

AGILE RECOVERYAcrobatics
Utility 1

With a quick leap, you are back on your feet and ready to act

At-Will ♦ Skill

Minor ActionPersonal

Effect: You stand up from prone.

ANTICIPATE MANEUVERSInsight
Utility 1

You read your opponent like an open book and outsmart it

Encounter ♦ Skill

Minor ActionMelee 1

Target: One creature adjacent to you

Check: Insight vs. Bluff

Success: The target grants combat advantage to you for the first attack you make against it before the end of your next turn.

ARCANE MUTTERINGSArcana
Utility 1

You launch into a recitation of obscure lore on a subject to impress, cow, or trick your audience

Encounter ♦ Skill

Free InterruptPersonal

Trigger: You need to make a Bluff, a Diplomacy, or an Intimidate check

Effect: You use your Arcana skill check modifier in place of the triggering skill's check modifier.

ARCANE SENSESArcana
Utility 1

You refocus your eyes to see magic energy invisible to the untrained eye, learning how many magical creatures are nearby

Encounter ♦ Skill

Minor ActionPersonal

Effect: Choose one of the following two effects when you use this power:

- ▶ For each creature you currently see, you learn whether that creature has the elemental, fey, or shadow origin.
- ▶ You learn the number of elemental, fey, and shadow creatures within a number of squares of you equal to 5 + your Arcana skill check modifier. You don't learn the creatures' locations, but you do learn separate counts for each origin and whether there are solo creatures of that type present.

BATTLE FEINTBluff
Utility 1

Your sudden move causes the enemy to flinch, setting up your ally's next attack

Encounter ♦ Skill

Minor ActionMelee 1

Target: One creature adjacent to you

Check: Bluff vs. Insight

Success: One ally adjacent to you gains combat advantage against the target for the ally's first attack against it before the end of your next turn.

BOUNTING LEAPAthletics
Utility 1

As you spring through the air, you tuck in your legs and arms, spinning to eke out a little extra distance

At-Will ♦ Skill

Move ActionPersonal

Effect: You make an Athletics check to jump. You are considered to have a running start, and the distance you jump can exceed your speed.

CALCULATED ACUMENInsight
Utility 1

Your understanding of battle reveals what your enemy tries to avoid

Encounter ♦ Skill

Minor ActionPersonal

Effect: Choose one enemy you can see that is within 10 squares of you.

You learn the vulnerabilities and other weaknesses of the chosen creature.

CAVE SENSEDungeoneering
Utility 1

You close your eyes, focusing on the sounds and the air flow to give you a rough mental picture of the cavern ahead

Daily ♦ Skill

Standard ActionClose burst 20

Effect: You learn the general layout of terrain features in the burst.

You cannot sense through solid objects, such as cave walls, but you do sense around corners and into narrow gaps.

Additionally, you can make Perception checks to detect hidden creatures, objects, and traps in the burst as though you were within 10 squares of them.

CITY RATStreetwise
Utility 1

Like a rat, you are particularly skilled at using the environment, as well as your companions, to stay out of sight

Encounter ♦ Skill

Minor ActionPersonal

Requirement: You must have cover against at least one creature

Effect: You make a Stealth check to hide, using your Streetwise check modifier in place of your Stealth check modifier for the check.

DAMNING SECRETInsight
Utility 1

Picking up on tiny tell-tale signs, you divine a critical weakness in your foe's determination

Encounter ♦ Skill

Free InterruptSpecial

Trigger: You make an Intimidate check against a single target that shares a language with you

Effect: You use your Insight check modifier in place of your Intimidate check modifier for the triggering check.

DEEP SHADOWS

Dungeoneering
Utility 1

Judging the play of shadows against the cave wall, you spot a hiding place that an untrained explorer would overlook

Encounter ♦ Skill

Minor Action **Personal**

Requirement: You must be underground, and have cover or concealment

Effect: You make a Stealth check to hide, using your Dungeoneering check modifier in place of your Stealth check modifier for the check.

ELUDE SENSES

Stealth
Utility 1

You slip past the notice of creatures that have adapted to life underground

Encounter ♦ Skill

Minor Action **Personal**

Effect: Until the end of your next turn, creatures can't use blindsight or tremorsense to detect you, and you have concealment against creatures relying on darkvision. You can be detected with other senses as normal.

