a command that turn, it uses *demonic screech* even if it has already used it this encounter, positioned to include as many targets as possible.

Big Burner

Level 15 Summoned Creature

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: fly 8 (hover, max altitude 3)

Defenses: your defenses

HP: your staggered value; can use your recoveries

Resist: fire 15, **Vulnerable:** cold 15

‡ Flickers of Flame (standard, at-will) • Fire

Reach 2; your level +4 vs Reflex; 3d6 + Charisma modifier fire damage. *Miss:* A random creature adjacent to the big burner takes 2d6 + Charisma modifier fire damage.

* Quick Flicking Fire (standard, at-will) • Fire

Far burst 1 within 5; your level +4 vs Reflex (one random target in range); 2d6 + Charisma modifier fire damage.

Instinct

At the end of your turn, if the big burner has not received a command that turn, it makes a *quick flicking fire* attack against the nearest square occupied by a creature.

Boar Demon (Nalfeshnee)

Level 19 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 5, fly 8

Defenses: your defenses

HP: your staggered value; can use your recoveries

‡ Musky Claw (standard, at-will)

Your level +4 vs AC; 1d10 + Charisma modifier damage.

✧ Accursed Blast (standard, encounter) • Necrotic, Lightning

Near arc 2; your level +4 vs Reflex; 1d8 + Charisma modifier necrotic and lightning damage, and the target is weakened until the end of your next turn.

Horror Nimbus (reaction, encounter) • Fear

When the boar demon is reduced to 0 HP or below:

Near burst 2; your level +4 vs Reflex; the target is pushed 2 and dazed (save ends); *Effect:* The boar demon is destroyed.

Instinct

At the end of your turn, if the boar demon has not received a command that turn, it falls to 0 HP and triggers *horror nimbus*.

Frenzy Demon

Level 19 Summoned Creature

Medium Outsider Humanoid • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 8

Defenses: your defenses

HP: your staggered value; can use your recoveries

Aura of Frustration aura 3: Each time a creature within the aura misses on an attack roll, the frenzy demon gets a +2 power bonus to its next attack roll.

‡ Claw (standard, at-will)

Your level +2 vs AC; 1d12 + Charisma modifier damage.

† Raking Claws (standard, at-will)

Your level +2 vs AC; 2d12 + Charisma modifier damage.

Instinct

At the end of your turn, if the frenzy demon has not received a command that turn, it moves towards the nearest creature and uses *raking claws*.

Pincer Demon (Glabrezu)

Level 19 Summoned Creature

Huge Outsider Humanoid • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 6

Defenses: your defenses

HP: your staggered value; can use your recoveries

‡ **Pincer** (standard, at-will)

Your level +6 vs AC; 2d8 + Charisma modifier damage.

* **Chaos Hammer** (standard, at-will) • **Force**

Far burst 1 within 5; your level +4 vs Fortitude; 1d10 + Charisma modifier force damage, and the target falls prone.

Instinct

At the end of your turn, if the pincer demon has not received a command that turn, it uses *chaos hammer* centered on you, if possible. Otherwise, it moves towards the nearest creature and uses *pincer*.

Laughing Demon

Level 25 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 8

Defenses: your defenses

HP: your staggered value; can use your recoveries

Aura of Mockery aura 3: A creature within the aura that fails a saving throw takes 15 damage.

‡ **Tooth and Claw** (standard, at-will)

Your level +6 vs AC; 2d8 + Charisma modifier damage, and a creature adjacent to the target takes 1d8 + Charisma modifier damage.

† **Tooth and Claw and Stomp** (standard, at-will)

The laughing demon makes two *tooth and claw* attacks.

Instinct

At the end of your turn, if the laughing demon has not received a command that turn, it teleports to an unoccupied square adjacent to a random creature within 20, and uses *tooth and claw and stomp*.

Balor

Level 29 Summoned Creature

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: darkvision, trueseeing

Languages: Common, Abyssal

Speed: 6, fly 12

Defenses: your defenses +2

HP: your staggered value; can use your recoveries

Resist: fire 15, necrotic 15, **Vulnerable:** cold 15

Aura of Flame (Fire) aura 2: A creature that enters or begins its turn in the aura takes 20 fire damage.

‡ **Longsword** (standard, at-will) • **Fire, Necrotic, Weapon**

Reach 2; your level +6 vs AC; 2d12 + Charisma modifier fire and necrotic damage.

† **Flame Whip** (swift, at-will) • **Fire**

Reach 3; your level +4 vs Reflex; the target is knocked prone and pulled 3.

Lifedrinker (free, 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 (reaction, encounter) • **Radiant**

The balor is reduced to 0 HP or below: Near burst 5; 2d12 + your Charisma modifier radiant damage, and the balor is destroyed.

Instinct

At the end of your turn, if the balor has not received a command that turn, it moves so the nearest creature is in range of its *flame whip*, then uses the *flame whip* and *longsword*.

Marilith

Level 29 Summoned Creature

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: darkvision

Languages: Common, Abyssal

Speed: 8

Defenses: your defenses +2

HP: your staggered value; can use your recoveries

Wall of Steel aura 2: A creature that leaves the aura takes 15 damage.

‡ Sword (standard, at-will) • Weapon

Reach 2; your level +6 vs AC; 2d8 + Charisma modifier damage.

† Three Whirling Swords (standard, at-will) • Weapon

The marilith makes up to three sword attacks, each against a different target. The marilith may shift 1 after each attack.

Terrible Swift Swords (free, encounter)

For the rest of this turn, all attacks the marilith makes score a critical hit on a natural 15–20.

Beguiling Gaze (standard, at-will) • Psychic, Charm

Ranged 10; your level +4 vs Will; the target is pulled 6 squares.

Instinct

At the end of your turn, if the marilith has not received a command that turn, it uses *three whirling swords* against an adjacent target. If there is no such target, it uses *beguiling gaze*.

Deep, Dark, Truthful Mirror

Key Ability: Constitution

Secondary Ability: Charisma

You're able to modify your body in ways not reflective of any animal. This includes the manipulation of your bone structure, your muscles, even altering your size and the position of your limbs.

Brief Mimicry

You change your shape to look like another, throwing off those who see you.

At-Will Attack 1 (Move Action) • Arcane, Transmutation

Self

Effect You take the form of a particular creature. Allies of that creature must make a saving throw each time they target you with an attack. If the save fails, they must target the attack so it does not affect you, or the attack fails. Lasts until the end of your next turn.

Clay

It's like you're made out of plastic, rubber, or some other kind of other flexible material.

At-Will Utility 2 (Move Action) • Arcane, Transmutation

Self

Effect You gain reach 1 until the start of your next turn.

Squeeeeze

Your muscles can extend; your bones can slip from their sockets. You find yourself moving through places even a rodent would find difficult.

At-Will Utility 2 (Move Action) • Arcane, Transmutation

Self

Effect Until the start of your next turn, you can squeeze without a reduction in speed. You suffer no penalties to attack, and do not grant combat advantage while squeezing. You are treated as a Small creature for purposes of squeezing into Tiny spaces.

Bone Blade

From beneath your skin, you extend a sharpened piece of bone which you can immediately employ as a weapon.

Encounter Utility 2 (Standard Action) • Arcane, Transmutation, Focus

Self

Effect You create a weapon of your choice. It can remain attached to your body or be detached so it can be thrown. The weapon is an enchanted weapon of the same bonus as the focus used for this power (if any).

Behemoth

You are able to change your basic biological makeup to make yourself extremely resistant to damage.

Daily Utility 2 (Standard Action) • Arcane, Transmutation

Self

Effect Add double your Constitution modifier to your level. You gain that number of temporary hit points. Until you lose all these temporary hit points, your weight is doubled and you gain a +2 bonus to Fortitude defense against forced movement attempts.

Bone Shield

You expand one of your arm's bones to emerge as a shield to defend against attack. It doesn't look pretty. It only has to work.

Daily Utility 2 (Standard Action) • Arcane, Transmutation, Focus Self

Effect You create a light or heavy shield attached to your arm. You can dismiss the shield as a swift action. The shield is an enchanted shield of the same bonus as the focus used for this power (if any).

Theriophily

You are no monster, and unlike others like you, fitting in has never been a real issue, especially when you can look like anyone.

Daily Utility 2 (Swift Action) • Arcane, Transmutation, Stance Self

Effect You can alter your physical form to take on the appearance of another humanoid creature of your size, including unique individuals. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. Other creatures can attempt an Insight check (opposed by your Bluff check) to pierce the disguise. You must have seen the individual being imitated (as well as hear the individual if you wish to simulate the voice as well).

Perfect Harmony

There is an old saying about making your weapon part of you. In this case, that's easy.

Encounter Attack 3 (Swift Action) • Arcane, Transmutation

Self

Effect Your next melee or ranged attack roll with any weapon you create with a Transmutation power automatically hits (but cannot inflict critical hits).

Special Spend a recovery, but recover no hit points: instead, this power is not expended.

Metalform

You crystallize your skin to be resistant to any damage.

Encounter Utility 6 (Move Action) • Arcane, Transmutation, Stance Self

Effect You gain resistance 5 to all damage.

Enlarge

You increase in size.

Daily Utility 10 (Swift Action) • Arcane, Transmutation, Stance Self

Effect You become a Large creature until you leave this stance. You get a +2 bonus on attack rolls.

Instinctive Shift

You change form without conscious thought.

Daily Utility 10 (Counter Action) • Arcane, Transmutation

Self

Effect You can use a power with the Transmutation tag that normally takes a swift, move or standard action. This still counts as a use of the power for those that are limited in how often they can be used.

Reduce

You shrink in size.

Daily Utility 10 (Swift Action) • Arcane, Transmutation, Stance Self

Effect You become a Small creature until you leave this stance. You get a +2 bonus to AC and Reflex defense.

Elemental Flux

Key Ability: Intelligence

Secondary Ability: Constitution

You supplement your attacks with powerful elemental energies.

Note: When you first gain a power with the Flux tag, choose an element: lightning, acid, cold, fire or thunder. All powers with the Flux tag have that energy as a tag, and replace any reference to [flux] in the power text with that energy. There are some powers that allow you to change your Flux energy, if you take them. You can also change your Flux energy when you retrain at a new level. Some classes interact with Flux powers in other ways.

When a power refers to [flux], it always means your current flux energy, even if you used the power when your flux energy was different. For example, if you conjured a vortex devil, it does damage of your current flux energy not the flux energy you had when you conjured it.

Energy Jolt

You fill the opponent with harmful elemental energy, dealing damage and causing them to suffer debilitating effects.

At-Will Attack 1 (Standard Action) • Arcane, Flux, Weapon

Near burst 3, one target

Attack Intelligence vs Reflex

Hit 1dW + Intelligence modifier [flux] damage, and the target:

- Acid: Takes a -2 penalty to AC until the end of your next turn.
- Cold: Is shunted 1.
- Fire: Loses their next move action.
- Lightning: Is pulled 2.
- Thunder: Is pushed 2.

Spark Strike

By letting the power of the elements flow through you and into your attack, you're able to strike true with raw primal energies at your unlucky foe.

Encounter Attack 1 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage.

Sorcerer by Joyce Maureira



Variable Flux

Filling your weapon with the power of the elements, you lash out with barely-contained eldritch power.

Daily Attack 1 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 1dW + Intelligence modifier [flux] damage, and the target is subject to one of the following until the end of your next turn.

- Acid: Slowed.
- Cold: Vulnerability to lightning and cold 5.
- Fire: Persistent fire damage equal to your Constitution modifier.
- Lightning: Rattled.
- Thunder: Dazed.

Miss Half damage, and no additional effect.

Eldritch Shield

By drawing upon the elements, you are capable of defending against energy effects.

Encounter Utility 2 (Counter Action) • Arcane, Flux

Self

Trigger You are about to take damage.

Effect You gain resistance to [flux] 5 + your Constitution modifier, for that attack.

Fluctuation Movement

Coating your feet in the power of the elements, you alter your movement to grant you a burst of speed and maneuverability.

Encounter Utility 2 (Swift Action) • Arcane, Stance, Flux

Self

Effect You get a benefit based on your [flux]:

- Acid: Ignore difficult terrain until the end of your next turn.
- Cold: Until the end of your next turn, when you charge you can move however you like (not just in a straight line).
- Fire: Your speed increases by +2 until the end of your next turn.
- Lightning: Make a jump as a free action, with a +10 bonus to Athletics.
- Thunder: Until the end of your next turn, whenever you are subject to unwilling movement you can shift 1 at the end of the move.

Arcane Shield

You rely on your unique insight into eldritch powers to create a shield of energy that protects you from an attack.

Daily Utility 2 (Counter Action) • Arcane

Trigger You are hit by an attack.

Effect Attacker rerolls their attack.

Degrade Resistance

As a disciple of the Elemental Flux, you understand how to use elements to assault those normally resistant to them.

Daily Utility 2 (Swift Action) • Arcane

Effect Until the end of your next turn, your attacks ignore the first 5 points of energy resistance.

Maintain Swift The effect persists until the end of your next turn.

Elemental Nimbus

Channeling the strength of the elements lends your attacks strength and fury.

Daily Utility 2 (Swift Action) • Arcane, Flux

Self

Effect Each attack you make until the end of your next turn inflicts +1d6 [flux] damage on a hit. You can choose to daze a target that you hit until the end of your next turn, but then this power ends.

Maintain Swift The effect persists until the end of your next turn.

Elemental Realignment

Daily Utility 2 (Swift Action) • Arcane, Flux

Self

Effect Change your Flux energy. You gain resistance to [flux] 5 + your Constitution modifier until the end of the encounter.

Eldritch Fang

You fill your strike with eldritch energy that overwhelms the senses of your target.

Encounter Attack 3 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Fortitude

Hit 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 Attack 5 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Fortitude

Hit 2dW + Intelligence modifier [flux] damage, and the target is subject to one of the following based on your flux energy.

- Acid: Weakened (end of your next turn).
- Thunder: Immobile (end of your next turn).
- Fire: Blinded (end of your next turn).
- Cold: Knocked prone.
- Lightning: Dazed (end of your next turn).

Miss Half damage, and no additional effect.

Energy Spark

You fill the air with elemental energy, which explodes as you strike your target.

Daily Attack 5 (Standard Action) • Arcane, Flux, Focus

Ranged 10

Attack Intelligence vs Reflex

Hit 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 Utility 6 (Swift Action) • Arcane, Flux, Stance

Near burst 3, all allies

Effect Yourself and allies within range get one based on your [flux], until the end of your next turn:

- Acid: Ignore the first 1 square of unwilling movement.
- Cold: Take a +2 bonus on all saving throws.
- Fire: Heal an additional +1d6 damage each time they would heal.
- Lightning: +2 bonus to speed.
- Thunder: One hit on an attack per turn pushes 1.

Lance of Power

With a swing of your blade, you release a rippling line of elemental energy.

Encounter Attack 7 (Standard Action) • Arcane, Flux, Weapon

Near arc 3, all creatures

Attack Intelligence vs Fortitude

Hit 1dW + Intelligence modifier [flux] damage and one option based on your flux energy:

- Acid: Targets are slowed.
- Cold: Targets must save or fall prone.
- Fire: Take an additional 1d8 damage.
- Lightning: Targets must save or drop what they are holding.
- Thunder: Targets are deafened until the end of your next turn.

Raging Flux

You know how to strike with such eldritch force that it drives your foes backwards.

Daily Attack 9 (Standard Action) • Arcane, Flux, Weapon, Zone

Far burst 3 within range 10, all creatures

Attack Intelligence vs Fortitude

Hit 3dW + Intelligence modifier [flux] damage.

Effect Creates a zone in the area of effect, until the end of the encounter. Creatures that enter the zone take 1d6 + Intelligence modifier [flux] damage. At the beginning of each of your turns, creatures in the zone take 1d6 + your Intelligence modifier [flux] damage. While the zone persists, you can change your flux energy once each time a creature is damaged by your *raging flux*.

Assay Resistance

By directly targeting the elemental essence that suffuses all creatures, you overcome an opponent's defenses with a powerful attack.

Encounter Utility 10 (Swift Action) • Arcane, Flux

Near burst 5, one creature

Effect You learn the target's resistances, immunities and vulnerabilities. Until the end of your next turn, the target becomes vulnerable to [flux] 5 + your Constitution modifier.

Boost Level 22 Targets all creatures in area of effect; the target becomes vulnerable to [flux] 10 + your Constitution modifier.

Arcane Torrent

You unleash a sudden burst of eldritch energy that surges towards a distant foe.

Encounter Attack 13 (Standard Action) • Arcane, Flux, Weapon

Near arc 3, all creatures

Attack Intelligence vs Fortitude

Hit 2dW + Intelligence modifier [flux] damage and push 3.

Energy Hammer

As you advance your training, you learn to unleash ever more powerful bursts of energy.

Daily Attack 15 (Standard Action) • Arcane, Flux, Weapon

Near arc 3, all creatures

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage and one of the following based on your [flux]:

- Acid: Target takes 5 persistent acid damage (save ends).
- Cold: Target is immobile (save ends).
- Fire: Target is blinded (save ends).
- Lightning: Target is stunned until the end of your next turn.
- Thunder: Target is deafened and dazed (save ends both).

Miss Half damage, and no additional effect.

Eldritch Consumption

You have such an intimate understanding of the underlying nature of magic that you can capture its essence and feast on it to rejuvenate yourself.

Encounter Utility 16 (Counter Action) • Arcane, Flux

Self

Trigger You take damage from an energy source.

Effect Spend a recovery to heal your recovery value + your Constitution modifier. You may change your flux energy if you like.

Chaotic Blow

Encounter Attack 17 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 3dW + Intelligence modifier [flux] damage.

Elemental Drive

You charge your weapon with kinetic and elemental energy, driving them back with a wave of elemental power.

Daily Attack 19 (Free Action) • Arcane, Flux, Weapon

Self

Trigger You make an attack after a charge.

Effect Whether or not you hit, you do an additional 2dW + Intelligence modifier [flux] damage and push them squares equal to your Constitution modifier.

Redirecting Flux

You can read and alter the flow of magical energy.

Encounter Utility 22 (Counter Action) • Arcane, Flux

Near burst 10, one power

Trigger A creature uses a Near or Far power that targets you and/or an ally.

Effect Choose a 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.

Elemental Absorption

You learn to suffuse your being with an element to such a degree that its presence heals you instead of harming you.

Daily Utility 22 (Counter Action) • Arcane, Flux

Self

Trigger You are about to take energy damage.

Effect Set your flux energy to the energy of your choice. Until the end of the encounter, you are immune to [flux] damage, and heal your level + your Constitution modifier each time you are subject to [flux] damage.

Nexus of Elemental Retribution

You can absorb and redirect the flow of elemental power, syphoning away energies that would harm you and making them your own.

Daily Utility 22 (Swift Action) • Arcane, Flux, Stance

Self

Hit You gain resistance 15 to acid, cold, fire, lightning and thunder. Each time you are the target of an attack that does acid, cold, fire, lightning or thunder damage, you can make a basic melee or ranged attack that does additional [flux] damage equal to your Constitution modifier.

Enter the Vortex

Riding on the currents of elemental energy, you gain the benefit of a new form of movement.

Encounter Attack 23 (Standard Action) • Arcane, Flux, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 2dW + Intelligence modifier [flux] damage.

Effect You get a benefit until the end of the encounter based on your [flux]:

- Acid: You get a burrow speed of 4 and tremorsense 6.
- Cold: You get a swim speed of 12. Any time you are subject to unwilling movement, you can instead shift that distance.
- Fire: Your speed increases by 4, and your initiative score for this encounter increases by +4.
- Lightning: You can teleport 4 as a move action.
- Thunder: You get a fly speed of 8.

Cascade of Elemental Wrath

Each slash of your blade releases more and more eldritch power, overwhelming your enemies with the power of your strikes.

Daily Attack 25 (Standard Action) • Arcane, Flux, Weapon
Melee or Ranged weapon, one to three targets
Attack Intelligence vs AC
Hit Three attacks. 2dW + Intelligence modifier damage. You can change your flux energy before each attack.

Elemental Vortex

A whirling vortex of elemental energy engulfs your foe just as your blade lands.

Daily Attack 25 (Standard Action) • Arcane, Conjunction, Flux, Weapon
Near burst 1, all creatures
Attack Intelligence vs AC
Hit 3dW + Intelligence modifier damage.
Effect You conjure a Medium flux vortex in an adjacent square, which lasts till the end of the encounter. Once per turn, you can shunt the vortex up to 6 squares as a swift action. At the end of each of your turns, including the turn in which the vortex was created, enemies adjacent to the vortex demon take 3d10 [flux] damage.

Zephyr Flux

You may transmute your entire being into elemental energy and travel in the blink of an eye across the battlefield, leaving a wake of devastation behind you.

Daily Attack 25 (Standard Action) • Arcane, Flux, Weapon
Melee or Ranged weapon, multiple targets
Attack Intelligence vs AC
Hit 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 Attack 27 (Standard Action) • Arcane, Flux, Weapon
Melee or Ranged weapon, one zone, summon or conjunction in range
Attack Intelligence vs Will (power's user)
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 Attack 29 (Standard Action) • Arcane, Flux, Zone, Weapon
Near burst 3, all enemies
Attack Intelligence vs Fortitude
Hit 4dW + Intelligence modifier [flux] damage.
Effect You have an aura 1, which persists until the end of your next turn. At the end of your turn, enemies within the aura experience an effect based on your flux:

- Lightning: **Secondary Attack:** Intelligence vs Fortitude; the target is blinded until the end of your next turn.
- Acid: 10 acid damage, and the target is rattled until the end of your next turn.
- Thunder: The target is knocked prone.
- Cold: The target is slowed until the end of your next turn.
- Fire: The target is dazed until the end of your next turn.

Maintain Swift The aura persists until the end of your next turn.

Strike of Elemental Devastation

You crush your opponents under a fierce magical assault.

Daily Attack 29 (Standard Action) • Arcane, Flux, Weapon
Melee or Ranged weapon, one target
Attack Intelligence vs AC
Hit 7dW + Intelligence modifier [flux] damage.
Effect All enemies within a number of squares of the target equal to your Constitution modifier gain vulnerability to [flux] 15.

Frontline Fighting

Key Ability: Strength

Secondary Ability: Constitution

You are a knock-down, drag-out battler, happy to mix haymakers with weapon blows.

All-Out Strike

You lean in and give it all you've got.

At-Will Attack 1 (Standard Action) • Martial, Weapon
Melee weapon, one creature
Attack Strength vs AC
Hit 1dW + Strength modifier damage, and the target is pushed one square. If the target cannot be pushed because of an obstruction, the target takes additional damage equal to your Constitution modifier.
Level 21: 2dW + Strength modifier.

Rope-A-Dope

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

At-Will Attack 1 (Standard Action) • Martial, Weapon
Melee weapon, one creature
Attack Strength vs AC
Hit 1dW + Strength modifier damage.
Level 21: 2dW + Strength modifier.
Effect Shift to any square adjacent to the target. You either push the target 1 square or shunt it into the square you just occupied.

Unbalancing Strike

A quick jab is better than a heavier thrust which can throw you off balance.

At-Will Attack 1 (Standard Action) • Martial, Weapon
Melee weapon, one creature
Attack Strength vs Fortitude
Hit 1dW damage, and you gain combat advantage against the target until the end of your next turn.
Level 21: 2dW.

Roll With It

You take an injury and fall back, hoping to diminish the severity of the impact.

Encounter Utility 2 (Reaction Action) • Martial
Self
Trigger You are hit by a melee or ranged attack.
Effect You shift 1 square away from the triggering attacker and only suffer 1 point of damage from the hit. If you cannot move away from the attacker, you may not use this power.

Full Sweep

You spin around, attacking all targets around you.

Encounter Attack 1 (Standard Action) • Martial, Weapon
Near burst 1, all enemies you can see
Attack Strength vs AC
Hit 1dW + Strength modifier damage, and the target is knocked prone and dazed until the start of your next turn.

Adaptable Warrior

Being able to adapt to any situation is the mark of any master of the martial arts.

Encounter Attack 3 (Standard Action) • Martial, Weapon
Melee weapon, one or two creatures
Attack Strength +1 vs AC (2 attacks) or Strength +4 vs AC (1 attack)
Hit 1dW + Strength modifier damage.

Sudden Leap

You vault in the air and deliver a crippling blow from up high.

Encounter Attack 1 (Standard Action) • Martial, Weapon
Near burst 4 (minimum 3), one creature
Attack Strength vs AC
Hit 1dW + Strength modifier damage, and you push the target one square. You shift into the square the target previously occupied. If the target cannot be pushed, the target is knocked prone and you shift into the occupied square.
Miss You shift to a square adjacent to the target.

Mistaken Aggravation

You might have misjudged this opponent. Time for a strategic withdrawal.

Encounter Attack 3 (Standard Action) • Martial, Weapon
Melee weapon, one creature
Attack Strength vs AC
Hit 1dW + Strength modifier damage.
Effect Shift your speed. You must take the most direct path away from the target.

Best Defense is Good Offense

You strike when the enemy least suspects it, through an assumed impenetrable defense.

Daily Attack 1 (Counter Action) • Martial, Weapon
Melee weapon, the triggering enemy
Trigger One enemy makes a melee attack against you.
Attack Strength vs AC
Hit 1dW + Strength modifier damage.
Miss Half damage.
Effect You gain a +3 power bonus to AC until the end of your next turn. This bonus applies to the triggering attack.

Overreach Lunge

Your opponent thinks they are safe. Prove them wrong.

Encounter Attack 3 (Standard Action) • Martial, Consistent, Weapon
Melee weapon, one creature 1 square beyond your reach
Attack Strength vs AC
Hit 2dW + Strength modifier damage.
Effect Shift to any square adjacent to the target.

Insult to Injury

A noble warrior doesn't kick someone when they're down. You're not that noble.

Daily Attack 1 (Special Action) • Martial, Weapon
Melee weapon, the triggering enemy
Trigger One enemy is knocked prone.
Attack Strength vs AC
Hit 2dW + Strength modifier damage, and the target is pushed 3 squares. If the target cannot be pushed 3 squares because of an obstruction, both the obstruction and the target take 1d6 + your Constitution modifier damage.
Miss Half damage, and the target is not pushed.
Special You can use this power as a swift action or a reaction.

Flawless Victory

Your enemy is near defeat. Use all remaining reserves for a decisive win.

Daily Attack 5 (Standard Action) • Martial, Weapon
Melee weapon, one staggered enemy
Attack Strength vs AC
Hit 4dW + Strength modifier damage.
Miss Half damage.
Effect If the attack does not drop the target to 0 hit points or fewer, you grant combat advantage to the target until the end of your next turn. If the target hits you before the start of your next turn, you grant combat advantage until the end of your following turn.

Redirection of Energy

You utilize the direction of your enemy's attack injury into a counter-maneuver.

Encounter Utility 2 (Counter Action) • Martial
Self
Trigger You are hit by a melee or ranged attack by an adjacent enemy.
Effect You gain a +4 power bonus to AC and Reflex defense against the attack. Shift to any other square adjacent to the target and gain combat advantage against the target until the end of your next turn.

Hip Throw

You and your opponent are in a clinch. You utilize leverage and superior balance to toss your enemy down.

Daily Attack 5 (Standard Action) • Martial, Weapon
Melee weapon (unarmed), one creature
Attack Strength vs Reflex
Hit 3dW + Strength modifier damage, and you shunt the target 3 squares, knock it prone and daze it until the end of your next turn.
Miss Half damage, and you shunt the target 3 squares.

Smack-Attack

You opponent rushes you. You direct their energy past you.

Daily Utility 6 (Counter Action) • Martial

Self

Trigger A creature hits you with a melee attack.

Effect The attack misses. Shift to any square adjacent to the triggering attacker, and it grants you combat advantage until the end of your next turn.

Consequential Attack

You throw yourself to such a degree into the attack, you leave yourself vulnerable.

Encounter Attack 7 (Standard Action) • Martial, Consistent, Weapon

Melee weapon, one creature 1 square beyond your reach

Attack Strength vs AC

Hit 3dW + Strength modifier damage + Constitution modifier.

Effect Regardless if you hit, you grant combat advantage to all enemies until the start of your next turn.

Jaw Strike

You connect hard, sending a bolt of pain into your opponent's head.

Encounter Attack 7 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is pushed 1 square, knocked prone, and dazed until the start of your next turn.

Any Opportunity

You see a split-second opening to take a passing strike.

Daily Attack 9 (Free Action) • Martial, Consistent, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 2dW + Strength modifier damage.

Knock-Out Button

You hit that sweet spot. Hopefully it's lights out for your opponent.

Daily Attack 9 (Standard Action) • Martial, Consistent, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is knocked prone and stunned (save ends).

Last Second Recovery

You jump back, shake your head, clear your mind, and ready yourself to push back into the fight.

Encounter Utility 10 (Move Action) • Healing, Martial

Self

Requirements You must be staggered.

Effect Shift to the nearest square not in reach of an enemy and spend a recovery to heal hit points equal to your recovery value.

Pound for Pound

All things being equal . . . you have no equal.

Encounter Utility 10 (Free Action) • Martial

Self

Effect Until the end of your next turn, your at-will powers that require a standard action only require a move action, and those that require a move action only require a swift action.

Snap-Sweep

You drop and spin around, tripping your opponent and making them open for another attack.

Encounter Attack 13 (Swift Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is knocked prone.

Miss Half damage, and the target is not knocked prone.

Vicious Hook

You bend your arm and shift your weight. Your throw everything into a solid strike with knockout power.

Encounter Attack 13 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and the target is stunned until the start of your next turn.

Battle Stride

Whether you barrel in or elegantly weave through, you fight your way past enemy lines.

Daily Attack 15 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is dazed (save ends).

Miss Half damage.

Effect Before your attack, shift up to 3 squares. After your attack, shift 3 squares and repeat the attack against a different target. Then shift 3 squares and repeat the attack against a third target. Then shift 1 square.

Special The target of each attack must be different. If there is not a target close to enough to shift to, the power ends.

Roundhouse Attack

In the air, with a circular sweep, you cut all your enemies down.
Yeah, it works.

Daily Attack 15 (Standard Action) • Martial, Weapon

Near burst 1, all creatures

Attack Strength vs AC

Hit 3dW + Strength modifier damage, and the target is pushed 1 square. If the target cannot be pushed due to an obstruction, the target takes additional damage equal to twice your Constitution modifier.

Miss Half damage, and the target is pushed 1 square. They do not take additional damage if they cannot be pushed.

Gambit Recovery

You give your opponent the impression you're not in your game. An uncharacteristic miss is instantly followed up with another attempt.

