

DUNGEONS & DRAGONS®

PLAYER'S HANDBOOK® 3

Psionic, Divine, and Primal Heroes



ROLEPLAYING GAME CORE RULES

Mike Mearls • Bruce R. Cordell • Robert J. Schwalb

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INTRODUCTION

THIS VOLUME, the third *Player's Handbook* for the current edition of the DUNGEONS & DRAGONS® game, offers a wealth of new character options, including new races and classes, a new way to combine classes, new skill powers, and a wide array of new feats. It introduces the psionic power source, used by four of the classes in these pages, along with a new approach to power acquisition and management that allows certain psionic characters unprecedented flexibility with their powers.

Chapter 1 introduces four additional races. The githzerai and the minotaur from the *Monster Manual*® appear here in player-friendly form with some additional and revised abilities. Wilden are a newborn race of plantlike fey arisen to combat the threat of the Far Realm. Shardminds are crystalline living constructs imbued with psionic power.

Six new classes make up most of Chapter 2. The users of the psionic power source are the psion, the battlemind, the monk, and the ardent. The seeker (a

primal controller) and the runepriest (a divine leader) round out the new classes. New rules for hybrid characters, who combine powers and features from two classes, also appear in Chapter 2, along with six new epic destinies.

Chapter 3 includes a variety of new options for characters of every class. First are skill powers, a new category of utility powers that characters of any class can gain to make better use of their skills. New feats provide additional opportunities for characters to specialize in certain types of weapons, maneuvers, or powers. Finally, the chapter includes new equipment, notably superior implements.

The book's appendix summarizes how to read a power and includes updated definitions of the keywords used in the book's powers. The best way to stay on top of updates to the game's rules is by visiting the Wizards of the Coast website.

Player's Handbook 3 concludes with a glossary of game terms that are used in this book.

THE PSIONIC POWER SOURCE

"The Far Realm is a disease, and we are its cure."

Long ago, before the Dawn War between the gods and the primordials changed the face of the universe, a gateway lay hidden in the depths of the Astral Sea, a Living Gate that slept through the ages. A powerful being, said to be neither god nor primordial but kin to both, guarded the Living Gate so that none could open it or peer into the madness beyond.

An often-forgotten legend describes how three gods came to the Living Gate. Pelor, who shined light into all shadows, first found the gate, though he later wished he had not. Ioun, whose mind hungered to understand all things, awoke the sleeping gate. And a third, nameless god, who feared no danger and doubted all authority, distracted the guardian so that all three gods could catch a glimpse through the Living Gate. The three gods left, changed by the knowledge they had gained and linked by a terrible secret, and swore never to seek the gate again or share what they had seen.

Through many long ages the Living Gate rested peacefully. Even as the Dawn War sundered the fabric of the Astral Sea and its dominions, the gate's guardian kept it shut. As the war raged on, however, one of the three gods who had peered beyond the gate broke the shared vow they had all sworn, returned to the gate, and killed the guardian. Probably it was the nameless god, for it is hard to imagine Pelor or Ioun doing anything so foolish or malign. In any event, the Living Gate awoke from its eons of sleep . . . and opened.

The alien creatures and defiling energy of the Far Realm erupted into reality, and its terrors emerged across the Astral Sea and spilled into the world. Many astral realms were consumed, forcing the gods to turn their attention away from the Dawn War and defend their homes. Finally, Ioun and Pelor shattered the Living Gate, sealing the passage to the Far Realm and protecting the fabric of reality, although at the cost of Pelor's verdant dominion.

It was at that time, sages in the world's oldest monasteries claim, that the gods' mortal servants first learned to harness psionic power. Monks dedicated to Ioun learned to harness the tiny fragments of psionic power set loose in the world as a result of the Far Realm incursion. Through rigorous discipline and self-control, monks trained themselves to access this rare and mysterious power.

Some speculate that psionic magic is a force that originates in the Far Realm and came into the universe with the sundering of the Living Gate. Others, including most practitioners of psionic ways, believe that their power is the world's response to the intrusion of the Far Realm, similar to a mortal body's reaction to disease. Perhaps Ioun herself learned the mysteries of the psionic way when she peered through the Living Gate, and foreseeing a future incursion of Far Realm monstrosities into the world, she taught her mortal followers the use of psionics so that they might have a defense prepared.