ENDURE PAIN

Endurance
Utility 1

You grin and bear it, shrugging off the pain of a new wound

Daily ♦ Skill

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You gain resist all against the triggering attack. The resist equals one-half the number of healing surges you have remaining.

EXEMPLAR OF VALOR

Endurance
Utility 1

You brace yourself against the terror inspired by a foe, and your bravery serves as an example to your friends

Daily ♦ Skill

Immediate Interrupt **Close** burst 10

Trigger: You are the target of a Fear effect

Target: You and each ally in the burst that can see you

Effect: Until the end of the encounter, each target gains a +2 power bonus to all defenses against Fear effects.

If the triggering attack hits you, you gain a +2 power bonus to attack rolls against the triggering enemy until the end of your next turn. If the triggering attack misses you, target allies gain a +2 power bonus to attack rolls against the triggering enemy until the end of your next turn.

FAILED DIPLOMACY

Streetwise
Utility 1

Negotiations are breaking down and will end in bloodshed - you realize this fact a split-second before your enemies do

Daily ♦ Skill

Free Interrupt **Close** burst 5

Trigger: Initiative is rolled

Target: You, and each ally in the burst

Effect: Each target gains the following two benefits:

- ▶ +2 power bonus to the triggering Initiative check.
- ▶ Combat advantage against all enemies that have not yet acted. This lasts until the end of the targets next turn.

FAITH HEALING

Religion
Utility 1

Your prayers help an ally recover their will to fight

Encounter ♦ Healing, Skill

Standard Action **Melee** touch

Target: One creature

Effect: The target can use his or her *second wind* without spending an action.

FALSE BRAVADO

Bluff
Utility 1

Your apparent courage makes your enemy think twice about pressing its attack

At-Will ♦ Skill

Minor Action **Personal**

Requirement: You must be marked.

Effect: You are no longer marked.

FAR SIGHT

Perception
Utility 1

You focus your senses to pick out enemies at the edge of your vision

Encounter ♦ Skill

Minor Action **Personal**

Effect: Until the end of your next turn, your ranged attack rolls take no penalty from long range, and ignore cover and concealment (not superior cover or total concealment) at normal range.

FAST HANDS

Thievery
Utility 1

Your fingers blur as you manipulate objects faster than the eye can follow

At-Will ♦ Skill

Free Action **Personal**

Effect: You either draw or sheathe a weapon, pick up an unattended item in your space or adjacent to it, or retrieve or stow an item.

Special: You can use this power only once per round.

GRIT AND SPITTLE

Endurance
Utility 1

Drawing on pure stubbornness, you're ready to see your way through disaster

Encounter ♦ Skill

Minor Action **Personal**

Requirement: You must have at least 1 healing surge remaining

Effect: You spend a healing surge to make a saving throw against every effect on you that a save can end.

For each saving throw that fails, you regain hit points equal to one-half your level (minimum 1).

HEALER'S GIFT

Heal
Utility 1

You tend to a fallen comrade and stave off death's touch

Encounter ♦ Healing, Skill

Standard Action **Melee** 1

Target: One dying creature adjacent to you

Effect: The target can spend a healing surge to regain hit points equal to his or her healing surge value.

If the target has no healing surges remaining, he or she regains hit points equal to one-half his or her healing surge value, and is dazed until the end of his or her next turn instead.

If the target failed one or more death saving throws while it was dying, it counts as having failed one less.

INSPIRING FORTITUDE

Endurance
Utility 1

Inspired by your resilience, your allies find the will to overcome challenges

Daily ♦ **Skill**

Standard Action **Close** burst 5

Requirement: You must have your *second wind* available.

Target: You, and each ally in the burst

Effect: You use your *second wind*.

Each target ally gains temporary hit points equal to 4 + your Constitution modifier.

Level 11: Equal to 8 + your Constitution modifier.

Level 21: Equal to 12 + your Constitution modifier.

