



"The fate of the world rests on the fire of your passions."

CLASS TRAITS

Role: Leader. You fill your allies with the will to fight and the clarity of purpose needed for victory. When you attack, you loose thoughts that intensify emotions and lay bare truths. Depending on your choice of class features, you lean toward either defender or striker as a secondary role.

Power Source: Psionic. You are a spiritual warrior whose thoughts swirl about you to infect your enemies with doubt and fill your allies with confidence.

Key Abilities: Charisma, Constitution, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: From the class skills list below, choose four trained skills at 1st level.

Class Skills: Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Streetwise (Cha)

Class Features: Ardent Mantle, ardent surge, Psionic Augmentation

Those who let their base emotions rule them invite madness and destruction. Prolonged feelings of fear, greed, lust, or hatred can weaken the mind's defenses against manipulation. Wielding psionic power, you excite such emotions in your enemies, creating gaps in their defenses and frustrating their attacks, all while filling your allies with encouraging thoughts and guarding them against despair and other negative emotions.

Ardents rarely learn their art through formal training. In many ways, they are incidental leaders, having stumbled onto psionic power at some point earlier in their lives. How you discovered your psionic talent can shape how you wield this power now. You might have awakened to your talent in the heat of battle, experiencing a mental breakthrough that allowed you to augment your attacks by rending your enemies' minds. Or your friends might reflect your power when your mood bleeds into theirs, altering their emotional states to match your own. Regardless of the revelation, you learned to harness this power to support your fighting prowess and to guide your allies to victory.

ARDENT CLASS FEATURES

Ardents have the following class features.

ARDENT MANTLE

A person's state of mind can be armor against the decay and madness born from base emotions, and thus ardens gird themselves by donning particular mindsets to ward off the perils brought on by fear, despair, and hatred. Various emotional states, called mantles, can safeguard the mind. Ardents most commonly use the mantles of clarity and elation.

Choose one of the following options. Your choice gives a power to you as well as a benefit to you and your allies.

Mantle of Clarity: You and each ally within 5 squares of you gain a bonus to all defenses against opportunity attacks. The bonus equals your Wisdom modifier.

In addition, each ally within 5 squares of you gains a +2 bonus to Insight checks and Perception checks.

You also gain the *ardent alacrity* power.

Mantle of Elation: You and each ally within 5 squares of you gain a bonus to damage rolls for opportunity attacks. The bonus equals your Constitution modifier.

In addition, each ally within 5 squares of you gains a +2 bonus to Diplomacy checks and Intimidate checks.

You also gain the *ardent outrage* power.

ARDENT SURGE

You gain the *ardent surge* power. Your advanced emotional state is inspirational, motivating your allies and helping them to recover from injuries.

PSIONIC AUGMENTATION

Through discipline and careful study, you have mastered a form of psionic magic that offers greater versatility than other characters command. You know a broad array of at-will powers, each of which is a conduit through which you can pour as much or as little psionic energy as you choose. You channel psionic energy into a reservoir of personal power—represented in the game as power points—that you can use to augment your at-will attack powers, replacing the encounter attack powers that other characters use.

Because of this class feature, you acquire and use powers in a slightly different manner from how most other classes do.

At-Will Attack Powers: At 1st level, you choose two at-will attack powers and one daily attack power from your class, but you don't start with any encounter attack powers from your class. You can instead augment your class at-will attack powers using power points. These powers have the augmentable keyword.

You gain new at-will attack powers from this class, instead of new encounter attack powers, as you increase in level. At 3rd level, you choose a new at-will attack power from this class. At 7th, 13th, 17th, 23rd, and 27th level, you can replace one of your at-will attack powers with another one of your level or lower. Both powers must be augmentable and from this class.

Power Points: You start with 2 power points. You gain 2 additional power points at 3rd and 7th level, 1 additional power point at 13th level, and 2 additional power points at 17th, 21st, 23rd, and 27th level. If you gain power points from another source (such as your paragon path), add them to your power point total. You can use your power points to augment any augmentable power you have, regardless of how you gained the power.

You regain all your power points when you take a short or an extended rest.

Level	At-Will Attack Powers	Power Points
1	Choose two	Gain 2
3	Choose one	Gain 2 (4 total)
7	Replace one	Gain 2 (6 total)
13	Replace one	Gain 1 (7 total)
17	Replace one	Gain 2 (9 total)
21	—	Gain 2 (11 total)
23	Replace one	Gain 2 (13 total)
27	Replace one	Gain 2 (15 total)

CREATING AN ARDENT

Ardents depend on Charisma more than other abilities. Constitution is important for powers that improve your allies' attacks, and Wisdom is important if you want to foil your enemies' attacks. You can choose any powers you like, though many ardents favor one of the two builds described here.

ARDENT OVERVIEW

Characteristics: You lead your group from the front lines, mixing strong melee attacks with equally strong mental assaults. Your strikes can dismantle your enemies' defenses and make them more vulnerable to your allies' attacks. In addition, you can provoke allies to perform daring stunts and maneuvers, helping them gain better positions, leap across the battlefield to close with distant foes, or shrug off deadly afflictions.

Religion: Ardents gravitate toward wild and unpredictable gods, favoring those who represent war or wilderness. Kord and Melora are the most popular, with more independent ardents following Avandra. Evil ardents find much to like in Bane and Gruumsh.

Races: Humans, half-elves, and kalashtar are the most common ardents, though dragonborn, halflings, gnomes, and tieflings also excel in this class, having the natural charisma needed to focus their inner strength.

ENLIGHTENED ARDENT

You read your enemies' weaknesses and reveal them to your allies, and your keen insight helps your allies overcome damaging effects. Make Charisma your highest ability score. You should also consider investing in Wisdom to take advantage of powers that confuse your enemies. A high Constitution not only grants you more hit points and increases your Fortitude, but it also lets you employ powers normally used by euphoric ardents. Your secondary role is defender, and your leadership helps protect allies from harm.

Suggested Class Feature: Mantle of Clarity

Suggested Feat: Bolstering Mantle

Suggested Skills: Bluff, Diplomacy, Heal, Insight

Suggested At-Will Powers: *focusing strike*, *psionic shield*

Suggested Daily Power: *wormhole plunge*

EUPHORIC ARDENT

You can scarcely contain the emotions that strain against your will like a crashing tide. When you make your attacks, they flood out of you, increasing your allies' confidence and washing away your enemies' courage. Charisma should be your highest ability score, followed by a high Constitution score to improve those effects that raise your allies' spirits and diminish your enemies' capabilities. If you want to diversify your powers, a high Wisdom can't hurt, but you should also look to Dexterity for initiative checks and Reflex. Your secondary role is striker, and your powers can augment your allies' attacks.

Suggested Class Feature: Mantle of Elation

Suggested Feat: Heartening Surge

Suggested Skills: Athletics, Endurance, Intimidate, Streetwise

Suggested At-Will Powers: *demoralizing strike*, *ire strike*

Suggested Daily Power: *battleborn acuity*

ARDENT POWERS

When you use your ardent disciplines, you transmit your thoughts and emotions to those around you. These sensations bleed into nearby creatures, either filling them with despair and pain or hope and vigor. Your powers are accompanied by visual signs, contained in a sudden corona of light that swirls out from your head and flares around you. The light's color reflects your mood, with brilliant scarlet flashes representing anger; green, health and vigor; black, fear and death; and so on. When you augment your powers by spending power points, the corona intensifies.