In more recent years, the presence of the Far Realm has had an increasing influence on the world. Perhaps Pelor and Ioun failed to completely seal the rift where the Living Gate once stood, and the passage of uncounted centuries has allowed the slow seepage of the Far Realm's defiling energy into the universe. Or perhaps another rift has opened, allowing aberrant monstrosities to stream into the world and spread their corruption. Whatever the cause, the heightened presence of Far Realm energy has provoked a stronger response from the psionic forces of the world, making psionic magic more common, stronger, and easier to control.

Monks continue to study their disciplined techniques of harnessing psionic magic as though it were still a precious resource to be husbanded. Psions share a similar approach, using careful study and rigorous self-control to measure and direct the powerful stream of psionic magic at their command. Ardents and battleminds, though, seem to acquire psionic powers at the whim of the universe, channeling their power with little effort and carrying it on the tides of their emotions.

Psionic characters aren't necessarily driven by a knowledge of their purpose in the defense of the world or their place in Ioun's visions of the future. Most of them begin their careers with the same sorts of motivations that drive other adventurers: a thirst for revenge, a desire to protect their villages, a hunger for gold or glory, or simple wanderlust. Depending on your DM's campaign, your psionic character might have a very different role to play in protecting the world—defending it, perhaps, against a demonic invasion or the reawakening of slumbering primordials. However, the various psionic philosophies all agree on one thing: by simply practicing psionic magic, you are increasing the world's ability to defend itself against the Far Realm.

PSIONIC PHILOSOPHIES

As psionic power has matured and strengthened, several competing philosophies have arisen regarding its use and purpose. Powerful wielders of psionic magic naturally gather disciples and devotees who seek to learn from them, forming the basis of what amount to philosophical schools or sects.

The key philosophies that dominate discussion and debate about psionics include the following.

Fists of Zuoken: Zuoken was a human monk who achieved perfect harmony of body, mind, and spirit through knowledge, meditation, and decisive action. Ioun rewarded his service and dedication by making him an immortal exarch in her service, and the disciples he gathered around him in life remain a significant monastic order dedicated to preserving knowledge of the psionic arts. The Fists of Zuoken believe that psionic powers are to be nurtured in all who possess them. Adherents of the Fists of Zuoken are generally good.

Guiding Hand: The philosophy of the Guiding Hand teaches that psionic power is a gift from the cosmos intended to help protect the universe from destruction. The natural extension of this philosophy is that those who are blessed with psionic power have a responsibility to protect the weak and innocent from marauding monsters and other dangers. Most followers of the Guiding Hand are good or lawful good.

School of Unmatched Excellence: The masters of this school teach that those who wield psionic power are a superior class of beings. Their inherent superiority gives them the right and even responsibility to assume dominion over their lesser kindred. A few students of the School of Unmatched Excellence are unaligned, relatively benign individuals who seek to benevolently guide lesser mortals, but most are evil.

The Path of Thirty-Seven Obstacles: This philosophy stresses the importance of personal excellence and mastery, which is most clearly demonstrated by seeking out and defeating powerful opponents. Most commonly, adherents of this path live as adventurers, proving their worth against powerful monsters and claiming the treasure and other trophies that rightfully belong to them. Most followers of this philosophy are unaligned.

CHARACTER RACES

THE MOST common races in the world of the DUNGEONS & DRAGONS game appear in the *Player's Handbook* and *Player's Handbook 2*. This chapter introduces four new and more unusual races. Heroic adventurers of these races are rare; if you choose to play one, your character is exceptional and perhaps marked for a special destiny.

The githzerai and the minotaur appear in the *Monster Manual*, but here they're fleshed out and presented for use as player characters. The other two races—the shardmind and the warden—are new to the game. Warden, in fact, are new to the world, only recently appearing in the Feywild in response to the growing threat of the Far Realm.

This chapter's races follow the same format as the ones in the *Player's Handbook*. However, instead of describing example adventurers, the entries in this book provide racial backgrounds, following the background rules in *Player's Handbook 2*.

Githzerai are disciplined ascetics living amid the tumult of the Elemental Chaos. They are not a numerous people even on their home plane. They are sworn foes of their kindred race, the githyanki, as well as of the mind flayers that once enslaved them. These twin hatreds fuel most githzerai adventurers.

Minotaurs are hulking, beast-headed folk, whose physical form represents the internal war they wage between civilization and the rampaging beast in their inmost nature. Some minotaurs give in to their innate savagery, following the path of the demon lord Baphomet. Minotaur characters, though, along with the best elements of minotaur civilization, rein in the beast and rise above their violent impulses.

