

ACROBATICS

DROP AND ROLL

Acrobatics
Utility 8

You fall off a ledge, but your training allows you to dash forward after landing safely

At-Will

◆ Skill

Opportunity

Reaction

Personal

Trigger: You fall and take no damage from the fall

Effect: You shift up to 3 squares.

FAMILIAR FOOTING

Acrobatics
Utility 6

You are comfortable maneuvering around precarious terrain

Daily

◆ Skill

Minor

Action

Personal

Effect: Until the end of the encounter, you ignore difficult terrain.

RAPID ESCAPE

Acrobatics
Utility 8

You suddenly slip from your enemy's grasp, leaving it briefly vulnerable to your attacks

At-Will

◆ Skill

Minor

Action

Personal

Requirement: You must be grabbed.

Effect: You make an Acrobatics check to escape.

If the check succeeds and a creature was grabbing you, the creature grants combat advantage to you until the end of your current turn.

ATHLETICS

INCREDIBLE STRIDE

Athletics
Utility 8

You move with amazing swiftness

Daily

◆ Skill, Stance

Minor

Action

Personal

Effect: You assume the Incredible Stride stance.

Until the stance ends, you gain a +4 power bonus to speed.

RAPID ESCAPE

Athletics
Utility 8

You suddenly push away from your enemy's grasp, leaving it briefly vulnerable to your attacks

At-Will

◆ Skill

Minor

Action

Personal

Requirement: You must be grabbed.

Effect: You make an Athletics check to escape.

If the check succeeds and a creature was grabbing you, the creature grants combat advantage to you until the end of your current turn.

STRENGTH AGAINST STRENGTH

Athletics
Utility 8

You dramatically flourish your weapon after a failure to hit your foe, hoping the sweep it off its feet

Encounter

◆ Skill

Free

Reaction

Melee

touch

Trigger: You miss an enemy with a melee attack

Target: The triggering enemy

Check: Athletics vs. Fortitude

Success: Choose one of the following two effects:

- You knock the target prone.
- You slide the target 1 square.

BLUFF

IMPROVISATIONAL RITUALIST

Bluff
Utility 8

As you perform a ritual, you intersperse made up words and improvise components, using odds and ends at hand

Daily

◆ Skill

Part of Ritual

Personal

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

Effect: Choose one of the following two benefits:

- You need to expend only half of the ritual's gold piece component cost, though any focus item must still meet the minimum cost.
- You can use your Bluff check modifier in place of any other skill check modifier the ritual.

STALL TACTICS

Bluff
Utility 8

Your fast-talking causes your enemies to hesitate for a crucial moment

Daily

◆ Skill

Nonaction

Interrupt

Ranged

sight

Trigger: Initiative is rolled

Target: Each enemy that can see and hear you

Effect: Each target's initiative is reduced by 10.

DIPLOMACY

BEFRIEND

Diplomacy
Utility 8

You know the right things to say to make people like you

Encounter ♦ Skill

Minor Action **Close** burst 5

Target: One nonhostile creature in the burst that has Intelligence 5 or higher

Effect: Until the end of the encounter, you gain a +4 power bonus to Diplomacy checks against the target, and a +2 power bonus to Bluff checks against the target.

CRY FOR MERCY

Diplomacy
Utility 8

With pleading words and gestures, you discourage your enemies from striking down the wounded

Encounter ♦ Skill

Minor Action **Close** burst 5

Target: You or one ally in the burst; the target must be bloodied

Effect: Until the end of your next turn or until the target is no longer bloodied, the target's movement does not provoke *opportunity attacks*, and the target gains a +4 power bonus to all defenses.

If the target makes an attack before the effect ends, his or her movement again provokes and the power bonus to defenses becomes +2 instead.

NOBLE SACRIFICE

Diplomacy
Utility 8

You demand an enemy face you to distract it from your wounded friend, who is inspired by your sacrifice

Encounter ♦ Charm, Skill

Immediate Interrupt **Close** burst 3

Trigger: An enemy within 3 squares of you makes a melee attack against a bloodied ally adjacent to you

Target: The triggering enemy in the burst

Effect: The target makes the triggering attack against you instead of the ally.