CLASS FEATURES

You have the *ardent surge* power and either *ardent outrage* or *ardent alacrity*, depending on your choice of Ardent Mantle.

Ardent Alacrity

Ardent Feature

As you take a hit, your emotional energy inspires your allies.

Encounter ♦ Psionic

No Action

Close burst 5

Trigger: You are bloodied by an attack

Target: Each ally in burst

Effect: Each target can use a free action either to shift 1 square or to move half his or her speed.

Ardent Outrage

Ardent Feature

As you take a hit, your anger unbalances your foes.

Encounter ♦ Psionic

No Action

Close burst 5

Trigger: You are bloodied by an attack

Target: Each enemy in burst

Effect: Each target grants combat advantage until the start of your next turn.

Ardent Surge

Ardent Feature

You send a surge of powerful emotion that revives a faltering ally.

Encounter (Special) ♦ Healing, Psionic

Minor Action

Close burst 5 (10 at 16th level)

Target: You or one ally

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 additional hit points.

Mantle of Clarity: The target gains a +1 bonus to all defenses until the end of your next turn.

Mantle of Elation: The target gains a +1 bonus to attack rolls until the end of your next turn.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

LEVEL 1 AT-WILL DISCIPLINES

Demoralizing Strike

Ardent Attack 1

The fury of your assault causes a surge of fear in your foe's heart.

At-Will ♦ Augmentable, Fear, Psionic, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier damage, and the target takes a penalty to Will equal to 1 + your Constitution modifier until the end of your next turn.

Augment 2

Close burst 1

Target: Each creature in burst

Hit: 1[W] + Charisma modifier damage, and the target takes a penalty to all defenses equal to 1 + your Constitution modifier until the end of your next turn.

Energizing Strike

Ardent Attack 1

The energy and emotion you put into your attack flows into your ally.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and one ally within 5 squares of you gains temporary hit points equal to one-half your level + your Charisma modifier.

Augment 1 (Healing)

Hit: 1[W] + Charisma modifier damage, and one dying ally within 5 squares of you regains hit points equal to your Charisma modifier.

Augment 2 (Healing)

Hit: 2[W] + Charisma modifier damage, and you or one ally within 5 squares of you can spend a healing surge.

Focusing Strike

Ardent Attack 1

You attack your foe with calm and clarity of mind, extending that clarity to give a nearby ally a chance to clear a lingering effect.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you or one ally within 5 squares of you can make a saving throw.

Augment 1

Hit: As above, and if the saving throw is against a charm or a fear effect, it gains a power bonus equal to your Wisdom modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage, and you and each ally within 5 squares of you can make a saving throw.

Ire Strike

Ardent Attack 1

You feel anger rising within you, and you empower a nearby ally to strike.

At-Will ♦ Augmentable, Psionic

Standard Action **Melee 1**

Target: One enemy

Effect: One ally adjacent to you can make a melee basic attack against the target as a free action. If the attack hits, the target has vulnerable 2 to all damage until the end of your next turn.

Augment 1

Effect: As above, but the vulnerability is only to psychic damage and equals 1 + your Charisma modifier.

Augment 2

Effect: One ally within 5 squares of you can use a free action to shift to a square adjacent to the target and then make a melee basic attack against it. If the attack hits, it deals 1d8 extra damage to the target, and the target has vulnerability to all damage equal to 1 + your Charisma modifier until the end of your next turn.

Psionic Shield

Ardent Attack 1

As you strike your foe, you motivate a nearby ally with a calm determination to defend himself or herself.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and one ally within 5 squares of you gains a +1 power bonus to all defenses until the end of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier damage, and one ally within 5 squares of you gains a power bonus to Will equal to your Wisdom modifier until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 power bonus to all defenses until the end of your next turn.

LEVEL 1 DAILY DISCIPLINES

Adrenaline Strike

Ardent Attack 1

Your allies feel a rush of emotion with each blow they land.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you or any of your allies hits the target, the character who made the attack can shift 1 square as a free action.

Battleborn Acuity

Ardent Attack 1

You shine like a beacon, lighting the way to victory.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, your allies gain both a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier while they are adjacent to you.

Sustain Minor: The effect persists.

Implanted Suggestion

Ardent Attack 1

You compel your enemy to open itself to attack.

Daily ♦ Charm, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, one ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

Mental Turmoil

Ardent Attack 1

You transform your opponent's frustration about its own mistakes into your allies' elation.

Daily ♦ Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target takes a penalty to attack rolls equal to your Wisdom modifier (save ends).

Miss: Half damage, and the target takes a penalty to attack rolls equal to half your Wisdom modifier (save ends).

Effect: Until the end of the encounter, whenever the target misses with a melee attack, you or one ally adjacent to you gains temporary hit points equal to 5 + one-half your level.

Wormhole Plunge

Ardent Attack 1

Your foe falls through a hole in space and appears some distance away from you.

Daily ♦ Psionic, Teleportation, Weapon, Zone

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage.

Miss: Half damage.

Effect: You teleport the target a number of squares equal to your Wisdom modifier, and then one ally adjacent to the target can make a melee basic attack against it as a free action.

The attack creates a zone in the space that the target vacated. The zone lasts until the end of your next turn. Any creature that starts its turn within 3 squares of the zone is pulled 1 square toward it or into it. As a free action, you can teleport a creature within the zone 3 squares.

LEVEL 2 UTILITY DISCIPLINES**Bend Space**

Ardent Utility 2

You close the distance between an ally and an enemy.

Encounter ♦ Psionic

Minor Action Ranged 5

Target: One ally

Effect: Until the end of your next turn, the target's reach increases by 1, and the target adds your Wisdom modifier to the range of his or her ranged powers.

Dimension Swap

Ardent Utility 2

You fold the space between yourself and an ally.

Encounter ♦ Psionic, Teleportation

Move Action Close burst 5

Target: One ally in burst

Effect: You teleport yourself and the target, swapping positions.

Mind over Matter

Ardent Utility 2

You convince an ally that the wounds he or she suffers are not as bad as they seem.

Daily ♦ Psionic

Minor Action Ranged 5

Target: You or one ally

Effect: The target gains temporary hit points equal to his or her healing surge value.

Psionic Conduit

Ardent Utility 2

You lend psionic power to an ally in need.

Encounter ♦ Psionic

Minor Action Melee touch

Target: One ally

Effect: You transfer 1 or 2 power points to the target.

Wellspring of Vigor

Ardent Utility 2

By shutting down his or her ability to feel pain, you ensure that your ally can keep going when others might falter.

Daily ♦ Psionic

Minor Action Melee touch

Target: You or one ally

Effect: Until the end of the encounter, whenever the target starts his or her turn and is not bloodied, he or she gains temporary hit points equal to 1 + your Constitution modifier.

LEVEL 3 AT-WILL DISCIPLINES**Distracting Strike**

Ardent Attack 3

With a savage strike, you wrench your enemy's attention from an ally.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and either you or an ally adjacent to the target marks it until the end of your next turn.

Augment 1

Effect: The marked condition ends on allies adjacent to you, who can each shift 1 square as a free action.

Augment 2

Close burst 1

Target: Each enemy in burst

Impatient Strike

Ardent Attack 3

You cannot contain yourself—you must close at once!

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Effect: Before the attack, you shift 1 square.