Encounter Utility 16 (Free Action) • Martial

Self

Trigger You miss with an attack roll.

Effect Reroll until the result is higher than the triggering attack roll.

Knockout Power

You've been working out.

Daily Utility 16 (Free Action) • Martial

Self

Effect Until the end of the encounter (or five minutes), the damage die of your unarmed attacks increases by one step (1d4 > 1d6 > 1d8 > 1d10 > 2d6).

String-Combo

You mount attack upon attack so rapidly, your enemies are unable to defend themselves.

Encounter Attack 17 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC, three attacks. Resolve each attack before making the next.

Hit 1dW + Strength modifier damage. Gain a cumulative +2 bonus to additional attack rolls with this power. If you hit the target with all three attacks, you inflict additional damage equal to twice your Strength modifier.

Spherical Discipline

You lash at opponents all around, striking behind, in front, and in blind spots.

Encounter Attack 23 (Standard Action) • Martial, Weapon

Melee weapon, all enemies in reach

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is dazed and weakened until the end of your next turn.

Effect You gain a +2 power bonus to AC until the end of your next turn.

Wear Them Down

You pound upon your foe in hopes of breaking their spirit.

Encounter Attack 17 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC, two attacks

Hit 2dW + Strength modifier damage, and the target is weakened and dazed until the end of your next turn. If you hit the target with both attacks, the target is weakened and dazed (save ends both) and cannot save until the end of your next turn.

Master Combo

Your opponents have never seen talent like this. Your resolve is absolute. There could be ten times more men against you and it still wouldn't matter.

Daily Attack 25 (Move Action) • Martial, Weapon

Melee weapon

Effect Use three at-will powers. You can select the same power multiple times.

Special When you complete a streak, you recover the use of this power.

Lights Out

You strike your opponent at a tender spot, just behind the head or under the jaw. Your enemy falls limp before you.

Daily Attack 19 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage, and the target is unconscious (save ends). The moment the target takes any further damage, it immediately wakes up.

Miss 3dW + Strength modifier damage.

Roundabout Strike

After your opponent is temporarily dazed, you slide to another position for a follow-up attack.

Daily Attack 25 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Miss Half damage with each attack.

Effect Shift to any unoccupied square adjacent to the enemy and make a secondary attack.

Secondary Attack: Strength vs AC; 2dW + Strength modifier damage, and the target is knocked prone and cannot stand (save ends).

Off the Bone

Your enemy's tendons snap and bones break.

Daily Attack 19 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 4dW + Strength modifier damage, and the target suffers 10 persistent damage (save ends).

Miss Half damage and 5 persistent damage (save ends).

Flow Like Water

You pass through enemy lines without worry, crashing into whatever foes you wish.

Encounter Attack 27 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Effect Shift to any square adjacent to the target.

Maintain Standard Repeat the attack against a different target.

Blocking Pose

You change your guard to withstand punishment from oncoming attacks.

Encounter Utility 22 (Move Action) • Healing, Martial

Self

Effect Take half damage from all melee attacks until the start of your next turn.

Maintain Move The effect persists until the start of your next turn. You cannot maintain if you move from your square or an enemy scores a critical hit against you.

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 Attack 29 (Standard Action) • 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, and enemies are not stunned.

Calculated Strike

You make a quick determination upon the best course of action, choosing either accuracy or power.

Encounter Attack 23 (Standard Action) • Martial, Weapon

Melee weapon, one creature

Attack Strength +6 vs AC

Hit 2dW + Strength modifier damage.

Effect For every -2 penalty you accept on this attack (maximum -6) the attack deals +1dW damage.

Golden Lion

Key Ability: Strength

Secondary Ability: Charisma

You are an inspiring leader who throws themselves into the thick of battle.

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 Attack 1 (Standard Action) • 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 Attack 1 (Standard Action) • 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 Attack 1 (Standard Action) • Focus, Martial

Near burst 2, all enemies

Attack Strength vs Will

Hit Target is dazed (save ends)

Miss Target is dazed until the end of their 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 Utility 2 (Reaction Action) • 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 Utility 2 (Swift Action) • 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 Attack 3 (Standard Action) • 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 Attack 5 (Standard Action) • 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.

Circling the Prey

With practiced precision and a quick shout, you and your allies move in unison for better strategic advantage.

Encounter Utility 6 (Swift Action) • Martial

Near burst 5, all allies and yourself

Effect You and all allies in range shift 1.

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 Utility 6 (Counter Action) • 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.

Pyrite Swipe

With a powerful strike, you push your foe into the waiting arms of your allies and their hungry blades.

Encounter Attack 7 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 1dW + Strength modifier damage and push the target 2. Each ally that is in reach of the target at some point during its move may make a melee basic attack against it.

Boost Level 17 2dW + Strength modifier damage, and shunt the target 4 squares.

Boost Level 27 3dW + Strength modifier damage, and shunt the target 8 squares.

Kill the Wounded

You make a ferocious assault on your foe, opening the enemy's defenses to the attacks of your allies.

Daily Attack 9 (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 2dW + Strength modifier damage.

Effect The target gets vulnerability to all damage 5 until the end of your next turn.

Direct the Pride

Cooperation and teamwork form the backbone of tactical warfare, and through your knowledge of all of these things, you may help direct the actions of your ally to greater effectiveness.

Encounter Utility 10 (Swift Action) • Martial

Near burst 5, one ally that has not yet acted this turn

Effect The ally moves up in the initiative order to act just after your turn ends.

Golden Lion Charger

A student of the art of war, you know that sometimes a powerful opening charge can be the edge the warrior needs.

Encounter Utility 10 (Swift Action) • Martial, Stance

Near burst 5, all allies and yourself

Effect While you are in this stance, allies in range, including yourself, add your Charisma modifier to damage when attacking during the Charge action.

Charge of the Battle Cat

Like the charge of the mighty lion as he takes his prey to the ground, you charge into battle, heedless of your enemies, to crash into your chosen foe with a mighty strike, knocking them to the ground at your feet.

Encounter Attack 13 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target falls prone.

Special Before your attack, move up to your speed.

Golden Swipe

With a series of furious blows against your foe, you batter them into the waiting blades of your allies.

Daily Attack 15 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Effect The target is pushed 6 squares. Each ally that is in reach of the target at some point during its move may make a melee basic attack against it.

Harry the Prey

Through coordinated tactics, the comrades at your side may act as one.

Daily Attack 15 (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Miss Allies within 5 squares of the target can make a basic melee attack against a target of their choice, or a basic ranged attack against the target of your attack.

Guard the Pride

You trust in your heavenly sense of the battle around you to see where the next attack is coming and move away from danger.

Daily Utility 16 (Swift Action) • Martial

Near burst 5, all allies and yourself

Effect You and all allies receive a +10 power bonus to attack rolls. Each time an attack misses one or more of you, the bonus decreases by 2 until it reaches +0, at which point this power ends.

Roar of Battle

You deliver a telling blow, shattering bones and piercing defenses alike as you press the foe into opening vital places for your allies to gain purchase.

Encounter Attack 17 (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target gets vulnerability to all damage 5 until the end of your next turn.

Strategic Blow

With a tremendous strike, you confuse the enemy and create an opening for an ally to reposition themselves.

Daily Attack 19 (Standard Action) • Martial, Weapon

Melee or Ranged weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage.

Effect Allies within 5 of the target can immediately shift 2 as a free action.

Golden General's Stance

A beacon of victory upon the field of combat, you personify glory in combat and those in your presence may share in your prowess.

Daily Utility 22 (Swift Action) • Martial, Stance

Self

Effect Allies within 5 receive a +2 power bonus on attack rolls. If they score a critical hit, they add your Charisma modifier to the damage.

Lord of the Pridelands

Proving you are the undisputed master of war, you call for absolute and crushing victory through overwhelming force of numbers.

Daily Utility 22 (Swift Action) • Martial, Stance

Self

Effect While you are in this stance, allies within 10 can use your Strength attack bonus instead of their own for any melee attacks that they make. You can end the stance with a swift action.

War Lion's Charge

With the ferocity of an angered lion, you race across the battlefield ignoring secondary targets to bear down on a single enemy and reduce them to dust.

Encounter Attack 23 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Strength vs AC

Hit 3dW + Strength modifier damage and the target is stunned until the end of your next turn.

Effect Half damage and the target is dazed until the end of your next turn.

Lion Lord's Agony

With a fury born of desperation and determination for victory, you pour your pain into your swings so that the enemy may drink deeply of it.

Encounter Attack 27 (Standard Action) • Martial, Weapon

Near burst 1, all enemies

Attack Strength vs AC

Hit 3dW + Strength modifier damage and push the target 2.

Triumphant Lion's Leadership

The power and majesty of the lion lords of the wild lives within you, so much so that your victories are a victory for your allies.

Daily Attack 29 (Counter Action) • Martial, Weapon, Healing
Melee weapon, one target
Trigger Your ally is the target of an attack
Attack Strength vs AC
Hit 7dW + Strength modifier damage, and the attack that triggered this power misses.
Miss Half damage. If the triggering attack hits, it does half damage.
Effect The ally in question can spend a recovery to heal their recovery value.
Special Before your attack, shift up to twice your speed.

High Cunning

Key Ability: Intelligence

Secondary Ability: Wisdom

You are a clever fighter who can size up your opponents.

Outthink & Outwit

You quickly ascertain your enemy's eye movements and body language and determine the best course of action.

At-Will Attack 1 (Move Action) • Martial
Ranged 10, one creature
Attack Intelligence +2 vs Reflex
Hit The target grants combat advantage to you and all allies until the start of your next turn.

Instant Analysis

You study your opponent and gauge what their strengths are as well as possible weaknesses.

Encounter Attack 1 (Move Action) • Martial, Consistent
Ranged 20, one creature
Attack Intelligence +2 vs Will
Hit You learn the target's attack modifiers, all defense values, and the damage capacities of its attacks. The target is rattled until the end of your next turn.
Maintain Move The rattled condition persists until the end of your next turn.

No Sweat

You take everything in stride.

At-Will Utility 2 (Standard Action) • Martial
Self
Effect You gain a +2 power bonus to your next Intelligence- or Wisdom-based skill check.

Evasive Action

Your talent to avoid attacks is legendary.

Encounter Attack 3 (Move Action) • Martial, Consistent
Near burst 10, one creature
Attack Intelligence +2 vs Reflex
Hit Until the end of your next turn, the target cannot make any attack against you that does not target at least one other creature.
Maintain Move Repeat the attack against the same target. You cannot maintain if you miss.

Flash of Brilliance

In an instant, thousands of possible outcomes race by, and you realize the best course of action

Daily Attack 5 (Move Action) • Martial, Consistent
Near burst 10, one creature you can see
Attack Intelligence +2 vs Reflex
Hit Until the end of the encounter, you gain a +2 power bonus to all defenses and a +5 power bonus to all skill checks against the target.

Think Things Through

You stop and consider your opponent's weak spot.

Encounter Attack 7 (Move Action) • Martial, Consistent
Near burst 10, one creature
Attack Intelligence +2 vs Will
Hit Until the end of your next turn, the target's highest defense value is reduced by 4. All other defenses are reduced by 2. Remove any marks the target has placed on you or your allies. You and each ally can immediately make a saving throw against one condition inflicted by the target.
Maintain Move Repeat the attack against the same target. You cannot maintain if you miss.

Flash of Violence

You outmaneuver your enemies, allowing yourself a chance to escape.

Daily Attack 9 (Move Action) • Martial, Consistent, Weapon
Near burst 10, one creature you can see
Attack Intelligence +2 vs Reflex
Hit Choose one of the following benefits to apply until the end of the encounter:

- You gain a +2 power bonus to all attack rolls and a +4 power bonus to all damage rolls against the target; or
- You gain a +4 power bonus to all defenses against the target's attacks

Improvisational Desperation

Well, it should work ... in theory.

Daily Attack 9 (Move Action) • Martial
Self
Effect Use one of your daily or encounter powers. You may choose a power that is already expended. If you choose a power that is not expended, this use of the power does not expend it.

Two Steps Ahead

You remember the fundamentals of strategy from playing games of chance. You apply what you know in the combat field.

Encounter Utility 10 (Swift Action) • Martial
Self
Effect Add your Intelligence modifier to all defenses until the end of your next turn. All movement you make until the end of your next turn is considered a shift.

Sweep Terrain

You gain a lay of the land and instantly recognize where to take advantage of beneficial environment.

Daily Utility 10 (Move Action) • Martial
Near earshot, you and four allies
Effect The target can shift its speed -2. Until the end of the encounter, whenever the target has cover of any sort, the penalty to attack rolls against it increases by -2.

Well-Informed Hypothesis

Everything that just happened was in your head, the result of you balancing the benefits of your action.

Encounter Utility 16 (Free Action) • Martial

Self

Trigger You end your turn but don't like the results of it.

Effect Redo your entire turn. Everything that occurred during your turn did not occur.

Game Theory

It can all be boiled down to mathematics.

Encounter Attack 17 (Move Action) • Martial

Ranged 20, one enemy

Attack Intelligence +2 vs Will

Hit You gain the target's defense values (if higher than yours) and basic attack bonus (if higher than yours) until the end of your next turn. If the target's values are lower than yours, you gain a +2 bonus to yours.

Maintain Move The effect persists until the end of your next turn.

You cannot maintain if you are staggered or the target scores a critical hit on you.

Focus Weakness

You know this enemy well and know what to do to inflict the most harm.

Daily Attack 19 (Move Action) • Martial, Consistent

Ranged 20, one enemy

Attack Intelligence +2 vs Will

Hit Until the end of the encounter, you learn all of the target's powers, defense values, and characteristics. In addition, you score a critical hit on a natural roll of 18, 19 or 20 and if you score a critical hit, the target takes 1dW extra damage.

Thousands of Calculations

Every outcome, every possible consequence, repeats in your head until you decide a course of action. The strain of thinking this quickly can get to some people.

At-Will Utility 22 (Free Action) • Martial

Self

Effect Roll twice for your next attack roll or skill check and take the better result value. Take damage equal to half your level.

Special This power can only be used once per round.

Natural Instincts

The last attempt worked so well, you try it again, hoping for the same result.

Daily Attack 25 (Swift Action) • 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 Attack 27 (Free Action) • Martial

Self

Effect Use any encounter power you know that you have not yet expended. This use of the power does not expend it.

Juggernautical

Key Ability: Strength

Secondary Ability: Constitution

You are sturdy and powerful, and it is almost impossible to take you down or hold you back.

Devastating Body Attack

You make the target think it just got struck by a gorilla ... riding a horse.

At-Will Attack 1 (Move and Standard Action) • Martial, Weapon

Melee weapon, one creature two squares away

Attack Strength vs AC

Hit 1dW + Strength modifier damage, and you push the target 1 square. When rolling damage, reroll all 1s until they come up as something other than a 1. If the target cannot be pushed because of an obstruction, you inflict maximum damage.

Level 21: 2dW + Strength modifier damage.

Effect Before your attack, shift into a square adjacent to the target.

Inconsequential Injury

Nothing clears the head like hurting something else.

Daily Attack 1 (No Action) • 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.

For the Common Honor

In an instant, you weigh the options and realize someone else's life is more vital than your own.

Encounter Utility 2 (Counter Action) • 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 Utility 2 (Move Action) • 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.

The Behemoth

You lift up a few inches and widen your stance. You find a newly found surge of adrenaline.

Daily Utility 2 (Swift Action) • 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.

Out of the Fire

You know when to fight and when not to. You grab an ally and pull back.

Encounter Attack 3 (Free Action) • 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.

Once More Into the Breach

Despite injuries and your brain telling you you're done, your body refuses to fall.

Encounter Utility 6 (Move Action) • Healing, Martial Self

Requirements You must be staggered.

Effect You regain hit points equal to twice your Strength modifier plus twice your Constitution modifier.

The Bulldozer

You slowly approach your enemies, pushing your advancing line and claiming more of the battlefield.

Daily Utility 6 (Swift Action) • Martial, Stance Self

Effect While you are in this stance, you have resistance 5 to all damage. You can shift 1 as a swift action, but you must shift towards the nearest enemy.

He Ain't Heavy

You grab a fallen ally and throw them over your shoulder as you withdraw.

Daily Attack 9 (Standard Action) • Martial, Weapon Near burst 6, one unconscious or otherwise helpless ally

Effect Shift into the ally's occupied square.

Secondary Effect: Make a basic attack. One hit creature takes 2dW extra damage

Miss: Half damage

Tertiary Effect: Shift a number of squares equal to 1+ your Constitution or Strength modifier, and shunt the target with you.

The Runaway Boulder

You barrel through terrain and people and anchor yourself further up the line.

Daily Utility 10 (Free Action) • Martial Self

Effect Shift your speed +2. Until the end of your next turn, you gain resistance 10 to all damage.

Special If you complete a streak, you recover the use of this power.

Like An Elephant

You offer your shoulder to enemies you plow through, slamming them back and clearing a way.

Encounter Attack 13 (Standard Action) • Martial, Weapon

Melee weapon, each enemy in reach during your shift

Attack Strength vs AC

Hit 2dW + Strength modifier damage, and the target is pushed 3 squares and knocked prone.

Effect Before your attacks, shift your speed. You can pass through enemy occupied squares.

Down Fighting

You ignore all those pesky holes and bleeding wounds. You refuse to accept humiliation. You will not fall before winning a fight.

Daily Attack 15 (Reaction Action) • Martial Self

Trigger You are reduced to 0 or fewer hit points

Effect Until the start of your next turn, you are dazed, but do not fall unconscious, make death saves, or die from reaching your negative staggered value in hit points; you also gain a +4 power bonus to all attack and damage rolls.

Special If you are still alive at the end of the encounter, you automatically stabilize at 0 hit points.

Maintain Free The effect persists until the start of your next turn. If you do not hit with an attack before the start of your next turn, you are considered to have failed a death save.

The Fortress

You're an immovable object, a rooted post for allies to rally back to.

Daily Utility 16 (Move Action) • Martial Self

Effect You gain regeneration 5 until the end of your next turn. You grant cover to all allies in adjacent squares, regardless of line of sight.

Maintain Move The effect persists until the end of your next turn. You cannot maintain if you leave your current square.

In The Face

An enemy raises a club, sword, or any other archaic implement of barbarity and you respond with your own medieval response.

Encounter Attack 17 (No Action) • 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 Attack 19 (Reaction Action) • 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 Utility 22 (Reaction Action) • Martial Self

Trigger You take damage from an attack.

Effect Until the end of the encounter, you suppress all effects of the attack. At the end of the encounter, you immediately suffer these effects.

Just Walk It Off

You know perfectly well how much damage was done. You attempt to ignore it and continue the fight.

Encounter Attack 23 (Standard Action) • Healing, Martial, Weapon
Melee weapon, one creature

Requirements You must be staggered.

Attack Strength vs AC

Hit 4dW + Strength modifier damage.

Miss Half damage.

Effect Spend a recovery and regain double your recovery value.

Who, Me?

You claim ignorance in the situation, acting as the innocent or an ally of the opposite side. You seem trustworthy enough.

At-Will Attack 1 (Move Action) • Martial, Psychic
Near burst 10, three creatures not within 3 of you

Attack Charisma +2 vs Will

Hit The target cannot make melee or ranged attacks against you until the start of your next turn. If you mark or inflict damage on the target, the effect ends and the target is immune to this power until the end of the encounter.

Blatant Disregard for Personal Safety

You walk in the open, brazenly approaching your foe without care or concern.

Daily Attack 25 (Standard Action) • Martial, Weapon
Self

Effect Shift a number of squares equal to your Strength modifier. Make three basic attacks at any point during the move. Each time you miss with an attack roll, you can spend a recovery and heal your recovery value in hit points.

Exploit Weakness

Your enemy is not angry as much as confused by what you just said.

Encounter Attack 1 (Standard Action) • Martial, Psychic, Consistent
Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is immobile until the end of your next turn. If the target takes any damage from you or your allies, it immediately recovers from this effect.

Behind Me!

Your ally uses you as cover as you march towards your enemy.

Encounter Attack 27 (Standard Action) • Martial
Near burst 1, you and two allies

Effect Each target can shift its speed. They must remain in adjacent squares at the end of the move. Each target can use one attack power at any point during the move. Until the end of your next turn, you grant cover to adjacent allies.

Personal Betrayal

The enemy wasn't expecting your attack. It wasn't even sure you were an enemy. Well, now it knows.

Encounter Attack 1 (Swift Action) • Martial
Near burst 10, one creature you can see that you have not damaged this encounter

Effect Until the start of your next turn, whenever you make a damage roll against the target, you gain a power bonus to the roll equal to your Charisma modifier.

Maintain Swift The effect persists until the start of your next turn.

Last Laugh

Key Ability: Charisma

Secondary Ability: Dexterity

You are a slippery, taunting combatant who can fool even skeptical foes.

Biting Taunt

At-Will Attack 1 (Swift Action) • Martial, Stance
Self

Effect When you enter this stance, you may mark one creature within 10 squares. While you are in this stance, creatures you have marked do half damage on any attack that does not include you as a target.

Forked Tongue

The target is swayed by your magnetic charisma, the tone of your voice, and your general attitude.

Daily Attack 1 (Standard Action) • Martial, Psychic, Consistent
Near burst 5, one creature you can see

Requirements You, the target, and the target's allies have not been damaged this encounter.

Attack Charisma +2 vs Will

Hit Until the end of your next turn, your allies have concealment against the target and you gain a +3 power bonus to all Diplomacy and Bluff checks against it. If the target takes any damage while this power is in effect, it is stunned until the end of your next turn.

Maintain Standard The effect persists until the end of your next turn, until the target takes damage or until you take damage, whichever comes first.

Failure to Communicate

Events are not moving in your favor. You act in the best interest of the situation.

At-Will Attack 1 (Standard Action) • Martial, Weapon
Self

Effect Make a basic attack. After the attack, you can shift a square.

Special If the creature you attacked as part of this action misses you with an attack before the start of your next turn, you can make a basic attack against it as a reaction.

You convince your enemy to settle down and pause, at least for a moment. It may not last, especially if an ally is aggressive.

Daily Attack 1 (Standard Action) • Martial, Psychic, Consistent
Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is stunned (save ends). If the target takes any damage or is moved, the effect immediately ends and the target gains a +2 bonus to all defenses until the start of its next turn.

Tricky Taunt

At-Will Attack 1 (Swift Action) • Martial, Stance
Self

Effect When you enter this stance, you may mark one creature within 10 squares. While you are in this stance, creatures you have marked provoke an opportunity attack from you if they miss you with an attack. You can make basic ranged attacks for opportunity attacks triggered by this power.

Grace Under Pressure

You are suave and as cool as ice. Even when the arrows fly, you act calmly.

Encounter Utility 2 (Swift Action) • Martial

Effect Until the start of your next turn, you gain a +2 power bonus to all defenses (AC, Fortitude, Reflex and Will).

Winning Smile

Daily Utility 2 (No Action) • Martial

Self

Effect Double your Charisma modifier to Bluff or Diplomacy checks until the end of the encounter (or five minutes).

Talk Down

Encounter Attack 3 (Move Action) • Martial, Consistent, Psychic

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is dazed until the end of your next turn.

Perfect Masquerade

Your accent and mannerisms are flawless. No matter the task or test, you can fake it.

Daily Attack 5 (Standard Action) • Martial, Psychic

Near burst 10, all creatures

Requirements This power cannot be used if you, the target, or any of the target's allies has taken damage previously in the encounter.

Attack Charisma +2 vs Will

Hit Your allies gain concealment against the target, and the target is dazed until the end of your next turn.

Effect You gain a +3 power bonus to Bluff checks and can make a Bluff check in place of any knowledge (but not monster knowledge) check until the end of your next turn.

Maintain Standard Repeat the attack.

Sow Distrust

You convince an enemy with thrown voices, rocks, or any other diversion to choose another target.

Daily Attack 5 (Counter Action) • Martial, Consistent, Psychic

Near burst 10, one creature

Trigger A creature makes a ranged attack against you or an adjacent ally.

Attack Charisma +2 vs Will

Hit The target's attack is directed to any other target in range and line of sight (your choice).

Smooth Talker

You step in during an escalating conversation and attempt to smooth out the ripples of an impending confrontation. If the situation requires, you can also spot a liar.

Encounter Utility 6 (No Action) • Martial

Self

Effect Gain a +5 power bonus to your next Bluff, Diplomacy, Insight, or Perception check or your next attack with the Psychic tag.

Special If you fail the check or miss with the attack, this power is not expended.

Cool Nerves

The group is under attack. Tempers are fraying. Someone's about ready to snap. You blurt out a comical remark that brings it all home.

Daily Utility 6 (Move Action) • Martial, Psychic

Near earshot, all allies

Effect The target gains a +2 power bonus to Will defense until the end of the encounter. On their next turn, the target can either spend a recovery or gain an additional move action.

Fast-Talk

While normal people bog down someone with a lot of useless banter, you get to the point, and it works.

Daily Utility 6 (Free Action) • Martial

Self

Effect You gain a +10 power bonus to your next Bluff, Diplomacy, or Intimidate check, and you gain a +3 power bonus to all other skill checks with those skills until the end of the encounter (or five minutes).

Empathic Response

"I know what you're going through. This is not the solution. We can make a deal. Just me ... just talk to me. You know you can trust me."

Encounter Attack 7 (Move Action) • Martial, Psychic, Consistent

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is marked and cannot make any attack that only includes you until the end of your next turn.

Instant Infatuation

You say and do exactly what they want you to say or do, instantly enticing your target.

Daily Attack 9 (Swift Action) • Martial, Psychic, Consistent

Near burst 2, one creature you can see

Requirements You, the target, and the target's allies have not been damaged this encounter.

Attack Charisma +2 vs Will

Hit Until the end of your next turn, the target suffers a -4 penalty to Will defense and a -4 penalty to attack rolls with attacks that include you.

Miss Until the end of your next turn, you gain a +4 power bonus to Will defense against the target's attacks and a +4 power bonus to Bluff and Diplomacy checks against the target.

Maintain Swift The effects persist until the end of your next turn. You can maintain until you inflict damage on the target or until the target inflicts damage on you.

Read Body Language

You read your opponent's movements and their next course of action. You throw a diversion to prevent concentration.

Daily Attack 9 (Counter Action) • Martial, Psychic, Consistent

Near burst 10, the triggering enemy

Trigger One enemy in burst you can see uses a power.

Attack Charisma +2 vs Will

Hit The triggering power is expended and the target's action is lost. If you score a critical hit, the target is also stunned until the start of your next turn.

Special Spend a recovery as part of this power, but regain no hit points; instead, you recover the use of this power.

I Know This Trick

Your enemy attempts a tricky tactic you have been trained to avoid.

Encounter Utility 10 (No Action) • Martial

Self

Trigger You are affected by one following conditions that a save can end: dazed, marked, slowed, or stunned.

Effect You gain a +5 power bonus to saving throws against the triggering condition until you save.

Center of Attention

Encounter Attack 13 (Free Action) • Martial

Self

Effect You mark all enemies that can see you until the end of your next turn. You lose all benefits of cover or concealment. Until the end of your next turn, basic attacks only require a swift action.

Gruff and Tough

You snort and spout a boast about your abilities.

Encounter Attack 13 (Move Action) • Fear, Martial, Psychic

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Effect The target is stunned until the end of your next turn, and you push the target its speed.

Backup Plan

You realize things are going badly and act quickly with a backup.

Daily Attack 15 (Free Action) • Martial, Weapon

Melee or Ranged weapon, one creature

Trigger You make a Bluff, Diplomacy or Intimidate check and dislike the result.

Effect Make a basic attack against the target. On a hit, the target takes 3dW extra damage from the attack and is dazed (save ends). On a miss, the target is dazed until the start of your next turn.

Stunning Good Looks

Daily Attack 15 (Standard Action) • Martial, Psychic

Near burst 5, all enemies

Requirements You, the target, and the target's allies have not been damaged this encounter.

Attack Charisma +2 vs Will

Hit Until the end of your next turn, the target is dazed and helpless, and your allies gain concealment against it. You gain a +10 power bonus to your next Diplomacy or Bluff check against the target and a +5 bonus to all other Diplomacy and Bluff checks until the end of your next turn.

Miss The target is dazed until the end of your next turn and you gain a +3 bonus to all Diplomacy and Bluff checks until the end of your next turn.

Special If the target takes any damage, they are no longer helpless, though they are still dazed.

Maintain Standard The effect persists until the end of your next turn. If either the target or you take damage, the effect ends immediately and cannot be maintained.

Method Acting

You become the part. You take on the role so flawlessly, the old you is pushed away.

Daily Utility 16 (Swift Action) • Martial

Self

Effect Until the end of the encounter, you gain a +5 power bonus to all Bluff and Intimidate checks and can use Bluff in place of any Intelligence- or Wisdom-based skill.

Unshakable Persona

You can recover in an instant, changing course fast enough that listeners didn't even notice.

Daily Utility 16 (No Action) • Martial

Self

Trigger You make any Intelligence-, Wisdom-, or Charisma-based skill check and dislike the result.

Effect You succeed at the roll.

Dazzling Personality

You manage to direct your opponent to doing exactly what you wanted, even if your target wasn't even aware of it.

Encounter Attack 17 (Move Action) • Martial, Psychic

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is controlled until the start of your next turn.

Intimate Assassin

Daily Attack 19 (Move Action) • Martial, Psychic, Consistent

Near burst 1, one creature you can see

Requirements This power cannot be used if you, the target, or any of the target's allies has taken damage previously in the encounter.

Attack Charisma +2 vs Will

Effect Until the start of your next turn, the target is stunned and helpless against your attacks.

Lead the Shot

The time for talking is over. You give your ally the sign to end the conversation.

Daily Attack 19 (Free Action) • Martial

Near earshot, one ally

Effect Until the start of your next turn, as an immediate counter action, the target may make any single action available to it. The target gains a +4 power bonus to attack rolls made as part of that action. Before or after your ally acts, you can take a move action.

Butt In

You step forward an instant before things go sour and you attempt to cool the situation or at least stall while others prepare.

Daily Utility 22 (No Action) • Martial, Psychic

Self

Requirements You are not surprised.

Trigger You roll for initiative.

Effect Gain a +10 power bonus to initiative. If you act first in an encounter, you gain a standard action which must be used for a power with the Psychic tag.

All Attention

You draw the attention of all those around, allowing allies to get into a better position.

Encounter Attack 23 (Move Action) • Martial, Open, Psychic

Near burst 10, four creatures

Attack Charisma +2 vs Will

Hit The target is marked and cannot make attacks that do not include you until the end of your next turn. Each ally in burst can shift a number of squares up to their speed.

Effect You gain a +4 power bonus to all defenses until the start of your next turn.