Shardminds are crystalline creatures formed of physical and psychic fragments of an ancient entity called the Living Gate. With logic and discipline, they harness magical power with the goal of rebuilding the Living Gate, although factions among them hold different ideas of how best to pursue that goal.

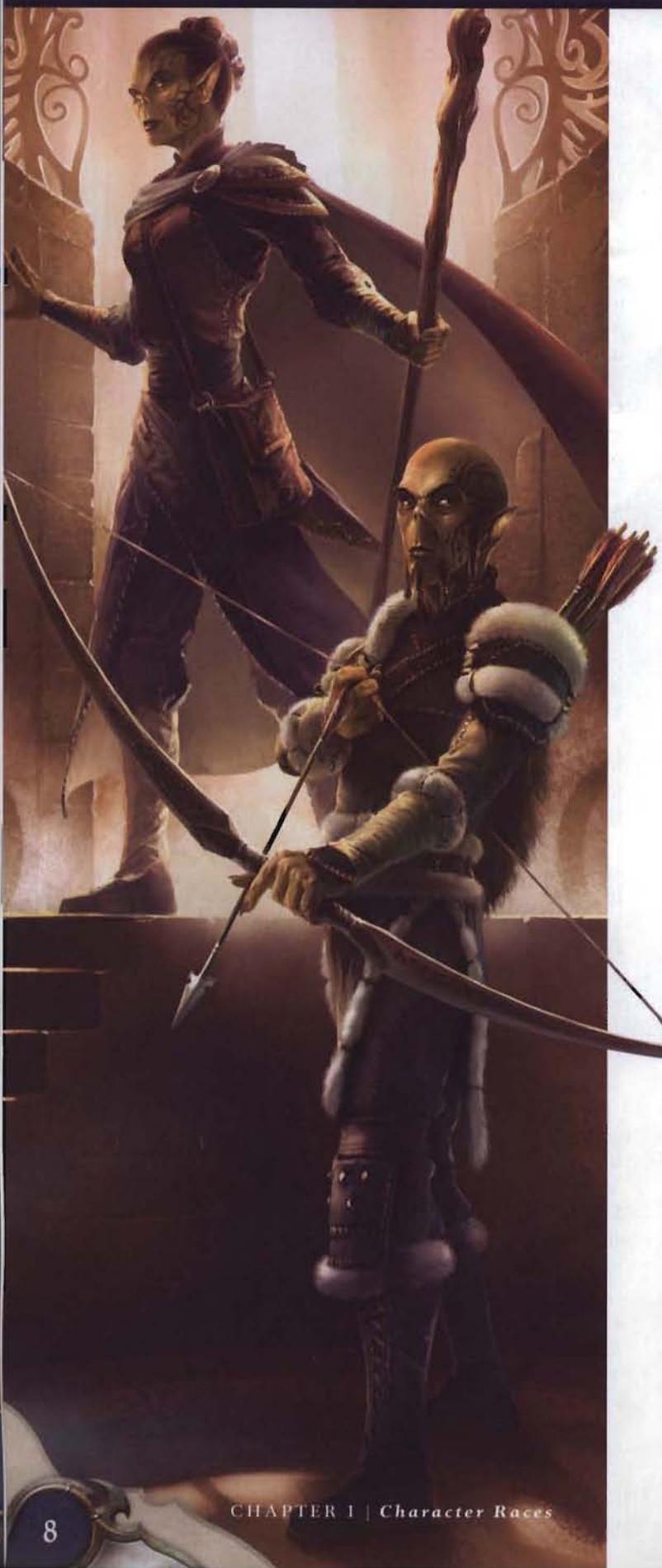
Warden are plantlike fey creatures, newly arisen in the Feywild to combat the spread of the Far Realm's influence. They can take on different aspects of nature's essence, altering their appearance and even their personality with each change of aspect.



JASON A. ENGLE



GITHZERAI



Ascetic and disciplined, masters of body and mind

RACIAL TRAITS

Average Height: 6' 0"-6' 5"

Average Weight: 160-190 lb.

Ability Scores: +2 Wisdom; +2 Dexterity or Intelligence

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Deep Speech

Skill Bonuses: +2 Acrobatics, +2 Athletics

Danger Sense: You have a +2 racial bonus to initiative checks.

Defended Mind: You have a +2 racial bonus to saving throws against effects that daze, dominate, or stun.

Shifting Fortunes: When you use your second wind, you can shift 3 squares as a free action.

Iron Mind: You have the *iron mind* power.

Iron Mind

Githzerai Racial Power

Under the brunt of an attack, you use the power of your mind to fortify yourself against harm.