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. One ally adjacent to the target gains a +2 power bonus to damage rolls against it until the start of your next turn.

Augment 1

Hit: As above, and each ally adjacent to you can stand up as a free action.

Augment 2

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, allies gain a power bonus to damage rolls equal to your Constitution modifier while they are adjacent to you.



Prescient Strike

Ardent Attack 3

You let your weapon serve as warning to your comrade.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Primary Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. When the target attacks you or an ally adjacent to you during its next turn, you can make the following secondary attack against it as an immediate interrupt.

Secondary Attack: Charisma vs. Will

Hit: The target takes a penalty to its attack roll equal to your Wisdom modifier.

Augment 1

Hit: As above, but you can make the secondary attack only if the target attacks your or the ally's Will. You gain a bonus to the secondary attack roll equal to your Wisdom modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage. When the target attacks you or an ally you can see during its next turn, you can make the following secondary attack against it as an immediate interrupt, with a bonus to the secondary attack roll equal to your Wisdom modifier.

Unnerving Shove

Ardent Attack 3

You lash the enemy's mind and body with your attack.

At-Will ♦ Augmentable, Fear, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1[W] + Charisma modifier damage, and you push the target a number of squares equal to your Constitution modifier.

Augment 1

Hit: 1[W] + Charisma modifier damage, and if the target is dazed, you push it a number of squares equal to 2 + your Constitution modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage, and you push the target a number of squares equal to 1 + your Constitution modifier. In addition, the target grants combat advantage to your allies adjacent to it at the end of the push.

LEVEL 5 DAILY DISCIPLINES

Empowered Arsenal

Ardent Attack 5

Violet energy shimmers around you, lending psionic power to your allies' attacks.

Daily ♦ Psionic, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a bonus to damage rolls equal to your Constitution modifier, and their melee attacks ignore the insubstantial quality.

Sustain Minor: The zone persists.

Enlightening Pulse

Ardent Attack 5

Clarity pulses out from your mind, creating an area that helps your allies free themselves from unfavorable circumstances.

Daily ♦ Psionic, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Effect: The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. When an ally damages an enemy that is within the zone, one ally within the zone can make a saving throw with a power bonus equal to your Wisdom modifier.

Sustain Minor: The zone persists.

Fate Exchange

Ardent Attack 5

*You bend space to let yourself and an ally exchange positions.***Daily ♦ Healing, Psionic, Teleportation****Standard Action** Close burst 5**Target:** You and one ally in burst**Effect:** The targets teleport, swapping positions, and can then each make a basic attack as a free action, with a +2 power bonus to the attack rolls. For each of these attacks that hits, you or one ally you can see can both spend a healing surge and make a saving throw. If both basic attacks miss, you regain the use of this power.**Persistent Veil**

Ardent Attack 5

*Whether or not your attack hits, your psionic assault makes your foe think you blinded it.***Daily ♦ Charm, Psionic, Weapon****Standard Action** Melee weapon**Target:** One creature**Attack:** Charisma vs. AC**Hit:** 1[W] + Charisma modifier damage, and the target is blinded (save ends).**Aftereffect:** All creatures have concealment against the target, and it takes a -5 penalty to Perception checks (save ends both).**Miss:** Half damage, and the target is blinded until the start of your next turn.**Aftereffect:** All creatures have concealment against the target, and it takes a -5 penalty to Perception checks (save ends both).**LEVEL 6 UTILITY DISCIPLINES****Battle Link**

Ardent Utility 6

*Your senses merge with your ally's until you see things from all perspectives.***Daily ♦ Psionic****Minor Action** Ranged 5**Target:** Two allies you can see or you and one ally you can see**Effect:** Until the end of the encounter, whenever the targets are within 5 squares of each other, neither grants combat advantage for being flanked unless both are flanked.**Body Adjustment**

Ardent Utility 6

*At your touch, your ally trembles with newfound energy.***Encounter ♦ Psionic****Minor Action** Melee touch**Target:** You or one ally**Effect:** The target gains temporary hit points equal to 1d12 + your Charisma modifier.**Evade Attack**

Ardent Utility 6

*When your friend steps into harm's way, you whisk him or her to safety.***Encounter ♦ Psionic, Teleportation****Immediate Interrupt** Ranged 20**Trigger:** An ally is hit by an opportunity attack**Target:** The triggering ally**Effect:** You teleport the target a number of squares equal to your Charisma modifier.**Mend Wounds**

Ardent Utility 6

*You accelerate your friend's natural healing ability so that his or her wounds close with amazing speed.***Daily ♦ Healing, Psionic****Minor Action** Melee touch**Target:** You or one ally**Effect:** The target regains hit points as if he or she had spent a healing surge.**Thought Shield**

Ardent Utility 6

*You focus your mind and construct a psionic shield to shelter you and your allies from harm.***Encounter ♦ Psionic, Zone****Minor Action** Close burst 1**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain both resist 3 to all damage and a +2 bonus to saving throws while within the zone.**LEVEL 7 AT-WILL DISCIPLINES****Courageous Strike**

Ardent Attack 7

*You strike at your foe and fill your friend with courage, bolstering both of you against the foe's attacks.***At-Will ♦ Augmentable, Psionic, Weapon****Standard Action** Melee weapon**Target:** One creature**Attack:** Charisma vs. AC**Hit:** 1[W] + Charisma modifier damage, and you and one ally adjacent to you gain a +2 power bonus to AC against the target's attacks until the end of your next turn.**Augment 1****Hit:** As above, but the power bonus applies to all defenses, not just AC.**Augment 2 (Zone)****Close burst 1****Target:** Each enemy in burst**Hit:** 1[W] + Charisma modifier damage.**Effect:** The burst creates a zone that lasts until the end of your next turn. You and your allies gain a power bonus to AC equal to your Wisdom modifier while within the zone.**Forward-Thinking Cut**

Ardent Attack 7

*You sling yourself at your enemy, and your allies attack more mightily in response.***At-Will ♦ Augmentable, Psionic, Weapon****Standard Action** Melee weapon**Target:** One creature**Attack:** Charisma vs. AC**Hit:** 1[W] + Charisma modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls until the start of your next turn.**Special:** When charging, you can use this power unaugmented in place of a melee basic attack.**Augment 1****Effect:** If you make a charge attack with this power, you can shift 1 square before the charge.**Augment 2****Effect:** One or two allies you can see can each charge creatures other than the target as a free action, with a power bonus to their damage rolls equal to your Constitution modifier.

Mindlink Strike

Ardent Attack 7

Linking minds with an ally, you coordinate your efforts to confound your foe.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee 1**

Target: One creature

Effect: One ally adjacent to you can make a melee basic attack against the target as an opportunity action. On a hit, you and the ally can each shift as a free action.

Augment 1

Effect: As above, and the ally gains a +3 power bonus to the damage roll if he or she is marking the target.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

Hit: 1[W] + Charisma modifier damage, and one ally adjacent to the target can make a melee basic attack against it as an opportunity action.

Rewarding Strike

Ardent Attack 7

There is joy in victory, and those who follow your lead experience exhilaration.

At-Will ♦ Augmentable, Healing, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. The next ally who hits the target before the start of your next turn regains hit points equal to your Constitution modifier.

Augment 1

Hit: 1[W] + Charisma modifier damage. Allies who hit the target's Will before the start of your next turn can spend a healing surge.