Feign Mortality

You lure your opponent with an award-winning performance faking injury, death, or vulnerability. When your enemy least suspects it, you strike.

Daily Attack 25 (Free Action) • Martial, Psychic, Weapon Self

Requirements You are staggered

Effect Choose a condition, like helpless or unconscious, or an affliction, like cyanide poisoning or a witch's curse. You appear to suffer from that condition or affliction. You can drop prone as part of this action. You gain a +10 bonus to Bluff checks to maintain the illusion. This effect lasts until the end of the encounter or until you make the following attack.

Attack: As an immediate interrupt or as a swift action on your turn, make a basic attack against the target. You automatically score a critical hit, and deal 1dW extra damage.

Touched a Nerve

You must have really said something to upset them.

Daily Attack 25 (Move Action) • Martial, Psychic, Consistent

Near burst 10, one creature you can see

Attack Charisma +2 vs Will

Hit The target is helpless (save ends). If the target is hit by an attack, they are no longer helpless.

Destructive Criticism

You really know what to say to bring someone down.

Encounter Attack 27 (Move Action) • Martial, Psychic, Consistent

Near burst 10, one creature

Attack Charisma +2 vs Will

Hit Choose one of the following:

- The target fails its next saving throw
- One condition with a finite duration that the target is suffering lasts an additional round.

Maintain Move Repeat the attack. You can maintain until you miss.

Commanding Presence

You give the illusion of authority.

Daily Attack 29 (Move Action) • Martial, Psychic, Consistent

Near burst 10, two creatures you can see

Attack Charisma +2 vs Will

Hit The target is controlled (save ends).

Mastermind's Gambit

Key Ability: Intelligence

Secondary Ability: Charisma

A tactical master, you direct your allies to seize victory.

Instinctual Reaction

Your intuition tells you where your enemy is most likely to be, where their weaknesses lie, and where to direct your attention to counteract their plan.

At-Will Attack 1 (Move Action) • Focus, Martial

Ranged 10, one creature

Attack Intelligence +2 vs Will

Hit Until the start of your next turn, the target loses all benefits of cover or concealment; superior cover and total concealment is reduced to -2. The target grants combat advantage to one ally in range until the start of your next turn.

Mark of the Puppeteer

You lead the target into another's threat range.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Self

Effect Make a basic attack. If you hit, you shunt the target two squares.

Tactical Alteration

You outmaneuver your opponent and feign them into a poor strategic position.

At-Will Attack 1 (Move Action) • Focus, Martial

Near burst 10, one creature you can see

Attack Intelligence +2 vs Will

Hit The target is marked by an ally in line of sight to the target. The mark lasts until the target is staggered or until you use *tactical alteration* again.

Distracting Attack

You make your foe believe an attack is impending from a flank. You cause it to move from cover.

Encounter Attack 1 (Free Action) • Martial

Self

Trigger You hit a creature that has cover against you.

Effect The target grants combat advantage to all allies in eyesight until the start of your next turn.

Maintain Standard The effect persists until the start of your next turn. You cannot maintain if the target moves from cover.

Into the Fire

You rescue an ally from impending doom.

Encounter Attack 1 (Free Action) • Martial

Self

Trigger You hit a creature.

Effect The creature you hit is marked until the end of your next turn. Two allies in eyesight shift their speed.

Stick to the Plan

Your brilliant maneuver forces enemies into an unwise counter-maneuver.

Encounter Attack 1 (Move Action) • Focus, Martial

Near eyesight, all creatures

Attack Intelligence +2 vs Will

Hit Shunt the target 2 squares.

Special Allies must be willing to be targeted.

Force It Back

Converge all attacks on the target and drive it back.

Daily Attack 1 (Move Action) • Focus, Martial, Consistent

Near eyesight, one creature

Attack Intelligence +2 vs Will

Hit Until the end of the encounter, each time the target is hit with an attack, you can shunt it 1 square.

Make It Dance

You make your foe dive for cover rather than continue their attack.

Daily Attack 1 (Counter Action) • Martial, Weapon

Melee or Ranged weapon, triggering creature

Trigger A creature in eyesight moves towards you or an ally.

Effect Make a basic attack against the target. Until the end of your next turn, the target is immobile, and you and all allies in open range gain combat advantage against the target.

Bring Me Everyone

Everyone?

Encounter Utility 2 (Move Action) • Martial

Near eyesight, all allies

Effect Pull the target 4 squares.

Cover The Escape

You provide direct assistance to allow allies to withdraw.

Encounter Attack 3 (Free Action) • Martial, Weapon

Self

Trigger You hit a creature.

Effect The creature you hit takes 1dW extra damage from the triggering attack and, until the end of your next turn, that creature cannot make opportunity attacks or benefit from combat advantage. All allies adjacent to the creature can shift their speed -4.

Encouraging Advice

You stand with your allies and support their actions.

Encounter Attack 3 (Counter Action) • Martial, Consistent

Near eyesight, one creature

Trigger An ally in range misses the target with an attack.

Attack Intelligence +2 vs Reflex

Hit The target is hit by the triggering attack.

Back-To-Back

They have your back; you have theirs.

Daily Attack 5 (Standard Action) • Martial, Weapon

Melee touch, you and one adjacent ally

Effect The target makes a basic attack. Until the start of your next turn, the target gains a +2 power bonus to AC and Reflex defense.

Maintain Standard The target repeats the attack and the effect persists. You cannot maintain if you and the targeted ally are no longer in adjacent squares.

Cover Opportunity

You take the full force of your enemy's attack to offer your allies a chance to recover.

Daily Attack 5 (Move Action) • Healing, Martial, Consistent

Near burst 5, two creatures you can see

Attack Intelligence +2 vs Reflex

Hit The target is marked until the end of the encounter.

Effect All allies in eyesight can spend a recovery and heal their recovery value in hit points.

Attract Attention

You've got to do something stupid in order to save the team.

Daily Utility 6 (Move Action) • Martial

Self

Effect All creatures you have marked suffer an additional -2 penalty to attacks that don't include you until the end of your next turn. All targets you have marked gain a +2 bonus to attack you until the end of your next turn.

Maintain Move The effect persists until the end of your next turn.

Blind Spot

An enemy comes out of nowhere. You make a quick attack before it can assault a comrade.

Encounter Attack 7 (Counter Action) • Martial, Weapon

Melee or Ranged weapon, one enemy

Trigger An enemy makes its first attack of the encounter.

Effect Make a basic attack against the target. If you hit, the target takes 1dW extra damage from the attack. The target suffers a -4 penalty to attack rolls until the end of your next turn.

Right into the Trap

Your opponent falls perfectly for your taunt. It doesn't realize its mistake until it's too late.

Encounter Attack 7 (Counter Action) • Focus, Martial

Near eyesight, the triggering ally

Trigger One ally hits a creature.

Attack Intelligence +2 vs Reflex

Hit Your ally's hit becomes a critical hit.

Take the Lead

In the absence of proper leadership, you stand up to lead the charge.

Encounter Attack 7 (Free Action) • Martial, Weapon

Self

Trigger You hit one creature, and there are no allies closer to this creature than you are.

Effect The creature is marked until the end of your next turn. While it is marked, if the creature moves in any direction that does not bring it closer to you, you can make a basic attack against it as a counter.

Maintain Swift The effect persists until the end of your next turn.

Aggravate the Wound

Your attack struck a previous wound the enemy had already sustained, causing further damage.

Daily Attack 9 (Free Action) • Martial, Weapon

Self

Trigger You hit a creature.

Effect The creature you hit takes 2dW extra damage from the triggering attack, and it fails its next saving throw.

Proud Target

Yup, you're the leader. They know it, even if it isn't true.

Daily Attack 9 (Move Action) • Focus, Martial

Near burst 10, all enemies you can see

Attack Intelligence +2 vs Reflex

Hit The target is marked until the end of your next turn. An enemy marked by you that does not include you as a target on its next attack suffers a -3 penalty to all defenses until the end of your next turn.

Effect You gain a +2 power bonus to all defenses until the end of your next turn.

Maintain Move Repeat the attack and the bonus to defenses persists until the end of your next turn.

Boar's Head

You and your allies move in formation.

Encounter Utility 10 (Move Action) • Martial

Near burst 3, you and all allies

Effect The target moves your speed. Each target must end their move adjacent to at least one other target.

Taunting Mockery

You scream obscenities and hurl rocks to anger an opponent.

Encounter Utility 10 (Swift Action) • Martial

Ranged 20, one creature

Effect You mark the target until the start of your next turn.

Maintain Swift The effect persists until the start of your next turn.

Diverting Attack

Your attack causes your enemy to rear its head, allowing others to take the kill shot.

Encounter Attack 13 (Free Action) • Focus, Martial, Consistent Self

Trigger You hit a creature.

Hit You and all allies in open range can score a critical hit against the creature you hit on a natural roll of 18, 19, or 20 until the start of your next turn.

Maintain Move The effect persists until the start of your next turn. You cannot maintain if you or any ally scored a critical hit the previous round.

Positive Reinforcement

You ally's attack was far more deadly than even they thought it was.

Encounter Attack 13 (Move Action) • Focus, Martial, Consistent

Near burst 10, one creature you damaged this turn

Attack Intelligence +2 vs Reflex

Hit Until the start of your next turn, you and all allies in open range gain a +6 power bonus to attack rolls with basic attacks against the target.

Subtle Encouragement

The enemy doesn't know it, but you have maneuvered them right where you want them.

Encounter Attack 13 (Move Action) • Martial

Near burst 10, one creature

Hit Shunt the target a number of squares equal to your Charisma modifier, and it grants you and all allies combat advantage until the end of your next turn. One ally in eyesight automatically hits with their next at-will or encounter power against the target.

Hearten the Squad

There stands the enemy and your group must destroy it.

Daily Attack 15 (Standard Action) • Focus, Martial

Near burst 10, one creature you can see

Effect All allies in open range and in line of effect to the target automatically hit the target with basic attacks until the start of your next turn.

No Time to Bleed

You're hit but the others can't see you squirm.

Daily Attack 15 (Free Action) • Healing, Martial, Weapon

Near eyesight, the triggering creature

Trigger You hit one creature that hit you since the start of your last turn.

Effect The target takes 3dW extra damage from the triggering attack, and you can spend a recovery and heal your recovery value.

Direct Strike

You relay important information to allies about approaching threats.

Encounter Utility 16 (Move Action) • Martial

Near burst 10, all enemies you can see

Effect The target grants combat advantage to you and all allies until the start of your next turn.

Plan of Attack

Don't just all of you run headstrong into a fight. Let's think this through.

Encounter Utility 16 (Move Action) • Martial

Near eyesight, four allies

Effect The target gains a +3 power bonus to attack rolls until the start of your next turn.

Center Peel

You create a diversion and a precious opportunity for a wounded ally to break off and retreat.

Encounter Attack 17 (Move Action) • Martial

Ranged eyesight, all enemies

Effect Until the end of your next turn, the targets are marked and slowed. Allies in range shift a number of squares equal to 1 + your Charisma modifier, but must not end their movement adjacent to an enemy.

Direct Threat

You stand against the most dangerous opponent on the field.

Encounter Attack 17 (Move Action) • Focus, Martial, Consistent

Near burst 5, one creature you can see

Attack Intelligence +2 vs Reflex

Hit Until the end of your next turn, the target can make no attacks that do not include you, you gain a +2 bonus to all defenses against the target's attacks, and if the target hits you, you can make a basic attack against it as an immediate reaction.

Maintain Swift The effect persists until the end of your next turn. You can only sustain if you are not staggered.

Target Priority

One ally is injured. You goad enemies into shifting their attention.

Encounter Attack 17 (Move Action) • Martial

Near eyesight, one ally

Effect Until the start of your next turn, all enemies suffer a -4 penalty to attack rolls against the target, and if any enemy hits the target, one ally in eyesight gains a basic attack against that enemy as a counter.

Maintain Move The effect persists until the start of your next turn. You cannot sustain if the target scores a critical hit on an enemy.

Secure Perimeter

You form a circle with your comrades when surrounded by enemies.

You make a final stand against the onslaught.

Daily Attack 19 (Standard Action) • Martial, Weapon

Near burst 3, you and up to four allies

Effect The target can make a basic attack as an opportunity action against any enemy that approaches within 5 squares of them but is not adjacent. Creatures hit are immobile until the start of the target's next turn.

Maintain Standard You and allies repeat the attack. You cannot sustain if a target moves 3 squares or further from another target.

Focus Target

You order an ally to focus and ignore all distractions.

Encounter Utility 22 (Move Action) • Martial

Near eyesight, one ally

Effect Until the start of your next turn, the target gains a +4 power bonus to attack rolls and can score a critical hit on a natural roll of 18-20.

Sudden Exposure

You scream for an ally to get down, making their foe vulnerable to attack.

Encounter Attack 23 (Move Action) • Focus, Martial, Consistent
Near eyesight, one enemy

Effect Shunt one ally adjacent to the target their speed -4. Make the following attack against the target.

Attack: Intelligence +2 vs. Reflex

Hit: The target gains vulnerability to all weapon damage 5 until the end of your next turn.

Maintain Move The target gains vulnerability to all weapon damage 5 until the end of your next turn. You cannot sustain if the target is staggered.

On A Pile of Corpses

You scream in defiance, standing on a hill built from the bodies of your enemies.

Encounter Attack 23 (Move Action) • Martial, Weapon

Near burst 10, all enemies you can see

Effect You mark the target and pull it 4 squares. Until the end of your next turn, you gain a +4 bonus to all defenses, and if any of your marked targets makes an attack that does not include you, the target is helpless against your attacks.

Maintain Move The effect persists until the end of your next turn. You can only sustain this power once.

Point Of No Return

You risk everything, even personal injury, towards the success of the mission.

Daily Attack 25 (Standard Action) • Healing, Martial

Near eyesight, you and four allies

Effect The target can spend a recovery. They can either regain hit points or use their recovery value as a damage bonus on their next hit. The target can make an immediate basic attack.

Pinpoint Objective

You find the most dangerous opponent--the enemy commander or the largest target. Everyone coordinates their attacks.

Daily Attack 25 (Move Action) • Focus, Martial, Consistent

Near burst 10, one creature you can see

Attack: Intelligence +2 vs Reflex

Hit: Until the start of your next turn, all allies in open range gain a +2 bonus to attack and a +5 bonus to damage against the target.

Maintain Move Until the start of your next turn, each time an ally hits the target, the target takes +5 damage.

Brilliant Opportunity

Your tactical planning has created an opening.

Encounter Attack 27 (Move Action) • Focus, Martial, Consistent

Ranged eyesight, one creature

Attack: Intelligence +2 vs Reflex

Hit: Until the start of your next turn, when the target hits with an attack, one ally in eyesight makes a basic attack against a target of their choice as a reaction.

Maintain Move The effect persists until the start of your next turn. You can only sustain once.

Perfect Timing

You've planned ahead for this moment. You knew where your enemy would be, where they would strike, and when their weaknesses would be revealed. You give your allies the word and they act according to the plan.

Encounter Attack 27 (Standard Action) • Martial

Near eyesight, all allies

Effect Once before the start of your next turn, the target can make a basic attack as a counter.

Shock And Awe

You display overwhelming battle awareness.

Daily Attack 29 (Swift Action) • Focus, Martial

Near burst 10, all enemies

Attack: Intelligence +2 vs Reflex

Hit: The target is stunned until the start of your next turn.

Effect You and each ally in burst can shift a number of squares equal to 1+ your Intelligence modifier.

Maintain Swift Repeat the attack.

Shining Example

Your allies are moved by your bravado.

Daily Attack 29 (Move Action) • Martial

Near burst 10, all enemies

Effect You mark the target. Until the end of your next turn, you take no damage from the target's attacks provided it remains marked by you; instead, grant temporary hit points to one ally in range equal to the damage dealt. An ally cannot receive more temporary hit points than their recovery value. Any target that is out of range by the end of your turn is no longer marked.

Maintain Move The effect persists until the start of your next turn. You cannot sustain if you are staggered.

Puppeteer's String

Key Ability: Wisdom

Secondary Ability: Charisma

You can enchant, influence and dominate the weaker willed.

Befuddle

Your mental influence clouds your opponent's concentration.

At-Will Attack 1 (Move Action) • Arcane, Focus, Psychic

Near burst 3, one creature

Attack: Wisdom vs Will

Hit: The target is dazed until the start of your next turn.

Neural Spear

You scour the target's mind.

At-Will Attack 1 (Standard Action) • Arcane, Focus, Psychic

Near burst 5, one living creature

Attack: Wisdom vs Will

Hit: 1d8 + Wisdom modifier psychic damage.

Level 21: 2d8 + Wisdom modifier damage.

Instant Friends

Don't you remember me? We're old pals.

Encounter Attack 1 (Standard Action) • Arcane, Charm, Focus, Psychic

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target treats you as a friend and cannot attack you until the end of your next turn. You can use your Bluff skill to convince the target to do something for you, as per normal rules for Bluff. The effect ends immediately if you make an attack that damages the target.

Maintain Swift Repeat the attack against the same target. On a hit the duration is extended until the end of your next turn.

Recall Probe

You sift through the target's memories, searching for the needed one.

Daily Attack 1 (Standard Action) • Arcane, Focus, Psychic

Melee touch, one creature

Attack Wisdom vs Will

Hit 2d4 + your Wisdom modifier psychic damage and the target is dazed until the end of your next turn. You search the target's mind for a specific memory. Make an Arcana check: DC 20 for a memory 24 hours old or less, DC 25 for a week old and DC 30 for up to a month old (GM's discretion for older memories).

Miss The power is not expended, but you cannot use it on the same target until after your next long rest.

Maintain Standard Repeat the attack against an eligible target.

Dreamtrancer

You move through the netherscape of untapped subconscious to communicate with someone else.

At-Will Utility 2 (Standard and Move Action) • Arcane, Psychic

Unlimited one unconscious creature you have met

Effect You enter the target's dream until the start of your next turn. You can communicate with the target, convince it you are real or not. Once on your turn, make a Wisdom vs Will attack if you wish to take control of the dream: otherwise, you can only control your dream body and anything you can directly affect with it. If you take control of the dream, the target can attempt a Wisdom or Charisma vs Will attack at the start of its next turn to regain control. If you inflict harm on the target or the target inflicts harm on itself, it wakes up; however, if you are in control of the dream, the target can only harm itself if you wish it. While you are in the dream, you can take no actions outside of it. If you suffer damage in reality, the effect ends.

Maintain Free The effect persists until the start of your next turn. You cannot maintain if the target wakes up.

Imprint

You wave your hand and suddenly a piece of paper looks like a letter from the king, a copper coin looks like a gold coin, or a rock looks like a diamond. Surely there are other applications, but you can't think of any.

At-Will Utility 2 (Standard Action) • Arcane, Illusion

Melee touch, one tiny object

Effect You make one object look like something else of the same approximate size and shape. The illusion only affects the object's visual qualities. Observers can make a Perception check opposed by your Bluff check to identify the illusion. The effect lasts until you dismiss it as a free action, or until you stop touching the object.



Conversion by Luigi Castellani

Long Range Communication

You concentrate and transmit a simple message over a vast distance.

At-Will Utility 2 (Standard Action) • Arcane, Psychic

Near burst 1 mile, one creature you can envision

Effect You transmit a message of 25 words or less that only the target will hear.

Indirect Camouflage

The best disguise is the one established in the mind.

Daily Utility 2 (Move Action) • Arcane, Consistent, Focus, Illusion, Psychic

Self

Hit You disguise your appearance until the end of your next turn, making you look like someone else. The details of your appearance are up to you. You gain a +5 bonus to Bluff checks related to the disguise.

Maintain Move The effect persists until the end of your next turn. You cannot maintain for longer than five minutes.

All a Jumble

The target mixes up their target and ends attacking their best friend. That won't go over well.

Encounter Attack 3 (Counter Action) • Arcane, Consistent, Focus, Psychic

Near burst 10, the triggering creature

Trigger A creature makes a ranged attack against you or an adjacent ally.

Attack Wisdom vs Will

Hit The target attacks a different creature of your choice within its attack's range.

Cut the Strings

The target's eyes roll back and they take a nice long nap.

Encounter Attack 3 (Standard Action) • Arcane, Consistent, Focus, Psychic

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target falls unconscious until the end of your next turn. If it suffers any damage, it immediately wakes up.

Maintain Swift Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the target is unconscious for one hour or until it suffers damage.

Reverberation

You create a sound everyone thinks they hear.

Encounter Attack 3 (Move Action) • Arcane, Consistent, Focus, Psychic

Far burst 5 within range 20, all enemies

Attack Wisdom vs Will

Hit The target is distracted and grants combat advantage to all creatures until the end of your next turn.

Direct Manipulation

You push the target's brain aside and take direct control of the target.

Daily Attack 5 (Standard Action) • Arcane, Charm, Consistent, Focus, Psychic

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target is controlled until the end of your next turn.

Maintain Standard Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the target is controlled for one hour.

Making Matters Worse

You're already wiggling around their mind. Might as well cut a few nerves.

Daily Attack 5 (Free Action) • Arcane, Focus, Psychic

Unlimited range, one creature that has just taken damage from a Psychic power you used

Effect The target takes an additional 2d8 + Wisdom modifier damage and is weakened until the end of your next turn.

Level 15: 3d8 + Wisdom modifier damage.

Level 25: 4d8 + Wisdom modifier damage.

Deep Scan

You attempt to scan the thoughts of someone you cannot see.

Daily Utility 6 (Standard and Move Action) • Arcane, Consistent, Focus, Psychic

Near burst 1 mile, one creature you can envision

Attack Wisdom vs Will

Hit You are able to scan the surface thoughts of the target, revealing its current location and what it is doing.

Special No attack necessary against a willing target.

Instill Confidence

You make someone feel just awesome.

Daily Utility 6 (Swift Action) • Arcane, Psychic

Near burst 5, one ally

Effect The target gains a +5 bonus to all skill checks for five minutes.

Psychic Refresh

You are not like other people, limited in their uses of things.

Daily Utility 6 (Move Action) • Arcane, Psychic

Self

Effect Recover the use of one of your encounter powers.

Visual Deletion

Although you can still make a noise, your opponents have no other ways to locate you.

Encounter Attack 7 (Standard Action) • Arcane, Focus, Illusion, Psychic

Near burst 5, all enemies

Attack Wisdom vs Will

Hit You are invisible to the target until the end of your next turn.

Maintain Move Repeat the attack against any targets you hit last turn.

Act Casual

No one suspects a thing.

Daily Attack 9 (Standard Action) • Arcane, Charm, Focus, Psychic

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target is controlled (save ends), but not dazed (enabling you to use more than one of its actions) and the target doesn't grant combat advantage unless you wish them to.

Phrenic Cascade

You simply cause havoc in the target's brain.

Encounter Attack 23 (Standard Action) • Arcane, Consistent, Focus, Psychic

Near burst 10, one creature

Attack Wisdom vs Will

Hit 5d10 + Wisdom modifier damage, and the target is stunned until the end of your next turn.

Level 27: 7d10 + Wisdom modifier damage

Neural Slice

You send out a cascade of psychic energy to affect all those around.

Daily Attack 9 (Standard Action) • Arcane, Focus, Psychic

Far burst 3 within range 10, all enemies

Attack Wisdom vs Will

Hit The target is dazed, immobile, and weakened (save ends all).

Miss The target is dazed, immobile, and weakened until the start of your next turn.

Godly String

No matter where they go, no matter where they hide, you can get at them.

Daily Attack 25 (Standard and Move Action) • Arcane, Focus, Psychic

Near burst 1 mile, one creature you can envision

Attack Wisdom vs Will

Hit The target is controlled (save ends).

Telepathic Blocker

You go on the defense to ensure you don't suffer from any effects you yourself are known for.

Daily Utility 10 (Free Action) • Arcane, Psychic

Self

Effect You gain a +4 bonus to Will defense for 5 minutes.

Pure Puppeteer

You convince the target that what you wish is all that matters. You are nothing less than a god and they will do anything and everything in your name.

Daily Attack 25 (Standard Action) • Arcane, Consistent, Focus, Psychic

Near burst 5, one creature

Attack Wisdom vs Will

Hit The target is under your control until the end of your next turn. This is identical to being controlled, except you can activate rechargeable, encounter, and daily powers. You can command the target to attack allies or itself (if possible).

Maintain Move Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the effect remains for one hour.

Blackout

You cut off every sense in your opponent. You suppose they could still smell you.

Daily Attack 15 (Standard Action) • Arcane, Focus, Psychic

Near burst 5, all enemies

Attack Wisdom vs Will

Hit The target is blinded and deafened (save ends).

Miss The target is blinded and deafened until the start of your next turn.

Personality Manipulation

Until now, everything you have done has been temporary. People would wake up and feel the fool. Now, there is nothing holding you back ... this is that moment where you need to decide which side you're really on.

Daily Attack 29 (Standard Action) • Arcane, Charm, Consistent, Focus, Psychic

Near burst 5, one creature

Attack Wisdom vs Will

Hit You rewrite the target's personality so that it is convinced you and your allies are its allies until the end of your next turn. You have no direct control over the target but are able to give it instructions which it will try to follow to the best of its abilities.

Maintain Move Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the effect remains for one day.

Transplant Senses

You can either look through someone else's eyes or force their vision through your own.

Encounter Attack 17 (Standard Action) • Arcane, Consistent, Focus, Psychic

Ranged 20, one creature

Attack Wisdom vs Will

Hit Until the start of your next turn, you either look through the target's eyes or you force the target to see what you see. While looking through the target's eyes, you may choose whether or not the target is aware of your use of this power. While looking through the target's eyes, you grant combat advantage to all creatures: while looking through yours, the target grants combat advantage to all creatures and may not be able to see certain targets in order to attack them. If the target takes damage, the effect ends.

Maintain Standard Repeat the attack against the same target. You can continue to maintain even after the encounter ends. While you are not in an encounter, each time you maintain this power, the effect remains for one hour or until you end it as a swift action.

Field Control

This feels more like a tabletop wargame and these are your troops.

Daily Attack 19 (Standard Action) • Arcane, Charm, Focus, Psychic

Near burst 5, all enemies

Attack Wisdom vs Will

Hit The target is controlled until the end of your next turn.

Maintain Standard Repeat the attack against any targets you hit last turn.

Radiant Dawn

Key Ability: Wisdom

Secondary Ability: Charisma

You use the divine power of the sun to blast and dazzle your enemies and heal your allies.

Dismiss

This attack ‘softly’ removes an enemy from your presence.
At-Will Attack 1 (Standard Action) • Divine, Weapon, Radiant
Melee weapon, one creature
Attack Wisdom vs AC
Hit 1dW + Wisdom modifier radiant damage and the target is pushed 2 squares.
Level 21: 2dW + Wisdom modifier radiant damage and the target is pushed 2 squares.
Special If the target is undead, they are pushed 4 squares on a hit instead.

Expose Weakness

You strike with a weak, but swift, attack that hampers an opponent.
At-Will Attack 1 (Standard Action) • Divine, Focus
Ranged 10, one creature
Attack Wisdom vs Will
Hit The creature is weakened and slowed (save ends both).

Staunching Strike

To help your allies and harm your enemies is the most basic tenet of the Radiant Dawn discipline.
Encounter Attack 1 (Standard Action) • Divine, Weapon, Radiant, Healing
Melee weapon, one creature
Attack Wisdom vs AC
Hit 2dW + Wisdom modifier radiant damage. You or an ally within sight can spend a recovery to heal their recovery value.

Spoils of War

Might makes right.
Daily Attack 1 (Standard Action) • Divine, Focus, Radiant
Near burst 3, all enemies
Attack Wisdom vs Fortitude
Hit 2d8 + Wisdom modifier damage.
Effect Until the end of the encounter, each time an ally within 3 hits with an attack, they heal damage equal to your Wisdom modifier.

Decree of Mercy

A simple look and gesture can weaken one’s resolve to kill.
Encounter Utility 2 (Counter Action) • Divine
Near burst 5, all enemies
Attack Wisdom vs Will
Hit Attacks the target makes until the end of your next turn are nonlethal.

Bolster

You fortify an ally with akasha, hardening their skin like the scales of a dragon.
Daily Utility 2 (Counter Action) • Divine
Near burst 5, one ally
Effect The ally gains resistance to all 5 until the end of your next turn. Level 11: 10. Level 21: 15.

The Caged Sun

Daily Utility 2 (Swift Action) • Divine, Stance, Healing
Self
Effect You cannot heal creatures other than yourself, or enable other creatures to spend recoveries. However, all healing you receive is doubled. If you receive healing but are already at maximum HP, you gain that amount as temporary HP instead.
Special If you are staggered, you can enter this stance as a reaction.

Curate’s Strike

This strike was created by a kobold leader to fight both controlling magics and vicious wounds.
Encounter Attack 3 (Standard Action) • Divine, Focus, Radiant, Healing
Ranged 5, one creature
Attack Wisdom vs AC
Hit 2d8 + Wisdom modifier radiant damage. You or an ally within sight can spend a recovery to heal their recovery value. They also gain a +2 bonus on saving throws until the end of your next turn.

Decree of Purity

A single word and a wave of the hand purifies those who would stand with you.
Encounter Utility 6 (Swift Action) • Divine, Healing
Ranged 5, one ally
Effect The target makes a saving throw against persistent damage or a condition with a save ends duration.

Healer’s Bane

You hijack healing for your own purpose.
Encounter Utility 6 (Counter Action) • Divine, Healing
Near burst 10, one creature
Trigger The creature is about to heal.
Effect The creature does not heal, but does lose a recovery. Pick an ally within range. They heal equal to their recovery value.

Witness to Glory

With a surge of akasha, you spur an ally into battle.
Daily Utility 6 (Counter Action) • Divine
Near burst 10, one ally
Trigger Initiative is rolled.
Effect The ally receives a +4 power bonus to initiative. They add your Wisdom modifier to their speed until the end of your next turn.

Armaments of the Empire

A thin layer of akasha flows forth from you and covers your and your allies’ weapons.
Encounter Attack 7 (Standard Action) • Divine, Weapon, Radiant
Melee weapon, one creature
Attack Wisdom vs AC
Hit 2dW + Wisdom modifier damage.
Effect Until the end of your next turn, all allies within 5 squares gain a +2 power bonus on attack rolls.

Decree of Death

You single out targets for execution.
Encounter Attack 7 (Standard Action) • Divine, Radiant, Focus
Far burst 1 within range 5, all enemies
Attack Wisdom vs Will
Hit 1d8 + Wisdom modifier radiant damage and the target grants combat advantage until the end of your next turn.

Disrupt Essence

A powerful blow that disrupts one's essence, inhibiting the use of abilities.

