

ACROBATICS

DODGE STEP

Acrobatics
Utility 4

Relying on superior balance and agility, you move in the blink of an eye

Encounter ♦ Skill

Immediate Reaction **Personal**

Trigger: An enemy ends a move adjacent to you

Effect: You shift 1 square.

GRACEFUL MANEUVER

Acrobatics
Utility 4

You dodge past your enemies with speed and grace

Encounter ♦ Skill

Move Action **Personal**

Effect: You shift up to half your speed.

INCREDIBLE BALANCE

Acrobatics
Utility 4

No matter how narrow the path, you have the balance and coordination needed to walk it

At-Will ♦ Skill

Move Action **Personal**

Effect: You move your speed -2. During this movement, you ignore difficult terrain, and you can move across any horizontal surface that is at least 3 inches wide without making an Acrobatics check.

LOCKSTEP MANEUVER

Acrobatics
Utility 4

Your enemy moves, and you match its steps with a countermove

Encounter ♦ Skill

Opportunity Interrupt **Personal**

Trigger: An enemy within 5 squares of you moves willingly

Effect: For each square the triggering creature moves, you shift 1 square, to a maximum of one-half your speed.

PRACTICED RIDER

Acrobatics
Utility 4

So familiar are you with the saddle, you can spring to or from your mount in a flash

At-Will ♦ Skill

Minor Action **Personal**

Effect: You mount or dismount a willing, adjacent creature that has the mount keyword.

TIMELY DODGE

Acrobatics
Utility 4

Something out of the corner of your eye causes you to step out of the way of danger

Encounter ♦ Skill

Immediate Interrupt **Personal**

Trigger: An enemy targets you with a ranged, area or close attack

Effect: You shift up to half your speed.

If the triggering attack only targeted you, the triggering enemy can choose a new target for the attack if you are now out of range.

TUMBLING DODGE

Acrobatics
Utility 4

You deftly tumble away from a strike

Encounter ♦ Skill

Immediate Interrupt **Personal**

Trigger: A melee attack hits you

Effect: You make an Acrobatics check, and gain a bonus to all defenses against the triggering attack equal to the check result divided by 10 (rounded down, minimum +1).

If the triggering attack misses you, you can shift 1 square, or shift 2 squares to a space that is not within the attacker's reach.

ARCANA

DEMONIC BARGAIN

Arcana
Utility 4

You call on a demonic entity to wreak greater havoc, but tear a part of your mind in the process

Encounter ♦ Arcane, Skill, Psychic

Free Interrupt **Special**

Trigger: You roll damage and dislike the result

Effect: You reroll the triggering damage, and use the second result.

After the triggering power has been resolved, you take psychic damage equal to twice the power's level. Any resist psychic you might have does not apply to this damage.

EXPERIENCED ARCANA

Arcana
Utility 4

You have discovered how to perform your magic rituals with fewer alchemical reagents that other ritualists require

Daily ♦ **Skill**

Part of Ritual **Personal**

Prerequisite: You must have the Ritual Caster feat.

Requirement: You use this power as part of casting an Arcana ritual of one-half your level or lower

Effect: You need to expend only half of the ritual's gold piece component cost, though any focus item must still meet the minimum cost. If the ritual has a healing surge cost, you can choose to reduce that by 1 (to a minimum of 0) instead of halving the gold piece cost.

If you make an Arcana check as part of the ritual and dislike the result, you can reroll the check with a +2 power bonus and use either result.

GM Note: Still pondering if this should be allowed to be used with item creation rituals. Possibly going to push up the level and allow them.

INSIGHTFUL WARNING

Arcana
Utility 4

As your foe unleashes its attack, you realize that you have read about this exact sort of danger and shout a warning to your friends

Encounter ♦ Skill

Immediate Interrupt **Close** burst 5

Trigger: A creature you can see makes an attack roll for an area or close attack that includes you as a target

Target: You, and each ally in the burst that is targeted by the triggering attack

Effect: Each target gains a +2 power bonus to all defenses against the triggering attack.

PEER THROUGH THE VOID

Arcana
Utility 4

You part the veil between worlds, seeing creatures from the Far Realm as they really are

Encounter ♦ Psionic, Skill, Stance

Minor Action **Personal**

Effect: You assume the Peer Through the Void stance.

Until the stance ends, you gain blindsight 3, and aberrant creatures grant combat advantage to you. You take a -2 penalty to attack rolls and Perception checks against anything outside the range of your blindsight.