Augment 2

Hit: 2[W] + Charisma modifier damage. Allies who hit the target before the end of your next turn can spend a healing surge.

Unhinging Strike

Ardent Attack 7

A jolt of psionic power clouds your enemy's senses so that the foe sees its cohorts as its enemies.

At-Will ♦ Augmentable, Charm, Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.

Augment 1

Hit: Charisma modifier psychic damage. Until the end of the target's next turn, enemies provoke opportunity attacks from the target, and it must make those attacks.

Augment 2

Hit: 1[W] + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against one or two creatures of your choice.

LEVEL 9 DAILY DISCIPLINES

Agony Field

Ardent Attack 9

You strike your foe and let out a psychic shriek, which creates a pulsing field of pain.

Daily ♦ Psionic, Psychic, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier damage, and ongoing 5 psychic damage (save ends).

Miss: Half damage.

Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Whenever you take damage from an attack, each enemy within the zone takes 5 psychic damage.

Sustain Minor: The zone persists.

Dulled Reflexes

Ardent Attack 9

Your foe moves slower and slower until it can't move, and its slowness infects its allies.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target takes a -2 penalty to speed (save ends). Until the penalty ends, it worsens by 2 whenever the target attacks. When the target's speed reaches 0 in this way, the penalty ends, but the target is restrained and stunned (save ends both).

Effect: Until the end of the encounter, any enemy that starts its turn adjacent to the target is slowed (save ends).

Feast of Despair

Ardent Attack 9

Your attack rattles your foe, and you and your allies draw energy from its despair.

Daily ♦ Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier psychic damage.

Effect: Until the end of the encounter, the target takes a -2 penalty to all defenses, and whenever it misses with an attack, you or an ally you can see regains 1 power point.

Feast of Plenty

Ardent Attack 9

You wrap your foe in a psionic net that leaches power from it for your allies.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Effect: Until the end of the encounter, whenever the target takes damage, you and each ally adjacent to you gain temporary hit points equal to 3 + your Wisdom modifier.

Passage of Swords

Ardent Attack 9

You fling your foe away. As it goes, your allies take advantage of its disorientation.

Daily ♦ Psionic, Weapon

Standard Action Close burst 3

Target: One enemy in burst

Attack: Charisma vs. Fortitude

Hit: The target is dazed (save ends).

Effect: You slide the target 5 squares. Each ally adjacent to the target during this slide can make a melee basic attack against it as a free action, with a power bonus to the damage roll equal to your Charisma modifier.

LEVEL 10 UTILITY DISCIPLINES

From the Brink

Ardent Utility 10

Your friend hovers near death. You touch his or her mind, and your friend awakens with a start.

Daily ♦ Healing, Psionic

Minor Action Close burst 10

Target: One ally

Effect: The target regains hit points as if he or she had spent a healing surge. If the target is dying, he or she regains additional hit points equal to $2d10 + \text{your Charisma modifier}$. In addition, the target can stand up as a free action.

Incite Bravery

Ardent Utility 10

Your allies find new courage with your support.

Encounter ♦ Psionic

Minor Action Close burst 1

Target: You and each ally in burst

Effect: Until the end of your next turn, each target gains a +2 power bonus to attack rolls and a +2 power bonus to saving throws against fear effects.

Reactive Resistance

Ardent Utility 10

You anticipate an attack and magically feed resilience to yourself or your friend.

Encounter ♦ Psionic

Immediate Interrupt Close burst 10

Trigger: An attack damages you or an ally

Target: You or the ally in burst

Effect: The damage the target takes from the triggering attack is reduced by an amount equal to your level.

Tower of Iron Will

Ardent Utility 10

You visualize a mighty tower, and in doing so you create a psionic bastion to protect your allies.

Daily ♦ Psionic, Zone

Minor Action Close burst 3

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain resist 10 psychic, a +4 power bonus to Will, and a +2 power bonus to AC, Fortitude, and Reflex. In addition, any ally who starts his or her turn within the zone can make a saving throw against a dominating or stunning effect.

Sustain Minor: The zone persists.

LEVEL 13 AT-WILL DISCIPLINES

Confusing Strike

Ardent Attack 13

You flood your opponent's thoughts with confusing images.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: $1[W] + \text{Charisma modifier}$ damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 1

Hit: As above, and the target also takes a -2 penalty to Will until the end of your next turn.

Augment 4 (Zone)

Close burst 1

Target: Each enemy you can see in burst

Hit: $1[W] + \text{Charisma modifier}$ damage, and the target is dazed until the end of your next turn.

Effect: The burst creates a zone that lasts until the end of your next turn. Enemies take a -2 penalty to attack rolls while within the zone.

Field of Alacrity

Ardent Attack 13

Your attack distracts the enemy, giving your allies an opening to maneuver.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: $1[W] + \text{Charisma modifier}$ damage. Until the start of your next turn, allies adjacent to the target can shift as a minor action.

Augment 1

Hit: As above, and each ally within 5 squares of you can stand up as a free action.

Augment 4

Close burst 1

Target: Each enemy in burst

Hit: $1[W] + \text{Charisma modifier}$ damage. One ally within 5 squares of you can take a move action as a free action.

Hope's Audacity

Ardent Attack 13

Your optimism is an inspiration to those around you.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: $1[W] + \text{Charisma modifier}$ damage. Until the start of your next turn, allies within 5 squares of you can score a critical hit against the target on a roll of 19-20.

Augment 1

Hit: As above, and whenever an ally scores a critical hit against the target before the start of your next turn, you and each ally within 5 squares of you can shift 1 square as a free action.

Augment 4

Hit: $2[W] + \text{Charisma modifier}$ damage. Until the start of your next turn, allies within 5 squares of you can score a critical hit on a roll of 19-20.

Revelatory Strike Ardent Attack 13

As you strike, you open your ally's mind, allowing him or her to see ways to overcome various ills.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. One ally adjacent to you or the target can either make a saving throw or gain a +1 power bonus to all defenses until the end of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier damage. One ally adjacent to you or the target can either make a saving throw with a +5 power bonus against a charm or illusion effect or gain a power bonus to Will equal to your Wisdom modifier until the end of your next turn.

Augment 4 (Zone)

Hit: 2[W] + Charisma modifier damage. The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. Any ally who starts his or her turn within the zone can either make a saving throw with a +2 power bonus or gain a power bonus to all defenses equal to your Wisdom modifier until the end of his or her next turn.

Victorious Urging Ardent Attack 13

You fill your foe with visions of impending doom and an ally with a dream of victory.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. One ally adjacent to you or the target gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier damage. One ally adjacent to you or the target gains a power bonus to attack rolls against the target's Fortitude until the end of your next turn. The bonus equals your Constitution modifier.

Augment 4

Hit: 2[W] + Charisma modifier damage, and you push the target 1 square. Until the end of your next turn, you and your allies gain a +2 power bonus to attack rolls against the target and any enemies adjacent to it.

Imminent Demise Ardent Attack 15

Your enemies face certain doom, and you force them to see it and despair.

Daily ♦ Psionic, Psychic, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier psychic damage.

Miss: Half damage.

Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. Bloodied enemies that start their turn within the zone take 10 psychic damage.

Sustain Minor: The zone persists.

Mountainfall Strike Ardent Attack 15

You smash your weapon into your enemy, imparting the feeling that it and all its companions have been buried alive.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target is immobilized (save ends). Until the condition ends, any enemy that starts its turn adjacent to the target is immobilized until the start of that enemy's next turn.