Daily Attack 9 (Standard Action) • Divine, Weapon, Radiant
Melee weapon, one creature
Attack Wisdom vs AC
Hit 2dW + Wisdom modifier damage and the target cannot use encounter, daily or refresh powers until the end of your next turn.

Lifeburst Strike

You strike out with a simple blow with an uncanny power to heal and harm.

Daily Attack 9 (Standard Action) • Divine, Healing, Radiant, Focus
Near burst 1, all enemies
Attack Wisdom vs Fortitude
Hit 2d8 + Wisdom modifier radiant damage. Until the end of your next turn, if an ally of yours hits the target, the ally heals 10 damage.
Miss Half damage, and no healing effect.
Maintain Swift The healing effect persists until the end of your next turn.

Decree of Silence

Your presence demands silence.

Daily Utility 10 (Counter Action) • Divine
Near burst 1, self and all allies
Trigger You are the target of a Near or Far attack.
Effect Creatures in the area of this power cannot be targeted by the attack.

Lifeburst Imbuement

This maneuver imbues another to carry out your will.

Encounter Attack 13 (Standard Action) • Divine, Radiant
Near burst 5, one ally
Effect The next attack the ally makes has combat advantage, and does 3d8 additional radiant damage on a hit.

Sunstroke

Your akasha shapes an attack into a powerful solar flare.

Daily Attack 15 (Standard Action) • Divine, Fire, Radiant, Focus
Far burst 2 within range 10, all enemies
Attack Wisdom vs Reflex
Hit 2d10 + Wisdom modifier radiant and fire damage and persistent fire damage 10 (save ends).
Miss Half damage, and no persistent damage.
Effect One ally in the burst can spend a recovery to heal their recovery value.

Shatter Spell

You bring a spell or other magical effect to an unceremonious end.

Daily Utility 16 (Standard Action) • Divine
Ranged 10, one persisting power
Attack Wisdom vs Will (power's user)
Effect The power comes to an end.

Sunlight Shields

Your stance sits halfway between martial form and magic prowess, conjuring shields of light to defend yourself and others.

Daily Utility 16 (Swift Action) • Divine, Radiant, Conjunction
Far wall 1 within range 10
Effect Allies in or adjacent to the wall get a +2 power bonus to AC. An enemy that moves into the wall stops moving immediately and cannot move for the rest of the turn. Walls created last until the end of your next turn.
Maintain Swift Conjure a new wall within range, which lasts until the end of your next turn. This does not prolong the duration of any existing walls you conjured with this power. You cannot conjure the new wall in the same location as an existing wall.

Divide and Conquer

This strike pulls essence from the target, creating an effigy of the creature.

Encounter Attack 17 (Standard Action) • Divine, Fire, Focus
Ranged 10, one creature
Attack Wisdom vs Fortitude
Hit 3d8 + Wisdom modifier fire damage, and conjure an effigy of the target in an unoccupied square in range. Any attack that targets the effigy targets the target as well, even if the target would normally be out of range of the attack. The target only gets targeted once by any given attack, even if both the target and their effigy are in the area of effect.

Battle Against the Sun

To challenge you is to challenge the sun itself: An exercise in futility.

Daily Attack 19 (Standard Action) • Conjunction, Divine, Fire, Focus
Ranged 10, an unoccupied square
Effect You conjure a miniature sun, which occupies one square. The sun casts bright light in a 2-square radius. It makes a ranged attack during each of your turns, including the turn it was conjured. If you spend a move action, the sun moves up to 4 squares.
Attack: Ranged 5, one enemy; your Wisdom vs Reflex; 2d10 + Wisdom modifier radiant damage.
Maintain Swift The sun remains another round and makes another attack.

Noblesse Oblige

When all else fails, your allies turn to you to save them.

Daily Attack 19 (Counter Action) • Divine, Weapon, Radiant, Healing
Near burst 10, the triggering enemy
Trigger An enemy reduces your ally to 0 HP or below with an attack.
Hit 3dW + Wisdom modifier radiant damage.
Effect The triggering ally can spend a recovery and heal 1 damage, plus they heal equal to the damage done by your attack (if any).
Special Before the attack, you can shift up to your Strength modifier squares.

Decree of Freedom

With a gesture and a single word, you cause a target's essence to flare, freeing them from their bonds.

Encounter Utility 22 (Swift Action) • Divine, Healing
Near burst 10, one ally
Effect The target ignores all conditions and persistent damage it is affected by until the end of your next turn. It can also ignore any zones or difficult or hazardous terrain during the same period. The target does not make saving throws during this effect, but the time elapsed does count towards the duration of effects.

Awaken the Sleeper

It's said that the soul of a mortal contains power that can rival the gods, and this maneuver awakens a fraction of that power for a brief moment.

Encounter Attack 23 (Standard Action) • Divine

Near burst 10, one ally

Effect Select one of your 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 Attack 23 (Counter Action) • Divine, Focus, Radiant

Near burst 10, the triggering enemy

Trigger An enemy within range hits your ally with an attack.

Attack Wisdom vs Will

Hit 4d10 + Wisdom radiant damage.

Effect You or a willing ally within range teleports to the triggering ally's space, and the triggering ally teleports to the space you/the other ally just left. The one teleported to the space takes the hit instead of the triggering ally.

Swords into Ploughshares

This blow marks an enemy with a simple brand that burrows into their essence. Their strikes heal and harm in equal measure.

Encounter Attack 23 (Standard Action) • Divine, Weapon, Radiant

Melee weapon, one creature

Attack Wisdom vs AC

Hit 3dW + Wisdom modifier radiant damage.

Effect Until the end of your next turn, any ally of yours targeted by the target's attack can spend a recovery to heal up to their recovery value.

Maintain Swift Maintain the effect.

Path of the Sun

Coalesce the power of the sun into a powerful beam that washes over enemies and allies alike, leaving behind thousands of motes of light.

Daily Attack 25 (Standard Action) • Divine, Focus, Fire, Radiant

Near wall 10, all enemies in the wall

Attack Wisdom vs Fortitude

Hit 3d8 + Wisdom modifier radiant and fire damage.

Effect The wall persists until the end of your next turn. Allies that move through the wall only spend 1 movement for every 2 wall spaces moved through.

Make the attack against any enemy that enters a wall space or ends its turn on a wall space.

Maintain Swift The wall persists until the end of your next turn.

Push the Advantage

With the enemy defeated, you spur an ally towards further glory.

Daily Attack 25 (Reaction Action) • Divine, Weapon, Radiant

Near burst 10, one ally

Trigger An ally reduces an enemy to 0 HP or below

Effect The triggering ally can immediately take a move action and a standard action, in either order. Also, if you spend a recovery all allies within range heal equal to your recovery value.

Decree of Vengeance

You and your allies rise in revenge against your assailants.

Encounter Attack 27 (Standard Action) • Divine

Near burst 5, all allies

Effect Each ally in range may make a basic attack. If they do so, they heal equal to their recovery value.

Harsh Light of Day

This attack brings with it a blast of light, making your enemies quail before the light of judgement.

Encounter Attack 27 (Standard Action) • Divine, Focus, Radiant

Ranged 10, one enemy or square

Attack Wisdom vs Reflex

Hit 3d10 + Wisdom modifier radiant damage and the target is dazed until the end of your next turn.

Special Attack ignores all penalties from cover, concealment, invisibility, etc. If you target a square, the attack is made against the nearest enemy to that square, whether or not you are able to target them or even know that they exist.

Judgement Day

Daily Attack 29 (Standard Action) • Divine, Radiant, Focus

Far burst 2 within range 10, all enemies

Attack Wisdom vs Fortitude

Hit 3d8 + Wisdom modifier radiant damage and they are blinded (save ends).

Effect Allies within the area heal equal to their recovery value.

Tyrant's End

This powerful blow brings the end to tyrant's reigns.

Daily Attack 29 (Standard Action) • Divine, Weapon, Radiant

Melee weapon, one creature

Attack Wisdom vs AC

Hit 6dW + Wisdom modifier radiant damage.

Effect The creature loses all resistances and immunities until the end of your next turn.

Rapier's Point

Key Ability: Dexterity

Secondary Ability: Charisma

You are a graceful, skilled duelist.

Note: Other than the powers of the Rapier's Point and Blades in the Dark Discipline, the main ways to gain momentum are the features of the Exemplar class. Powers that involve momentum may be of limited use to non-Exemplars.

If you do gain momentum from a power, the same rule for losing momentum applies as for the Exemplar: you lose it if you are hit by any attack.

Dance of Blades

At-Will Attack 1 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier and you swap places with the target.

Level 21: 2dW + Dexterity modifier damage.

Gentlefolk's Challenge

At-Will Attack 1 (Standard Action) • Martial, Weapon

Melee weapon, one target

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Level 21: 2dW + Dexterity modifier damage.

Effect The target is marked.

<p>Sure Thing</p> <p>Encounter Attack 1 (Standard Action) • Martial, Weapon Melee weapon, one target Attack Dexterity +2 vs Reflex Hit 1dW + Dexterity modifier damage.</p>	<p>Bravado</p> <p>Encounter Utility 10 (Counter Action) • Martial Self Effect An attack against your Fortitude, Reflex or Will is instead made against your Armor Class.</p>
<p>Only Fooling</p> <p>Daily Attack 1 (Standard Action) • Martial, Weapon Melee weapon, one target Trigger You are prone, immobile, restrained, grappled or slowed. Attack Dexterity vs Reflex Hit 2dW + Dexterity modifier damage. Special You lose one condition that triggers this power, or you stand up from prone. Move up to your speed before making your attack.</p>	<p>Fend Off Horde</p> <p>Encounter Attack 13 (Standard Action) • Martial, Weapon Near burst 1, all enemies Attack Dexterity vs AC Hit 2dW + Dexterity modifier damage and push a number of squares equal to your Charisma modifier. Boost Level 23 3dW + Dexterity modifier damage, and the target is also knocked prone.</p>
<p>Scornful Laugh</p> <p>Encounter Utility 2 (Reaction Action) • Martial Near burst 10 Trigger An enemy misses you with an attack. Effect The enemy takes a -4 penalty on attack rolls until the end of your next turn.</p>	<p>Blur of Cloaks</p> <p>Daily Attack 15 (Standard Action) • Martial, Weapon Melee weapon, one target Attack Dexterity vs AC Hit 3dW + Dexterity modifier damage. Effect Until the end of your next turn, the target cannot target you with attacks. Even its Near and Far attacks ignore you.</p>
<p>Lunging Draw</p> <p>Encounter Attack 3 (Standard Action) • Martial, Weapon Melee weapon +1 reach, one target Attack Dexterity vs Will Hit 2dW + Dexterity modifier damage and pull 1.</p>	<p>Harmless Misdirection</p> <p>Encounter Utility 16 (Reaction Action) • Martial Self Trigger You miss with a melee attack. Effect You turn invisible until the end of your turn. <i>Lose momentum:</i> Until the start of your next turn.</p>
<p>Calling Card</p> <p>Daily Attack 5 (Standard Action) • Martial, Weapon Melee weapon, one target Attack Dexterity vs AC Hit 2dW + Dexterity modifier damage. Effect Until the end of your next turn, your allies get a +2 bonus on attack rolls against the target. Maintain Swift The effect persists until the end of your next turn.</p>	<p>Press the Advantage</p> <p>Encounter Attack 17 (Standard Action) • Martial, Weapon Melee weapon, one target Attack Dexterity vs AC Hit 1dW + Dexterity modifier damage and push 1. You shift 1. Effect Make a secondary attack against the same target. <i>Secondary Attack:</i> Dexterity vs AC; 1dW + Dexterity modifier damage and push 1. You shift 1. Boost Level 27 Do 2dW + Dexterity modifier damage with each attack, and you push and shift a number of squares equal to your Charisma modifier.</p>
<p>Throw Off</p> <p>Daily Utility 6 (Swift Action) • Martial Near burst 5, one enemy Effect The target grants combat advantage until the end of your next turn.</p>	<p>Call Bid</p> <p>Daily Attack 19 (Standard Action) • 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. <i>Secondary Attack:</i> 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.</p>
<p>Through the Foot</p> <p>Encounter Attack 7 (Standard Action) • Martial, Weapon Melee weapon, one target Attack Dexterity vs AC Hit 1dW + Dexterity modifier damage and the target is immobile until the end of your next turn.</p>	
<p>Certain Strike</p> <p>Daily Attack 9 (Standard Action) • Martial, Weapon Melee weapon, one target Attack Dexterity vs AC Hit 2dW + Dexterity modifier damage. On this attack, you can score a critical hit on a 16-20. Miss This power is not expended.</p>	

Rescuing Intercept

Daily Attack 19 (Standard Action) • Martial

Melee weapon, one target

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Special Before your attack, an ally within Near range 10 shifts squares equal to your Charisma modifier. Then you teleport into their original space.

Dodge with Panache

Encounter Utility 22 (Counter Action) • 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.

Swift Riposte

Daily Utility 22 (Swift Action) • 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. This effect lasts until the end of your next turn.

Maintain Swift The effect persists until the end of your next turn.

Lethal Misdirection

Daily Attack 25 (Counter Action) • Martial, Weapon

Melee weapon, one target

Trigger An enemy makes an attack that includes you as a target, and at least one creature, not including that enemy, is adjacent to you and is not currently a target of the attack.

Attack Dexterity vs AC, against the adjacent creature

Hit 3dW + Dexterity modifier damage.

Effect The enemy's attack is resolved against the creature adjacent to you instead of you.

Deflect Attack

Daily Attack 29 (Counter Action) • 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. Resolve the enemy's attack normally.

Red in Tooth and Claw

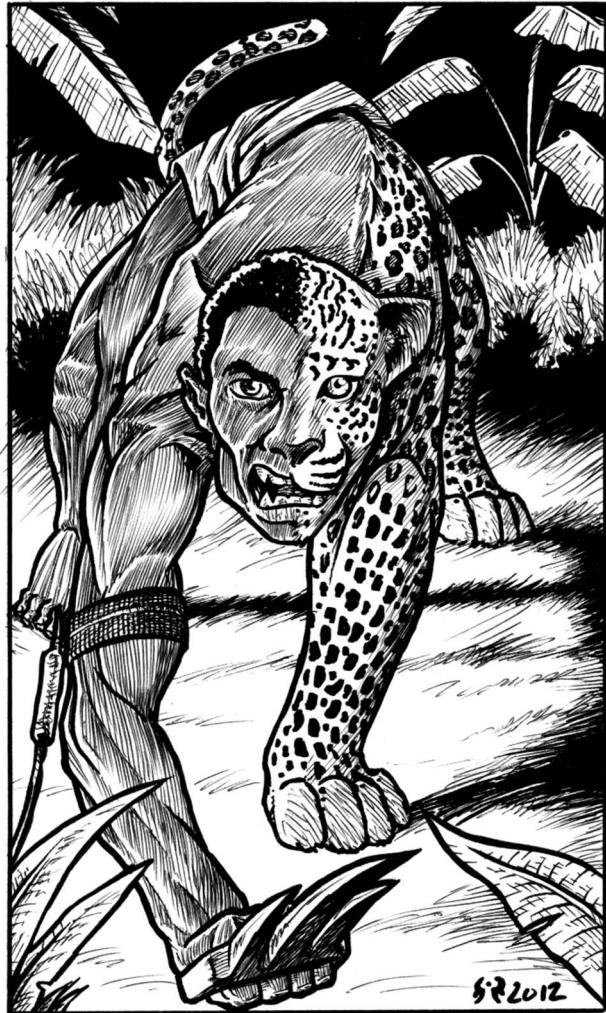
Key Ability: Constitution

Secondary Ability: Wisdom

You can take the form of wild beasts, or take on their characteristics while keeping your own form.

Note: See the Tags rules for details on how Form and Wild Shape tagged powers work.

Wereleopard by Luigi Castellani



Blood Lust

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage, and you gain temporary hit points equal to your Wisdom modifier.

Level 21: 2d8 + Constitution modifier damage, and you gain temporary hit points equal to double your Wisdom modifier.

Special Can be used as a basic melee attack.

Bob and Weave

You bob and weave through combat with the grace of a cat.

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d6 + Constitution modifier damage, and you shift 1 square.

Level 21: 2d6 + Constitution modifier damage.

Special Can be used as a basic melee attack.

Stout Rebuff

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage, and the target is rattled until the end of your next turn.

Level 21: 2d8 + Constitution modifier damage.

Special Can be used as a basic melee attack.

Knockback

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage and the target is pushed 1.

Level 21: 2d8 + Constitution modifier damage and the target is pushed a number of squares equal to your Wisdom modifier.

Special Can be used as a basic melee attack.

Mad Rush

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage.

Level 21: 2d8 + Constitution modifier damage.

Special If used as part of a charge, increase your speed by 2 for the charge and do additional damage equal to your Wisdom modifier. Can be used as a basic melee attack.

Powerful Swipe

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d12 + Constitution modifier damage.

Level 21: 2d12 + Constitution modifier damage.

Special Can be used as a basic melee attack.

Sic 'Em

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage, and the target is marked.

Level 21: 2d8 + Constitution modifier damage.

Special Can be used as a basic melee attack.

Sneaky Strike

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage. If you have combat advantage against the target, do additional damage equal to your Wisdom modifier.

Level 21: 2d8 + Constitution modifier damage, and if you have combat advantage against the target, do additional damage equal to double your Wisdom modifier.

Special Can be used as a basic melee attack.

Tongue Lash

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 2, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage and the target is pulled 1.

Level 21: Reach 2; 2d8 + Constitution modifier damage and the target is pulled 2.

Special Can be used as a basic melee attack.

Venomous Strike

At-Will Attack 1 (Standard Action) • Focus, Poison, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier poison damage. If the creature moves before the end of its next turn, it takes additional poison damage equal to your Wisdom modifier.

Level 21: 2d8 + Constitution modifier damage, and if the creature moves before the end of its next turn, it takes additional poison damage equal to double your Wisdom modifier.

Special Can be used as a basic melee attack.

Drag Down

At-Will Attack 1 (Standard Action) • Focus, Spirit, Wild Shape

Melee 1, one enemy

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage, and the target falls prone.

Level 21: 2d8 + Constitution modifier damage.

Special Can be used as a basic melee attack.

Choppers

Your opponent wasn't expecting you to use your teeth.

Encounter Attack 1 (Swift Action) • Consistent, Focus, Spirit

Melee touch, one target

Attack Constitution vs AC

Hit 2d6 + Constitution modifier damage, and the target is weakened until the start of your next turn.

Boost Level 13 4d6 + Strength modifier damage.

Boost Level 27 6d6 + Strength modifier damage.

Flailing Attacks

Encounter Attack 1 (Standard Action) • Focus, Spirit

Melee touch, one target

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage.

Miss Make a secondary attack against the same or a different target.

Secondary Attack: Constitution vs AC; 1d8 + Constitution modifier damage.

Rake

Encounter Attack 1 (Free Action) • Focus, Spirit

Melee touch, one target

Trigger You hit on an attack.

Attack Same target; Constitution vs AC

Hit 1d8 + Constitution modifier damage and 5 persistent damage (save ends).

Wild Swings

Encounter Attack 1 (Standard Action) • Focus, Spirit

Near burst 1, all enemies

Hit 1d6 + Constitution modifier damage.

Shape of the Badger

Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit Self

Effect You take the form of a Small badger, wolverine or dire weasel, with a burrow speed of 2 and blindsense. As an immediate reaction after you are hit by an attack, you can shift 1 square. While in this form, you gain the *sic 'em* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; 2d8 + Constitution modifier damage, or 3d8 + Constitution modifier if you are staggered; on a miss, the target takes half damage.

Shape of the Bear

Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit Self

Effect You take the form of a Large bear, with low-light vision and climb 2. While in this form, you gain the *blood lust* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; 2d8 + Constitution modifier damage and the target is grappled; half damage on a miss.

Shape of the Cat

Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit Self

Effect You take the form of a Tiny cat or Medium big cat, with low-light vision and a +2 bonus to your speed. Each time an adjacent enemy misses you with an attack, you can shift 1 square. Treat any fall as if it were 6 squares shorter, and you land on your feet even if you take damage. While in this form, you gain the *bob and weave* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; 3d8 + Constitution modifier damage, and you can make a Stealth check to hide as a free action; on a miss, the target takes half damage.

Shape of the Dire Rat

Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit Self

Effect You take the form of a Small dire rat, with climb speed 4 and swim speed 2. While in this form, you gain the *sneaky strike* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; 1d8 + Constitution modifier damage and the target is blinded until the end of your next turn.

Shape of the Elk

Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit Self

Effect You take the form of a Large elk, with a +2 bonus to speed and the *woodland stride* feature. While in this form, you gain the *mad rush* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; you may shift 2 before this attack; Constitution modifier damage and the target takes 10 persistent damage (save ends); the target takes 5 persistent damage on a miss.

Shape of the Tortoise

Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit Self

Effect You take the form of a Small or Medium tortoise, with resistance to untyped damage 3 (5 at level 11, 7 at level 21). You also reduce any unwilling movement you are subject to by 1 square. While in this form, you gain the *stout rebuff* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus, Healing

Melee 1; Con vs AC; 2d8 + Constitution modifier damage and you may spend a recovery to heal your recovery value in hit points; half damage on a miss.

Shape of the Wolf

Daily Attack 1 (Swift Action) • Form, Polymorph, Spirit Self

Effect You take the form of a Medium wolf, with a +2 bonus to speed. You gain a +2 power bonus to attacks against prone targets. While in this form, you gain the *drag down* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; 2d8 + Constitution modifier damage, and if the target is prone you grapple them; on a miss, the target takes half damage. **Effect:** After the attack, move up to half your speed. You may pull one adjacent enemy of size Large or smaller behind you.

All Fours

Your spine makes a slight adjustment and you become a much faster runner.

At-Will Utility 2 (Standard Action) • Spirit, Wild Shape

Self

Effect You gain a +1 bonus to speed and Reflex defense, and you gain a +2 bonus to Acrobatics and Athletics checks. You also suffer a -4 penalty to ranged attacks. The effect lasts until you end it with a move action.

Bramble Step

Encounter Utility 2 (Swift Action) • Focus, Spirit

Self

Effect Until the end of your next turn, you get the *woodland stride* feature (ignore difficult terrain from shrubbery, trees or plants).

Quick Change Artist

Encounter Utility 2 (Counter Action) • Spirit

Self

Effect Use a *shape of the X* power that you know, if you have one that is not expended.

Wild Empathy

Encounter Utility 2 (Swift Action) • Spirit

Self

Effect Until the end of the encounter, you get a +4 bonus on Diplomacy, Bluff, Intimidate and Insight checks against creatures with the beast type.

Agile Animus

The line between human and beast begins to blur.

Daily Utility 2 (Swift Action) • Spirit

Self

Effect Until the end of your next turn, you channel your inner beast. You gain a +1 power bonus to speed, a +2 power bonus to AC and Reflex defense, and a +3 power bonus to Acrobatics and Stealth checks.

Maintain Special At the end of each of your turns during which this power is in effect, make a saving throw. If you succeed, the effect persists until the end of your next turn.

Forceful Animus

The line between human and beast begins to blur.

Daily Utility 2 (Swift Action) • Spirit

Self

Effect Until the end of your next turn, you channel your inner beast. You gain a +2 power bonus to all damage rolls and to AC and Fortitude defense, and a +3 power bonus to Athletics and Endurance checks.

Maintain Special At the end of each of your turns during which this power is in effect, make a saving throw. If you succeed, the effect persists until the end of your next turn.

Full Moon Stance

Daily Utility 2 (Swift Action) • Spirit, Stance

Self

Effect At the end of each of your turns, if you are staggered you regenerate damage equal to your Wisdom modifier. This lasts until the end of the encounter.

Scout Form

Daily Utility 2 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Tiny land or aquatic animal, like a cat, salmon or ferret. Your equipment and anything you are wearing merges into your body, but you keep the same statistics and benefit from any bonuses that, for example, magic items give you. You cannot talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. You remain in this form until the end of your next turn. Pick one:

- Your speed becomes 8
- Your speed becomes 2, and you get a swim speed of 8
- Your speed becomes 6 and you get darkvision
- Your speed becomes 4 and you get blindsight range 6
- Your speed becomes 4 and you can squeeze through gaps as if you were a Diminutive creature

Maintain Swift You remain in this form until the end of your next turn.

Bear Hug

Encounter Attack 3 (Standard Action) • Focus, Spirit

Melee touch, one target

Attack Constitution vs AC

Hit 1d8 + Constitution modifier damage and the target is grappled.

Fearsome Roar

Encounter Attack 3 (Standard Action) • Focus, Psychic, Spirit

Near burst 2

Attack Constitution vs Will

Hit 1d8 + Constitution modifier psychic damage, and the target suffers a -4 penalty on attacks against you until the end of your next turn.

Hard to Miss

Of all the opponents to target, you're the one that stands out.

Encounter Attack 3 (Move Action) • Spirit

Near burst 5, all enemies

Effect The target is marked until they inflict damage on you. You gain combat advantage against each marked target until the end of your next turn. If you take damage from a target while it is marked, as a reaction you may shift up to 5 squares and then make a basic attack against the target.

Maintain Move The effect persists against marked targets until the end of your next turn.

Illogical Rage

You've stopped listening to reason. The best thing your allies can do is give you a direction a step back.

Daily Attack 5 (Reaction Action) • Spirit

Self

Trigger You are staggered.

Effect Until you are no longer staggered or until you fall unconscious, you gain a +4 power bonus to all damage rolls. If you don't hit with any attack on your turn, you gain a +2 bonus to damage on your next hit. This bonus is cumulative every round until you hit. If you do not hit an enemy before the bonus reaches +14, you must make a melee basic attack against the nearest creature on your turn.

Panicked Switch

You turn the target into a small, defenseless animal.

Daily Attack 5 (Standard Action) • Polymorph, Focus, Form, Spirit

Near burst 5, one enemy

Attack Constitution vs Will

Hit 3d10 + your Intelligence modifier damage and shunt the target 2. They are helpless and size Small (save ends both). Until they make their saving throw, you can use a move action to shunt them 2.

Shape of the Frog

Daily Attack 5 (Swift Action) • Form, Polymorph, Spirit
Self

Effect You take the form of a Large frog, with a swim speed of 4. While in this form, you gain the *tongue lash* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus

Melee 1; Con vs Reflex; the target is grappled. Make a secondary attack against the target.

Secondary Attack: Melee 1; Con vs Fortitude, must be grappling the target, the target must be Medium or smaller; the target is swallowed. While the target is swallowed, it is restrained and takes 5 damage plus 5 acid damage at the start of each of its turns. The swallowed creature can make basic melee attacks against you with one-handed or natural weapons. You may release the creature as a swift action. If the creature succeeds at an escape a grapple action with a -4 penalty, it escapes your stomach and appears in an unoccupied space of its choice adjacent to you.

Shape of the Toad

Daily Attack 5 (Swift Action) • Form, Polymorph, Spirit
Self

Effect You take the form of a Medium toad, with a swim speed of 4 and resistance to poison 5 (10 at level 11, 15 at level 21). While in this form, you gain the *knockback* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus, Poison

Near arc 3; Con vs Fortitude; 2d6 + Constitution modifier poison damage and the target grants combat advantage until the end of your next turn.

Shape of the Serpent

Daily Attack 5 (Swift Action) • Form, Polymorph, Spirit
Self

Effect You take the form of a Small, Medium or Large snake, with a swim speed of 4 and the ability to squeeze through gaps as if you were one size smaller. While in this form, you gain the *powerful swipe* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus, Poison

Melee 2; Con vs Fortitude; 2d6 + Constitution modifier poison damage, and the target takes persistent 10 poison damage (save ends); on a miss, the target takes half damage and persistent 5 poison damage (save ends).

Shape of the Weaver

Daily Attack 5 (Swift Action) • Form, Polymorph, Spirit
Self

Effect You take the form of a Small spider, with a climb speed of 4 and the web stride feature. While in this form, you gain the *venomous strike* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus

Ranged 5; Con vs Reflex; the target is restrained (save ends); on a miss, the target is slowed (save ends).

Animal Instincts

Daily Utility 6 (Swift Action) • Spirit

Self

Effect Until the end of the encounter, you get a +2 bonus on Athletics, Acrobatics, Endure, Stealth and Nature checks. End this power early to reroll an Athletics, Acrobatics, Endure, Stealth or Nature check and take the second result.

Regenesis

Your injuries knit in seconds to the shock of those around. You assure them it still hurts like hell.

Daily Utility 6 (Move Action) • Healing, Spirit

Self

Effect You gain regeneration 3 until the end of the encounter.

Rhinohide

Your skin becomes thick and leathery, able to withstand considerable punishment.

Daily Utility 6 (Move Action) • Spirit

Self

Effect You gain resistance 3 to all damage until the end of the encounter.

Scent

Daily Utility 6 (Swift Action) • Spirit

Self

Effect You have truesight 6.

Frenzy

Your opponent scores a hit; you growl back.

Encounter Attack 7 (Reaction Action) • Consistent, Spirit

Self

Trigger You are hit by an attack.

Effect Shift your speed toward the triggering creature and make a melee basic attack against it.

Shape of the Bat

Daily Attack 9 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Small bat, with a speed of 2 and a fly speed of 6, darkvision and blindsense. While in this form, you gain the *blood lust* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; you may shift 2 before this attack and after this attack; 1d8 + Constitution modifier damage and the target takes 10 persistent damage (save ends); the target takes 5 persistent damage on a miss. **Effect:** Each time the target takes persistent damage from this attack, you heal 5 damage.

Shape of the Eagle

Daily Attack 9 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Large eagle, hawk or other raptor, with a speed of 2 and a fly speed of 8. While in this form, you gain the *mad rush* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (standard action) • Focus

Melee 1; Con vs AC; you may shift 2 before this attack and after this attack; 2d8 + Constitution modifier damage.

Shape of the Shark

Daily Attack 9 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Medium or Large shark, with a swim speed of 10 and no land speed. You can breathe underwater while in this form. While in this form, you gain the *blood lust* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus

Melee 1; Con vs AC; 3d8 + Constitution modifier damage; on a miss, the target takes half damage. **Effect:** Shift a number of squares up to your Wisdom modifier. Drag the target behind you.

Shape of the Wyrmling

Daily Attack 9 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Medium dragon, with darkvision. Choose a damage type (acid, cold, fire, lightning, poison or thunder). You gain resistance 5 to that damage type (10 at level 11, 15 at level 21). While in this form, you gain the *knockback* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus, [energy type]

Near arc 3; Con vs Fortitude; 2d8 + Constitution modifier damage of the energy type you chose.

You, Afraid?

The bigger they are...