Special: You can end this stance as a free action on your turn, but not on the same turn you entered it.

WARP IN THE WEAVE

Arcana
Utility 4

You spend energy and tap into the web of magic that connects everything, ready to create a hole

Encounter ♦ Arcane, Skill

Immediate Interrupt **Personal**

Trigger: A creature uses a burst or blast power that includes you in the area

Effect: You spend a healing surge to create a hole in the triggering power. The hole causes the triggering power to not target you or your space.

You can spend two additional surges to increase the size of the hole, making the triggering power also not target squares adjacent to you and any creatures whose space fits into those squares.

ATHLETICS

CRUSHING ESCAPE

Athletics
Utility 4

You smash free from your enemy's grasp, sending it reeling and making it susceptible to your next attack

Encounter ♦ Martial, Skill

Free Interrupt **Personal**

Trigger: You make an escape attempt using Athletics

Effect: You gain a +4 power bonus to the triggering check.

If you escape, and a creature was grabbing you, that creature gains vulnerable 5 to your attacks until the end of your next turn.

If the grabbing creature is your size or smaller, you can choose to push it 1 square instead of shifting yourself.

MIGHTY SPRINT

Athletics
Utility 4

You throw yourself forward at a breakneck pace, bounding over obstacles

Encounter ♦ Skill

Move Action **Personal**

Effect: You move your speed +4. You gain a +5 power bonus to Athletics checks you make as part of the movement.

PRACTICED FORCE

Athletics
Utility 4

Summoning all your training as well as your might, your effort exceeds what strength alone could gain

At-Will ♦ Skill

Free Interrupt **Personal**

Trigger: You would make a Strength check.

Effect: You use your Athletics check modifier in place of your Strength check modifier for the triggering check.

PRACTICED RIDER

Athletics
Utility 4

So familiar are you with the saddle, you can spring to or from your mount in a flash

At-Will ♦ Skill

Minor Action **Personal**

Effect: You mount or dismount a willing, adjacent creature that has the mount keyword.

SUDDEN LEAP

Athletics
Utility 4

You spring so quickly that an enemy has trouble following your movement

Encounter ♦ Skill

Minor Action **Personal**

Effect: Choose an enemy you can see, then make an Athletics check to long jump. You can never be consired to have a running start for this jump.

If your Athletics check result is equal to or higher than the chosen enemy's passive Perception, it cannot trigger actions based on this movement.

BLUFF

CONCEAL PSYCHE

Bluff
Utility 4

You hide the core of your identity deep in your subconscious

Encounter ♦ Skill

Minor Action **Personal**

Effect: You gain a +2 power bonus to Will, and a +4 power bonus to saving throws against Charm and Psychic effects.

Special: You can also use this power with the following trigger and effect:

Trigger: You start your turn and are dominated

Effect: You make a saving throw against the dominating effect. If the effect normally allows a saving throw, you gain a +2 power bonus to this save.

CONFUSING BLATHER

Bluff
Utility 4

You spew a stream of nonsense, leaving your enemies puzzled

Encounter ♦ Skill

Minor Action **Close** burst 1

Target: Each enemy in the burst

Check: Bluff vs. passive Insight

Success: The target cannot make *opportunity attacks* against you until the end of your next turn.

FAULT IN THE MEMORY

Bluff
Utility 4

You spin a web of lies that makes someone doubt his or her own recollection

Encounter ♦ Skill

Extended Action **Special**

Target: One creature that shares a language with you

Check: Bluff vs. Insight

The target gains a +5 bonus if it is unfriendly towards you, or a +10 bonus if it is hostile towards you

Success: You make the target doubt its memory of an event it remembered clearly, or to believe your version of an event it remembered vaguely.

DIPLOMACY

HAGGLE

Diplomacy
Utility 4

You are a practiced haggler, often able to bring down the price on what you're buying

Daily ♦ Skill

Extended Action **Personal**

Requirement: You use this power as part of buying a common or uncommon item of your level or lower.

Effect: You get a 10% discount on the item's price if it is common, or a 5% discount if it is uncommon.

STIRRING SPEECH

Diplomacy
Utility 4

Reciting your allies' great deeds and talents, you fill them with the confidence they need to win a battle ahead

Daily ♦ Skill

Short Rest **Special**

Target: Each ally who listens to you during the rest

Effect: Until the end of the next encounter, each target gains a +1 bonus to attack rolls and saving throws while he or she is not bloodied.