Miss: Half damage, and the target is slowed (save ends). Until the condition ends, any enemy that starts its turn adjacent to the target is slowed until the start of that enemy's next turn.

Unchecked Aggression Ardent Attack 15

Your anger bleeds out from you, unnerving your enemies and strengthening your allies.

Daily ♦ Psionic, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. While within the zone, allies gain a bonus to damage rolls equal to your Constitution modifier, and enemies grant combat advantage.

Vigorous Offensive Ardent Attack 15

As battle's thrill overtakes you and you swing your weapon all around, your allies share in the same emotions.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One, two, three, or four creatures

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage.

Effect: For each attack you make with this power, an ally within 5 squares of you gains temporary hit points equal to 3 + your Charisma modifier.

LEVEL 15 DAILY DISCIPLINES

Extermination Urge Ardent Attack 15

A savage strike against your opponent implants a terrible urge within it to seek out its end.

Daily ♦ Charm, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: The target is dominated and gains vulnerability to all damage equal to your Wisdom modifier (save ends both).

Miss: The target is dazed and gains vulnerability to all damage equal to half your Wisdom modifier (save ends both).



LEVEL 16 UTILITY DISCIPLINES

Bountiful Life

Ardent Utility 16

As your fortunes improve, so too do those of your allies.

Daily ♦ Psionic, Zone

Standard Action Close burst 10

Effect: The burst creates a zone that lasts until the end of your next turn. Whenever you regain hit points, each ally within the zone gains temporary hit points equal to half the hit points you regained.

Sustain Minor: The zone persists.

Fortunate Recovery

Ardent Utility 16

You share your luck with your allies.

Encounter ♦ Psionic

No Action Close burst 10

Trigger: You succeed on a saving throw

Target: Each ally in burst

Effect: The next saving throw each target makes before the end of your next turn gains a bonus equal to your Constitution modifier.

Mental Rejuvenation

Ardent Utility 16

Your psionic magic allows one ally to ignore many wounds or several allies to ignore a few.

Daily ♦ Healing, Psionic

Standard Action Close burst 5

Target: You or one ally in burst or you and each ally in burst

Effect: If you target only one creature with this power, the target regains hit points as if he or she had spent two healing surges. If you target more than one creature, each target regains hit points as if he or she had spent a healing surge.

Re-Form Mind

Ardent Utility 16

You connect the target's thoughts to awaken new talents.

Daily ♦ Psionic

Standard Action Melee touch

Requirement: You must be taking a short rest.

Target: One creature

Effect: The target gains training in a skill of your choice until you take an extended rest.

Uncanny Awareness

Ardent Utility 16

Sensing your enemies are about to strike, you urge your allies into position.

Daily ♦ Psionic

Free Action Close burst 3

Trigger: You roll initiative

Target: You and each ally in burst

Effect: Each target can move half his or her speed as a free action.

LEVEL 17 AT-WILL DISCIPLINES

Diamond Defense Assault Ardent Attack 17

The crystalline notes released by your attack shelter your allies and interfere with your enemies' strikes.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage. One ally adjacent to the target marks it until the end of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier psychic damage. If the target shifts during its next turn, one ally can make a melee basic attack against it as a free action.

Augment 4 (Zone)

Close burst 2

Target: Each enemy in burst

Hit: 1[W] + Charisma modifier damage, and you slide the target 1 square.

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, allies gain a +4 bonus to all defenses against attacks from outside the zone, and enemies take a -2 penalty to attack rolls.

Illuminating Strike Ardent Attack 17

Light bathes your foe as you strike and then settles on a nearby ally for protection.

At-Will ♦ Augmentable, Psionic, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier radiant damage. One ally adjacent to you or the target gains resistance to all damage equal to your Wisdom modifier until the start of your next turn.

Augment 1

Hit: 1[W] + Charisma modifier radiant damage. One ally within 5 squares of you gains necrotic, psychic, or radiant resistance equal to 3 + your Wisdom modifier until the start of your next turn.

Augment 4

Close burst 1

Target: Each enemy in burst

Hit: 2[W] + Charisma modifier radiant damage.

Effect: If you hit at least one target, one ally within 5 squares of you gains resistance to all damage equal to 3 + your Wisdom modifier until the start of your next turn.

Temporal Strike

Ardent Attack 17

Time bends around your foe to protect your allies.

At-Will ♦ Augmentable, Psionic, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, you and your allies are insubstantial against opportunity attacks.

Augment 1

Hit: As above, but you and your allies are instead insubstantial against attacks that target Reflex.

Augment 4

Hit: 2[W] + Charisma modifier damage, and the target is slowed until the end of your next turn. The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, you and your allies are insubstantial.

Terrifying Deluge

Ardent Attack 17

You spear your enemy's mind and body, so when the foe is next attacked, its mind blossoms in pain.

At-Will ♦ Augmentable, Fear, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. The next time an ally hits the target before the start of your next turn, you can slide the target 1 square as a free action.

Augment 1

Hit: 1[W] + Charisma modifier damage. When any ally hits the target with an attack against Will before the start of your next turn, you can slide the target 1 square as a free action.

Augment 4

Close burst 2

Target: Each enemy in burst

Hit: 1[W] + Charisma modifier damage, and you slide the target 1 square. When any ally hits the target before the start of your next turn, you can slide the target 1 square as a free action.

LEVEL 19 DAILY DISCIPLINES

Chains of Affinity

Ardent Attack 19

You create a mental link with your foes so that when your allies take damage, your adversaries feel it.

Daily ♦ Psionic, Psychic, Weapon, Zone

Standard Action **Close burst 1**

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Effect: The burst creates a zone that lasts until the end of your next turn. When any ally takes damage from an attack while within the zone, each enemy within the zone takes 5 psychic damage.

Sustain Minor: The zone persists.

Deflecting Disk

Ardent Attack 19

Your attack manifests a shimmering field, which you can move to protect your allies.

Daily ♦ Conjuration, Psionic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage, and you push the target 2 squares.

Miss: Half damage.

Effect: You conjure a shimmering disk of force in a square within 5 squares of you. Allies in the disk's square or adjacent to it gain a +2 power bonus to all defenses. You can move the disk 3 squares as part of a move action. When an attack hits an ally adjacent to the disk, you can use an immediate interrupt to grant the ally a +2 bonus to all defenses against that attack. The disk lasts until the end of the encounter or until you use the immediate interrupt.

Shared Vigor

Ardent Attack 19

You create an expanse of glittering energy to reinvigorate your allies.

Daily ♦ Healing, Psionic, Weapon, Zone
Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Effect: The attack creates a zone in a close burst 2. The zone lasts until the end of the encounter. When any ally within the zone spends a healing surge, all other allies within the zone regain 1d10 hit points.

Temporal Acceleration

Ardent Attack 19

As you leap into battle, time accelerates in jumps, trying to catch up to you.

Daily ♦ Psionic, Weapon, Zone
Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage, and the target is slowed and cannot shift (save ends both).

Miss: Half damage, and the target is slowed and cannot shift until the end of your next turn.

Effect: The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. Any enemy that starts its turn within the zone is slowed until the end of its next turn. Any ally that starts his or her turn within the zone gains a +2 power bonus to speed until the end of his or her next turn.

Sustain Minor: The zone persists.

Special: When charging, you can use this power in place of a melee basic attack.