Encounter

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You gain a +2 bonus to all defenses until the end of your next turn.

The githzerai are descended from an ancient race once held in thrall by mind flayer overlords. After the bloody uprising that won these people their freedom, ideological differences split them into two races: the githzerai and the githyanki. The githzerai rejected the cruel warmongering of the githyanki and withdrew to the Elemental Chaos and to remote locations in the world to follow a path of self-reflection, harnessing the power of the mind and the soul. Centuries later, the githzerai remain in such locations, leading disciplined lives and observing their surroundings to determine their place in the universe.

Play a githzerai if you want . . .

- ◆ to be a character who has strong planar ties.
- ◆ to avoid attacks and stay one step ahead of your enemies.
- ◆ to be a member of a race that favors the avenger, monk, ranger, and seeker classes.

PHYSICAL QUALITIES

Characterized by spare frames and an exotic appearance, githzerai are taller than humans and slender to the point of being gaunt. Their skin tends toward yellow tones, occasionally shading into brown or green. They have distinctive angular features and pointed ears, as well as eyes set in deep sockets and flattened noses set high on their faces.

Male githzerai usually keep their heads shaved or tonsured and braided, and they grow controlled facial hair. A typical style is a shaved pate with a long braid trailing from the back of the head. Females wear their long hair close to the head in braids or tight buns. Githzerai hair is typically russet, but black and gray sometimes occur.

The githzerai commitment to asceticism means that individuals generally disdain displays of wealth. Their clothing is practical, simple in design, and accentuated only by simple jewelry. They indulge their artistic nature through body painting or tattoos. Even these expressions incorporate a functional purpose: Tattoos serve as identifiers, helping githzerai recognize the tradition and location from which a fellow githzerai hails.

Githzerai live about as long as humans.

PLAYING A GITHZERAI

Githzerai value their heritage. It informs their philosophy, their behavior, and their intolerance for githyanki and mind flayers. Where githyanki crave battle and conquest, githzerai seek inner harmony and self-mastery. They often travel great distances to explore the self and to give up mortal attachments by witnessing the possibilities that existence has to offer.

Although githzerai are willing to explore and experience the cosmos, they maintain a worldview centered on personal responsibility and accomplishment. The race's social hierarchy is based entirely on merit, and each githzerai must earn a place in history. Great heroes, leaders, and teachers are immortalized as revered ancestors, with important techniques and cultural elements bearing their names. The unworthy remain lowly and are forgotten.

Austerity, prudence, pragmatism, and tenacity also run strong in the githzerai persona. Githzerai rarely own more than they need. They don't speak at length when a brief statement will do. Although githzerai have fiery souls, reflected by their fierce resolve and strong loyalties, they rarely display strong emotions. The trust of a githzerai must be earned, and most githzerai expect weakness and lack of discipline in others. However, githzerai readily make use of any resources at hand, including members of other races, to solve problems or shore up defenses. A githzerai rarely backs down from a challenge in which success seems possible.

Few relationships hold any sway over githzerai. Religion, nationalism, and even familial loyalties are less important than personal seeking and enlightenment. Githzerai place value on proven methods and associates, rather than on those that tradition or dogma might dictate. Githzerai seek out capable teachers, students, and companions, and they are unwavering allies to those who prove worthy.

To discover whether someone or something is worthy, githzerai must be open-minded as well as willing to learn and to take risks. The fact that githzerai find it easier to trust other githzerai than they do members of other races tempers this measure of tolerance. Only a member of the race can truly understand the struggles that the githzerai have undergone.

Githzerai Characteristics: Ascetic, calculating, calm, cautious, cynical, disciplined, introspective, pragmatic, quiet, secretive, suspicious, terse

Male Names: Dak, Durth, Ferzth, Greth, Hurm, Kalla, Murg, Nurm, Shrakk

Female Names: Adaka, Adeya, Ella, Ezhelya, Immilzin, Izera, Uweya

GITHZERAI BACKGROUNDS

Here are background elements for githzerai.

Cenobite Initiate: You were raised and trained in a githzerai monastery in the Elemental Chaos or a remote part of the world. You might have stayed there for all your early years, contemplating the dangers around you and binding your mind in discipline. Then, something drew you away from your home. Perhaps you sought the answers to questions about your race's origin. Maybe a visitor aroused your curiosity about the world beyond the monastery's walls. Now you find yourself outside the disciplined civilization of the githzerai. How are you adjusting? Is the experience intriguing or frustrating? Are new companions a suitable replacement for those you left behind?