DUNGEONEERING

DUNGEONEER'S GUIDANCEDungeoneering Utility 4

Your dungeoneering skills step in to support an ally

Encounter ♦ Skill

Immediate InterruptClose burst 10

Trigger: An ally within 10 squares of you makes an Acrobatics, Athletics, Dungeoneering, or Perception check in an underground environment; You must see the ally and the ally must be able to hear you

Target: The triggering ally

Effect: The target gains a +4 power bonus to the triggering check.

EYES OF THE DARK DELVERDungeoneering Utility 4

Long hours of working in dimness allows you to focus your senses for a moment to see in utter darkness

Encounter ♦ Skill

Minor ActionPersonal

Effect: You gain blindsight 10 until the end of your next turn.

PEER THROUGH THE VOIDDungeoneering Utility 4

You part the veil between worlds, seeing creatures from the Far Realm as they really are

Encounter ♦ Psionic, Skill, Stance

Minor ActionPersonal

Effect: You assume the Peer Through the Void stance. Until the stance ends, you gain blindsight 3, and aberrant creatures grant combat advantage to you. You take a -2 penalty to attack rolls and Perception checks against anything outside the range of your blindsight.

Special: You can end this stance as a free action on your turn, but not on the same turn you entered it.

TERRAIN UNDERSTANDINGDungeoneering Utility 4

You alert your allies to hidden advantages in the nearby terrain, giving them an opportunity to shift the battle and defend themselves

Encounter ♦ Skill

Minor ActionClose burst 3

Target: You, and each ally in the burst

Effect: Until the end of your next turn, each target gains a +2 power bonus to AC and ignores difficult terrain when shifting.

STONECUNNINGDungeoneering Utility 4

The subterranean world keeps few secrets from you

Encounter ♦ Skill

Free InterruptPersonal

Trigger: You make a Perception check underground

Effect: You use your Dungeoneering check modifier in place of your Perception check modifier for the triggering check.

ENDURANCE

INTERNAL RESERVESEndurance Utility 4

Summoning up reserves of strength, you make a desperate effort to prevail

Daily ♦ Skill

Nonaction InterruptPersonal

Trigger: You make a saving throw and dislike the result

Effect: You gain a +5 power bonus to the triggering saving throw.

Special: You do not need to be conscious to use this power.

THIRD WINDEndurance Utility 4

You have almost endless reserves and can rebound from injuries that wound bring down another

Daily ♦ Skill

Free ReactionPersonal

Trigger: Your turn starts and you are bloodied

Effect: You regain the use of your second wind.

WALK IT OFFEndurance Utility 4

You take a deep breath to fight off a lingering wound

Encounter ♦ Skill

Free InterruptPersonal

Trigger: Your turn starts and you have ongoing damage

Effect: You make a saving throw against the ongoing damage before you take the damage. If you are suffering from several types of ongoing damage, make a saving throw against each.

HEAL

PHYSICIAN'S CARE

Heal
Utility 4

Your extensive training helps you get an ally back into fighting shape

Daily ♦ **Healing, Skill**

Short Rest **Melee** touch

Requirement: You must have a healer's kit.

Target: You or one ally; The target must spend at least 2 healing surges during the rest

Effect: The target regains one healing surge.

TEMPORARY INOCULATION

Heal
Utility 4

Your ministrations briefly protect your patient from poison

Encounter ♦ **Skill**

Minor Action **Melee** touch

Requirement: You must have a healer's kit.

Target: One creature

Effect: The target is immune to poison until the end of your next turn.

SWIFT RECOVERY

Heal
Utility 4

You address a companion's most critical wounds to get his or her fighting spirit back

Encounter ♦ **Healing, Skill**

Minor Action **Melee** touch

Requirement: You must have a healer's kit.

Target: One ally

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

HISTORY

HISTORICAL REVELATION

History
Utility 4

When an ally struggles to recall an important fact, you supply a story to nudge him or her onto the right path

Encounter ♦ **Skill**

Immediate Reaction **Close** burst 5

Trigger: An ally within 5 squares of you makes a knowledge check and dislikes the result

Target: The triggering ally in the burst

Effect: The target rerolls the triggering knowledge check and uses either result.

INSIGHTFUL WARNING

History
Utility 4

As your foe unleashes its attack, you realize that you have read about this exact sort of danger and shout a warning to your friends

Encounter ♦ **Skill**

Immediate Interrupt **Close** burst 5

Trigger: A creature you can see makes an attack roll for an area or close attack that includes you as a target

Target: You, and each ally in the burst that is targeted by the triggering attack

Effect: Each target gains a +2 power bonus to all defenses against the triggering attack.