Vitality Transfer

Ardent Attack 19

The pain your attack inflicts on your foe gives you strength to heal your comrades.

Daily ♦ Healing, Psionic, Reliable, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4[W] + Charisma modifier damage. Once before the end of the encounter, when the target starts its turn bloodied or drops to 0 hit points, each ally you can see regains hit points as if he or she had spent a healing surge.

LEVEL 22 UTILITY DISCIPLINES

Borrowed Time

Ardent Utility 22

You steal a bit of time and give it to the ally who can best use it.

Daily ♦ Psionic

Standard Action Melee touch

Target: One creature

Effect: The target can use a free action to take a standard, a move, and a minor action.

Guided Opportunity

Ardent Utility 22

Your thoughts guide your ally's attack so that it strikes true.

Encounter ♦ Psionic

Immediate Interrupt Close burst 3

Trigger: An ally within 3 squares of you makes an opportunity attack

Target: The triggering ally in burst

Effect: The target gains a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

Insensate Mind

Ardent Utility 22

You influence the mind of your ally so that he or she doesn't feel pain for a time.

Encounter ♦ Psionic

Minor Action Melee touch

Target: One creature

Effect: The target gains resistance to all damage equal to one-half your level until the end of your next turn.

Rapid Recovery

Ardent Utility 22

You channel positive thoughts to speed your allies' recovery.

Daily ♦ Healing, Psionic, Zone

Minor Action Close burst 1

Effect: The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Any ally who starts his or her turn within the zone regains 10 hit points.

Sustain Minor: The zone persists.

LEVEL 23 AT-WILL DISCIPLINES

Flood of Madness

Ardent Attack 23

Your feint twists the mind of your foe so that it lashes out at its companion.

At-Will ♦ Augmentable, Charm, Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.

Augment 2

Hit: 1[W] + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against an enemy granting combat advantage to you. If that attack hits, the target makes a melee basic attack against another enemy granting combat advantage to you.

Augment 6

Hit: 1[W] + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against each of your enemies adjacent to it.

Perception Shift

Ardent Attack 23

As you strike, you force your victim to attack where your allies are strongest.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier psychic damage. The next time the target makes an attack before the start of your next turn, it attacks a defense of your choice.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

Hit: 1[W] + Charisma modifier psychic damage. Whenever the target attacks before the end of your next turn, it attacks a defense of your choice.

Augment 6 (Zone)

Close burst 1

Target: Each enemy you can see in burst

Hit: 2[W] + Charisma modifier psychic damage.

Whenever the target attacks before the end of your next turn, it attacks a defense of your choice.

Effect: The burst creates a zone that lasts until the end of your next turn. When any enemy attacks while within the zone, the enemy attacks a defense of your choice.

Revealing Strike

Ardent Attack 23

Your attack highlights the target's weaknesses.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses until the start of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses and can't benefit from concealment or invisibility until the end of your next turn.

Augment 6

Hit: 4[W] + Charisma modifier damage, and the target takes a -3 penalty to all defenses until the end of your next turn. In addition, you and each ally adjacent to you gain blindsight 10 until the end of your next turn.

Revelatory Slash

Ardent Attack 23

Rather than attack, you open your mind's eye and urge your allies to strike.

At-Will ♦ Augmentable, Psionic

Standard Action **Close burst 10**

Target: One ally in burst

Effect: The target can make a melee basic attack as a free action. If that attack hits, the creature that is hit grants combat advantage until the end of your next turn.

Augment 2

Effect: The target can make a melee basic attack as a free action against a creature granting combat advantage to you. The target gains a power bonus to the damage roll equal to your Constitution modifier. If that attack hits, the creature that is hit is dazed until the end of your next turn.

Augment 6

Target: One or two allies in burst

Effect: Each target can make an at-will attack as a free action. If a target's attack hits, he or she gains 15 temporary hit points.

LEVEL 25 DAILY DISCIPLINES

Blistering Aversion

Ardent Attack 25

You convince your enemy and nearby foes that they are being burned alive.

Daily ♦ Fire, Psionic, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier fire damage, and ongoing 15 fire damage (save ends).

Miss: Half damage.

Effect: The attack creates a zone in a close burst 3. The zone lasts until the end of your next turn. Any enemy that ends its turn within the zone takes ongoing 10 fire damage (save ends).

Sustain Minor: The zone persists.

Corona of Battle

Ardent Attack 25

Your emotions emanate from you to instill new courage and prowess in your allies.

Daily ♦ Healing, Psionic, Zone

Standard Action Close burst 5

Effect: The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, allies gain regeneration 5 and a +2 power bonus to attack rolls, and their attacks deal 1d10 extra damage.

Sustain Minor: The zone persists.

Intellect Bomb

Ardent Attack 25

Your attack implants a psychic bomb in your foe's mind.

Daily ♦ Psionic, Psychic, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage, and you slide the primary target 1 square.

Effect: Before the end of the encounter, you can make the following secondary attack once, either when the primary target drops to 0 hit points or as a minor action. The secondary attack is a close burst 2 centered on the primary target.

Secondary Target: Each enemy in burst

Secondary Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage, and the secondary target is dazed until the end of your next turn.

Revealed Assets

Ardent Attack 25

Your attack clarifies your allies' senses and helps your friends anticipate their enemies' attacks.

Daily ♦ Psionic, Weapon, Zone

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage.

Miss: Half damage.

Effect: The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, allies gain a bonus to all defenses equal to the number of enemies within the zone.

Sustain Minor: The zone persists.

Summons to Doom

Ardent Attack 25

You compel your enemies to approach to be punished.

Daily ♦ Charm, Psionic, Psychic, Weapon

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: You pull the target 4 squares, and it takes 4[W] + your Charisma modifier psychic damage. The enemy then chooses either to be pushed 3 squares or to take a -2 penalty to attack rolls (save ends).

Miss: Half damage.

LEVEL 27 AT-WILL DISCIPLINES**Dismissive Strike**

Ardent Attack 27

When your attack hits, you dismiss your enemy and leave it to face your friends.

At-Will ♦ Augmentable, Psionic, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage, and you teleport the target 5 squares to a square adjacent to an ally.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

Hit: 1[W] + Charisma modifier damage, and you teleport the target to a square adjacent to an ally who is adjacent to you.

Augment 6 (Zone)

Hit: 2[W] + Charisma modifier damage.

Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When any enemy enters the zone or starts its turn there, you can teleport that enemy 5 squares as a free action. Any ally who enters the zone or starts his or her turn there can teleport 5 squares as a free action.

Exhilarating Strike

Ardent Attack 27

You inspire your allies to strike, and success rewards them with recovery.

At-Will ♦ Augmentable, Psionic

Standard Action Close burst 5

Target: One ally in burst

Effect: The target can make a melee basic attack as a free action.

Augment 2

Effect: The target can make a melee basic attack as a free action, with a power bonus to the damage roll equal to your Wisdom modifier. If that attack hits, the target can make a saving throw.

Augment 6

Target: Each ally in burst

Effect: Each target can use a free action either to make a basic attack or to charge, with a power bonus to the damage roll equal to your Wisdom modifier. If a target hits, he or she can make a saving throw.

Restorative Bastion

Ardent Attack 27

A successful strike with your weapon fills a nearby ally with new life.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1[W] + Charisma modifier damage, and one ally within 5 squares of you can make a saving throw.