Associated Skills: Arcana, History

War Band Survivor: You joined a githzerai war band that either traveled to the world or originated in it. Your band sought enemies of the githzerai and found foes beyond your group's capabilities. You were the only survivor of the battle. What happened to the rest of your band? You might be stranded in the world with no easy route home, but do you want to go home? Is the shame of your band's defeat, or perhaps the shame of your survival, too great? Do you seek vengeance for the death of your companions or absolution for the guilt you feel as a survivor?

Associated Skills: Dungeoneering, Perception

MINOTAUR



Caught between savagery and civilization, these warriors struggle against the beast within

RACIAL TRAITS

Average Height: 7' 1"-7' 5"

Average Weight: 320-350 lb.

Ability Scores: +2 Strength; +2 Constitution or Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Skill Bonuses: +2 Nature, +2 Perception

Vitality: You have one additional healing surge.

Ferocity: When you drop to 0 hit points or fewer, you can make a melee basic attack as an immediate interrupt.

Headless Charge: You have a +2 racial bonus to AC against opportunity attacks you provoke during a charge.

Goring Charge: You have the *goring charge* power.

Goring Charge

Minotaur Racial Power

You charge the enemy and gore it with your horns.

Encounter

Standard Action **Melee 1**

Effect: You charge and make the following attack in place of a melee basic attack.

Target: One creature

Attack: Strength, Constitution, or Dexterity + 4 (6 at 11th level and 8 at 21st level) vs. AC

Hit: 1d6 + Strength, Constitution, or Dexterity modifier damage, and you knock the target prone.

Level 11: 2d6 + Strength, Constitution, or Dexterity modifier damage.

Level 21: 3d6 + Strength, Constitution, or Dexterity modifier damage.

Minotaurs embody the tension between civilization and savagery, discipline and madness, for they stand in two worlds. Tugged toward violence but bound by conscience, numerous minotaurs are driven to rise above their dark impulses. Such a minotaur seeks the balance between the monstrous and the refined. Innumerable minotaurs give in to the temptations staining their souls and find themselves thralls to Baphomet, the Horned King. Minotaurs must struggle to become more than the beasts they resemble or else succumb to the demonic brutality they despise.

Play a minotaur if you want . . .



- ◆ to be a mighty warrior who has amazing strength and endurance.
- ◆ to be a monstrous adventurer struggling against villainous tendencies.
- ◆ to be a member of a race that favors the barbarian, fighter, and warden classes.

PHYSICAL QUALITIES

A minotaur combines the features of human and bull, with the build and musculature of a hulking humanoid, but with cloven hooves, a bovine tail, and, most distinctive of all, a bull's head. Fur covers a minotaur's upper body, coarse and thick on the head and neck, gradually thinning around the shoulders until it becomes humanlike hair over the arms and upper torso. The thick hair turns shaggy once more at the minotaur's waist and thickens around the loins and legs, with tufts at the end of the tail and around the powerful hooves. Minotaurs take pride in their horns, the sharpness, size, and color of which are related to an individual's place in minotaur society. Fur and skin coloring runs from albino white to coal black, though most minotaurs have red or brown fur and hair.

Labyrinthine patterns are important to minotaurs, and these decorations appear on their clothing, armor, and weapons, and sometimes even on their hides. Each pattern is particular to a clan, and the pattern's size and complexity help minotaurs identify family allegiance and caste. The patterns evolve through the generations, growing more expansive based on clan members' deeds and a clan's history.

Minotaurs live as long as humans do.

PLAYING A MINOTAUR

The minotaur preference for labyrinths is legendary, and is more than a quirk. It is central to what minotaurs believe and how they see the world around them. A labyrinth is a physical representation of the spiritual and psychological journey each minotaur must undertake to make peace with his or her conflicted nature.

Each minotaur must navigate the perils of the self to transcend bestial impulses. One minotaur might achieve this easily. Another might wander the corridors of his or her mind and soul for a lifetime, trapped within the circuitous passages of self-deception and monstrous desire. Those who fail might descend into depravity, becoming the thralls of the Horned King, whose presence looms over every minotaur community.

Perhaps as a result of this inner struggle, minotaurs seek structure and order in all they do. They take great pleasure from perfecting their talents, and many spend lifetimes mastering trades, artistic styles, magic, and fighting techniques. Once minotaurs

commit themselves to a task, they see it through. Failure is not perceived as a personal flaw, but as an opportunity for growth. Giving up when faced with challenges, however, is seen as a weakness of character. The greatest challenge for minotaurs is to remain vigilant against their inner corruption, and so to capitulate in any effort is more than dangerous; it is the first step on the road to spiritual corruption.