INSIGHT

CONCEAL PSYCHE

Insight
Utility 4

You hide the core of your identity deep in your subconscious

Encounter ♦ **Skill**

Minor Action **Personal**

Effect: You gain a +2 power bonus to Will, and a +4 power bonus to saving throws against Charm and Psychic effects.

Special: You can also use this power with the following trigger and effect:

Trigger: You start your turn and are dominated

Effect: You make a saving throw against the dominating effect. If the effect normally allows a saving throw, you gain a +2 power bonus to this save.

EMPATHIC READ

Insight
Utility 4

You sense where the conversation is headed, and stop an ally from making a gaffe

Encounter ♦ **Skill**

Immediate Interrupt **Close** burst 5

Trigger: An ally within 5 squares of you makes a Bluff check, a Diplomacy check, or an Intimidate check, and dislikes the result

Target: The triggering ally

Effect: The target rerolls the triggering check and uses either result.

INSIGHTFUL COUNTER

Insight
Utility 4

You foresee your opponent's move and deny it the advantage

Encounter ♦ **Skill**

Minor Action **Personal**

Effect: Until the end of your next turn, you do not grant combat advantage to attackers that you can see.

LOCKSTEP MANEUVER

Insight
Utility 4

Your enemy moves, and you match its steps with a countermove

Encounter ♦ **Skill**

Opportunity Interrupt **Personal**

Trigger: An enemy within 5 squares of you moves willingly

Effect: For each square the triggering creature moves, you shift 1 square, to a maximum of one-half your speed.

INTIMIDATE

DEMORALIZE FOEIntimidate
Utility 4

You spit an ugly threat at your adversary, making it think twice before it attacks you

Encounter ♦ Fear, Skill

Free ReactionMelee 1

Trigger: You hit an adjacent enemy with an attack

Target: The triggering enemy

Effect: The target takes a -2 penalty to attack rolls against you until the end of your next turn.

OUT OF MY WAYIntimidate
Utility 4

You inspire terror in your enemies

Encounter ♦ Fear, Skill

Minor ActionClose blast 3

Target: Each enemy in the blast

Effect: You push each target 1 square, but not into hindering or damaging terrain.

SCATTER THE COWARDSIntimidate
Utility 4

The fearsomeness of your presence sends foes slinking away

Encounter ♦ Skill

Move ActionPersonal

Effect: You move your speed. During this movement, minions cannot attack you, and you can use the following action at-will:

Free Interrupt: Trigger: An enemy misses you with an attack, or you enter a square adjacent to a minion; You push the triggering creature 1 square. You cannot target a given creature more than once with this action during the move.

TRY THE STICKIntimidate
Utility

Why waste time with diplomacy when threats can get to the heart of the matter

Encounter ♦ Skill

Free InterruptPersonal

Trigger: You make a Diplomacy check and dislike the result

Effect: You discard your Diplomacy check and make an Intimidate check instead.

NATURE

PATH OF THE BOUNDING STAGNature
Utility 4

You easily pick a path through the underbrush

Encounter ♦ Skill

Move ActionPersonal

Effect: You move your speed. During this movement, you ignore difficult terrain that is a result of trees, underbrush, or other natural growth.

PRACTICED RIDERNature
Utility 4

So familiar are you with the saddle, you can spring to or from your mount in a flash

At-Will ♦ Skill

Minor ActionPersonal

Effect: You mount or dismount a willing, adjacent creature that has the mount keyword.

TERRAIN UNDERSTANDINGNature
Utility 4

You alert your allies to hidden advantages in the nearby terrain, giving them an opportunity to shift the battle and defend themselves

Encounter ♦ Skill

Minor ActionClose burst 3

Target: You, and each ally in the burst

Effect: Until the end of your next turn, each target gains a +2 power bonus to AC and ignores difficult terrain when shifting.

SURVIVALIST'S GUIDANCENature
Utility 4

Your survival skills step in to support an ally

Encounter ♦ Skill

Immediate InterruptClose burst 10

Trigger: An ally within 10 squares of you makes an Acrobatics, Athletics, Nature, or Perception check in a wilderness environment; You must see the ally and the ally must be able to hear you

Target: The triggering ally

Effect: The target gains a +4 power bonus to the triggering check.