If the attack hits you, the ally gains temporary hit points equal to 2 + your Charisma modifier. On a miss, the ally gains half as many temporary hit points.

Level 11: 5 + your Charisma modifier temporary hit points.

Level 21: 9 + your Charisma modifier temporary hit points.

DUNGEONEERING

IMMERSED IN DARKNESS

Dungeoneering
Utility 8

You know how to stay concealed, even from creatures that can see in the dark

Encounter ♦ Skill

Minor Action **Personal**

Requirement: You must be in dim light or darkness.

Effect: You become invisible until the start of your next turn, until you attack, or until you enter bright light, whichever comes first.

INSANE LOGIC

Dungeoneering
Utility 8

You abandon conventions of the world's natural laws to break through an aberrant creature's defenses

Encounter ♦ Skill

Minor Action **Personal**

Effect: Choose one aberrant creature that you can see within 5 squares of you.

You make a Dungeoneering check to determine that creature's resistances and vulnerabilities. On success, in addition to the normal result, your attacks ignore the creature's resistances until the end of the encounter.

SPIDER DODGE

Dungeoneering
Utility 8

With your back against a wall, you trick your enemy into misjudging and striking the wall as you duck out of the way

Encounter ♦ Skill

Immediate Interrupt **Personal**

Trigger: An enemy hits you with a melee attack when you are adjacent to blocking terrain

Effect: You gain a bonus to all defenses against the triggering attack equal to 1 + one-half your Dexterity modifier.

THE LIGHTEST OF TREMORS

Dungeoneering
Utility 8

You can navigate in complete darkness by feeling the tremors in the ground

Daily ♦ Skill

Minor Action **Personal**

Effect: You gain tremorsense 5 until the end of your next turn.

Sustain Minor: The tremorsense persists until the end of your next turn.

TRAP SENSE

Dungeoneering
Utility 8

As the trap springs, your experience in dealing with such hazards lets you step aside and leave a foe at the trap's mercy

Encounter ♦ Skill

Immediate Interrupt **Personal**

Trigger: A trap or hazard makes an attack against you

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

If the attack was a melee or a ranged attack and it misses you, the trap rerolls the attack against an enemy adjacent to you.

ENDURANCE

PREPARE FOR THE PAIN

Endurance
Utility 8

Your body recalls all the pain and suffering it has already endured, preparing take on even more

Daily ♦ **Skill**

Minor Action **Personal**

Effect: You spend a healing surge to gain the following benefits until the end of the encounter:

- ▶ You cannot be weakened.
- ▶ You gain resist 10 to all damage.

REACTIVE RESURGENCE

Endurance
Utility 8

The attack was well placed, but you choose not to let it affect you

Encounter ♦ **Healing, Skill**

Immediate Reaction **Personal**

Trigger: You become bloodied

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

STEELED AGAINST IT

Endurance
Utility 8

Once stung by your enemy's attack, you harden your body and mind against such future pain

Daily ♦ **Skill**

Immediate Reaction **Personal**

Trigger: You take damage of a specific type or combination of types

Effect: You gain resist 5 against the triggering damage type or types until the end of the encounter. If you already have resistance to that damage type or types, that resistance instead increases by 5 until the end of the encounter.

Level 11: Gain resist 10 or increase by 5.

Level 21: Gain resist 15 or increase by 10.

HEAL

PLAGUE DOCTOR

Heal
Utility 8

You have gathered extensive knowledge regarding all manner of disease and how to treat them

At-Will ♦ **Skill**

Special **Melee** touch

Requirement: You use this power as part of the Treat Disease use of the Heal skill

Target: One creature infected by a disease

Level 11: One or two creatures

Level 21: Up to five creatures

Effect: You roll twice when you make your Heal check, and use either result.

You also count as automatically succeeding on *aid another* for the Endurance check (or other check) the target makes against the disease.

SPOT WEAKNESS

Heal
Utility 8

You pinpoint a weakness and direct your next attack toward it

Encounter ♦ **Skill**

Minor Action **Ranged** sight

Target: One creature

Effect: You gain a +4 power bonus to the first damage roll you make against the target before the end of your next turn.