Although many minotaurs are civilized, they are the objects of suspicion and hatred from other races. This animosity stems not only from minotaurs' monstrous appearance, but also from their infamy. Wicked minotaurs are remorseless raiders and killers, and these are often the only minotaurs known in a given area.

Minotaur Characteristics: Bloodthirsty, cruel, disciplined, enlightened, frustrated, militant, mystical, polite, savage, spiritual, tortured

Male Names: Asteron, Bjorkus, Codrus, Foostus, Goeban, Jak, Minron, Noostoron, Podrus, Terios

Female Names: Duula, Esteru, Hester, Kuonu, Loodra, Oestra, Raastred, Seestra, Uovana, Weoren

MINOTAUR BACKGROUNDS

Here are background elements for minotaurs.

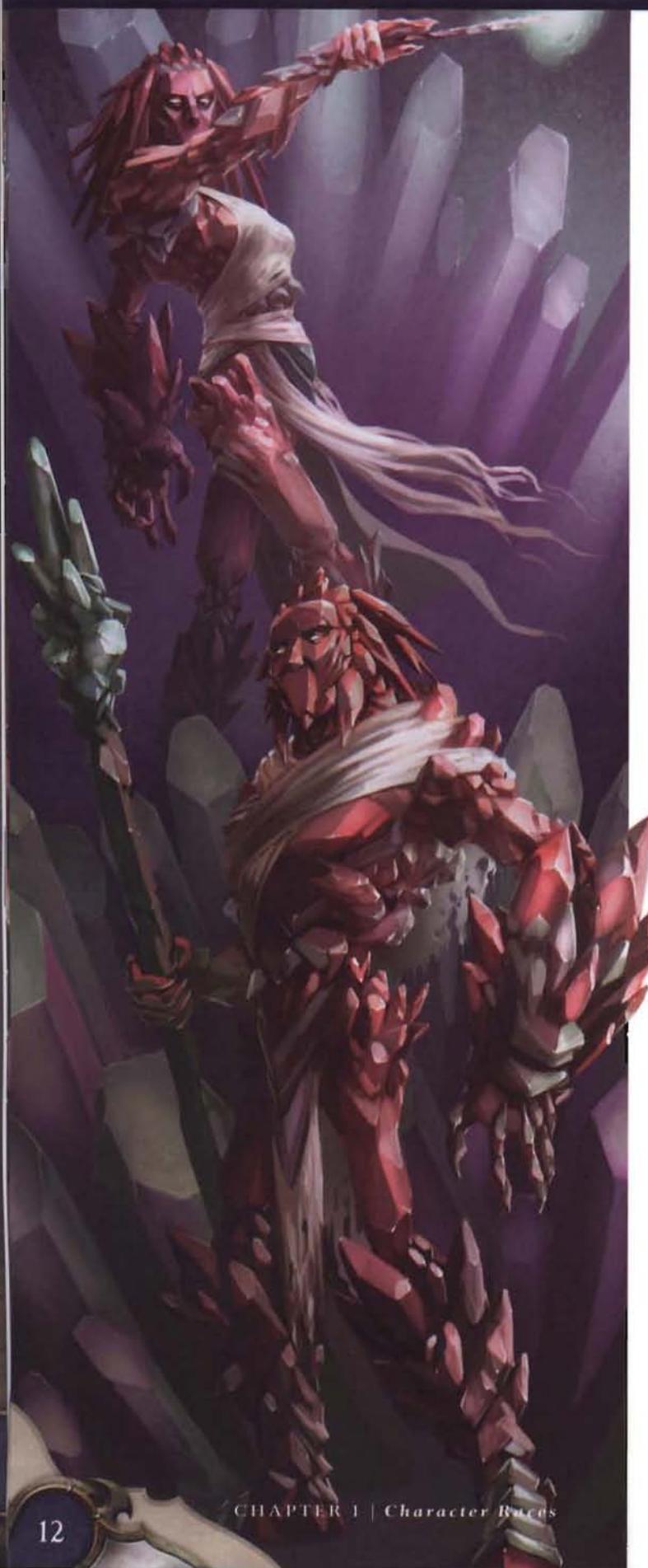
Baphomet Clan Exile: Your clan succumbed to the lies and promises of Baphomet's cultists, and all your living relations are in the thrall of the demon lord. You alone refused to bow to the Horned King, choosing to flee into exile rather than become a sacrifice on Baphomet's altars. Perhaps you swore to fight Baphomet in order to purify your people, or to exterminate your entire clan. Or perhaps you seek only to put that disaster behind you, to move on with your life and keep the beast in your heart contained.