PERCEPTION

Foil Ambush

Perception
Utility 4

Something out of place alerts you to imminent danger, letting you foil an enemy's ambush

Daily **◆ Skill**

Nonaction Interrupt **Personal**

Trigger: You are surprised while conscious

Effect: You are not suprised, and are aware of the location of any enemy within 10 squares of you that is hidden.

You shift up to one-half your speed.

Guided Shot

Perception
Utility 4

You spot a critical weakness in a foe's defenses, which an ally can exploit to deadly effect

Encounter ◆ Skill

Immediate Interrupt **Close** burst 15

Trigger: An ally misses an attack against AC; The target of the attack must be within 10 squares of you

Target: The triggering ally in the burst

Effect: The triggering attack is resolved against Reflex instead of AC.

Trap Sense

Perception
Utility 4

The hair in the back of your neck stands up, alerting you to a trap or hazard that was sprung

Encounter ◆ Skill

Immediate Interrupt **Personal**

Trigger: A trap or hazard makes an attack roll against you

Effect: You gain a +4 power bonus to all defenses against the triggering attack.

If the triggering attack misses you, you can shift up to one-half your speed before resolving any effects from the miss.

RELIGION

Censure the Unholy

Religion
Utility 4

Brandishing a holy symbol, you drive undead away and bolster allies against them

Encounter ◆ Aura, Skill

Minor Action **Personal**

Requirement: You must be wearing or holding a holy symbol, or another similar item.

Effect: You activate an Aura 1 until the end of your next turn.

Allies in the aura gain a +2 power bonus to all defenses against undead creatures. Also, you can use the following action at-will:

Free Reaction: *Trigger:* An undead ends its turn in the aura; You push the triggering undead 1 square.

Deliverance of Faith

Religion
Utility 4

You give yourself in the belief that somewhere, something will give a little back

Encounter ◆ Divine, Skill

Minor Action **Personal**

Effect: You spend a healing surge to gain temporary hit points equal to your healing surge value.

Theologian's Shield

Religion
Utility 4

Calling on lore culled from sacred texts, you know how to protect yourself from your enemy's attack

Encounter ◆ Skill

Immediate Interrupt **Personal**

Trigger: You are hit by a Necrotic or a Radiant attack

Effect: Until the end of your next turn, you have resist necrotic 5 and radiant 5.

Level 11: Resist 10.

Level 21: Resist 15.

STEALTH

Concealed Shift

Stealth
Utility 4

Your enemy misjudges your position, giving you a chance to duck out of the way

At-Will **◆ Skill**

Immediate Reaction **Personal**

Trigger: An enemy misses you with a melee or ranged attack while you have concealment or cover from it

Effect: You shift 1 square, or shift 2 squares to a space where you have total concealment or total cover against the triggering enemy.

Eyes of the Dark Delver

Stealth
Utility 4

Long hours of working in dimness allows you to focus your senses for a moment to see in utter darkness

Encounter ◆ Skill

Minor Action **Personal**

Effect: You gain blindsight 10 until the end of your next turn.

STREETWISE

CITY DWELLER

Streetwise
Utility 4

Your familiarity with cities tells you what will support your weight and helps you perceive things that are out of place

Daily ♦ **Skill**

Free Interrupt **Personal**

Trigger: You would make an Acrobatics check, and Athletics check, or a Perception check in an urban environment

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

SLOW PURSUIT

Streetwise
Utility 4

You knock over obstacles, take difficult paths, drop rubbish, and do anything else you can think of to slow your enemies' pursuit

Encounter ♦ **Skill**

Move Action **Personal**

Requirement: You must be in an urban environment.

Effect: You move your speed. At any point during the movement, you create an area of difficult terrain in a close blast 3. The difficult terrain lasts until the end of the encounter.

Special: You can use this power as part of a skill challenge to escape pursuers. If you do, you gain an automatic success, and give the next ally to make a check a +2 bonus to his or her check.

THIEVERY

HASTY RETREAT

Thievery
Utility 4

It dawns on you as you botch the job that now might be a good time to make a swift exit

Encounter ♦ **Skill**

Immediate Interrupt **Personal**

Trigger: Your disarm attempt triggers a trap

Effect: You shift a number of squares equal to one-half your Dexterity modifier.

QUICK SWITCH

Thievery
Utility 4

You pull your friend closer and then slip away

Encounter ♦ **Skill**

Move Action **Melee** 1

Target: One ally adjacent to you

Effect: You slide the target 1 square into your space, and then shift 1 square.