IRON RESURGENCE

Heal
Utility 1

Though your hands do little to comfort the wounded, you ensure that an injury will not keep an ally out of the battle

Encounter ♦ Healing, Skill

Minor Action **Melee** 1

Target: You or one ally adjacent to you; The target must be bloodied and have at least two healing surges available

Effect: The target spends two healing surges to regain hit points equal to his or her healing surge value. The target can then choose to spend a healing surge to regain hit points equal to his or her healing surge value.

The target gains temporary hit points equal to one-half the amount of hit points he or she regained.

LEGEND LORE

History
Utility 1

Legends are your specialty, and you can always find a use for these stories

Encounter ♦ Skill

Free Interrupt **Personal**

Trigger: You make a knowledge check using a skill other than History

Effect: You use your History check modifier for the triggering check instead of the original check modifier.

LOCK TAP

Thievery
Utility 1

A practiced tap is sometimes all it takes to pop open a lock

Encounter ♦ Skill

Minor Action **Personal**

Effect: You make a Thievery check to open an adjacent lock.

MASTER DIPLOMAT

Diplomacy
Utility 1

Catching a possible faux pas in what you were about to say, you quickly adjust your soothing words and flattery to work more magic than the most powerful spell

Encounter ♦ Skill

Free Interrupt **Personal**

Trigger: You make a Diplomacy check and dislike the result

You decide whether to use this power before the DM announces the result of your roll

Effect: You reroll the triggering check, and use whichever result you prefer.

MOUNTED COORDINATION

Athletics or Nature
Utility 1

You synchronize your attack with your mount's movements to maximize your damage

Encounter ♦ Skill

Minor Action **Personal**

Requirement: You must be mounted on a willing creature

Effect: You gain a +2 bonus to the first damage roll you make before the start of your next turn. You lose this bonus if you are no longer mounted.

Level 11: +4 bonus.

Level 21: +6 bonus.

NATURE INSTINCT

Nature
Utility 1

The forest is quiet... too quiet

Daily ♦ **Skill**

Free Interrupt **Close** burst 5

Trigger: You roll initiative in a natural environment

Target: You, and each ally in the burst that can see or hear you

Effect: You use your Nature check modifier in place of your initiative check modifier for the triggering roll.

You and each target gains a +2 bonus to all defenses until the end of his or her first turn.

NOSE FOR TROUBLE

Insight or Streetwise
Utility 1

You have learned to keep a close eye on your surroundings so that when trouble breaks out, you're ready for it

Daily ♦ **Skill**

Free Interrupt **Personal**

Trigger: You roll initiative and dislike the result

Effect: You reroll the triggering check, using your Streetwise check modifier in place of your initiative check modifier, and can use either result as your roll.

OBSCURED AVOIDANCE

Stealth
Utility 1

Although an enemy's attention is on you, its inability to see you clearly can keep you out of harm's way

At-Will ♦ **Skill**

Minor Action **Personal**

Requirement: You must be marked, and have concealment from the marking creature

Effect: The marked condition on you ends.

OMINOUS THREAT

Intimidate
Utility 1

You draw your enemy's attention to rest squarely on you

Encounter ♦ Skill

Free Reaction **Special**

Trigger: You hit an enemy with a melee attack

Target: The enemy you hit

Effect: You mark the target until the end of your next turn. If the target has marked you or one of your allies, you end the marked condition on one creature.

If the target was already marked by you, you end all marked conditions imposed by it and it is unable to mark until the end of your next turn.

OTHERWORLDLY LORE

Dungeoneering
Utility 1

Something about the aberrant horror's movement strikes a chord - you know just where to strike it

Encounter ♦ Skill

Minor Action **Close** burst 5

Target: One aberrant you can see in the burst

Effect: You make a Dungeoneering monster knowledge check to determine the target's resistances, vulnerabilities and other weaknesses.

If the check succeeds, you or one ally who can hear you gains a +2 power bonus to his or her first attack roll against the target. The power bonus increases to +4 if the attack trigger's the target's vulnerability or weakness. The attack must come before the end of your next turn.

PERFECT RECALL

History
Utility 1

Your mind is a steel trap - nothing escapes it

At-Will ♦ **Skill**

Free Interrupt **Personal**

Trigger: You would make an Intelligence check

Effect: You use your History check modifier in place of your Intelligence check modifier for the triggering roll.