Associated Skills: Religion, Stealth

Silenced Beast: The voice of the beast within you is silent. Its savagery has no hold over you, and its call has no appeal. You have transcended it and moved to a higher consciousness, something akin to enlightenment. You are at peace with yourself, with who you are, and with the world around you. When you need to fight, you can fight fiercely, but you don't lose control—the beast is at your command. How did you find such peace? Was it through religious devotion, disciplined martial practice, arcane study, or psionic meditation? Is there anything that can shatter your tranquility and loose the beast again?

Associated Skills: Diplomacy, Insight

SHARDMIND



Raw psionic energy barely contained in a body of gleaming crystalline shards

RACIAL TRAITS

Average Height: 5' 9"-6' 2"

Average Weight: 180-230 lb.

Ability Scores: +2 Intelligence; +2 Wisdom or Charisma

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Deep Speech, choice of one other

Skill Bonuses: +2 Arcana, +2 Endurance, +2 to one other skill

Telepathy: You can communicate telepathically with any creature within 5 squares of you that has a language.

Crystalline Mind: You have resist 5 psychic. The resistance increases to 10 at 11th level and 15 at 21st level.

Living Construct: You are a living construct. You don't need to eat, drink, breathe, or sleep. You never have to make Endurance checks to resist the effects of starvation, thirst, or suffocation.

Immortal Origin: You are native to the Astral Sea, so you are considered an immortal creature for the purpose of effects that relate to creature origin.

Shard Swarm: You have the *shard swarm* power.

Shard Swarm

Shardmind Racial Power

You loosen your mental grip on your physical form, distracting your foes with a swarm of shards. You then re-form elsewhere.

Encounter ♦ Teleportation

Move Action **Close burst 1**

Target: Each enemy in burst

Effect: Each target grants combat advantage to you until the end of your next turn. You then teleport half your speed.

Shardminds are sentient fragments of the Living Gate, which once stood at the pinnacle of the intricate lattice of the Astral Sea. Beyond that gate lay the alien Far Realm, and the gate's destruction during the Dawn War resulted in the rise of the mind flayer empire. Though Ioun's power holds the portal closed, shardminds seek to rebuild the gate and forever cut off the Far Realm's ability to influence the world.

Play a shardmind if you want . . .

- ♦ to play a strange, intellectual character who has a strong psionic flavor.

- ◆ to embody an ancient history that makes you an enemy of the Far Realm and its denizens.
- ◆ to be a member of a race that favors the psion, wizard, and invoker classes.

PHYSICAL QUALITIES

Shardminds are crystalline creatures consisting of hundreds of small shards of translucent green, white, red, or amber crystal assembled into humanoid form and animated by a force of pure psionic energy. Shardminds choose their forms to mimic the shapes of humanoids; some take on forms that seem more masculine, while others appear more feminine. A shardmind's animating force glows dimly from within each of its component shards, emanating most brightly from where the eyes of a natural humanoid would be. This inner light sheds dim light in a shardmind's space, but a shardmind individual can squelch the light with an instant's concentration—in order to hide in the dark, for example.

The crystalline fragments making up a shardmind's body are in constant, silent motion, almost like the circulation of blood. When a shardmind is stunned or unconscious, it might lose control of the tight mental reins that keep its body in humanoid form, a few shards slipping free into orbits around its body until the shardmind regains control.

Shardminds are living creatures only in the loosest sense. Their crystalline bodies require no sustenance, and they don't breathe. They don't need sleep, though they must still rest for six hours to gain the benefits of an extended rest. They don't have gender and don't reproduce, but the shardminds alive today aren't the same ones that sprang to life during the Dawn War. Shardminds say that the Living Gate shattered into countless fragments, and each time an awakened shardmind is killed, another one somewhere in the universe stirs to consciousness.

PLAYING A SHARDMIND

Shardminds are fragments of pure thought given life and substance. They are logical, emotionally distant, and naive to the ways of society in the world. Some approach life with innocent curiosity, eager to embrace the wealth of experiences the world has to offer, while others remain reserved and aloof, bearing a higher purpose in mind at all times. Though they often seem dispassionate, when a strong emotion seizes them, they experience it powerfully. For example, shardminds don't get annoyed; they become enraged.