Daily Attack 9 (Swift Action) • Spirit

Near burst 10, one creature

Effect The target is marked and you gain a +1 bonus to attack and a +2 bonus to damage against the target. You are also immune to any fear effects from the target. This effect persists until the end of the encounter.

Active Camouflage

Whether it be a natural ability of your skin or an acute sense of your surroundings, hiding has never been difficult for you.

Daily Utility 10 (Free Action) • Spirit

Self

Effect You gain a +15 bonus to your next Stealth check and until you leave cover, if you make a melee or ranged attack from hiding, you are still considered to be hiding.

Bloodhound

They don't call it a detective's nose for nothing.

Daily Utility 10 (Free Action) • Spirit

Self

Effect Gain a +10 power bonus to your next Insight or Perception check.

Flittering Form

Daily Utility 10 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Tiny flying animal, like a bird or a bat. You cannot talk in this form. While in this form you cannot use powers unless they have the Wild Shape tag, and you cannot make attacks or use attack powers. Your speed becomes 4 but you get a fly speed of 8. You remain in this form until the end of your next turn.

Maintain Swift You remain in this form until the end of your next turn.

Survivor

Daily Utility 10 (Swift Action) • Spirit

Self

Effect You may spend a recovery. If you do so, you heal your recovery value plus additional hit points and gain a +10 bonus to Endurance checks for one hour.

Tenacity

Daily Utility 10 (Counter Action) • Spirit

Self

Trigger You fall to 0 HP or below.

Effect Until the end of the encounter, you do not fall unconscious from being at 0 HP or below, or make death saves. At the end of the encounter, if you are still at 0 HP or below, you immediately fall unconscious and start making death saves.

Through New Eyes

Daily Utility 10 (Free Action) • Focus, Spirit

Self

Trigger You change form or return to your original form.

Effect Reroll your initiative with a +4 bonus. You use that initiative from next round onwards.

Deimatic Display

Encounter Attack 13 (Standard Action) • Focus, Spirit

Near burst 10, one creature

Attack Constitution vs Will

Hit 2d10 + Constitution modifier psychic damage, and the creature cannot willingly move closer to you until the end of your next turn.

Boost Level 27 Range becomes Near burst 10, all enemies

Ferocious Feline

You jump all limbs forward toward the enemy with such speed, no one can prepare for a defense.

Daily Attack 15 (Swift Action) • Spirit

Self

Effect Until the end of the encounter you gain a +2 power bonus to Dexterity-based checks and to AC and Reflex defense, and a +1 bonus to speed.

Boost Level 29 Make a basic melee attack when you use this power. Also, you receive a +4 power bonus to Dexterity-based checks and to AC and Reflex defense, and a +2 bonus to speed, instead of the bonuses listed under Effect.

Shape of the Manticore

Daily Attack 15 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Large manticore, with darkvision and a fly speed of 6 squares. Each time you are hit by a melee attack, do damage equal to your Wisdom modifier to the attacker. While in this form, you gain the *drag down* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action. Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus

Near arc 3; Con vs Reflex; 2d8 + Constitution modifier damage and the target is immobile (save ends).

Shape of the Raptor

Daily Attack 15 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Small velociraptor or Large deinonychus, with a +2 bonus to your speed. While in this form, you score critical hits on a roll of 19 as well as 20. While in this form, you gain the *drag down* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus

Melee 1; Con vs Reflex, two attacks; 2d8 + Constitution modifier damage. If both attacks hit, the target is knocked prone.

Perfect Form

It's not a pleasant process to watch, and you may require a new set of clothes if you didn't think ahead.

Daily Utility 16 (Standard Action) • Form, Spirit, Stance

Self

Effect You can alter your physical form to take on the appearance of any natural beast of your level or lower. You gain the beast's attacks and special abilities, but you use your attack bonuses for the attacks. You retain your statistics, including current HP. The effect persists until you end it with a swift action or until you fall unconscious. While in this form you cannot use powers unless they have the Wild Shape tag.

Threat Discouragement

You actually appear to get a little bigger. It's probably an illusion.

Daily Utility 16 (Swift Action) • Healing, Spirit

Self

Effect You gain temporary hit points equal to the sum of your Strength, Constitution, and Dexterity bonuses + your level. All adjacent enemies are dazed until the start of your next turn.

Into the Fray

You would look like someone flying if your legs and arms weren't all pointing forward.

Encounter Attack 17 (Standard Action) • Focus, Spirit

Melee touch, one target

Attack Constitution vs AC

Hit 2d10 + Constitution modifier damage.

Effect Before your attack, teleport double your speed to a square in line of sight.

Bad Bear

As you let go of your emotional control, your body begins to take on a shape reflective of your mood.

Daily Attack 19 (Swift Action) • Spirit

Self

Effect Until the end of the encounter you gain a +2 power bonus to your Strength and Constitution-based checks, attack and damage rolls and Fortitude defense, and 2 temporary hit points per level.

Shape of the Dragon

Daily Attack 19 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Large dragon, with darkvision and a fly speed of 8 squares. Choose a damage type (acid, cold, fire, lightning, poison or thunder). You gain resistance 10 to that damage type (15 at level 21). While in this form, you gain the *knockback* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus, [energy type]

Near arc 5; Con vs Fortitude; 4d8 + Constitution modifier damage of the energy type you chose.

Feline-Like Grace

No one knows how you got from there to here without a scratch.

Encounter Utility 22 (Free Action) • Spirit

Self

Effect Until the end of your turn, all movement is considered a shift, regardless of the distance or the abilities used.

Instant Regeneration

Wounds knit in seconds, almost as if someone had cast a spell on you.

Daily Utility 22 (Swift Action) • Healing, Spirit

Self

Effect Until the start of your next turn, you take no damage of any kind.

Maintain Swift You gain resistance to all damage 15 until the start of your next turn.

Shake It Off

Daily Utility 22 (Counter Action) • Spirit, Wild Shape

Self

Trigger You are hit by an attack.

Effect You immediately return to your original form. Instead of the normal damage done by the attack, you take 3d6 damage. However, other conditions and effects of the attack (including persistent damage) still apply.

Stampede

Encounter Attack 23 (Standard Action) • Focus, Spirit

Near arc 5, all enemies

Attack Constitution vs AC

Hit 2d10 + Constitution modifier thunder damage, and the target falls prone.

Scratching Tempest

Daily Attack 25 (Standard Action) • Focus, Spirit

Near burst 2, all enemies

Attack Constitution vs AC

Hit 4d6 + Constitution modifier damage.

Effect Until the end of the encounter, your reach increases by 1.

Shape of the Chimera

Daily Attack 25 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Large chimera, with darkvision and a fly speed of 6 squares. If you spend a swift action on your turn, you can take a second immediate action between that turn and your next. While in this form, you gain the *mad rush* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Fire, Focus

Near arc 5; Con vs Fortitude; 5d8 + Constitution modifier fire damage.

Shape of the Great Wyrm

Daily Attack 29 (Swift Action) • Form, Polymorph, Spirit

Self

Effect You take the form of a Huge dragon, with darkvision, truesight 12 and a fly speed of 8 squares. Choose a damage type (acid, cold, fire, lightning, poison or thunder). You are immune to that damage type. While in this form, you gain the *knockback* at-will power. You remain in the form until you are reduced to 0 HP or below, take a long rest or take a new form. You can return to your original form as a swift action.

Once during your time in this form, you can make the following attack:

Form Attack (swift action) • Focus, [energy type]

Near arc 7 or Ranged 7; Con vs Fortitude; 6d8 + Constitution modifier damage of the energy type you chose.

Seershot

Key Ability: Dexterity

Secondary Ability: Wisdom

You are a keen, measured sharpshooter.

Aimed Shot

You take a moment to aim before firing.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs Reflex

Hit 1dW damage, and the target is shunted 1 square.

Level 21: Increases to 2dW damage.

Sharpshooter

You check for range and shoot a perfect shot.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage and choose one:

- The target is slowed until the end of your next turn.
- The target suffers a -2 penalty to defenses until the end of your next turn.

Level 21: Increases to 2dW damage.

Snap-Shot

You bring up your weapon quickly and shoot a vital location.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage, and choose one:

- The target is marked until the end of your next turn.
- The target is knocked prone.

Level 21: Increases to 2dW damage.

Special If a target you have marked with *snap-shot* makes an attack that does not include you as a target, you can make a *snap-shot* attack against them as a counter.

Beyond The Call

You stop aiming as enemy numbers begin to mass.

Encounter Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, three creatures

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Effect Gain a +2 power bonus to attack rolls against the target until the end of your next turn.

Boost Level 7 This power gains the Consistent tag.

Swift, Silent, Deadly

From across the field of battle, your arrow finds its mark.

Encounter Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

Effect Gain a +2 power bonus to attack rolls against the target until the end of your next turn.

Boost Level 7 This power gains the Consistent tag.

Keyhole Attack

The target is dead before the twang of the bowstring is heard.

Daily Attack 1 (Standard Action) • Consistent, Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Fake Echo

Enemies have trouble finding where your shots come from.
Encounter Utility 2 (Free Action) • Martial
Self
Requirements You make a ranged attack while hidden.
Effect You remain hidden after the attack.

Hold The Breath, Skip A Beat

You pause for a split second before loosing your arrow.
Daily Utility 2 (Free Action) • Martial
Self
Effect Gain +4 power bonus to your next attack roll. If you miss, this power is not expended.

Batter The Target

Your opponent struggles to move after your last hit. You fire again to keep them down.
Encounter Attack 3 (Swift Action) • Martial, Weapon
Ranged weapon, one creature
Trigger You hit a creature.
Effect The target takes 1dW extra damage from the triggering attack, and you can make a basic attack against the same target.

Expose Target

Your attack is less meant to kill but more to force the target into the firing line of your allies.
Encounter Attack 3 (Standard Action) • Martial, Weapon
Ranged weapon, one creature
Attack Dexterity vs AC
Hit 2dW + Dexterity modifier damage and the target grants combat advantage until the end of your next turn.
Effect Shunt the target 2.

Organ Shot

The arrow pierced a vital organ and the subject struggles to breathe.
Daily Attack 5 (Free Action) • Consistent, Martial, Weapon
Self
Trigger You hit a creature.
Attack Dexterity vs Fortitude
Hit The target takes 10 damage, and a further 10 persistent damage (save ends).

Check the Wind

You take advantage of the prevailing weather conditions.
Encounter Utility 6 (Swift Action) • Martial, Weapon
Self
Effect Your weapon's long range doubles for your next ranged attack and you gain a +2 bonus to the attack roll.

Pinpoint Accuracy

You find a tiny gap in the enemy's cover and exploit it
Encounter Attack 7 (Standard Action) • Martial, Consistent, Weapon
Ranged weapon, one creature
Attack Dexterity vs AC
Hit 2dW + Dexterity modifier damage.
Special Ignore any penalties to attack for cover or superior cover.

Penetrating Shot

You know impulsively where the enemy is hiding.
Daily Attack 9 (Standard Action) • Martial, Weapon
Ranged weapon, one creature
Attack Dexterity vs AC
Hit 4dW + Dexterity modifier damage.
Miss Half damage.
Special You can ignore one square of blocking terrain for line of sight, line of effect, and cover.

Nock Three Arrows

The moment arrives, and you put your training to the test.
Daily Attack 9 (Standard Action) • Martial, Weapon
Ranged weapon, three creatures
Attack Dexterity vs AC
Hit 2dW + Dexterity modifier damage, and the target is dazed until the start of your next turn.
Miss Half damage.
Special The first attack gains a +3 power bonus to attack, the second gains a +2 power bonus and the third gains a +1 power bonus.

Failure Is Not an Option

You can't afford to miss this shot.
Encounter Utility 10 (Free Action) • Martial
Self
Trigger You make a ranged attack roll and do not like the result.
Effect Reroll the attack roll and use the second result.

Act of God

Your attack was sudden and violent. It sends your enemies diving for cover.
Encounter Attack 13 (Free Action) • Fear, Martial, Weapon
Self
Trigger You hit an enemy.
Effect The target takes 1dW extra damage from the triggering attack, and you make the following secondary attack.
Secondary Attack: Far burst 1 centered on the initial target (all enemies); Wisdom +2 vs Will. On a hit, the target is immobile until the end of your next turn. *Aftereffect:* The target is slowed until the end of your next turn.

Careful Targeting

You take an extra moment to find a weak spot on the target and exploit it.
Encounter Attack 13 (Swift and Standard Action) • Martial, Consistent, Weapon
Ranged weapon, one creature
Attack Dexterity vs AC
Hit 3dW + Dexterity modifier + Wisdom modifier damage.

Eye Shot

You see your rival aiming back at you. Your reflexes are better than theirs.
Daily Attack 15 (Counter Action) • Martial, Weapon
Ranged weapon, one creature
Trigger A creature makes a ranged attack against you.
Attack Dexterity vs AC
Hit 3dW + Dexterity modifier damage, and the target is blinded (save ends).
Miss Half damage, and the target is dazed until the start of your next turn.

No Exit Wound

The barbed arrow is still inside the target and every muscle twitch inches it closer to a critical artery.

Daily Attack 15 (Free Action) • Martial, Weapon

Self

Trigger You hit one creature with a ranged weapon.

Effect Until the end of the encounter, once per round when the target moves or attacks, it takes 1dW damage. This damage is not maximized if the triggering attack was a critical hit.

Sharpshooter's Aim

You balance every aspect of your weapon, including compensating for range, gravity and wind.

Encounter Utility 16 (Move Action) • Martial, Weapon

Self

Effect Double both the normal and the long range of your weapon.

Until the end of your next turn, any attacks you make with this weapon can score a critical hit on a natural roll of 18, 19, or 20.

Deep Cover

Drenched in mud and leaves, layered in war paint, you can't be distinguished from the surrounding terrain.

Encounter Attack 17 (Move and Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Effect You drop prone. Shift your speed. You lose any marks placed on you. You gain concealment until you move from your new square.

Found the Sweet Spot

The target screams in pain and thrashes about from your attack. You must have struck a nerve.

Encounter Attack 17 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage, and the target is stunned until the end of your next turn. *Aftereffect:* The target is weakened and slowed (save ends both).

Go for the Kill

It's wounded. Move in and finish it off.

Daily Attack 19 (Free Action) • Martial, Weapon

Self

Trigger You stagger a creature.

Effect The target takes 2dW extra damage from the triggering attack. If the attack does not drop the target, shift your speed towards the target and make a basic attack against it.

Internal Ricochet

The spirits give you a hand.

Daily Attack 19 (Free Action) • Martial, Weapon

Self

Trigger You hit a creature.

Effect The target takes 1dW extra damage from the triggering attack, and one adjacent creature takes 2dW + Dexterity modifier damage.

Ghostly Form

You move like a spirit.

Daily Utility 22 (Free Action) • Martial

Self

Effect All creatures you can see grant you combat advantage until the end of the encounter. Your next hit before the end of the encounter is a critical hit. If you deal damage greater than or equal to the creature's staggered value with this hit, it dies.

Accompanying Elfshot

You loose a second arrow so fast after the first, your enemy is led to believe there is more than one of you.

Encounter Attack 23 (Swift Action) • Martial, Consistent, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 3dW + Dexterity modifier damage.

Effect If the target is staggered by this attack, it takes 2dW extra damage and is stunned until the start of your next turn. If the target is not staggered by this attack, this power is not expended.

Assassin's Arrow

Combat is not the solution. A single arrow is.

Daily Attack 25 (Standard Action) • Martial, Weapon

Ranged weapon, one creature granting you combat advantage

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

Effect If the target is staggered by this attack, it takes 2dW extra damage and is stunned until the start of your next turn. If the target is not staggered by this attack, this power is not expended.

Guide My Hand

You bring everything you know for a single powerful shot so mighty, even the gods hear it.

Encounter Attack 27 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 5dW + Dexterity modifier damage.

Miss Half damage.

Special Your normal and long range are doubled for this attack.

Clean Kill

The first shot wasn't intended to kill the target, just to bring its head around for the final shot.

Daily Attack 29 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity +2 vs AC

Hit 1dW + Dexterity modifier damage, and make a secondary attack against the same target.

Secondary Attack: Dexterity vs AC; on a hit, 3dW + Dexterity modifier damage. This is a critical hit. If you deal damage greater than or equal to the creature's staggered value, it dies. On a miss, do half damage (the attack is not a critical hit).

Spells of Ice and Fire

Key Ability: Dexterity

Secondary Ability: Intelligence

You control elemental ice and fire.

Note: When you first gain a power with the Flux tag, choose an element: lightning, acid, cold, fire or thunder. All powers with the Flux tag have that energy as a tag, and replace any reference to [flux] in the power text with that energy. There are some powers that allow you to change your flux energy, if you take them. You can also change your flux energy when you retrain at a new level. Some classes interact with Flux powers in other ways.

When a power refers to [flux], it always means your current flux energy, even if you used the power when your flux energy was different. For example, if you conjured a vortex devil, it does damage of your current flux energy not the flux energy you had when you conjured it.

Note that the Spells of Ice and Fire discipline is dedicated to the cold and fire flux energies. You can use these powers while you have a different flux energy active, but you don't get any of the special "Cold" or "Fire" riders.

Thermal Touch

Your touch does lasting damage.

At-Will Attack 1 (Standard Action) • Arcane, Flux, Focus

Melee touch, one creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage and the target takes half damage at the start of your next turn.

Level 21: Increase to 2d6 + Dexterity modifier [flux] damage.

Maintain Standard At the start of your next turn, the target takes the half damage again.

Thermodynamic Bolt

With only the slightest catalyst, you catch a personification of a classical element and hurl it towards the enemy.

At-Will Attack 1 (Standard Action) • Arcane, Flux, Focus

Ranged 10, one creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage.

Level 21: 2d6 + Dexterity modifier [flux] damage.

Bottled Thermodynamic Transfer

You bind a localized severe temperature change to your hand and hurl it to your foes.

Encounter Attack 1 (Standard Action) • Arcane, Flux, Focus

Ranged 20, one creature

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage.

Effect You can make either a second attack against the target or attack each enemy adjacent to the target.

Secondary Hit: 1d8 + Dexterity modifier damage.

Boost Level 13 Primary damage 3d8 + Dexterity modifier, secondary damage 2d8 + Dexterity modifier.

Boost Level 27 Primary damage 4d8 + Dexterity modifier, secondary damage 3d8 + Dexterity modifier.

Entropic Burst

You shift the air density, creating a vortex to knock away your enemies.

Encounter Attack 1 (Standard Action) • Arcane, Flux, Focus

Near burst 3, all creatures

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage, and the target is pushed to the nearest adjacent square outside the burst. If the target hits an obstruction, it is knocked prone.

Miss Half damage, but the target is still pushed.

Boost Level 13 Near burst 4; 2d6 + Dexterity modifier [flux] damage.

Boost Level 27 Near burst 6; 4d6 + Dexterity modifier [flux] damage.

Resonant Ray

You hold your hand to the ground and a line of fire or jagged ice spreads across the surface to strike your foes.

Daily Attack 1 (Standard Action) • Arcane, Flux, Focus

Near wall 8, all creatures in wall

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage, and until the end of your next turn the target is immobile (if cold) or weakened (if fire).

Miss Half damage.

Special The wall must be a straight line.

Boost Level 15 Two walls; 3d8 + Dexterity modifier [flux] damage each.

Boost Level 29 Three walls; 4d8 + Dexterity modifier [flux] damage each, and the condition duration is save ends.

Thermal Absorption

Regardless of the temperature, it's all just levels of entropy which you can absorb.

Encounter Utility 2 (Counter Action) • Arcane, Flux

Self

Trigger You are about to take damage matching your flux energy.

Effect You take no damage. You recover hit points up to your recovery value or the damage of the attack (whichever is less).

Elemental Restraint

You employ your element to grab your target. You can either hold them in place or fling them across a room.

Encounter Attack 3 (Standard Action) • Arcane, Flux, Focus

Ranged 20, one Medium or smaller creature

Attack Dexterity vs Reflex

Hit 1d6 + Dexterity modifier [flux] damage, and you inflict additional effects based on your flux energy.

• Cold: The target is immobile in an ice cage, blocking line of sight, and cannot break free until it inflicts damage on the ice equal to twice your level plus your Dexterity modifier.

• Fire: You inflict additional damage equal to your level and can shunt the target as many squares as your Dexterity modifier.

Boost Level 17 3d6 + Dexterity modifier damage.

Thermal Isolation

You pick one location and radically affect its entropic state. This could freeze a target in its spot or light it on fire.

Encounter Attack 3 (Standard Action) • Arcane, Flux, Focus

Ranged 20, one creature

Attack Dexterity vs Reflex

Hit 2d8 + Dexterity modifier [flux] damage, and you inflict additional effects based on your flux energy: the target is restrained until the end of your next turn (cold) or if the target does not drop prone on its next turn, it suffers an additional 10 fire damage (fire).

Boost Level 17 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 Attack 5 (Standard Action) • Arcane, Flux, Focus, Zone

Near burst 3

Effect The effect is determined by your flux energy.

- Cold: You can create either a sheet of smooth ice or a sheet of ice spikes. If smooth, targets which enter an affected square are knocked prone. If spiked, the field is difficult terrain and creatures which enter an affected square suffer $1d4 + \text{Dexterity modifier}$ damage (this ends the effect for that square). A cold expanse lasts until the end of the encounter or five minutes.

- Fire: The zone is difficult terrain and targets which enter an affected square suffer $1d6 + \text{Dexterity modifier}$ damage. A fire zone lasts until the end of your next turn.

Special A creature can take damage multiple times in a turn from this effect, if they move through multiple squares.

Maintain Move The fire expanse persists until the end of your next turn.

Boost Level 19 Near burst 8.

Frozen Creation

You use ambient water to quickly create something useful.

At-Will Utility 6 (Standard Action) • Arcane, Cold

Near wall 4

Effect You can create simple objects made of ice, such as bridges, walls, pillars, or furniture. The objects can support 500 lbs of weight per square but are not durable, and will shatter if they suffer more than 10 points of damage. The objects melt away at the end of your next turn.

Maintain Swift The objects persist until the end of your next turn.

Thermal Wall

You throw up a wall of ice or a sheet of fire to discourage attack.

Daily Utility 6 (Move Action) • Arcane, Flux

Far wall 5 within range 3

Effect You erect a ten-foot-high (2 squares high) wall which blocks line of sight. You gain additional effects based on your elemental focus.

- Cold: The ice wall is solid and can grant cover. The wall can withstand 50 points of damage before shattering. The wall remains until destroyed or until you cancel the effect.

- Fire: The wall grants resistance 3 to all damage to anyone behind it. Creatures that enter or begin their turn in the wall suffer $3d6$ fire damage. The wall lasts until the end of your next turn.

Maintain Swift The fire wall persists until the end of your next turn.

Broken Equilibrium

You release a pellet sized thermodynamic catalyst which upon impact creates an instant shift in the surrounding energy levels.

Encounter Attack 7 (Standard Action) • Arcane, Flux, Focus

Far burst 2 within range 20, all creatures

Attack Dexterity vs Reflex

Hit $3d6 + \text{Dexterity modifier}$ [flux] damage. You gain additional effects based on your flux energy:

- Cold: The target is slowed until the end of your next turn.
- Fire: If the target moves more than two squares on its next turn, it suffers 5 fire damage.

Boost Level 23 Far burst 4 within 20 squares; $4d6 + \text{Dexterity modifier}$ [flux] damage.

Dynamic Tempest

You can control the weather.

Daily Attack 9 (Standard Action) • Arcane, Focus, Cold

Near burst 5, all creatures

Attack Dexterity vs Reflex

Effect You create a localized storm in the area of effect which lasts until the end of your next turn. It grants concealment and any creature other than you that starts its turn in the tempest takes cold damage equal to your level and is slowed. If you move, the storm moves with you.

Maintain Standard The effect persists until the end of your next turn.

Halo of Fire

You surround targets in a circle of flame and then close the circle around them.

Daily Attack 9 (Standard Action) • Arcane, Focus, Fire

Far burst 3 within range 20, all creatures

Attack Dexterity vs Reflex

Hit $3d6 + \text{Dexterity modifier}$ fire damage. The target is either pulled 2 squares towards the center of the burst or takes an additional $3d6$ fire damage (their choice). If there is not room for them to move at least one square closer, they must take the additional damage.

Miss $3d6 + \text{Dexterity modifier}$ fire damage.

Thermal Shield

You protect yourself and all those around you with your power.

Daily Utility 10 (Move Action) • Arcane, Flux

Near burst 3

Effect You erect a 2-square radius dome which blocks line of sight. You gain additional effects based on your elemental focus.

- Cold: The dome is solid and can withstand 100 points of damage before shattering. Creatures within cannot leave until the dome is shattered or dismissed, but cannot be targeted from outside. The dome lasts until destroyed or until you cancel the effect.

- Fire: The burst creates a wall of fire in the outermost squares that grants resistance 3 to all damage to those inside it. Creatures that enter or begin their turn in the wall suffer $4d6$ fire damage. The wall lasts until the end of your next turn.

Rocket Propulsion

With enough influence over the transfer of energy, you're able to create a sustainable thermal reaction you can use to enable flight.

Daily Utility 16 (Move Action) • Arcane, Fire

Self

Effect You gain a fly speed of 8 until the end of your next turn. Each creature adjacent to your launch square take 5 points of fire damage.

Maintain Swift Your fly speed persists until the end of your next turn. If you do not maintain and are still in the air at the start of the following turn, you fall.

Blood Tell

Humans are 90% water. Humans are in a state of entropy which you can alter. This won't look pretty.

Daily Attack 19 (Standard Action) • Arcane, Flux, Focus

Ranged 5, one living creature

Attack Dexterity vs Reflex

Hit $4d10 + \text{Dexterity modifier}$ [flux] damage, and the target is weakened and dazed (save ends). If the target dies, it explodes (which may make raising it from the dead more difficult).

Miss Half damage and the target can still explode.

Ice Castle

They say when you become an adult, you put away childish things; but when you can make a fort out of ice, some things will never change.

Daily Utility 22 (Standard and Move Action) • Arcane, Ice Self

Effect You create a single room structure out of ice, including furnishings if desired. The structure may be no more than sixteen squares in area and up to four squares tall. It can have as many entrances and exits as you desire. If the structure is constructed in an area below freezing, it will persist indefinitely; otherwise, it will persist for 24 hours before melting.

Maintain Standard and Move Create another room, or expand the size of an existing one.

Starfall

Key Ability: Dexterity

Secondary Ability: Intelligence

You are a one-person siege weapon, firing down rains of arrows that force your foes to duck for cover.

Attack of Necessity

Out of options, become a hero.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Near arc 3, all creatures

Attack Dexterity vs Reflex

Hit 1dW damage, and the target is pushed to the nearest empty square outside of the blast. If the target cannot move to the nearest empty square, the target takes additional damage equal to your Dexterity modifier.

Level 21: 2dW damage.

Special If you do not move this turn, arc 4 instead.

Micro Burst

Your shots are more to impede enemies than kill them.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Far burst 1 within weapon range, all creatures you can see

Attack Dexterity vs AC

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 is damage instead.

Potential Push

The power of your attack sends the enemy tumbling back.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage, and the target is pushed 1 square. If the target cannot be pushed because of an obstruction or difficult terrain, it takes additional damage equal to your Intelligence modifier.

Level 21: 2dW + Dexterity modifier damage.

Special If you do not move this turn, the target is pushed 2 squares instead of 1 (and suffers the indicated damage if it cannot be pushed at least 2 squares).

Rapid Shots

You shoot towards an area.

At-Will Attack 1 (Standard Action) • Martial, Weapon

Far wall 3 within weapon range, all creatures in wall you can see

Attack Dexterity vs Reflex

Hit 1dW damage.

Level 21: 2dW damage.

Special If you do not move this turn, wall 4 instead of a wall 3.

Focused Shot

You make a continuous stream of attacks against a single target.

Encounter Attack 1 (Standard Action) • Martial, Consistent, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 2dW + Dexterity modifier damage.

Special If you do not move this turn, the target is also slowed or weakened (your choice) until the start of your next turn.

Pinning Shot

Your shots force an enemy down or to cover.

Encounter Attack 1 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage, and the target is slowed until the start of your next turn.

Special If you do not move this turn, the target is immobile instead of slowed.

Maintain Standard Repeat the attack against the same target. You can maintain only once.

Shot on the Run

You lay down a line of shots as you make a dash across the enemy's flank.

Daily Attack 1 (Standard Action) • Martial, Weapon

Far wall 5 within weapon range, all creatures in wall you can see

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Miss Half damage.

Effect Before the attack, you can run, shift, or walk as a normal move action; if you are wielding a weapon that normally incurs attack penalties when moving, this movement does not inflict those penalties.

Special If you do not move this turn, wall 6.

Wildfire

There's too many of them. You keep the arrows coming and plow a road.

Daily Attack 1 (Move and Standard Action) • Martial, Weapon

Near arc 6, all creatures

Attack Dexterity vs Reflex

Hit 1 damage, and the target is knocked prone and dazed until the start of your next turn.

Miss The target is dazed until the start of your next turn.

Special If you do not move this turn, arc 7.

Barbed Arrows

You may have loosed a storm of arrows, but each one cuts as deeply as if it were carefully aimed.

Daily Utility 2 (Free Action) • Martial

Self

Trigger You hit with an arc, burst, or wall attack.

Effect Each creature you hit takes an additional 5 extra damage.

Covering Shot

You protect an ally's movement through hostile terrain.

Encounter Attack 3 (Standard Action) • Martial, Weapon

Ranged weapon, one creature

Attack Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile and cannot make opportunity attacks until the start of your next turn.

Effect If you do not move this turn, the target is rattled until the start of your next turn (this does not require a hit).

Eye the Enemy

You quickly ascertain your enemy's tactics and motives. You taunt them to reveal a weakness.

Encounter Attack 3 (Free Action) • Martial, Weapon

Self

Trigger You hit an enemy with a ranged weapon.

Effect Add your Intelligence modifier to the damage roll of all hits against the target (including the triggering hit) until the start of your next turn.

Maintain Swift The effect persists until the start of your next turn. You cannot maintain if the target is staggered.

Black Sky

You unleash a hail of arrows so intense, enemies are sent flat on their backs.

Daily Attack 5 (Standard Action) • Martial, Weapon

Ranged 5, one, two or three creatures

Attack Dexterity vs AC, three attacks

Hit 1dW + Dexterity modifier damage, and the target is knocked prone.

Miss Half damage, and the target is knocked prone.

Special If you do not move this turn, on a hit, the target also suffers 5 persistent damage (save ends).

Standing Barrage

You lay down a rain of arrows against entrenched or approaching foes.

