

BLADE IN THE BACK

Assassin
Attack 1

You step into your foe's shadow and instantly appear behind it, giving it no time to readjust

At-Will ♦ **Shadow, Teleportation, Weapon**

Standard Action **melee** weapon

Prerequisite: You must have the *shadow step* Assassin class power.

Target: One creature you are adjacent to

Effect: You teleport up to 3 squares to another space adjacent to the target.

You count as also being in the space you occupied, allowing you to flank the target with yourself for this attack.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, plus additional damage equal to your number of shrouds on the target if you have combat advantage against it.

Level 21: 2[W] + Dexterity modifier damage, plus additional damage equal to twice your number of shrouds on the target if you have combat advantage against it.

Miss: If you flank the target, it takes damage equal to your Dexterity modifier + your weapon's enhancement bonus.

Level 21: Equal to 2 + your Dexterity modifier + your weapon's enhancement bonus.

EXECUTIONER'S NOOSE

Assassin
Attack 1

You gather shadows in the form of a noose, cast it around your foe's neck, and pull

At-Will ♦ **Force, Implement, Shadow**

Standard Action **Ranged** 5/10

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d6 + Dexterity modifier force damage, and you pull the target a number of squares equal to your number of shrouds on it.

Critical: The target must succeed on a saving throw or you knock it prone.

The target is slowed until the end of your next turn.

Level 21: 2d6 + Dexterity modifier force damage.

Miss: You pull the target half the distance.

FRIGHTFUL FLICKERS

Assassin
Attack 1

You cause shadowy flickers to cover your victim's eyes, causing it to panic when it can't see clearly

At-Will ♦ **Fear, Implement, Psychic, Shadow**

Standard Action **Ranged** 5

Target: One creature

Attack: Dexterity vs. Will

If you have concealment from the target or it is unaware of your presence, you gain a bonus to the attack roll equal to your number of shrouds on it

Hit: 1d8 + Dexterity modifier psychic damage, and the target takes a penalty to triggered attack rolls until the end of your next turn. The penalty equals 2 + one-half your number of shrouds on it.

Critical: The target also takes the penalty to all attack rolls for the first non-triggered attack it makes before the end of your next turn.

Level 21: 2d8 + Dexterity modifier psychic damage, and the penalty equals 2 + your number of shrouds on the target.

Miss: If you have concealment from the target or it is unaware of your presence, it takes one-half the penalty to triggered attack rolls.

INESCAPABLE BLADE

Assassin
Attack 1

You stop several feet away from your foe and slash with your weapon, and your weapon's shadow closes the distance, not slowed down by physical obstacles

At-Will ♦ **Shadow, Weapon**

Standard Action **Melee** weapon +1 reach

If the target has at least two of your shrouds on it, you increase the reach by an additional +1, or by an additional +2 if the target has four of your shrouds on it

Target: One creature

Attack: Dexterity vs. AC

This attack ignores cover and superior cover

Hit: 1[W] damage.

Level 21: 2[W] damage.

Special: You can use this power in place of a *melee basic attack* when making an *opportunity attack*. This does not allow you to trigger *opportunity attacks* further away than you normally could.

LASHING SHROUDS

Assassin
Attack 1

You direct your shrouds outward from the foe they cover, lashing at the life force of another

At-Will ♦ **Implement, Necrotic, Shadow**

Standard Action **Melee** 2, using the creature your shrouds are on as the point of origin

Using this power provokes *opportunity attacks* as if you had used a ranged attack

Target: One creature within 2 squares of the creature your shrouds are on

If you have at least 3 of your shrouds on the creature used as the point of origin, you can target two creatures within 2 squares of that creature

Attack: Dexterity vs. Reflex

Hit: Necrotic damage equal to your Dexterity modifier + your implement's enhancement bonus + your number of shrouds on the creature used as the point of origin.

Level 11: Equal to 2 + your Dexterity modifier + your implement's enhancement bonus + your number of shrouds.

Level 21: Equal to 2 + your Dexterity modifier + your implement's enhancement bonus + twice your number of shrouds on the creature used as the point of origin.

Miss: Half damage.

SHADOW STORM

Assassin
Attack 1

Your tie to the Shadowfell call on the living shadows around your foe, causing them to claw at it at your beck and call

At-Will ♦ **Implement, Shadow**

Standard Action **Melee** touch or **Ranged** 3/6

Target: One creature

Attack: Dexterity vs. Reflex

You gain a bonus to the attack roll equal to your number of shrouds on the target

Hit: 1d4 + Dexterity modifier damage, plus 1 damage for each creature adjacent to the target.

Level 21: 2d4 + Dexterity modifier damage, plus 2 damage for each creature adjacent to the target.

Special: This power counts as a *basic attack*.

SHARD OF DARKNESS

Assassin
Attack 1

You swing your weapon and a shard of darkness in crude replication of it shoots towards your foe

At-Will

◆ Force, Shadow, Weapon

Standard

Action

Ranged

4/8 or

Ranged

weapon +2/+4 if your weapon can be thrown

Requirement:

You must be wielding a melee weapon.

Target:

One creature you have your shrouds on

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier force damage.

Level 21: 2[W] + Dexterity modifier force damage.

Miss:

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

TWISTING SHADES

Assassin
Attack 1

As your weapon makes contact, the shrouds you have placed on your victim twist tighter, digging cruelly to its flesh

At-Will

◆ Shadow, Weapon

Standard

Action

Melee

weapon

Target:

One creature

Attack:

Dexterity vs. AC

Hit:

1[W] + Dexterity modifier damage.

If you didn't invoke your shrouds on the target, it takes additional damage equal to your number of shrouds on it.

Level 21: 2[W] + Dexterity modifier damage, additional damage equals twice your number of shrouds.

Miss:

If your shrouds are on the target and you didn't invoke them, you deal damage to the target equal to your number of shrouds on it + your weapon's enhancement bonus.

Level 21: Equal to twice your number of shrouds + your weapon's enhancement bonus.