Augment 2

Hit: 2[W] + Charisma modifier damage, and one ally within 5 squares of you can make a saving throw, with a +5 power bonus if it's against ongoing damage.

Augment 6

Hit: 4[W] + Charisma modifier damage, and each ally you can see can make a saving throw.

Unnerving Disruption

Ardent Attack 27

You confuse your enemy, throwing off its attacks.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls.

Augment 2

Close burst 1

Target: Each enemy in burst

Hit: 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target takes a penalty to attack rolls against Will. The penalty equals your Constitution modifier.

Augment 6 (Zone)

Close burst 1

Target: Each enemy in burst

Hit: 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target is weakened and takes a penalty to attack rolls. The penalty equals your Constitution modifier.

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, allies gain a bonus to damage rolls equal to your Constitution modifier.

LEVEL 29 DAILY DISCIPLINES

Empathic Projection

Ardent Attack 29

Your emotions flood the battlefield so that your allies feel your successes and know to compensate for your failures.

Daily ♦ Psionic, Weapon

Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage, and you push the target 2 squares.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you hit with an attack, allies within 3 squares of you gain a +2 power bonus to attack rolls until the end of your next turn, and whenever you miss with an attack, allies within 3 squares of you gain a +2 power bonus to all defenses until the end of your next turn.

Image of Doom

Ardent Attack 29

In the mind of your enemy, you become the image of its doom, and it quails before your attacks.

Daily ♦ Fear, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 5[W] + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, the target takes a -2 penalty to attack rolls and all defenses while it can see you, and you can slide it 1 square as a free action when it takes damage from any attack.

Undeniable Weakness

Ardent Attack 29

You impart sensations of frailty to your foes and of might to your friends.

Daily ♦ Psionic, Weapon, Zone

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier damage, and the target is weakened (save ends).

Miss: Half damage, and the target is weakened until the end of your next turn.

Effect: The burst creates a zone that lasts until the end of the encounter. While within the zone, your allies have resistance to all damage equal to your Wisdom modifier.

Violent Spark

Ardent Attack 29

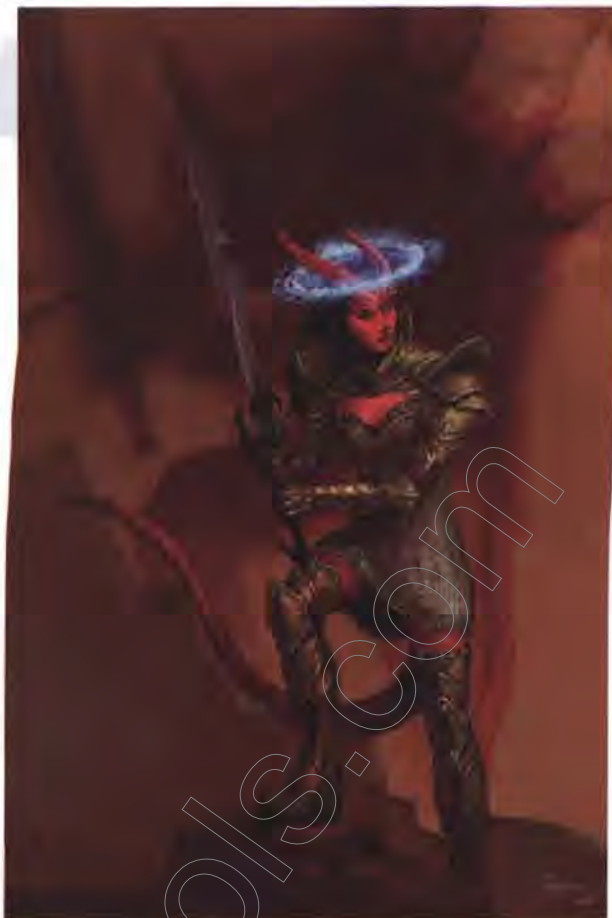
Crimson light shines from your allies' eyes as your comrades make a sudden barrage of attacks.

Daily ♦ Psionic

Standard Action Close burst 10

Target: Each ally in burst

Effect: Each target can make an at-will attack as a free action, with a power bonus to the damage roll equal to your Wisdom modifier. If a target misses, he or she can make a saving throw.



ARGENT SOUL

"Despair has no hold when I am near."

Prerequisite: Ardent

You are a brilliant vessel; you embody hope, joy, and endless confidence, and your presence lifts your allies' spirits. On the battlefield, you wash away despair, dispel doubt, and fuel your allies' passions. As an argent soul, you have an uncommonly pure spirit. You see the best in every situation, finding solutions where others find only defeat. Melancholy has no hold on you, for optimism's light burns away grief. Others find your good nature infectious and strive to rise to your example.

The road to becoming an argent soul is varied. You can simply be a good and wholesome person, untouched by the horrors you have witnessed, or you might have been touched by a god, your soul purified and claimed for a higher purpose. Regardless of the cause of your transformation, it is profound.

Whenever you attack with your ardent powers, a silver corona glimmers around you. Those it touches feel their confidence building, the pain from their injuries falling away so that they can keep fighting no matter the odds.



ARGENT SOUL PATH FEATURES

Paragon Power Points (11th level): You gain 2 additional power points.

Restoring Critical (11th level): Whenever you score a critical hit with an ardent or an argent soul power, one ally within 5 squares of you can spend a healing surge.

Vitalizing Action (11th level): When you spend an action point to make an attack, you and each ally within 5 squares of you gain temporary hit points equal to your Constitution modifier.

Argent Devastation (16th level): When you attack with an ardent or an argent soul power, you can score a critical hit on a roll of 19-20.

ARGENT SOUL DISCIPLINES

Argent Strike

Argent Soul Attack 11

Your weapon shines with silver light. When it strikes, your corona flares to revitalize an ally.

Encounter ♦ Augmentable, Healing, Psionic, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier radiant damage, and one ally within 5 squares of you can both spend a healing surge and shift 1 square as a free action. If the ally doesn't spend a healing surge, he or she gains 10 temporary hit points.

Augment 2

Hit: 2[W] + Charisma modifier radiant damage. Each ally within 3 squares of you can both spend a healing surge and shift 1 square as a free action. Any ally who doesn't spend a healing surge gains 10 temporary hit points.

Burgeoning Reserves

Argent Soul Utility 12

Your touch restores vitality to a fallen comrade.

Daily ♦ Healing, Psionic

Standard Action **Melee 1**

Target: One dying ally

Effect: The target can spend a healing surge, and he or she gains regeneration 5 until the end of your next turn.

Sustain Minor: The regeneration persists. You can sustain the regeneration only if the target is bloodied.

Argent Flood

Ardent Soul Attack 20

Your allies find new reserves in the silver light you unleash.

Daily ♦ Healing, Psionic, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 4[W] + Charisma modifier radiant damage.

Effect: Each ally within 5 squares of you can either spend a healing surge or gain temporary hit points equal to his or her healing surge value.

PSIONIC BINDER

"I am your prison. From me there is no escape."

Prerequisite: Ardent

Though no chains bind them, your enemies become your prisoners. You are a psionic binder, a living prison whose thoughts are as strong as adamantine bonds. When you engage your foes, you redirect their thoughts inward, forming mental walls to constrain their thoughts and root them to the spot. You can keep your enemy imprisoned long enough for your allies to close in and deliver whatever justice the foe deserves.