Daily Attack 5 (Move and Standard Action) • Martial, Weapon

Far burst 1 within weapon range, all creatures you can see

Attack Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile until the start of your next turn.

Miss Half damage.

Special If you do not move this turn, on a hit, the target is rattled until the start of your next turn.

Maintain Move and Standard Repeat the attack against the same area.

Chain Shots

It almost feels like a game as enemies drop quickly in your path.

Encounter Utility 6 (Swift Action) • Martial

Self

Effect Until the end of your next turn, roll twice for every attack roll (using ammunition with each roll) and take the higher result.

To the Rescue!

You drop to a knee by a fallen ally and ensure that ally is safe until help arrives.

Encounter Utility 6 (Standard Action) • Martial

Near burst 6, one dead, prone, or unconscious ally in burst.

Effect You shift into the target's square. Enemies cannot make any ranged or melee attack against the target, and the target gains a +3 power bonus to all defenses against area attacks. The effect ends at the end of your next turn, when the target stands, or when you leave the target's square, whichever happens first.

Maintain Swift The effect persists until the end of your next turn, or until the target stands, or until you leave the target's square, whichever happens first.

The Killing Field

You hold your weapon back and wait for the advancing enemy. You have the entire battlefield in your view.

Encounter Attack 7 (Standard Action) • Martial, Weapon, Zone

Far burst 5 within range 20

Effect You create a zone in the affected area. The zone lasts until the end of your next turn. It is considered difficult terrain, except for you. As an opportunity attack, you can make the following attack against any creature that enters any square of the zone:

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier damage

Special Note that most characters only receive one opportunity action per turn.

Maintain Standard The zone persists until the end of your next turn. You can move the zone to a new area within range as part of this action.

Tri-Shot

To conserve arrows, you control your shots to specific targets rather than shooting chaotically at your foes.

Encounter Attack 7 (Standard Action) • Martial, Weapon

Ranged weapon, one, two or three creatures

Attack Dexterity vs AC, three attacks

Hit 1dW + Dexterity modifier damage.

Distracting Arrow

Your attack is more of a diversion to allow others the opportunity to recover.

Daily Attack 9 (Swift Action) • Martial, Weapon

Self

Trigger You hit an enemy with a ranged weapon.

Effect The target takes 1dW extra damage from the triggering attack. Two allies in line of sight can make saving throws against one condition a save can end.

Force Back

A nonstop rain of arrows tracks an assaulting or flanking enemy.

Daily Attack 9 (Standard Action) • Martial, Weapon

Far burst 2 within weapon range, all creatures you can see

Attack Dexterity vs Reflex

Hit 1dW + Dexterity modifier damage, and the target is immobile until the end of your next turn.

Special If you do not move this turn, the target is rattled until the start of your next turn whether or not you hit.

Maintain Standard Repeat the attack. You can shift the barrage up to 3 squares every turn. If you miss all targets in the burst, you can no longer maintain.

Machine of Destruction

This is what it all comes down to. You and your weapon. That's all that matters.

Encounter Utility 10 (Free Action) • Martial

Self

Effect Until the end of your next turn, you are immobile and the action required for any basic attack or at-will power is reduced from standard to move, or from move to swift.

Battle Position

Enemies are all around you. You need room to shoot. You wave your bow wildly.

Daily Utility 10 (Free Action) • Martial

Self

Effect Shift your speed -2. You do not count as having moved for the purpose of powers that get a benefit if you have not moved.

Clearing the Room

Encounter Attack 13 (Standard Action) • Martial, Weapon

Ranged 5, one, two or three creatures

Attack Dexterity vs AC, three attacks

Hit 2dW + Dexterity modifier damage, and the target is pushed 2 squares. If the target cannot be pushed 2 squares, it suffers an additional 1dW damage.

Special If you do not move this turn, a hit target is pushed 4 squares and suffers additional damage if it cannot be pushed back 4 squares.

Stacked Volleys

You launch two identical volleys of arrows, nearly on top of each other. Opponents don't expect the second one as quickly.

Encounter Attack 13 (Standard Action) • Martial, Weapon

Far burst 2 within weapon range, all creatures

Attack Dexterity vs Reflex, two attacks per target

Hit 1dW + Dexterity modifier, and the target is dazed until the end of its next turn. If hit twice, the target is dazed (save ends).

Special If you do not move this turn, gain a +1 bonus to each second attack.

Tracking Shots

Your first shot guides your second.

Daily Attack 15 (Standard Action) • Martial, Consistent, Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage. Make a secondary attack against the same target.

Secondary Attack: Dexterity +2 vs AC

Hit: 1dW + Dexterity modifier damage. Make a tertiary attack against the same target.

Miss: Half damage

Tertiary Attack: Dexterity +4 vs AC

Hit: 2dW + Dexterity modifier damage.

Wildfire Blitz

You spray arrows across a massive area.

Daily Attack 15 (Move and Standard Action) • Martial, Weapon

Far burst 4 within weapon range, all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage.

Miss: Half damage.

Bandit's Yell

You scream loudly as you shake off the damage.

Encounter Utility 16 (No Action) • Healing, Martial

Self

Trigger You are affected by one of the following conditions that a save can end: blinded, dazed, marked, slowed, stunned, or weakened.

Effect You gain a +5 bonus to the saving throw until you succeed.

Toxophilite

Encounter Utility 16 (Swift Action) • Martial

Self

Effect Until the end of your next turn, gain a +1 bonus to attack rolls and a +4 bonus to damage rolls.

Flurry of Arrows

You unleash a flurry of arrows towards an enemy.

Encounter Attack 17 (Standard Action) • Martial, Weapon

Ranged weapon, one or two enemies

Attack Dexterity vs AC, two attacks

Hit 2dW + Dexterity modifier damage

Special If you do not move this turn, increase damage to 3dW + Dexterity modifier.

Mosquito's Nip

It is hard for your enemies to think of anything but you as you continue to rain steel from the sky.

Encounter Attack 17 (Move Action) • Martial, Weapon

Self

Effect Each enemy you hit with a ranged attack until the end of your next turn is marked until the end of your next turn. If your marked target makes an attack that does not include you as a target, you gain a +2 bonus to attack rolls and a +4 bonus to damage rolls against the target until the end of your next turn.

Maintain Move The effect persists until the end of your next turn.

Mindless Mayhem

You send a tsunami of arrows into the enemy.

Daily Attack 19 (Standard Action) • Martial, Weapon

Ranged weapon, one two or three enemies

Attack Dexterity vs AC, three attacks

Hit 2dW + Dexterity modifier damage, and the target is pushed a number of squares equal to your Intelligence modifier and is weakened until the start of your next turn.

Miss Half damage and the target is weakened until the start of your next turn.

Special If you do not move this turn, you can target up to 4 enemies instead of 3 and make 4 attacks instead of 3; you must target at least two separate creatures.

Suppressing Shots

You cover an area with arrows to keep enemies from moving.

Daily Attack 19 (Standard and Move Action) • Martial, Weapon, Zone

Far burst 2 within weapon range, all creatures you can see

Attack Dexterity vs Reflex

Hit 2dW + Dexterity modifier damage, and the target is slowed (save ends).

Effect You create a zone in the burst that persists until the start of your next turn. Creatures that enter the zone or start their turns in it take 1dW damage and are slowed (save ends). You use ammunition each time you inflict damage.

Special If you do not move this turn, burst 3.

Maintain Move The zone persists until the start of your next turn.

New Position

The effectiveness of your current location is in question. You quickly move to better ground.

Encounter Utility 22 (Free Action) • Martial, Self
Effect Shift your speed.

Behemoth-Killer

You relax as you loose the arrow. It's not like you can miss.

Encounter Attack 23 (Standard Action) • Martial, Weapon
Far burst 5 within weapon range, one Large or larger creature you can see
Attack Dexterity +2 vs AC
Hit 3dW + Dexterity modifier damage.
Special If you do not move this turn, increase to 4dW + Dexterity modifier damage.

Clear the Ground

You cut down trees, walls, bushes, and people--anything that gets in your way.

Encounter Attack 23 (Standard Action) • Martial, Weapon
Far burst 5 within weapon range, all creatures you can see
Attack Dexterity vs Reflex
Hit 2dW + Dexterity modifier damage
Effect Until the end of the encounter, all difficult terrain in the area is no longer difficult terrain.
Special If you do not move this turn, 3dW damage

Cloud of Hellfire

Your shots pepper the ground, sending up debris, hampering vision and movement.

Encounter Attack 23 (Move and Standard Action) • Martial, Weapon
Far burst 4 within weapon range, all creatures you can see
Attack Dexterity vs Reflex
Hit 2dW + Dexterity modifier damage
Effect Until the end of your next turn, the area becomes difficult terrain, except for you, and targets in the area grant combat advantage to anyone outside the area.
Special If you do not move this turn, burst 5.
Maintain Move The zone persists until the end of your next turn.

Cone of Barbs

You sweep your weapon wide, attacking everything in front of you.

Daily Attack 25 (Standard Action) • Martial, Weapon
Near arc 8, all creatures you can see
Attack Dexterity vs Reflex
Hit 2dW + Dexterity modifier damage, and the target is knocked prone and dazed until the end of your next turn.
Miss Half damage, and the target is knocked prone and dazed until the end of your next turn.
Special If you do not move this turn, targets in Near arc 3 take 1dW extra damage.

One on One

Your opponent is a lone creature of incredible power. You aim for this single target and release everything.

Daily Attack 25 (Standard Action) • Martial, Consistent, Weapon
Ranged weapon, one creature
Attack Dexterity vs AC
Hit 4dW + Dexterity modifier damage, and the target is stunned until the end of your next turn.
Special If you do not move this turn, you can reroll all 1s on any damage dice for this power until the result is anything but a 1.
Maintain Standard Repeat the attack against the same target. You cannot maintain if you missed on your previous turn.

Overwatch

You keep a careful eye on an ally or allies from an advantageous position, and wait for enemies to poke out their heads.

Daily Attack 25 (Standard Action) • Martial, Weapon
Far burst 3 within weapon range, all creatures you can see
Attack Dexterity vs Reflex
Hit 3dW + Dexterity modifier damage, and the target is stunned until the end of your next turn.
Special If you do not move this turn, burst 4
Maintain Standard Repeat the attack against the same area. On a hit, you deal no additional damage but the target is stunned until the end of your next turn.

Finish the Job

After an onslaught of arrows, one target still didn't fall. You turn your attention and ensure it follows your advice.

Encounter Attack 27 (Swift Action) • Martial, Consistent, Weapon
Ranged weapon, one creature you hit this round as part of a Far attack
Attack Dexterity vs AC
Hit 3dW + Dexterity modifier damage.
Special If you do not move this turn, 4dW + Dexterity modifier damage

Selective Shots

You've trained enough to know the difference between friend and enemy. You no longer need to lay down broad volleys of arrows.

Encounter Attack 27 (Standard Action) • Martial, Weapon
Ranged weapon, five creatures, each no more than 3 squares from another target.
Attack Dexterity vs AC
Hit 3dW + Dexterity modifier damage
Effect The target is dazed until the start of your next turn.
Special If you do not move this turn, each target can be no more than 5 squares away from another.

Fall of Heaven

You crash the pillars and bring down the sky, raining steel, offloading everything you have.

Daily Attack 29 (Standard Action) • Martial, Weapon
Ranged weapon, all enemies you can see
Attack Dexterity vs Reflex
Hit 2dW + Dexterity modifier damage, and the target is stunned (save ends).
Miss Half damage.
Special If you do not move this turn, 2dW + Dexterity modifier + Intelligence modifier damage.

Measured Response

You respond to an attack with a proportionate level of aggression.

Daily Attack 29 (Standard Action) • Martial, Weapon
Far burst 1 within weapon range, all creatures you can see
Attack Dexterity vs Reflex
Hit 4dW + Dexterity modifier damage.
Miss Half damage.
Effect If the target is staggered before or after the initial damage, it takes an additional 2dW damage.

Interfering Companion

Encounter Utility 6 (Swift Action) • Spirit, Companion
Self
Effect Your companion can flank, if it couldn't already, until the end of the encounter.
Level 11: You get combat advantage against enemies adjacent to your companion.
Level 21: Enemies adjacent to your companion cannot shift. You get combat advantage against enemies adjacent to your companion.

Strong Bidding

Key Ability: Charisma

Secondary Ability: Wisdom

You share a special bond with your companion that allows you to fight as one.

Note: "Companion" refers to a familiar, animal companion or summoned creature. Unless otherwise mentioned, your companion must be within line of sight or 20 squares for a Strong Bidding power that uses your companion.

Companion Strike

At-Will Attack 1 (Standard Action) • Spirit, Companion
Special
Effect Your companion makes a basic melee attack and adds your Charisma modifier to the damage.

Side by Side

Encounter Attack 1 (Standard Action) • Spirit, Companion
Melee
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.

Lifelink

Daily Utility 2 (Counter Action) • Spirit, Companion
Trigger Your companion is hit by an attack.
Effect You experience all of the consequences of the hit, instead of your companion. If you are also a target of the attack, you are also affected by it as normal.

Share Senses

Daily Utility 2 (Swift Action) • Spirit, Companion
Effect Until the end of your next turn, you can use any or all of your companion's senses as your own, gaining the benefits of any special senses that it has. During this time, you lose any of the senses that you take from your companion, but retain your other senses as normal. For example, you could share your companion's sight, but keep your hearing.
Maintain Swift The effect persists until the end of your next turn.
Boost Level 16 This becomes an encounter power.

Familiar Guidance

Encounter Utility 6 (Counter Action) • Spirit, Companion
Trigger You miss on an at-will or encounter attack
Effect Reroll the attack and take the second result.

Leap to Companion

Encounter Utility 6 (Move Action) • Spirit, Teleport, Companion
Self
Requirements There must be room for you in the space your companion occupies.
Effect Teleport to the space occupied by your companion. If they are a familiar, they are hidden away. If they are a different type of companion, they shift 1 into an unoccupied space. If there is no eligible space, the companion falls prone in your space.

Leaping Intercept

Encounter Utility 6 (Counter Action) • Spirit, Companion
Trigger Your companion is adjacent to you and you are hit by an attack
Effect You take half damage from the attack and your companion takes half damage from the attack.

Safeguard Companion

Encounter Attack 7 (Counter Action) • Spirit, Focus, Companion
Trigger Your companion is the target of an attack from an enemy adjacent to it.
Attack Charisma vs Will
Hit 1d8 + Charisma modifier + Intelligence modifier and push the target 2.

Recall Familiar

Daily Utility 10 (Counter Action) • Spirit, Companion
Trigger Your familiar is hit by an attack.
Effect Your familiar teleports to your space and is hidden away.

Companion Form

Daily Utility 10 (Swift Action) • Spirit, Form
Self
Effect You take the form of your companion, including size, source and type, senses and speed. You can also spend one recovery to heal your recovery value. While in this form you cannot use powers unless they have the Wild Shape tag. You can leave this form as a swift action, and you do so automatically if you are reduced to 0 HP or below. Otherwise, it lasts until you take a long rest.

Master's Form

Daily Utility 10 (Swift Action) • Spirit, Transmutation, Companion
Ranged 10, one companion
Effect Until the end of your next turn, your companion transforms into a humanoid of your race with the same age, gender, and build of its true form, though it always maintains a clearly unnatural remnant of its nature, such as a cat's eyes or a serpent's tongue.
Maintain Swift The effect persists until the end of your next turn.

Companion Swarm

Daily Attack 19 (Standard Action) • Spirit, Focus, Companion
Far burst 1, range 20 (centered on your companion), all enemies
Attack Charisma vs Fortitude
Hit 4d8 + Charisma modifier damage
Effect Creates a zone which persists until the end of your next turn.
Swarm Zone: Enemies that enter the zone or begin their turn in it take 10 damage and are slowed until the start of their next turn.
Spend a move action to move the zone up to 2.
Special Your companion is removed from play while the zone remains in effect.
Maintain Swift The zone persists until the end of your next turn.

Enlarge Companion

Daily Utility 19 (Swift Action) • Spirit, Transmutation, Companion
Ranged 10, one companion
Effect If your companion is smaller than Medium size, it grows to Medium size. If your companion is Medium size or larger, it increases by one size category. Its maximum and current HP are increased by your recovery value. The companion can flank if it could not already. Once per round, as a swift action, the companion can knock an adjacent enemy prone or push it 1 square. You may use a swift action to end the effect; otherwise it lasts until your next long rest.

Third Mind

Key Ability: Wisdom

Secondary Ability: Charisma

Your psychic powers allow you to waylay your enemies and clear the minds of your allies.

Blazing Mantle

You channel the awesome energies of your Godmind and you literally come ablaze with phrenic power.
At-Will Attack 1 (Standard Action) • Augmentable, Phrenic, Focus, Psychic
Near burst 1, all enemies
Attack Wisdom vs Will
Hit 1d6 + Wisdom modifier psychic damage.
Level 21: Increase damage to 2d6 damage + Wisdom modifier.
Special Augment: Push each target a number of squares equal to 1 + Charisma modifier.

Gaze of Aeons

You allow yourself to become the outlet of your Godmind's phrenic power, reflecting in your eyes that burn with divine energy, jarring an enemy.
At-Will Attack 1 (Standard Action) • Augmentable, Phrenic, Focus, Radiant
Ranged 5, one creature
Attack Wisdom vs Fortitude
Hit The target grants combat advantage until the end of your next turn. Any ally who hits the target with an attack before your next turn also deals radiant damage equal to your Charisma modifier.
Special Augment: As part of the initial attack, also deal 1d6 + Wisdom modifier radiant damage.

Unerring Guidance

You ask your Godmind to guide your attacks against an enemy and your blows ring true.
Encounter Attack 1 (Standard Action) • Augmentable, Phrenic, Weapon
Melee weapon, one creature
Attack Wisdom +2 vs AC
Hit 2dW and the next ally that attacks the target gains a +2 power bonus to their attack roll.
Special Augment: Add your Charisma modifier to the damage and give all allies +2 to their attack rolls against the target until your next turn, instead of just the next ally.

Aura of Painful Clarity

Your connection to your Godmind extends into a shining aura, empowering all with greater clarity and focus as they attack their enemies. As enemies come into it, their vulnerabilities become clear to your allies and your intense focus might burn their minds.
Daily Attack 1 (Standard Action) • Augmentable, Aura, Phrenic, Focus, Psychic
Near burst 1, all creatures
Effect Allies that begin their turn inside the aura gain a +2 power bonus to their next attack roll. Enemies inside the aura have vulnerability 2 against all attacks.
Special Augment: As a standard action, make a Wisdom vs Will attack against each enemy inside the aura. Hit: 1d6 + your Charisma modifier psychic damage.

Surging Meditation

You meditate, entering a state of mental clarity that allows you to heal yourself or an ally, while at the same time refreshing their mind.
Daily Utility 2 (Standard Action) • Augmentable, Phrenic, Healing
Near burst 10, you or one ally
Effect The target may spend one recovery and one focus surge.
Special Augment: This power is not expended when used.

Strike the Weakened Mind

You wield your weapon in a blazing arc and as you hit, you shatter both their physical and mental selves.
Encounter Attack 3 (Standard Action) • Augmentable, Phrenic, Weapon
Melee weapon, one creature
Attack Wisdom vs AC
Hit 2dW + Wisdom modifier damage. The target also loses any psi focus they had (refresh as if spent on a daily) and takes a -2 penalty to their Will defense until the end of their next turn.
Special Augment: Before making the attack roll, this power gains the Consistent tag.

Siphon the Soul

You intertwine the souls and minds of one enemy and an ally of yours, siphoning away the energy of one to heal the other.
Daily Attack 5 (Standard Action) • Augmentable, Phrenic, Healing, Focus, Psychic
Ranged 10, one creature
Attack Wisdom vs Will
Hit 2d10 + Wisdom modifier psychic damage and the target is dazed (save ends).
Effect One ally within 10 may spend a recovery.
Special Augment: Give the target a penalty on saves against the dazed condition equal to your Charisma modifier.

Aura of Mending

Your aura shines forth, powered by the connection to your godmind. Allies nearby regain their health and you can guide them into drawing upon inner resources.

Daily Utility 6 (Swift Action) • Augmentable, Aura, Phrenic, Healing
Near burst 2, all allies

Effect Every ally inside the aura at the start of their turn gains regeneration 1. While this aura is in place, you may, as a standard action, spend your *psi focus* to enable an ally within the aura to spend a recovery. Expending your *psi focus* in this fashion makes it refresh as after having used an encounter power.

Special Augment: Add your Charisma modifier to the number of hit points regained each time someone spends a recovery.

Unveiling the Godmind

You stretch out your hand, creating a bridge between your godmind's unbridled energy and the mind of a lesser creature, burning their mind and body to cinders.

Encounter Attack 7 (Standard Action) • Augmentable, Phrenic, Fear, Focus, Psychic
Melee touch, one creature
Attack Wisdom vs Fortitude
Hit 3d6 + your Wisdom modifier psychic damage, push the target 1 square and the target is restrained until the end of your next turn.

Special Augment: Add your Charisma as a power bonus to both the attack and the damage roll.

Consumption of the Sinful

Reaching forth into the mind of your enemy, you unleash their darkest sins and give them form, haunting your enemy while aiding your allies in combat.

Daily Attack 9 (Standard Action) • Augmentable, Conjunction, Phrenic, Focus, Psychic
Ranged 10, one creature
Attack Wisdom vs Will
Hit 2d10 + Wisdom modifier psychic damage.

Effect You conjure a vile manifestation of your enemy's darkest sins in a square adjacent to the target. The manifestation exists until the end of your next turn. You can move the manifestation as a move action, using the same speed as the target. If the manifestation is adjacent to the target, the target grants combat advantage and gains vulnerability 5 against all attacks.

Special Augment: The target receives a penalty equal to your Charisma modifier to attack rolls (save ends).

Maintain Swift The manifestation exists until the end of your next turn.

Aura of Psychic Vengeance

You meditate for a short while before your aura blooms out around you, allowing your mind to become as one with your allies, aiding their attacks.

Daily Utility 10 (Standard Action) • Augmentable, Aura, Phrenic
Near burst 2, all allies

Effect Each ally who starts their turn inside the aura gains a power bonus equal to your Charisma modifier to their attack rolls until the end of their turn.

Special Augment: Each ally within the aura gains regeneration equal to your Charisma modifier when they begin their turn within the zone.

Veiled Moon

Key Ability: Intelligence
Secondary Ability: Dexterity

You pass through worlds, delivering attacks from impossible vantage points.

Dimensional Strike

By shifting slightly between two worlds, you confuse the senses of your foe so you may land your attack more easily.

At-Will Attack 1 (Standard Action) • Arcane, Weapon
Melee or Ranged weapon, one target
Attack Intelligence vs Reflex
Hit 1dW + Intelligence modifier damage.
Level 21: 2dW + Intelligence modifier damage.

Disturbing Blow

By establishing counter-resonance within the spirit of an enemy with a well-placed blow, you may disrupt and disturb its next action.

Encounter Attack 1 (Standard Action) • Arcane, Weapon
Melee weapon, one target
Attack Intelligence vs AC
Hit 1dW + Intelligence modifier damage. The creature grants combat advantage until the end of your next turn or until it is next attacked, whichever occurs sooner.

Cursed Fate

You can befuddle and bewilder your opponent with this strike, causing a grave imbalance in the psyche of the victim.

Daily Attack 1 (Standard Action) • Arcane, Weapon
Melee or Ranged weapon, one target
Attack Intelligence vs Will
Hit 2dW + Intelligence modifier damage and the target grants combat advantage until the end of your next turn.
Miss 1dW + Intelligence modifier damage and the creature grants combat advantage until the end of your next turn or until it is next attacked, whichever occurs sooner.

Ghost Hunting Blow

By reaching across the barrier between worlds, you may strike at disembodied spirits as easily as you would strike a normal mortal.

Encounter Utility 2 (Swift Action) • Arcane, Stance
Self
Effect Your attacks do force damage as well as any other type of damage, and they do damage against incorporeal targets as if the targets were not incorporeal.

Inner Sense

By sensing ripples in the spiritual world around him, you are capable of better avoiding dangerous effects and situations.

Encounter Utility 2 (Free Action) • Arcane
Self
Trigger You make a saving throw.
Effect Add +2 to the result.
Special You can use this power after seeing the result of your roll.

Leaping Spirit Dance

Light as a feather, you move gracefully in combat, with the smooth and practiced grace of an incorporeal being.

Daily Utility 2 (Swift Action) • Arcane, Stance

Self

Effect You receive a +2 power bonus to AC and Reflex. If you end any turn without having moved at least 2 squares, this stance ends.

Spirit Sensing Stance

By sensing the different patterns all beings that exist have, your senses exceed that of natural beings and move into the realm of supernatural awareness.

Daily Utility 2 (Swift Action) • Arcane, Stance

Self

Effect You know the location to the nearest square of all creatures within 6 squares of you, even if they are hiding, incorporeal or invisible.

Resonance Strike

By funneling your spiritual power into your attack, you may strike an opponent with glowing silvery light.

Daily Attack 5 (Standard Action) • Arcane, Weapon

Near burst 10, one enemy in range

Attack Intelligence vs Reflex

Hit 3dW + Intelligence modifier force damage

Miss Half damage.

Fading Strike

You learn the basic technique for walking between worlds to reach locations that previously could be inaccessible on the mortal world and potentially attack foes at those locales.

Encounter Utility 6 (Move Action) • Arcane, Teleport

Self

Effect Teleport 6

Half-Gone

By momentarily slipping through the barrier between the Material and the Astral planes, you may attempt to avoid an attack by being incorporeal.

Encounter Utility 6 (Counter Action) • Arcane

Self

Trigger You are hit by an attack.

Effect You are incorporeal for the purpose of this attack (typically, you take half damage from the attack).

Altered Penumbra

Position is relative to your thinking, and your position in the universe is mutable. Using these principles, you may circumvent reality to remove yourself from harm's way when necessary.

Daily Utility 6 (Counter Action) • Arcane, Conjunction, Teleport

Self

Trigger You are the target of an attack.

Effect You teleport up to 2 squares. In your space is conjured an immovable illusion of yourself. The conjuration disappears at the end of your next turn, or once it is hit by a melee or ranged attack (potentially including the attack that triggered the use of this power).

Special If the teleportation does not move you outside the range of a near or far attack, you are still subject to that attack.

Maintain Move Repeat the effect.

Brilliant Moon

By partially phasing a portion of your attack out of this reality, you may ignore certain obstacles, such as armor, when striking at an opponent.

Encounter Attack 7 (Standard Action) • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Reflex

Hit 2dW + Intelligence modifier force damage.

Breath of the Moon

You use the principles of lunar cycles on the psyche of mortals.

Daily Attack 9 (Standard Action) • Arcane, Weapon

Near arc 3

Attack Intelligence vs Will

Hit 2dW + Intelligence modifier psychic damage, and the target cannot target you with attacks (save ends).

Miss Target cannot target you with attacks until the end of your next turn.

Fading Leap

With nary a thought and a gesture you may flow like moonlight from one location to another through the Astral plane, moving faster than your earthly body would allow.

Encounter Utility 10 (Swift Action) • Arcane, Teleport

Self

Effect Teleport 6

Formless Dance

You immerse yourself in a sort of dimensional flux, causing you to be able to see what cannot be perceived and seemingly be in many places at once.

Encounter Utility 10 (Swift Action) • Arcane, Stance

Self

Effect You have concealment and truesight 6.

Ghostwalk

You step through to the borderland between the Material and the Ethereal planes, becoming an incorporeal figure in both realities for a few moments.

Encounter Utility 10 (Swift Action) • Arcane

Self

Hit You become incorporeal until the end of your next turn.

Ethereal Reminiscence

The ectoplasmic nature of beings on the Ethereal plane allows you to briefly transport yourself to that realm and use your will to restore some of your form by filling your wounds with spectral energies, displacing your injuries.

Daily Utility 10 (Standard Action) • Arcane

Self

Hit You become incorporeal until the end of your next turn. Spend a recovery and heal your recovery value.

Flicker Strike

In a flickering blur of teleportation and movement, you disappear, blink into existence to strike a foe, and then disappear again to appear a safe distance away.

Encounter Attack 13 (Standard Action) • Arcane, Weapon,

Teleport

Self

Effect Teleport 6.

Secondary Attack: Intelligence vs AC. 2dW + Intelligence modifier damage on a hit, and you can teleport 6.

Essence Shattering Strike

With a powerful strike, you attack the very spirit of your foe with your silver-blue light.

Daily Attack 15 (Standard Action) • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs Fortitude

Hit 3dW + Intelligence modifier damage and the target is dazed (save ends).

Miss Half damage.

Twisting Ether

With a nod to your ally, you sink through the world with your ally and switch places for better effect in combat.

Encounter Utility 16 (Swift Action) • Arcane, Teleport

Near burst 5, one ally

Effect You and your ally simultaneously swap spaces via teleportation.

Stance of the Ether Gate

By shifting your essence partially into the Astral plane, you find that moving through that plane as just as easy as moving through the material plane.

Daily Utility 16 (Swift Action) • Arcane, Stance, Teleport

Self

Effect As a move action, you can teleport 6.

Ether Wave

You concentrate your spiritual energies to your hand, tear into the barrier between the Astral and the Material, and release the energies that form from this in a wracking wave of silvery-blue energy.

Daily Attack 19 (Standard Action) • Arcane, Weapon

Near arc 4

Attack Intelligence vs Reflex

Hit 3dW + Intelligence modifier force damage, and persistent 5 force damage (save ends).

Miss Half damage (no persistent damage).

Warp Worm

By creating temporary breaches between the worlds of the Material and the Astral, you may teleport through a few enemies and emerge from the space between worlds having done your foes great internal harm.

Daily Attack 19 (Standard Action) • Arcane, Weapon, Teleport

Melee touch, one target

Attack Intelligence vs AC

Hit 3dW + Intelligence modifier damage, and teleport 4.

Miss Half damage, and teleport 2.

Effect Secondary Attack: Intelligence vs AC. 2d8 + Intelligence modifier damage, and teleport 4 on a hit (no damage, teleport 2 on miss).

Secondary Attack: Intelligence vs AC. 1d8 + Intelligence modifier damage, and teleport 4 on a hit (no damage, teleport 2 on miss). Each secondary attack must be against a different target to the other secondary attack, and to the primary attack.

Anchoring Spirit

You pull yourself fully into the Ethereal and manifests a ghostly apparition of your form upon the Material, and in doing so you lock your immediate area for travel through the Ethereal or Astral plane.

Daily Utility 22 (Swift Action) • Arcane, Stance

Self

Effect You become incorporeal. Enemies within 12 cannot choose to teleport. Allies within 12 can always choose not to teleport if they would be subject to an effect that would teleport them.