QUICK PALM

Thievery
Utility 1

Through sleight of hand, you make an object disappear

Encounter ♦ Skill

Minor Action **Personal**

Effect: You make a Thievery check to either pick an adjacent pocket or to use sleight of hand.

ROOT UNDERSTANDING

History
Utility 1

Your studies in history have exposed you to a variety of languages, allowing you to sometimes understand a language in which you aren't fluent

Daily ♦ **Skill**

Free Reaction **Personal**

Trigger: You see or hear a language you don't understand

Effect: You can understand and speak the triggering language until the end of the encounter.

If the triggering language was written, you can also read and write the language for one hour.

The language skill gained through this power is rudimentary, especially when it comes to rare or exotic languages. Your DM determines whether you can communicate specific concepts or not.

SCRAMBLING CLIMB

Athletics
Utility 1

You use your forward momentum to help pull yourself upward

Encounter ♦ Skill

Move Action **Personal**

Effect: You move at least two squares to a surface you can climb.

You then make an Athletics check to climb, and choose one of the following benefits:

- ▶ A +5 power bonus to the check.
- ▶ Squares your climb do not count as one additional squares of movement until the end of your current turn.

SECRETS OF THE CITY

Streetwise
Utility 1

You learn all the city's secrets by keeping your ear to the streets

At-Will ♦ **Skill**

Free Interrupt **Personal**

Trigger: You would use Arcana, History, or Religion to make a knowledge check relating to a settlement that you are familiar with

Effect: You use your Streetwise check modifier in place of the triggering skill's modifier for the triggering check.

SERPENT'S TONGUE

Bluff
Utility 1

Your lie twists in your foe's mind like a snake, allowing you to hide the venom behind your next words

Encounter ♦ Skill

Free Reaction **Personal**

Trigger: You fail a Bluff check against a single creature

Effect: You gain a +4 power bonus to the next Bluff or Intimidate check you make against the triggering creature, or a +2 power bonus to the next Diplomacy check you make against it.

SOOTHING WORDS

Diplomacy
Utility 1

The battle done, your allies turn to you for support

Daily ♦ **Skill**

Short Rest **Special**

Target: Each ally who interacts with you during the rest

Effect: For each healing surge the targets spend at the end of the rest, they regain 2 additional hit points.

- Level 6: 3 additional hit points.
- Level 11: 4 additional hit points.
- Level 16: 5 additional hit points.
- Level 21: 6 additional hit points.
- Level 26: 7 additional hit points.

STAY BACK

Dungeoneering
Utility 1

You sweep your torch or lantern around you to dazzle enemies accustomed to darkness

Encounter ♦ Skill

Minor Action **Personal**

Requirement: You must be carrying a light source.

Effect: Until the end of your next turn, your light source distracts your enemies.

Enemies in squares illuminated one level (from dimly lit to brightly lit, or darkness to dimly lit) take a -1 penalty to attack rolls and Perception checks.

Enemies in squares illuminated two levels (from darkness to brightly lit) take a -2 penalty to attack rolls and Perception checks. Your DM can decide that certain creatures not accustomed to light take this penalty when in squares illuminated only one level.

STRATEGIST'S EPIPHANY

History
Utility 1

Recalling ancient battles, you find echoes in your enemies' positions and use that knowledge to react accordingly

Daily ♦ **Skill**

Free Interrupt **Personal**

Trigger: You would roll initiative

Effect: You use your History check modifier in place of your initiative check modifier for the triggering check.

STUDIED RITUALIST

Arcana, Nature or Religion
Utility 1

You catch an error at the last moment, correcting a malformed glyph before it can ruin your ritual

Daily ♦ **Skill**

Free Interrupt **Personal**

Trigger: You make a skill check to perform a ritual and dislike the result

Effect: You reroll the triggering check with a +2 power bonus to the roll. You must use the second roll.

TALENTED ATHLETICS

Athletics
Utility 1

You don't always succeed in feats of physicality, but your failures rarely cost you

At-Will ♦ **Skill**

Free Interrupt **Personal**

Trigger: You fail an Athletics check to climb or swim by 5 or more

Effect: You count as having failed the triggering check by 4 instead.