The aberrant menace is a wily threat, slipping unseen into the mortal world and spreading its corrupting influence to foment unrest and mutation wherever it goes. No matter how many aberrant monsters are destroyed, others spawn to spread wickedness. The only answer is containment. By pinning down the threat, you can destroy it, one monster at a time.

By no means are your efforts exclusive to aberrant enemies. Any who stand against you in your single-minded pursuit deserve your dread attention.

PSIONIC BINDER PATH FEATURES

Constant Jailer (11th level): Whenever you hit an immobilized creature with a melee or a close attack, that creature can't make saving throws on its next turn against effects that immobilize.

Imprisoning Action (11th level): When you spend an action point to make an attack and the attack hits, the target is also restrained (save ends).

Paragon Power Points (11th level): You gain 2 additional power points.

Crushing Walls (16th level): While you are adjacent to an immobilized enemy, that enemy grants combat advantage.

PSIONIC BINDER DISCIPLINES

Binding Strike

Psionic Binder Attack 11

Your strike binds the enemy's mind with psionic chains.

Encounter ♦ Augmentable, Psionic, Psychic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier psychic damage, and the target is immobilized until the start of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier psychic damage, and the target is immobilized until the start of your next turn.

Executioner's Summons

Psionic Binder Utility 12

With your enemy pinned down, you call forth the executioner to give it a quick end.

Encounter ♦ Psionic, Teleportation

Move Action

Close burst 5

Requirement: You must be adjacent to an immobilized enemy.

Target: One ally in burst

Effect: You teleport the target to a square adjacent to an immobilized enemy adjacent to you. Until the end of your next turn, the target gains +2 power bonus to attack rolls against that enemy and a power bonus to damage rolls against it equal to your Wisdom modifier.

Perfect Prison

Psionic Binder Attack 20

Your foe's thoughts collapse under the terrifying weight of your attack.

Daily ♦ Fear, Psionic, Weapon, Zone

Standard Action

Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and the target is dazed and slowed (save ends both).

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Dazed creatures cannot leave the zone.

As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.



STYGIAN ADEPT

"There are no fears but those of your own making."

Prerequisite: Ardent

There are shadows in the mind. Unnerving memories, old fears, and crushing disappointments all lie ready to be exploited and manipulated. Those who know these fears can turn them into weapons, amplified until they unravel the consciousness. You are familiar with these fears, and you wield them like razors.

As a stygian adept, you sense the fear and terror in your enemies, harnessing these emotions and using them to attack your foes' minds. With your powers you can create phantom terrors that only your opponent can perceive, distracting the enemy from your allies as they move into position. A foe firmly in your grasp finds itself lost in a maze of half-realized imaginings, each more terrible than the last.

STYGIAN ADEPT PATH FEATURES

Fleeing Fear (11th level): Whenever you hit an enemy with a fear power, you can slide the enemy 1 square.

Paragon Power Points (11th level): You gain 2 additional power points.

Unraveling Action (11th level): When you spend an action point to make a fear attack, each target hit by the attack has vulnerability to all damage until the end of your next turn. The vulnerability equals your Constitution modifier.

Fearsome Zone (16th level): Enemies in any zone created by your psionic powers take a -2 penalty to attack rolls. Enemies that are immune to fear ignore this penalty.

STYGIAN ADEPT DISCIPLINES

Stygian Strike

Stygian Adept Attack 11

To your enemy, you take on the appearance of its greatest fear, causing it to stumble back in terror.

Encounter ♦ Augmentable, Fear, Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 1[W] + Charisma modifier psychic damage, and you push the target a number of squares equal to your Constitution modifier.

Augment 2

Hit: As above, and you or one ally can make a melee basic attack against the target as an opportunity action at any point during the push.

Haunting Shadows

Stygian Adept Utility 12

Doubts blur your enemies' vision, making it hard for your foes to see the true threat before them.

Daily ♦ Psionic, Zone

Minor Action **Close burst 3**

Effect: The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Your allies have concealment against enemies that are within the zone.

Sustain Minor: The zone persists.

Subconscious Horror

Stygian Adept Attack 20

Your attack conjures a horrific vision that only you and your enemy can see.

Daily ♦ Conjuration, Fear, Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier damage.

Miss: Half damage.

Effect: You conjure a subconscious horror in an unoccupied square within 5 squares of you. The horror lasts until the end of your next turn. The horror is invisible to everyone but you and the target. Whenever the target starts its turn and can see the horror, the target must either end that turn farther away from the horror than where it started, by at least a number of squares equal to half its speed, or take 10 psychic damage and grant combat advantage until the start of its next turn.

Sustain Minor: The horror persists, and you can move it 4 squares.



CHRIS SEAMAN

TALARIC STRATEGIST

"Your thoughts betray you."

Prerequisite: Ardent

Long ago, when aberrant monsters first spilled into the mortal world, a warrior society was formed to protect the world from the Far Realm's corrupting influence. The society's members recorded their techniques in a volume known as the *Talaric Codex*. In it were the forms and disciplines needed to master their psionic fighting art. In the countless years since its formation, the society has decayed and dissolved. Its monasteries have fallen, and the writings of its adepts have been scattered across the world.

You have found fragments of writing from this ancient society and learned to focus your psionic powers to give you a tactical advantage in battle. Because your training was haphazard and pieced together from fragments of lore, you improvise where your training is incomplete, drawing from your ardent powers to fill your gaps in knowledge. Still, the teachings you uncovered proved instructive, and you can take charge of nearly any battlefield.

Central to your learning is the ability to read your enemies' intent and turn it against them. You translate the clarity of your vision and your openness to the thoughts and experiences of those around you into a decided tactical advantage. You can warn allies against impending attacks, move companions to adapt to enemy formations, and help your allies scatter when they are faced with devastating magic.



BETH TROTT

TALARIC STRATEGIST PATH FEATURES

Anticipatory Action (11th level): When an enemy enters a square adjacent to you, you can spend an action point to take a standard action as an immediate interrupt.

Battle Instinct (11th level): You and allies within 5 squares of you gain a +2 power bonus to initiative checks.

Paragon Power Points (11th level): You gain 2 additional power points.

Tactician's Surge (16th level): Whenever you use your *ardent surge* power, you can slide each ally in the burst 1 square.

TALARIC STRATEGIST DISCIPLINES

Anticipation Tactics

Talaric Strategist Attack 11

Your tactical intuition places your ally just where he or she needs to be.

Encounter ♦ Augmentable, Psionic

Immediate Interrupt Close burst 3

Trigger: An enemy within 2 squares of you makes a melee attack

Target: One ally in burst

Effect: The target can use a free action to shift 1 square and make a melee basic attack against the triggering enemy. That attack deals 1d8 extra damage to the enemy.

Augment 2

Target: One or two allies in burst or you and one ally in burst

Effect: Each target can use a free action to shift 2 squares and make a basic attack against the triggering enemy.

Insightful Command

Talaric Strategist Utility 12

You exhort your allies to move to new positions or to defend themselves.

Daily ♦ Psionic

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Each target can either shift half his or her speed as a free action or gain a +3 bonus to all defenses until the end of your next turn.

Combined Effort

Talaric Strategist Attack 20

Drawing from your allies' perceptions, you discern the best place to strike.

Daily ♦ Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. AC. You gain a +1 bonus to the attack roll for each ally within 2 squares of the target.

Hit: 4[W] + Charisma modifier damage, and the target is dazed (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.