Fade Through

You fold two points in space around you to appear at another location within the span of a heartbeat.

Daily Utility 22 (Standard Action) • Arcane, Teleport

Self

Effect Move up to your speed, with phasing. Make a basic melee attack against each enemy that you move through.

Lunar Penumbra

It is said that the moon is portrayed in some legends as a laughing trickster, and with this powerful ability, you pull an incredible trick upon your foe.

Daily Utility 22 (Counter Action) • Arcane, Teleport

Self

Trigger You are the target of an attack.

Effect You and the attacker swap places via teleportation. The attacker now becomes the target of their own attack.

Phantom Penumbra

To slip through the worlds is a simple matter for you, and using this to deceive and evade an attacker is effortlessly done.

Daily Utility 22 (Swift Action) • Arcane, Illusion

Self

Effect A number of times equal to the number of recoveries you have spent so far since your last long rest, you can force enemies within 6 squares to reroll an attack roll. You can only force each attack roll to be rerolled once. Any remaining uses are lost when the encounter ends.

Spiritual Weapon Stance

By channeling ethereal energies along your weapons and body, you become immersed in both worlds, being as solid on the Ethereal Plane as you are on the Material.

Daily Utility 22 (Swift Action) • Arcane, Stance

Self

Effect Your attacks do persistent 5 force damage (save ends).

Dispersal Strike

With a powerful strike and flash of silver-blue light, you slam your foe directly into the Ethereal for a few moments, causing it to become ghostly and unreal.

Daily Attack 25 (Standard Action) • Arcane, Weapon

Melee or Ranged weapon, one target

Attack Intelligence vs AC

Hit 4dW + Intelligence modifier damage.

Miss Half damage.

Effect The target becomes incorporeal (save ends). While incorporeal, their attacks behave as if all targets had the incorporeal property (in most cases, this means they do half damage).

Flashing Ether Touch

With but a touch you send a foe hurtling through the Astral to reappear with frightening velocity to hit the ground.

Daily Attack 25 (Standard Action) • Arcane, Weapon, Teleport

Melee touch, one target

Attack Intelligence vs Will

Hit The target disappears until the beginning of your next turn. Then they appear in the space 12 squares above the space that they disappeared from.

Effect The target appears in the space 6 squares above the space that they disappeared from.

Banish to the Beyond

You lay a mark against a target and shunt it gently into the Astral plane where it may ponder its reasons for crossing the likes of a master.

Daily Attack 29 (Standard Action) • Arcane, Weapon, Teleport

Melee touch, one target

Attack Intelligence vs Will

Hit 4dW + Intelligence modifier force damage. If the target's current hit points are lower than yours, they are transported to the Astral Plane indefinitely. Otherwise, they are transported to the Astral Plane (save ends).

Miss Half damage.

Eclipsing Moon

Folding space around your form effortlessly, you leap through the ether and attack through the barrier between the worlds in a series of staccato bursts of silvery-blue light, your image blinking as you strike.

Daily Attack 29 (Standard Action) • Arcane, Weapon, Teleport

Near burst 12, all enemies

Attack Intelligence vs Reflex

Hit 2dW + Intelligence modifier damage.

Effect After all attacks had been made, choose a space adjacent to an enemy within range. You teleport to that space.

Personalization

Alignment

A typical creature in the game world has an alignment, which broadly describes its moral and personal attitudes.

These brief summaries of the five alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

Lawful good creatures can be counted on to do the right thing as expected by society. They follow a strict moral code.

Good folk do the best they can to help others according to their needs.

Unaligned is the alignment of those who prefer to steer clear of moral questions and don't take sides, doing what seems best at the time.

Evil is the alignment of those who do whatever they can get away with, without compassion or qualms.

Chaotic evil creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

Variant: Nine-Point Alignment

In this variant, instead of five alignments there are nine.

Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations. These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

- **Lawful good (LG)** creatures can be counted on to do the right thing as expected by society.
- **Neutral good (NG)** folk do the best they can to help others according to their needs.
- **Chaotic good (CG)** creatures act as their conscience directs, with little regard for what others expect.
- **Lawful neutral (LN)** individuals act in accordance with law, tradition, or personal codes.
- **Neutral (N) or True neutral (TN)** is the alignment of those who prefer to steer clear of moral

questions and don't take sides, doing what seems best at the time.

- **Chaotic neutral (CN)** creatures follow their whims, holding their personal freedom above all else.
- **Lawful evil (LE)** creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order.
- **Neutral evil (NE)** is the alignment of those who do whatever they can get away with, without compassion or qualms.
- **Chaotic evil (CE)** creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

Languages

Your ancestry indicates the languages your character can speak by default. Note these languages on your character sheet.

Choose your languages from the Standard Languages table. If you learn a language at a level later than 1, you can also select from the Exotic Languages table or a secret language, such as thieves' cant or the tongue of druids.

Table – Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Goblin	Goblinoids	Common
Deep Speech	Aboleths, cloakers, underworld traders	Elvish
Draconic	Dragons, dragonborn	Draconic
Giant	Orcs, giants	Dwarvish
Primordial	Elementals	Abyssal

Table – Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons	Abyssal
Celestial	Celestials, devils	Celestial

Telepathy

Some creatures have the ability to communicate telepathically. Unless otherwise specified, the target must be within line of sight. If a range is specified (for example, telepathy 5) the target must also be within

that number of squares. The creature must be able to speak at least one language. Once the telepathic creature has begun communication, the target can “speak” back to them.

Deities

Crusaders are usually sworn to the service of a particular god. Other characters may worship one or many gods - or none. A sample of gods of worshipped in the Outlaw Kingdoms (the default setting for the Orcus roleplaying game) is given below.

Chalavar

The Glutton

Symbol: A knife on an empty plate

Portfolio: Food, feasting, prosperity

Favored Weapon: Dagger

A happy and boastful god, Chalavar (CHAL-uh-var) is a welcome visitor to any meal or business gathering, as he makes the food safe and incredibly tasty and the dealings profitable for all involved. Worshipped by people who work with food or conduct trade, Chalavar is a popular deity despite having few actual crusaders. He is shown as a round, pleasant-faced man wearing expensive rings, necklaces, and a jeweled cylindrical hat. He knows the best use for any animal, from the work it is suited for to the other food it complements.

He also knows the medicinal and culinary use for every plant. His rare temples are popular among adventurers, as Chalavar’s priests love examining the carcasses of strange monsters to see what good can be made of them— for they study the art of cooking with as much ardor as their god.

Chalavar’s worshippers have many holidays, including the birthdays of famous priests or local nobles, seasonal occurrences, and historical events. These holidays always involve feasting. Worshippers even throw feasts on the holy days of other faiths, knowing that Chalavar gets his thanks whenever someone enjoys a good meal. It is considered bad form to not throw a feast on your own birthday, and wealthier followers of Chalavar show off their prosperity and generosity by holding great birth-feasts with hundreds of guests. Common folk praise Chalavar’s name whenever a meal is extra good or a business deal turns out particularly well.

Enoran

The Old Spirit

Symbol: Sun setting behind a leafless tree

Portfolio: Death, the ending of things, mourning

Favored Weapon: Quarterstaff

Enoran (EN-or-an) is a god spoken of only rarely, for he represents death from age, as well as the aging and decay of the world over time. He also comforts those who have suffered loss, whether the loss of a family

member or the death of a treasured tree. A minor aspect of his faith involves the enactment of vengeance, although he has emphasized this less and less over the centuries.

He is a sad, quiet deity, weary from carrying on his shoulders the weight of generations of sorrow and death. He is depicted as an impossibly old elf with gray hair and a wrinkled face. Enoran is said to keep a book of names of all the dead, written in his own blood.

Enoran’s faith has no true holidays, though worshippers sing songs of joy every time someone comes back from the dead. Each day they light black candles in the name of those who died on that day. They fast for the last three days of the year, breaking their fast on the first sunrise of the new year.

Even devout worshippers rarely speak of Enoran except at funerals and in the wake of battles.

Korven

The Defending Blade

Symbol: A well-notched short sword

Portfolio: Defensive tactics, protection, vigilance, halflings

Favored Weapon: Short sword

A serious-minded deity, Korven (KOR-ven) protects all common folk and inspires them to defend their homes and families when beset by hostile creatures. He and his followers take a more reactive than proactive stance; if people are not threatened, he seems content to remain quiet and fortify, but when people are in danger he is ready to lead them to victory. His followers study traps and fortifications as well as applications of direct force. Under their tutelage even a simple caravan wagon can become a mobile fortress.

He is rarely depicted, but when he is it is always as a fully-mailed halfling warrior with a battered short sword and metal shield, eyes showing determination from within an open-faced helmet.

Korven is actually the fourth deity to hold this office. As each fell, their most faithful follower was deified. The cycle of death and renewal gives its current holder an acceptance of death and a tendency toward martyrdom, as he knows his legacy and duties will carry on.

Korven’s followers celebrate (in somber fashion) the anniversaries of great battles where good people emerged victorious, and they light candles for heroes lost in battle while defending others. Lay people pray to him for protection at the start of a journey and before retiring for the evening, asking for safe travel and safe rest.

Larhoon

The Bloodhunger

Symbol: Bloody-topped skull

Portfolio: Killing, murder

Favored Weapon: Club

Larhoon (lar-HOON) is an unrelenting, violent deity, said to have sprung from the corpse of the just-murdered god of death, bristling with teeth and horns. He loves death in all its forms, from slow torture to quick disintegration. It is said that Larhoon never sleeps, that he will never rest as long as one creature still remains alive. Larhoon is no fan of the undead, either, and relishes destroying them nearly as much as he does living creatures. He is depicted as a gray-skinned muscular humanoid creature with spines and horns protruding in all places; his only raiment is a belt made of bloody skulls.

Larhoon spends much of his time alone, searching for new things to kill. He welcomes challenges to his power and has drunk the blood of many godlings and great heroes who thought to slay him.

Larhoon's followers celebrate whenever there is a public death (such as an execution), feast on the anniversaries of battles in which many fell, and sacrifice animals to honor the names of famous assassins, murderers, and warlords. His faith consists of many small cults with no central hierarchy. Larhoon's name has become a curse among the common folk. In less-than-orderly places, criminals are sacrificed to him in hopes of keeping his attention away from others in the community.

Kurzana

The Builder

Symbol: Carpenter's hammer with a spider symbol

Portfolio: Construction, building, weaving, engineering

Favored Weapon: Hammer

Kurzana (kur-ZAH-nuh) is an old deity that has changed over time as the people of the world developed their knowledge of building. Originally a goddess of caverns, she took on the mantle of shelters when intelligent creatures began building homes for themselves, and eventually reached her current state, watching over all kinds of building, whether homes, temples, or other structures in a community. She opposes deities of destruction and those that dislike or harm civilization (such as gods of plague). She is depicted as a woman with stony skin, wearing a simple gown and bearing a hammer with a spider on it. Her faith considers killing normal spiders, her chosen animal, bad luck; monstrous spiders that actually constitute a threat are an exception. All building styles intrigue her, and she allies with likeminded deities. Although willing to talk endlessly about engineering, Kurzana remains otherwise a distant deity, having no

close friendships with deities who do not share her specialized interests.

Kurzana's followers have few holidays, although they do note the dates on which the construction of great buildings began or ended. Although not a particularly martial faith, her priests often move to small communities to establish temples that double as sturdy fortresses, which they open to the entire community when the settlement is threatened. Her priests tend to be scholars in one building style, and sensible folk consult with a member of the church before planning any construction expected to last more than a year. Common folk pray to Kurzana during storms to keep their homes safe and at the groundbreaking of new buildings to bless those within.

Kain

The Black Lord

Symbol: Horizontal mailed fist

Portfolio: Tyranny, rulership

Favored Weapon: Spear

Kain (KAYN) is a megalomaniacal deity who believes that only the strong are fit to rule, and that he is destined to rule the world and all of the other gods. He makes elaborate plans and spends years watching them unfold, becoming frustrated when the actions of chaotic beings and other meddlers interfere with his plots. His brother is Vogg, a deity of random destruction and one of his frequent opponents, although the two cannot perceive each other directly or be affected by each other's direct actions. While he hates the forces of good that interfere with his works, he saves his greatest wrath for chaotic fiends, who give no regard to his orders and (in his words) "give evil a bad name." He is shown as a man with midnight-black skin and glowing eyes, wearing a noble's clothing of simple cut and dark colors. His left arm is encased in black metallic armor, from which he can pull an iron spear as often as he likes.

Kain's church celebrates the anniversaries of great priests' and tyrants' birthdays, the first day of every month, and every new moon. These celebrations are more an affirmation of faith in and loyalty to the Black Lord than episodes of revelry. The sacrifice of dissidents or enemies of the church accompanies the rites whenever possible. Few common folk worship Kain, although in places where he holds much political power he is respected for his ability to keep bandits and raiding monsters away. His rule is otherwise harsh.

Shehaan

Goddess of the Mists, the Moon Goddess

Symbol: A moon (crescent or full) behind a cloud of mist

Portfolio: The moon, mist, isolation, concealment, family, non-evil lycanthropes

Favored Weapon: Chakram

A very old goddess, Shehaan (shay-HON) predates current civilizations. Reclusive, almost forgotten, her strength has waxed and waned over the centuries. Like the moon, Shehaan changes. On nights when the moon is new she becomes rather wild, willing to take risks and even reveal her presence when she normally would remain hidden.

Shehaan draws strength from her great solitude and uses it to protect her faithful. She avoids direct confrontation, preferring to redirect an opponent's attention, confuse the minds of her enemies, and retreat when victory is not certain. But when someone threatens her charges, especially on nights of the new moon, Shehaan can tear apart her foes with the ferocity of a she-bear defending her cubs.

Shehaan is shown as a woman with white eyes, dark hair, and a crescent symbol on her forehead, dressed in a gossamer robe or a concealing cloak. Dogs, wolves, and owls are her sacred animals. She is also the patron goddess of lycanthropes, and her faith teaches that her light blesses good lycanthropes. Conversely, Shehaan teaches that evil lycanthropes are corruptions of her gifts to mortals; her followers hunt them down to either cure or kill.

Solar eclipses are holy days to the faithful, when her followers given up to the goddess unusual plants and fruits as sacrifices. They go into hiding whenever a lunar eclipse occurs; during these times, which they call the "Night of Madness," their goddess goes truly mad and forgets her worshippers entirely. Shehaan always regrets these lapses and apologetically pays closer attention to her followers in the weeks following such an event. Church legend has it that Shehaan's period of madness once lasted for decades or centuries, and there are still heterodox cults that worship this dark aspect of Shehaan.

Common folk invoke Shehaan's name at weddings to bless the bride and keep her safe in her husband's house, at childbirth to guard the expectant mother's health, and at any time when journeys must be made at night. They might also pray to her to keep them hidden from the eyes of their enemies and to bring needed rain.

Thalander

Quickheart, Many-Father, the Sun God

Symbol: White cat surrounded by a red glow

Portfolio: Vitality, fertility, strength, the sun

Favored Weapon: Longsword

The boisterous and extroverted Thalander (thal-lander) embodies the principles of life, survival, and perpetuation of life. Where he walks, plants sprout and animals spring up out of nothing. When he laughs, the air is filled with beautiful birds and insects. Thalander, the greatest foe of the undead, is often depicted blasting them out of existence with great beams of life energy from his hands. Like the cat of his symbol, Thalander has a roving eye and woos many people, whether deity, celestial, or mortal. He has many offspring, some of whom carry his divine blood more strongly than others. Thalander himself is a fair-skinned, redhead man with a lean but strong build; he is usually shown barefoot, wearing cloth breeches and little else. In some of the more decadent cities his temples double as palaces devoted to the flesh, for his faith teaches that passion and childbirth are needed to remain vital and alive.

The spring equinox is a day of great celebration, marking the height of Thalander's power, and worshippers hold weekly feasts throughout the entire spring season. The autumn equinox is their only somber holiday, a remembrance of people met and lives shared in the past growing season, ending on a high note as they look forward to the breaking of winter. Common folk pray to Thalander to bring healthy crops and bless marriages with an abundance of children. They invoke his name at the presentation of a new child to the community, in hopes of ensuring a long and healthy life.

Thoin

The Keeper, the Silent Pick

Symbol: A gem within a mountain

Portfolio: Mines, secrets under the earth

Favored Weapon: Pick

Thoin (THOH-in) the Keeper is a silent deity of the rewards waiting underground. Not content to dig and sift for treasures, Thoin feels that his followers have a birthright to the Underdeep that authorizes them to eliminate all heretics underground so their lesser hands will not profane the treasures with unskilled workmanship. Thoin's particular hatred is for metal- and gem-eating monsters such as rust monsters, xorn, and metal-addicted delvers.

Thoin is shown as a long-bearded dwarf made of stone, bearing a great pick or pickaxe, eyes and mouth glowing like sparkling gems or fresh lava. He never speaks, but seems amenable to the company of other earth deities who respect his dogma. His faithful take

particular vengeance against thieves, burning them to death with molten rock.

Followers of Thoin celebrate upon finding a vein of new ore, especially if that ore is mithral or adamantine. They hold weeklong wakes whenever a king or high priest dies and his followers never bury their dead with treasures—they see that as a waste of good metal and an affront to the deceased, as it presumes them incapable of looking for new treasures in the afterlife. Thoin's churches display their wealth openly as a display of the god's power and generosity. A temple of Thoin doubles as an armory and fortress, as followers use it as a launching point for attacks on pagan miners and for defense against raiders. Common people pray to Thoin after hard work to find rewards and before battles waged to gain or protect valuable objects.

Vaath

The Laugher

Symbol: A laughing mouth within a wavy circle

Portfolio: Humor, irony

Favored Weapon: Rapier

Vaath (VOTH) is a well-traveled deity, always on the run from her last escapade. She represents the ability to laugh at frightening or impossible situations as well as the more traditional aspects of humor and irony. She dislikes older, staid deities, preferring to shake things up a bit and see what laughter there is to discover in the world. Depictions of her vary, but she is usually shown as a humanoid woman with a large grin and bright teeth (although she is sometimes shown as a fox or even a man). She trained herself to run faster than the wind, hold her breath for nine days, and speak out of both sides of her mouth; three skills she needed to pull off an elaborate joke on the gods of storms, fire, and cities. She loves recruiting worshippers from serious or wrathful deities just to see the reaction of her divine opponents.

Vaath's worshippers pray on a different schedule from month to month, chosen by the deity and revealed at the last minute. Her followers are great fans of All Fool's Day, where they make up almost unbelievable stories and try to get as many people as possible to fall for them. They honor the birthdays of local nobles with roasts and caricatures, and often celebrate somber holidays of other faiths with loud songs, indecent jokes, and extravagant pranks. Because of these habits, many priests of Vaath use aliases when going about the goddess' work or use disguises or magic to pretend to worship other deities in order to prevent retaliation. Common people invoke her name in times of good cheer and when things go wrong, in hopes of seeing a more positive side—such as the church's fable of the plowman's ox that hurt its leg on a stone, under which lay a nugget of gold.

Valkon

The Sky Lord

Symbol: Cloud with a lightning bolt

Portfolio: Air, wind, clouds, ordered nature of the heavens

Favored Weapon: Longbow

Valkon (VAL-kahn) is the master of the air and heavens, from the stars to coastal breezes and everything in between. An active and aggressive deity, he loathes chaos, unpredictability, and ancient magical weapons of war that promote those things. This puts him at odds with most other weather deities, who tend to be more carefree and capricious. His celestial messengers are birds, and his temples often use birds to carry messages or spy on their enemies. Valkon enjoys archery and believes it to be a superior form of warcraft to melee fighting. In artwork he is depicted as a tall winged man, lithe but strong, bearing a longbow and having close-cropped fair hair.

Valkon's worshippers celebrate the equinoxes and solstices as holy days, as well as the first rainfall in spring and the first snowfall in autumn or winter. Common folk pray to him to bring needed rains or fend off approaching storms, which are always considered to be the work of rival weather gods.

Vogg

The Firelord

Symbol: An eye surrounded by flame

Portfolio: Wildfire, destruction, randomness

Favored Weapon: Mace

Vogg (VOG) is the embodiment of random destruction. Although he is as intelligent as his brother Kain, he only uses his mind to think up ways to break things faster, louder, and hotter. He is more than content to run about covered in flames of his own creation, setting afire anything he touches or even gazes at for too long.

He is shown as a humanoid (the type varies by artist and cult) with his skin blackened by great heat, hair of flame, and carrying a mace made of solid fire. Vogg doesn't really hate anything as much as he is curious about how well and how quickly he can destroy it. He becomes angry when someone places in his way obstacles that he cannot harm, and he becomes livid when someone quenches a fire he sets or dares to try calming him. Vogg would be a more powerful deity if he didn't have the habit of answering some invocations with blasts of violent fire, which tends to reduce his number of worshippers. He is a friend to fire elementals and tolerates efreet and other fiery creatures.

Vogg's worshippers care little for scheduled holidays, but revel in the presence of any great fire, whether naturally occurring or deliberately set. They're not

above setting a fire for the excuse to celebrate. Though most of his followers are too simpleminded to appreciate the destruction of particularly valuable things (such as sacred groves, historic buildings, and so on), they do like watching temples to protective or water deities burn to ash. On the hottest day of the year, members of the church summon as many fire elementals as possible and send them running about, burning whatever they see. In idle times, cult cells are likely to self-destruct, as rival priests set each other on fire as fanatical offerings to their obsessive deity.

Yaheine

The Sword Maiden

Symbol: Kite shield with a sunburst

Portfolio: Protection, valor, honor

Favored Weapon: Bastard sword

Daughter of the sun god Thalander, Yaheine (ya-HEEN) is the faithful guardian, protector of the innocent, and champion of good. Channeling the power of her father, Yaheine strikes out at all evil in her path, making places safe for decent folk. She cannot abide fiends or the undead, and hunts necromancers and demonologists without mercy. She is shown as a tall woman bearing a flashing bastard sword and clad in shining metal armor, her gold hair unbound in a storm about her face like solar flames. When age catches up with her crusaders, they usually take up a leadership role in a community, administering fair law and keeping the peace, ready to bear arms whenever evil raises its head. Her followers respect those who worship Thalander, and the two closely allied churches often share space in the same temple—a sometimes awkward alliance given Yaheine's dutifulness and faithfulness can clash with her father's mischief and appetites.

Yaheine's crusaders pray for their spells at dawn when the leading edge of the sun first becomes visible. Their holy days are the summer solstice and midwinter—said to be the time of year when the sun god's priests received word that his daughter had been born and would become a champion for all good in the world. Common folk pray to her for fairness in all things, as well as protection in unsafe places. Her name is used to seal oaths as a promise of good intent.

Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

- **Determine surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
- **Establish positions.** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are-on the grid.
- **Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
- **Take turns.** Each participant in the battle takes a turn in initiative order.
- **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

The Grid

These rules assume you're using a square grid and miniatures or other tokens to denote positions for participants in the combat.

Each space on the grid is called a square. The point where four squares meet is a corner, and the line between two squares is an edge.

Sometimes you need to extend the grid into three dimensions. Each space is still called a square, even though from a geometric point of view it is shaped like a cube. In 3D, a corner is the point where eight squares meet, and edge is used both for the line between two squares meeting diagonally and for the plane between two squares meeting orthogonally. (If geometry is not your thing, don't worry too much about it. For the most part, the rules make sense even if you don't understand the exact details of these definitions.)

Two squares are adjacent if they have at least one corner in common.

Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Stealth checks of anyone hiding with the passive Perception score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't take actions on your first turn of the combat, and you can't take immediate actions until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes an Initiative check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Initiative check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the creature with the highest initiative modifier goes first. If initiative roll and initiative modifier are tied, flip a coin.

Your Turn

At the start of your turn, take any persistent damage you are subject to.

On your turn, you can take four types of action, in any order you like, but unless otherwise noted you have to finish one action before you can take another.

- **One standard action:** For example, a basic attack. Alternatively, use your standard action to take another move or a swift action.
- **One move action:** For example, walking. Alternatively, use your move action to take another swift action.

- **One swift action:** For example, drawing or sheathing a weapon.
- **Any number of free actions (within reason):** For example, talking.

The most common actions you can take are described in the “Actions in Combat” section later in this chapter. Many class features and powers provide additional options for your action.

You can forgo taking one or more actions, or doing anything at all on your turn.

Standard Actions

Your standard action is typically the main thing that you do in a turn – for example, use a significant power (including most powers that involve attacks), make a basic attack, a charge, etc.

Actions that use a standard action include:

- Aid Another
- Basic Attack
- Grapple
- Escape a Grapple
- Help Attack
- Help Defense
- Coup de Grace
- Charge
- Rally
- Shove
- Total Defense

Move Actions

Your move action is almost always used to move, or to use a power that involves movement.

Actions that use a move action include:

- Walk
- Dash
- Crawl
- Squeeze
- Five-Foot Step
- Stand Up from Prone

Swift Actions

The main use of swift actions is for certain powers. Of the four actions usable on your turn (standard, move, swift and free), swift actions are the ones least often used.

You can also use swift actions to:

- Interact with an object. For example, you could open a door or you could draw your weapon.

Free Actions

You can use free actions to:

- Communicate however you are able, through brief utterances and gestures, as you take your turn or on other characters’ turns.
- Drop an item.
- Drop prone.
- End a grapple (if you are the grappler, not the one being grappled).
- Spend an action point.

There are also some powers that require a free action.

Variant Rule: One Free Action per Turn

You can only take one free action per turn (including other characters’ turns). For example, you could drop one item on your turn, and then another item on the creature’s turn following yours.

Action Points

A player character’s Action Points are reset to 1 after each long rest. A character gains an additional Action Point after every second encounter they have between long rests.

Once per encounter (but not during a surprise round), a character can spend an Action Point to take one additional standard, move or swift action during their turn.

The End of Your Turn

At the end of your turn you make saving throws against any effects that require them.

Any effects that require an action to maintain concentration, which you have not spent, end now.

Other effects may also resolve at the end of your turn as noted in their descriptions. You can choose in which order to resolve effects that happen at the end of your turn.

Saving Throws

A saving throw – also called a save – represents an attempt to shake off an effect. You don’t normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm or trying to shake off a condition, persistent damage or other negative effect.

To make a saving throw, roll a d20. If specified, add other bonuses. If the result is 10 or higher, the save

succeeds. Typically, if the save is successful it means the effect ends.

Special saving throw riders

Aftereffect: An aftereffect takes place after the power's original effect or condition comes to an end.

For example, "blinded (save ends); *Aftereffect:* dazed (save ends)" means the target is blinded until it succeeds on a saving throw. Then it is dazed until it succeeds on a saving throw.

For another example, "The target is dazed until the end of your next turn; *Aftereffect:* The target takes damage equal to your Charisma modifier" means that the target is dazed until the end of your next turn, then they stop being dazed but they take damage.

First Failed Save: This effect applies to the target the first time they fail a saving throw.

For example, "rattled (save ends); *First Failed Save:* The target is instead blinded (save ends)" means the target is rattled until it succeeds on a saving throw. If it fails a saving throw, it becomes blinded instead of rattled.

Grappled (save ends): Most grapples last until the target breaks the grapple or the grappler chooses to end the grapple. When a power says the target is "grappled (save ends)", as well as those methods to end the grapple the target also makes a saving throw each turn and breaks the grapple on a success.

Outside of Your Turn

There are two types of action you can take outside of your turn: immediate actions and opportunity attacks.

Immediate Actions

Certain special abilities, powers, and situations allow you to take a special action called an immediate action. It must occur on someone else's turn, and you can only take one immediate action between each of your turns.

Immediate actions come in two varieties:

- **Counter action:** These immediate actions interrupt the other creature's action. When your immediate action is a counter action to another creature's action, their action pauses while your immediate action is resolved. Then that creature can continue its action right after the immediate action ends.
- **Reaction:** These immediate actions are reactions to the other creature's action, and occur after the creature completes their action. That creature can continue its turn right after the immediate action.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach or otherwise provokes an opportunity attack. To make the opportunity attack, you use your immediate action to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by **shifting**, for example by taking the Five-Foot Step action. You also don't provoke an opportunity attack when you teleport or when subject to unwilling movement. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

You can only take one opportunity attack against a creature on their turn, even if they provoke an attack multiple times.

On rare occasions, you can perform a non-attack action when someone provokes an opportunity attack. These are called "opportunity actions".

Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a power, an attack has a simple structure.

- **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location. Some attacks will let you choose multiple targets, or choose the targets for you.
- **Determine modifiers.** The GM determines whether the target has cover and whether you have combat advantage against the target. In addition, powers, class features, and other effects can apply penalties or bonuses to your attack roll.
- **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's relevant defense, the attack hits.

As a reminder, defenses are Armor Class (AC), Fortitude, Reflex and Will.



Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier. The ability modifier used for a basic melee weapon attack is Strength, and the ability modifier used for a basic ranged weapon attack is Dexterity (except for heavy thrown weapons, which use Strength).

Powers will specify which ability modifier is used.

Proficiency Bonus. You add a proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency.

Combat Advantage: When an enemy is at a disadvantage defending themselves, you have combat advantage against them. Add +2 to your attack rolls against them.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit or the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's defenses. If the attack hits, and would have hit even if it weren't for this special rule, then this is called a critical hit, which is explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's defenses.

Types of attack

Combat by David Lewis Johnson

Attack types are the origins of effect of the attack. The chapter on Powers explained that power origins are Melee, Ranged, Near, Far and Self. Attacks can have any of the first four origins.

Ranged powers have their range given as a number or they take the range of the weapon used to make the attack. This is the maximum range from the user's space to the target. Far powers also have a range; the maximum range from the user's space to the area's origin square.

Area of effect powers that use a square in your space as the area's base square have a range of Near.

Melee

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part.

Your reach is primarily used to determine which enemies you can make melee attacks against. Tiny creatures have a reach of 0, meaning they must be in the same square as their target to attack them in melee.

Most creatures have a 1-square **reach** and can thus attack targets within 1 square of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 1 square, as noted in their descriptions. However, note that opportunity attacks are provoked when a creature leaves an *adjacent* square, so even if you have a longer reach you do not make opportunity attacks when they leave your reach.

A melee attack with a range of **Melee touch** uses the user's reach, rather than their weapon's reach.

Ranged

You can make ranged attacks only against targets within a specified number of squares.

If your target has a space greater than one, it's enough to reach one of the squares in its space.

If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has a -2 penalty when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged and Far Attacks in Close Combat

Aiming a Ranged or Far attack is more difficult when a foe is next to you. When you make a ranged attack (whether it's with a weapon or not) you provoke an opportunity attack.