TIME OUT

Heal
Utility 8

You grant your comrade a moment of respite

Encounter ♦ **Skill**

Minor Action **Melee** 1

Target: One ally adjacent to you

Effect: The target regains the use of his or her *second wind*.

If the target has not expended his or her *second wind*, he or she instead regains additional hit points equal to your Wisdom modifier if he or she uses it before the end of his or her next turn.

Level 11: Equal to 1d6 + your Wisdom modifier.

Level 21: Equal to 2d8 + your Wisdom modifier.

HISTORY

LESSONS IN HISTORYHistoryUtility 8

As you watch your allies, you focus and draw upon past lessons to offer a few pointers to each

Daily ♦ **Skill**

Minor Action **Close** burst 5

Target: Each ally in the burst

Effect: You spend a healing surge to allow each target to regain one expended encounter utility power of level 10 or lower.

TACTICIAN'S MEASUREHistoryUtility 8

The enemies' movements are similar to those used in a skirmish you once studied, so you know how to outmaneuver one of them

Encounter ♦ **Skill**

Immediate Interrupt **Melee** 1

Trigger: An enemy enters a square adjacent to either you or to an ally adjacent to you

Target: You or the ally, whichever the enemy moved adjacent to

Effect: The target shifts 1 square, and gains a +2 bonus to all defenses against the triggering enemy until the end of the triggering enemy's next turn.

INSIGHT

INSIGHTFUL COMMENTInsightUtility 8

You assess the situation and offer words of advice that guide the conversation in a fruitful direction

Encounter ♦ **Skill**

Minor Action **Close** burst 5

Target: You and each ally in the burst

Effect: Until the end of your next turn, each target gains a power bonus to Bluff checks, Diplomacy checks, and Intimidate checks. The bonus equals one-half your Wisdom modifier.

PRESCIENT DEFENSEInsightUtility 8

You anticipate your foe's attack and ably defend yourself

Encounter ♦ **Skill**

Immediate Interrupt **Personal**

Trigger: You are hit by a creature; you must be aware of the creature, though you don't necessarily need to see it

Effect: You gain a +2 bonus to all defenses against the triggering attack.

INTIMIDATE

SNAP OUT OF IT!IntimidateUtility 8

A smack across the face brings your ally back to his or her senses

Encounter ♦ **Skill**

Minor Action **Melee** touch

Target: One ally; the target must be subject to a dazing, dominating or stunning effect that a save can end, or any Charm or Fear effect

Effect: The target makes a saving throw against one qualifying effect.

STALL TACTICSIntimidateUtility 8

Your fearsome words cause your enemies to hesitate for a crucial moment

Daily ♦ **Skill**

Nonaction Interrupt **Ranged** sight

Trigger: Initiative is rolled

Target: Each enemy that can see and hear you

Effect: Each target's initiative is reduced by 10.

NATURE

HEALING HERBSNatureUtility 8

You aid a wounded companion by applying a poultice of healing herbs

Daily ♦ **Healing, Skill**

Short Rest **Melee** touch

Target: One ally; the target cannot perform actions as part of the rest

Effect: You make a Nature check. The target regains hit points equal to one-half the result of your check.

SPOT THE PATHNatureUtility 8

Having walked miles of broken trails, you know how to find the safest way through the most treacherous terrain

Encounter ♦ **Skill**

Minor Action **Close** burst 5

Target: You and each ally in the burst

Effect: Each target ignores difficult terrain until the end of your next turn.

PERCEPTION

FOCUSED SIGHT

Perception
Utility 8

The noise of battle grows faint, and the flash of blade and spell fades away as you focus all your senses on your target

Encounter ♦ Skill

Minor Action **Ranged** 10

Target: One creature

Effect: Until the end of your next turn, you do not take penalties to attack rolls against the target because of any cover, superior cover, concealment or total concealment the target might have.

PERFECT SIGHT

Perception
Utility 8

Enemies might hide, but once you find a trace of them, there's no escaping you

Encounter ♦ Skill

Minor Action **Personal**

Effect: Until the end of your next turn, you gain your choice of either blindsight 5 or blindsense 10.

SPOT WEAKNESS

Perception
Utility 8

You pinpoint a weakness and direct your next attack toward it

Encounter ♦ Skill

Minor Action **Ranged** sight

Target: One creature

Effect: You gain a +4 power bonus to the first damage roll you make against the target before the end of your next turn.

UNCANNY INSTINCTS

Perception
Utility 8

Your keen senses guide you and your friend's reactions

Daily ♦ Skill

Free Interrupt **Close** burst 5

Trigger: You would roll initiative

Target: You and one ally in the burst who can hear or see you; neither target can have rolled initiative yet

Effect: Each target uses your passive Perception in place of making an initiative check. You choose which of you acts first.

RELIGION

ASSURANCE OF PROPHECY

Religion
Utility 8

You call out verses of prophecy, and the knowledge is on your side renews your ally's vigor

Encounter ♦ Skill

Immediate Reaction **Close** burst 5

Trigger: An ally within 5 squares of you spends a healing surge

Target: The triggering ally

Effect: The target gains 3d6 temporary hit points.

Level 11: 3d8 temporary hit points.

Level 21: 3d12 temporary hit points.

CONVICTION

Religion
Utility 8

You whisper a prayer for aid to overcome handship

Encounter ♦ Skill

Minor Action **Personal**

Effect: You gain a +5 bonus to the first saving throw you make before the start of your next turn.

RECITATION

Religion
Utility 6

You echo your allies' prayers to give them strength

Daily ♦ Aura, Skill

Minor Action **Personal**

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

Your allies gain a +1 power bonus to attack rolls while in the aura.

Sustain Minor: The aura persists until the end of your next turn.

STEALTH

CROWD COVERStealth Utility 8

You keep enemies between you and their companion, using them as a shield

Encounter ♦ Skill

Immediate Interrupt Personal

Trigger: An enemy makes a ranged attack roll against you

Effect: Enemies adjacent to you and in the attack's way grant cover to you against the triggering attack.

If the triggering attack misses, the attacker rerolls it against one enemy of its choice that granted cover to you against it.

IMMERSED IN DARKNESSStealth Utility 8

You know how to stay concealed, even from creatures that can see in the dark

Encounter ♦ Skill

Minor Action Personal

Requirement: You must be in dim light or darkness.

Effect: You become invisible until the start of your next turn, until you attack, or until you enter bright light, whichever comes first.

PERSISTENT TAILStealth Utility 8

You follow your prey unseen, waiting for the best time to strike

At-Will ♦ Skill

Move Action Personal

Effect: Choose one creature you can see and that you have cover or concealment against.

The first time the target moves before the start of your next turn, you can move your speed as an opportunity reaction. If you end the move with cover or concealment against the target, you can make a Stealth check to become hidden and don't take -5 penalty for moving more than 2 squares.

STREETWISE

CROWD COVERStreetwise Utility 8

You keep enemies between you and their companion, using them as a shield

Encounter ♦ Skill

Immediate Interrupt Personal

Trigger: An enemy makes a ranged attack roll against you

Effect: Enemies adjacent to you and in the attack's way grant cover to you against the triggering attack.

If the triggering attack misses, the attacker rerolls it against one enemy of its choice that granted cover to you against it.

NAVIGATE CROWDSStreetwise Utility 8

A life spent in the city trained you to maneuver through crowds

Encounter ♦ Skill

Move Action Personal

Effect: You shift your speed. During this movement, you can move through enemies' spaces.

THIEVERY

DISRUPTIVE STUNTThievery Utility 8

With a flurry of taps, shoves, and nudges, you push past your foe, leaving it flustered

Encounter ♦ Skill

Move Action Melee 1

Target: One creature adjacent to you

Effect: You move your speed through the target's space to a square adjacent to it. This movement does not provoke opportunity attacks from the target.

In addition, the target takes a -2 penalty to all attack rolls until the start of your next turn.

TRAP SENSEThievery Utility 8

As the trap springs, your experience in dealing with such hazards lets you step aside and leave a foe at the trap's mercy

Encounter ♦ Skill

Immediate Interrupt Personal

Trigger: A trap or hazard makes an attack against you

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

If the attack was a melee or a ranged attack and it misses you, the trap rerolls the attack against an enemy adjacent to you.