Two-Weapon Fighting

When you have a weapon in each hand, you choose which one to use for each attack power.

Near and Far

See Introduction to Powers for more.

Unseen Attackers and Targets

Targets

Combatants often try to escape their foes' notice by hiding, turning invisible, or lurking in darkness.

When you attack a target that you can't fully see, they have cover or concealment.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are two degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** gives a -2 penalty to attack rolls. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** gives a -5 penalty to attack rolls. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

Drow by David Revoy

Concealment

A target has concealment when some kind of terrain or other effect prevents you from seeing or otherwise perceiving your target clearly. Commonly this is caused by lighting conditions or soft cover such as leaves or fog.

Like cover, concealment comes in two levels: **Concealment** (-2 penalty to attack rolls) and **total concealment** (-5 penalty to attack rolls).



Concealment penalties do not apply to Near or Far attacks.

When lighting or other conditions cause creatures in an area to be harder to see, the squares in that area are obscured. A square can be lightly obscured, heavily obscured, or totally obscured.

Targets in obscured squares gain concealment as follows:

- A target in a lightly obscured square or an adjacent target in a heavily obscured square has concealment.
- A non-adjacent target in a heavily obscured square or any target in a totally obscured square has total concealment.
- An invisible target also has total concealment.

Damage

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's **current hit points** (usually just called **hit points**) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points or below. You can have negative hit points if damage would take you below 0 HP.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

When making a **basic attack**, you add your ability modifier – the same modifier used for the attack roll – to the damage. A **power** tells you which dice to roll for damage and whether to add any modifiers.

If a power or other effect deals damage to **more than one target** at the same time, roll the damage once for

all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, the power's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you do maximum damage with the attack. When an effect adds bonus dice on a critical hit, roll those extra dice (don't maximize them).

Damage Types

Different attacks, damaging powers, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

Weapons typically don't have a type of damage. They just do damage. The types are:

- **Acid:** The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.
- **Cold:** The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.
- **Fire:** Red dragons breathe fire, and many spells conjure flames to deal fire damage.
- **Force:** Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells.
- **Lightning:** A lightning bolt and a blue dragon's breath deal lightning damage.
- **Necrotic:** Necrotic damage, dealt by certain undead and a spell such as *chill touch*, withers matter and even the soul.
- **Poison:** Venomous stings and the toxic gas of a green dragon's breath deal poison damage.
- **Psychic:** Mental abilities such as a mind flayer's psionic blast deal psychic damage.
- **Radiant:** Radiant damage, like that dealt by an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.
- **Thunder:** A concussive burst of sound deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance to X #**, damage of type X is reduced by #. If a creature or an object has **vulnerability to X #** to a damage type, whenever it takes damage of type X it takes +# damage.

Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

Move actions include:

- **Walk:** Move a distance up to your speed.
- **Five-Foot Step:** Shift one square. Shifting is a form of movement that does not provoke opportunity attacks.
- **Dash:** Move a distance up to your speed +2, with penalties.
- **Crawl:** Move a distance up to half your speed, even if prone.
- **Stand Up from Prone:** Stop being prone.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Moving from one square to another that is diagonal to it counts for 1 square of movement, just as moving orthogonally (forward, back, left and right) does.

Speed

Every character and monster has a speed, which is the number of five-foot squares that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

Using Different Speeds

If you have more than one speed, such as your walking speed and a fly speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 6 and a fly speed of 12 because a wizard cast the fly spell on you, you could fly 4

squares, then walk 2 squares, and then leap into the air to fly 6 squares more.

Zero Level by Michael Wight

Additional Movement Modes

Some creatures have one or more of the following additional movement modes.

Compress means that the monster can travel through spaces as if it were one size smaller without squeezing, or as if it were two sizes smaller while squeezing.

Burrow

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so.

Earth glide means the creature can burrow through earthen matter, including rock. When it does so, it moves at its full burrow speed, leaving no tunnels or signs of its passing.

Climb

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

Wall-climber means that the monster does not have to make Athletics checks to climb, even while climbing upside down.

Fly

A monster that has a flying speed can use all or part of its movement to fly.



If a monster is flying, it typically has to move at least 2 squares per round, or it crashes to earth. It cannot shift or make opportunity attacks while flying.

Some monsters have the ability to **hover**, which makes them hard to knock out of the air. Such a monster stops hovering when it dies. A hovering monster does not have to move at least 2 squares per round, can shift and can make opportunity attacks.

Some monsters will specify how high they can fly (“maximum altitude”), in squares. If they fly beyond that height, they crash.

If a creature has the **clumsy on ground** trait, they suffer a -4 penalty to attack rolls and defenses while on the ground. If a creature has the **clumsy in air** trait, they suffer a -4 penalty to attack rolls and defenses while flying.

Swim

A monster that has a swim speed doesn’t need to spend extra movement to swim.

Phasing

A monster with phasing can move through difficult terrain, obstacles (like walls) and creatures (including enemies) without penalty.

Terrain stride

Terrain stride describes a set of traits, each of which allows the monster to ignore difficult terrain in some conditions:

- Ice stride: Ignore difficult terrain in the form of ice, snow or slurry.
- Swamp stride: Ignore difficult terrain in the form of mud, marsh or shallows. You also cannot be trapped in quicksand or sticky mud.
- Stone stride: Ignore difficult terrain in the form of broken ground, uneven stone or rubble.
- Woodland stride: Ignore difficult terrain in the form of shrubbery, trees or plants.
- Web stride: Ignore difficult terrain in the form of webs, like those from a spider. You also cannot be trapped in webs.
- Versatile stride: Ignore all difficult terrain.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every square of movement in difficult terrain costs 1 extra square. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, as described in the conditions section.

You can **Drop Prone** as a free action. **Stand Up from Prone** is a move action.

To move while prone, you must **Crawl** or use magic such as teleportation (you remain prone after teleporting, but at least you move). Every foot of movement while crawling costs 1 extra square, and you provoke opportunity attacks while crawling.

Moving Around Other

Creatures

You can move through an allied creature’s space. In contrast, you can move through a hostile creature’s space only if the creature is at least two sizes larger or smaller than you.

Whether a creature is a friend or an enemy, you can’t willingly end your move in its space.

If you leave a square adjacent to an enemy, for example by moving into their space, you provoke an opportunity attack.

Flanking

When making an attack, you have combat advantage if your opponent is flanked, that is to say an ally is on the opponent’s opposite border or opposite corner.

Only a creature or character that can attack the defender can help an attacker flank. For example, a creature without attacks or that is unconscious cannot contribute to a flank.

Creature Size

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Table – Size Categories

Size	Squares Taken Up
Tiny	0.5 x 0.5
Small	1 x 1
Medium	1 x 1
Large	2 x 2

Huge	3 × 3
Gargantuan	4 × 4 or more

Space

A creature's space is the area in squares that it effectively controls in combat, not an expression of its physical dimensions. A square is 5-feet by 5-feet, but a typical Medium creature isn't 5 feet wide, for example, but it does control a square. If a Medium hobgoblin stands in a square, other creatures can't get through that square unless the hobgoblin lets them.

Unwilling Movement

When an effect forces you to move, or if you start falling, the distance you move is defined by the effect that moved you, not by your speed. Because you're not acting to move, this doesn't trigger reactions that are triggered by movement.

If unwilling movement would move you into a space you can't occupy—because objects are in the way or because you lack the movement type needed to reach it, for example—you stop moving in the last space you can occupy. Usually the creature or effect forcing the movement chooses the path the victim takes.

Unwilling movement can usually move you through hazardous terrain, pushed off a ledge, or the like. However, you may make a saving throw before being moved into hazardous terrain – and on a success you fall prone at the edge instead of being moved.

The three forms of unwilling movement are:

- *Push X*: The creature is moved X squares, as the attacker chooses, but each move must be away from the attacker (or from the origin of the attack, if it is a Far attack).
- *Pull X*: The creature is moved X squares, as the attacker chooses, but each move must be towards the attacker (or towards the origin of the attack, if it is a Far attack)
- *Shunt X*: The creature is moved X squares, as the attacker chooses.

Overland Movement

Creatures can walk a number of miles per hour equal to half their walk speed in squares. For example, the standard (unencumbered) human speed is 6 squares, which translates to 3 miles per hour.

Creatures can comfortably walk for five hours a day (15 miles total).

Creatures can push on and walk for another five hours a day with an Endure check (DC 20). If they fail, they lose a recovery and cannot hustle or push on until after a long rest.

Creatures can hustle, moving at double their walking speed (6 miles per hour for a standard, unencumbered human). However, at the end of each hour they hustle they must make an Endure check (DC 15 + 5 for each hour spent hustling). If they fail, they lose a recovery and cannot hustle or push on until after a long rest.

Actions in Combat

When you take actions on your turn, you can take the actions presented here, use powers, and/or actions that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Aid Another (standard action)

You can lend your aid to another creature in the completion of a skill check. See the Aid Another section of the Skills chapter.

Basic Attack (standard action)

With this action, you make a melee basic attack or a ranged basic attack.

Basic Melee Attack

At-Will Attack Feature (Standard Action) • Weapon

Melee weapon, one creature

Attack Strength vs AC

Hit 1dW + Strength modifier damage.

Level 21: 2dW + Strength modifier damage.

Basic Ranged Attack

At-Will Attack Feature (Standard Action) • Weapon

Ranged weapon, one creature

Attack Dexterity vs AC

Hit 1dW + Dexterity modifier damage.

Level 21: 2dW + Dexterity modifier damage.

Special: Heavy thrown weapons use Strength not Dexterity for the attack and damage rolls.

Charge (standard action)

You must move at least 2 squares. You must move to the closest square from which you can attack the opponent. (If this square is occupied or otherwise blocked, you can't charge.) Your movement provokes opportunity attacks as normal movement does.

After moving, you may make a single basic melee attack or shove. You get a +1 bonus on the attack roll.

Coup de Grace (special)

When you make an attack (including using an attack power) against a helpless adjacent opponent, using a standard action, it is a Coup de Grace.

If you hit, you score a critical hit. If the damage equals or exceeds their staggered value, they die. Otherwise they just take the damage.

Crawl (move action)

When you take the Crawl move action, you move half your speed. Your movement provokes opportunity attacks as normal movement does.

You cannot Walk or Dash while prone, which is why you might choose the Crawl action.

Create Diversion (standard action)

Create Diversion

Encounter Attack Feature (Standard Action)

Near eyesight, all enemies

Attack Bluff check vs target's passive Insight score

Hit You have the momentary diversion you need to attempt a Stealth check while people are aware of you.

Dash (move action)

When you take the Dash move action, you move your speed +2. Until the end of your next turn, you grant combat advantage and suffer a -5 penalty to attacks.

Your movement provokes opportunity attacks as normal movement does.

Deter (standard action)

Deter

At-Will Attack Feature (Standard Action)

Near eyesight or earshot, one enemy

Attack Intimidate check vs Will. Targets get a +5 bonus to their Will defense if unfriendly, or +10 if hostile. They gain a further +5 bonus if you do not speak in a language that they understand.

Hit The target cannot take an action of your choice until the end of their next turn.

Miss The target cannot be the target of your Deter or Unnerve action again until the end of this encounter.

Effect The target becomes hostile if it was not already.

Feint (standard action)

Feint

Encounter Attack Feature (Standard Action)

Near burst 1, one enemy

Attack Bluff check vs target's passive Insight score

Hit You gain combat advantage against the target until the end of your next turn.

Five-Foot Step (move action)

If you take the Five-Foot Step move action, you shift 1.

Delay (N/A)

By choosing to delay, you take no actions and then take your turn normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round (in between other creatures'

turns) and act then, thus fixing your new initiative count at that point.

If you do not take your turn by the end of the round, your turn for that round is wasted.

You can't interrupt anyone else's turn (as you can with the Ready action).

You cannot Delay if you have already taken actions this turn.

You cannot maintain powers if you Delay. Beneficial effects that end at the end of your turn end as soon as you Delay.

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed turn.

Grapple (standard action)

Grapple

At-Will Attack Feature (Standard Action) • Weapon

Melee touch, one enemy no more than one size larger than you
Requirements You must have a hand free.

Attack Strength vs Reflex

Effect The target is grappled. You can release the target whenever you like (as a free action). If either of you ceases to be adjacent to the other (for example through unwilling movement affecting either of you), the grapple ends.

Special You succeed automatically if the target is incapacitated.

Escape a Grapple (standard action): A grappled creature can use its standard action to escape. To do so, it must succeed on an Athletics check vs the grappler's Fortitude or Acrobatics check vs the grappler's Reflex defense.

Move a Grappled Creature (standard action): Make a Strength attack vs the grappled creature's Fortitude.

Hit: You can drag or carry the grappled creature with you, but your speed is halved. Your movement provokes opportunity attacks as normal movement does.

Help Attack (standard action)

You can aid a friendly creature in fighting a creature within your reach. You feint, distract the target, or in some other way team up to make your ally's attack more effective.

You grant a +2 bonus to your ally's next attack roll against that target (if not used, this bonus expires at the end of your next turn).

Help Defense (standard action)

You can aid a friendly creature in fighting a creature within your reach. You feint, distract the target, or in some other way team up to make your ally's defense more effective.

You grant a +2 bonus to your ally's defenses against the target's next attack against them (if not used, this bonus expires at the end of your next turn).

Rally (standard action)

Rally

Encounter Utility Feature (Standard Action)

Self

Effect You spend one of your recoveries and regain your recovery value in HP. You also get +2 to all defenses until the start of your next turn.

Ready (N/A)

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action.

You can ready a standard action, a move action, or a swift action. To do so, specify the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action in response to those circumstances. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming the other character is still capable of doing so, they continue their actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Shove (standard action)

Shove

At-Will Attack Feature (Standard Action) • Weapon

Near burst 1, one enemy that is no more than one size larger than you

Attack Strength vs Fortitude

Hit You push the target 1 square and may shift into the space it left.

Stand Up from Prone (move action)

Standing up from a prone position requires a move action. If there is another creature already in your space, shift 1 into an unoccupied square.

Squeeze (move action)

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra square for every square it moves there, and attack rolls against the creature have combat advantage while it's in the smaller space.

You provoke opportunity attacks as you would with normal movement.

While squeezing, you grant combat advantage and suffer a -5 penalty to attacks.

Total Defense (standard action)

You can defend yourself as a standard action. When you take the Total Defense standard action, you focus entirely on avoiding attacks.

+2 to all defenses until the start of your next turn.

Treat Ally (standard action)

Choose one each time you take this action.

First Aid (Heal DC 15): An adjacent dying character is stabilized. A stable character stops making death saves.

Additional Saving Throw (Heal DC 15): A successful Heal check allows an adjacent ally to either (their choice) make a new saving throw right away or take a +2 bonus on a saving throw of their choice at the end of their next turn.

Treat Wound (DC 10): A successful Heal check allows an adjacent ally to use their second wind without spending a standard action. They don't get the standard bonus to defense if they choose to use it this way.

Unnerve (standard action)

Unnerve
<p>At-Will Attack Feature (Standard Action)</p> <p>Near eyesight and earshot, all staggered enemies</p> <p>Attack Intimidate vs Will +10. Targets get a further +5 bonus if you do not speak in a language that they understand.</p> <p>Hit The target surrenders.</p> <p>Miss The target cannot be the target of your Deter or Unnerve action again until the end of this encounter.</p>

Use a Power (various actions)

You use a power. If it is an attack power, you will typically follow all the standard steps of an attack.

Walk (move action)

When you take the Walk move action, you move your speed. You provoke opportunity attacks.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a *cure wounds* spell or a *potion of healing* can remove damage in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.

A creature that has died can't regain hit points until magic such as the *revivify* spell has restored it to life.

Recoveries

Each PC has a certain amount of **recoveries**, which represent the PC's ability to heal or bounce back from damage. Many healing spells and potions require you to use up a recovery. So does rallying during a battle.

When you use a recovery, regain lost hit points equal to your recovery value.

Recovery Value: Equal to one-quarter your maximum HP.

Staggered

When you are reduced to half your maximum hit points or fewer, you're **staggered**. Some powers, spells, and monster interactions work differently when you are staggered.

Dropping to 0 Hit Points or Below

When you drop to 0 hit points or below, you either die outright or fall unconscious, as explained in the following sections.

Healing on Negative HP

Whenever you receive healing while you are at negative HP, simply add the healing to 0 to determine your current HP.

For example, if you are on -10 HP and you heal 7 HP, your HP become 7, not -3.

Instant Death

Massive damage can kill you instantly. When damage reduces you to negative hit points equivalent to your staggered value or worse (for example -22 HP if your HP is 44), you die.

Falling Unconscious

If damage reduces you to 0 hit points or below and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points or below, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. You are in the hands of fate now, aided only by powers and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of failures is reset to zero when you take a short or long rest.

Rolling 20 or higher: When you make a death saving throw and roll 20 or higher, you can spend a recovery. Your HP are set to equal to your recovery value, and therefore you stop dying and become conscious, although you are still prone. If you have no recoveries to spend, treat this result as a 19.

Stabilizing a Creature

If a dying creature gets the opportunity to spend a recovery to heal but it has no recoveries left, its HP is set to 1 only.

Monsters and Death

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

Variant: No Negative HP

In this variant, characters never go below 0 HP. They only die from hit point loss (rather than from failed death saves) if a single attack would reduce them to negative hit points equal to their staggered value or worse.

For example, a cleric with 22 HP takes 23 damage. They fall to 0 HP. They then take an attack that does 7 damage. Since it is less than their staggered value, they stay at 0 HP. Then they take an attack that does 13 damage – since that exceeds their staggered value, they die.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious. It heals 1 HP after a short rest.

Temporary Hit Points

Some powers and features confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a short rest.

Regeneration

Creatures with this extraordinary ability automatically heal damage at a fixed rate at the start of each of their turns, as given in the creature's entry.

If you have regeneration and receive it from another source, you receive the highest value (do not sum them).

Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a power, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- You can't see and automatically fail any ability or skill check that requires sight.
- Attack rolls against you have combat advantage.
- -10 penalty to Perception.
- Cannot flank.

Controlled

- You are dazed.
- The creature controlling you decides what actions you take, but they can't make you spend action points or encounter or daily powers.

Dazed

- Attack rolls against you have combat advantage.
- Cannot flank.
- You can only take one standard action on your turn (though you can take free actions as normal). You can convert the standard action to a move or swift action if you like.
- You can't take immediate or opportunity actions.

Deafened

- You can't hear and automatically fail any ability or skill check that requires hearing.
- -10 penalty to Perception.

Dying

- You make a death saving throw at the end of each of your turns.
- You are unconscious.

Helpless

- Attack rolls against you have combat advantage.

Immobile

- You cannot willingly move into another square.

Marked

- -2 penalty to attack rolls on attacks that do not include the creature that marked you as a target.
- If the creature that marked you dies or falls unconscious, you lose the marked condition.
- If you are marked by another creature while already marked, the new mark supersedes the old one (in other words, you cannot be marked by two different creatures at the same time).

Petrified

- You are transformed into a solid inanimate substance (usually stone).
- You can't move or speak, and are unaware of your surroundings.
- You can't take any actions.
- Attack rolls against you have combat advantage.
- Resistance to all 20.
- You do not age.

Prone

- Your only movement option is to Crawl, unless you stand up and thereby end the condition. If you are climbing or flying when you become prone, you fall to the ground.
- A flying creature that falls prone descends squares up to its fly speed and then falls the rest of the way.
- -2 to attack rolls.
- Melee attack rolls against you have combat advantage.
- +2 to AC, Fortitude, Reflex and Will defense against ranged attacks (unless attacker is adjacent to you).

Rattled

- -2 penalty to attack rolls.

Restrained

- You cannot be moved into another square, willingly or with unwilling movement.

- -2 penalty to attack rolls.
- Attack rolls against you have combat advantage.

Slowed

- Your speed for any form of movement other than teleportation is reduced to 2 if it was higher than 2.

The slowed condition setting your speed to 2 applies after all other modifiers to your speed have been applied. For example, if you are subject to a power that gives you a -2 penalty to speed, and your speed is normally 6, then your speed while slowed is 2.

However, note that slowed affects your speed, not your movement. For example, if you take the Dash action (allowing you to move your speed +2), you can move 4 since your speed is 2.

Stunned

- You can't move and can speak only falteringly.
- Attack rolls against you have combat advantage.
- You can't take actions or reactions.
- Cannot flank.

Surprised

- Attack rolls against you have combat advantage.
- On your turn, you can only take a single standard action.
- You can't take free actions.
- You can't flank.
- You lose this condition when the surprise round ends.

Unconscious

- You can't take any actions.
- You can't flank.
- You suffer a -5 penalty to all defenses.
- When you become unconscious you also fall prone.

Weakened

- The damage of your attacks is halved, except persistent damage.

Adventuring

Companions

Companions are creatures that accompany you on your adventures, like animal companions, familiars and summoned monsters.

Each type of companion has some special rules, as well as following these standard rules.

Actions

- Your companion's initiative equals your own.
- You can give up actions to command the companion, in which case it gets to take the same actions. For example, you can give up your standard action in order for the summoned monster to take a standard action. You can also use an immediate action in order for the animal companion to make an opportunity attack or use a counter or reaction (in all three cases, only if eligible to do so).
- Some companions have an "Instinct" listed. This is how the monster behaves when you do not command it. It has the normal standard, move and swift action when following its instinct, and acts at the end of your turn.

Stats and Combat

- Your companion typically has no recoveries of its own, but can use yours.
- Whenever you have the chance to spend a recovery to heal, you can spend a second recovery to heal your companion your recovery value.
- What happens to a companion when it drops to 0 hit points depends on the type of companion.
- Companions can contribute to a flank.

Other

- Your companion always obeys your commands.
- If you retrain, you can select a different companion from the list available.
- Your companion is an ally of you, and of your allies.

Time

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement

happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes $1d10$ damage for every 2 squares (10 feet) it fell, to a maximum of $50d10$. The creature lands prone, unless it avoids taking damage from the fall.

Vision and Light

The most fundamental tasks of adventuring – noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few – rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured.

- In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, a creature has partial concealment.
- In a **heavily obscured** area – such as darkness, opaque fog, or dense foliage – a creature has full concealment, except for creatures adjacent to it (where it has partial concealment)

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

- **Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.
- **Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A

particularly brilliant full moon might bathe the land in dim light.

- **Darkness** creates a heavily obscured area.

Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

All-Around Vision

A creature with all-around vision cannot be flanked.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. A creature with darkvision can see in darkness or dim light as if it were bright light.

Tremorsense

A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs, have this special sense.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic.

Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest-time to sleep and eat, tend their wounds, refresh their minds and spirits, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least five minutes long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

Long Rest

A long rest is a period of extended downtime, at least 6 hours long, during which a character sleeps or performs light activity, such as reading, talking, eating, or standing watch.

A character can't benefit from more than one long rest in a 24-hour period.

Streak

After every two encounters that the heroes have without stopping for a long rest, they gain an action point. This is called completing a streak, and some powers and features also work off of it.

Appendix A: Powers Available by Level

The following table shows how many powers and of which levels a character is entitled to, based on the character's level. A character can always choose a lower-level power (of the same frequency, for example a level 3 encounter attack power instead of a level 7 encounter attack power) in place of a higher-level one.

"(P)" indicates that the power comes from a prestige path. "(E)" indicates that the power comes from an epic path.

Table – Powers Available by Level

Level	At-will Attack	Encounter Attack	Daily Attack	Utility
1	1, 1	1	1	
2	1, 1	1	1	2
3	1, 1	1, 3	1	2
4	1, 1	1, 3	1	2
5	1, 1	1, 3	1, 5	2
6	1, 1	1, 3	1, 5	2, 6
7	1, 1	1, 3, 7	1, 5	2, 6
8	1, 1	1, 3, 7	1, 5	2, 6
9	1, 1	1, 3, 7	1, 5, 9	2, 6
10	1, 1	1, 3, 7	1, 5, 9	2, 6, 10
11	1, 1	1, 3, 7, 11 (P)	1, 5, 9	2, 6, 10
12	1, 1	1, 3, 7, 11 (P)	1, 5, 9	2, 6, 10, 12 (P)
13	1, 1	3, 7, 11 (P), 13	1, 5, 9	2, 6, 10, 12 (P)
14	1, 1	3, 7, 11 (P), 13	1, 5, 9	2, 6, 10, 12 (P)
15	1, 1	3, 7, 11 (P), 13	5, 9, 15	2, 6, 10, 12 (P)
16	1, 1	3, 7, 11 (P), 13	5, 9, 15	2, 6, 10, 12 (P), 16
17	1, 1	7, 11 (P), 13, 17	5, 9, 15	2, 6, 10, 12 (P), 16
18	1, 1	7, 11 (P), 13, 17	5, 9, 15	2, 6, 10, 12 (P), 16
19	1, 1	7, 11 (P), 13, 17	9, 15, 19	2, 6, 10, 12 (P), 16
20	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16
21	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16
22	1, 1	7, 11 (P), 13, 17	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
23	1, 1	11 (P), 13, 17, 23	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
24	1, 1	11 (P), 13, 17, 23	9, 15, 19, 20 (P)	2, 6, 10, 12 (P), 16, 22
25	1, 1	11 (P), 13, 17, 23	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22
26	1, 1	11 (P), 13, 17, 23	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
27	1, 1	11 (P), 17, 23, 27	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
28	1, 1	11 (P), 17, 23, 27	15, 19, 20 (P), 25	2, 6, 10, 12 (P), 16, 22, 26 (E)
29	1, 1	11 (P), 17, 23, 27	19, 20 (P), 25, 29	2, 6, 10, 12 (P), 16, 22, 26 (E)
30	1, 1	11 (P), 17, 23, 27	19, 20 (P), 25, 29	2, 6, 10, 12 (P), 16, 22, 26 (E)

Glossary of New Terms

What follows are terms that might be unfamiliar even to experienced gamers.

General terms

Ancestry: Ancestries are the racial, cultural and other origins of characters. Only racial ancestries are presented in Orcus so far.

Epic path: Each player character chooses an epic path at level 21, which gives new powers and features through to level 30.

Kit: A kit is a set of powers and features chosen at first level, and providing another facet of a character beyond their ancestry and class.

Prestige path: Each player character chooses a prestige path at level 11, which gives new powers and features through to level 20.

Tags: Descriptive words or phrases attached to powers, monsters and other game components.

Tradition: A source of power, like Arcane, Divine, Martial, Natural and Shadow.

Long rest: A rest that takes six hours to complete. Daily powers that have been expended are usable again after a long rest, and characters heal to maximum HP and have their recoveries restored to maximum.

Persistent damage: Persistent damage is experienced at the start of each of your turns until you succeed on a saving throw to shake it off.

Rally: Once per encounter, a creature can rally, which costs a recovery but heals them equal to their recovery value and gives them a temporary +2 bonus to all defenses.

Recoveries: Creatures have a number of recoveries, which allow them to heal outside of combat (and sometimes in combat).

Recovery value: How much a creature heals after spending a single recovery, equal to one quarter their maximum HP.

Staggered: A creature is staggered when its current HP are half or fewer its maximum HP.

Streak: The player characters complete a streak every two encounters they face without stopping for a long rest.

Adventurer (tier): Characters, creatures, items, powers, etc. that are between levels 1 and 10 are in the adventurer tier.

Prestige (tier): Characters, creatures, items, powers, etc. that are between levels 11 and 20 are in the prestige tier.

Sleight of Hand (skill): A skill used for picking pockets and disabling traps.

Streetsmarts (skill): A skill used for operating in urban environments, gathering information and blending into crowds.

Endure (skill): A skill used for enduring heat and cold and shaking off poison and disease.

Near (range): A power with a Near range originates from the user of the power.

Far (range): A power with a Far range originates from a square some number of squares from the user of the power.

Arc (area of effect): An arc originates from a particular square and goes outwards the same number of squares on either side.

Immediate actions: These are actions that must be performed in other creatures' turns, not your own, once a trigger is satisfied. They come in two forms: **counters**, which happen during the action that triggered them, and **reacts**, which happen after.

Dash (action): A move action in which you move up to your speed +2, but you provoke opportunity attacks, grant combat advantage and suffer an attack penalty.

Controlled (condition): The creature is under the control of another.

Immobile (condition): The creature cannot willingly leave its current space.

Unwilling movement: Unwilling movement is one of three forms of movement forced on a creature: pushes, pulls and shunts.

Shunt (unwilling movement): A shunt moves the creature in any direction, unlike a pull which must bring them closer or a push which must take them further away.

Extended challenge: A challenge that requires multiple skill checks to overcome, not just one. An extended challenge will identify how many successes are required to succeed at the overall task; typically, these must be achieved before three failures.

Incantations

Incantation: A kind of spell that takes time and material components to cast.

Abjuration (incantation): Abjuration incantations are protective or warding in nature.

Curative (incantation): Curative incantations heal wounds, raise the dead or treat disease and poison.

Illusion (incantation): Illusion incantations create phantasms and hallucinations that are not real, although they are sometimes substantial.

Practical (incantation): Practical incantations have a variety of effects that help with adventure or everyday life.

Crafting (incantation): Crafting incantations create something lasting, whether that is raw materials, magic items, or something else.

Transportation (incantation): Transportation

incantations make travel easier or faster, open up new forms of transportation like swimming or flying, or allow for travel to other planes of existence.

Conjuration (incantation): Conjuration incantations summon and bind creatures from other planes of existence.

Monsters

Source (monster): Which category of planes of existence the monster comes from.

Cosmic (source): Creatures from the cosmic source are aberrations from outside this universe.

Immortal (source): Creatures from the Outer Planes, like Heaven and Hell.

Boss (monster rank): The strongest type of monster, equivalent to five standard monsters of the same level.

Mook (monster rank): Weak monsters with just 1 HP.

Archer (monster role): Archers make ranged attacks, sometimes ranged area attacks.

Blocker (monster role): Blockers are harder to hit

than other monsters, and can defend their weaker allies from attacks.

Spoiler (monster role): Spoilers create zones and other battlefield conditions, use area attacks and debuff enemies.

Wrecker (monster role): Wreckers do large amounts of damage, usually in melee range.

Monstrosity (type): Monstrosities are magical beasts or other creatures that have complicated or clearly magical physiognomy.

Automaton (type): Automatons are creatures made of animated matter, whether that is animated elements (elementals), corpses (undead) or plant matter (plants).

Refresh: If a monster uses a refresh power, it is not available to use again right away. Each time the monster takes a turn, a die is rolled and if a certain number appears (as specified in the power) then the power is available again.

Incorporeal: A creature that is incorporeal takes half damage on all attacks.

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