Although the race as a whole shares a common goal of rebuilding the Living Gate, several philosophies disagree on how to accomplish that goal. The three most important sects are the Thought Builders, the God Shards, and the Shard Slayers. See "Shardmind Backgrounds" below for more information about each philosophy.

Shardmind Characteristics: Detached, insightful, intellectual, logical, thoughtful, volatile

Shardmind Names: Amata, Arshaka, Arwia, Balashi, Bashanu, Belessunu, Dipana, Erishti, Eshunu, Hunzu, Iltani, Ishmea, Kuaya, Kubaba, Kuri, Manishtu, Naram, Nuraya, Seluku, Tabni, Ubashu, Utua, Zakiti

SHARDMIND BACKGROUNDS

These shardmind background elements each represent a distinct philosophy, so it is unlikely that a shardmind would have more than one of them.

Thought Builder: You seek to create a new Living Gate and to imbue it with the psionic power necessary to keep the influence of the Far Realm at bay. The sect is prominent in the planar metropolis of Hestavar (see *Manual of the Planes*, page 94). Most members of the Thought Builders are dedicated to loun. They tend to be unaligned or good.

Associated Skills: Arcana, Religion

God Shard: You believe that each shardmind must seek to acquire as much personal power as possible. Since you are a fragment of the Living Gate, your own power is the force that keeps the Far Realm from destroying the universe; each shardmind, in fact, is a fragment of divine power and carries a responsibility to nurture that power. Most God Shards are unaligned and revere no deity.

Associated Skills: History, Religion

Shard Slayer: You believe that when a shardmind dies, its animating life force returns to the site of the Living Gate, where it shores up the universe's defenses against the Far Realm's intrusion. Thus, you seek to kill as many shardminds as possible, starting with the adherents of other philosophies. As a precautionary measure, you also seek out fragments of the Living Gate that have not yet awakened to sentience, and you destroy them as well, hoping to reduce the number of shardminds that will exist in the future. Most Shard Slayers are evil, and many are devoted to Vecna.

Associated Skills: Arcana, Intimidate

WILDEN



Nature's guardians—hunters and destroyers, keepers of ancient knowledge

RACIAL TRAITS

Average Height: 5' 6"-5' 9"

Average Weight: 140-170 lb.

Ability Scores: +2 Wisdom; +2 Constitution or Dexterity

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Nature, +2 Stealth

Fey Origin: You are native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Hardy Form: Choose Fortitude, Reflex, or Will. You gain a +1 racial bonus to that defense.

Nature's Aspect: Whenever you complete an extended rest, choose one of the following aspects of nature to manifest.

Aspect of the Ancients: You can use the *voyage of the ancients* power while you are in this aspect.

Aspect of the Destroyer: You can use the *wrath of the destroyer* power while you are in this aspect.

Aspect of the Hunter: You can use the *pursuit of the hunter* power while you are in this aspect.

Voyage of the Ancients

Wilden Racial Power

You vanish and leave a bewildered foe in your wake.

Encounter ♦ Teleportation

Free Action Personal

Trigger: You hit an enemy with an area or a close attack

Effect: You teleport 3 squares. Choose a single enemy you hit with the attack. You and one ally you can see gain combat advantage against that enemy until the end of your next turn.

Wrath of the Destroyer

Wilden Racial Power

Your destroyer aspect responds to an attack with deadly force.

Encounter

Immediate Reaction Personal

Trigger: A bloodied enemy attacks you or your ally adjacent to you

Effect: You either make a melee basic attack against the triggering enemy or charge it. If your attack hits, the enemy is also dazed until the end of your next turn.

Pursuit of the Hunter

Wilden Racial Power

Your prey tries to maneuver away, but there is no escape.

Encounter

Immediate Reaction Personal

Trigger: An enemy within 2 squares of you moves on its turn

Effect: You shift 3 squares. Until the end of your next turn, you deal 1d6 extra damage to the triggering enemy when you hit it, and you ignore the -2 penalty to attack rolls for attacking it when it has cover or concealment.

The warden emerged from the unspoiled reaches, ancient bogs, and primeval forests of the Feywild. Awakened to fight the growing corruption plaguing the land, they strive to restore the natural order and to purge aberrant horrors from the world.

Play a warden if you want . . .

- ◆ to embody nature's ability to right its own course.
- ◆ to adapt to the challenges you face by altering your essential nature.
- ◆ to be a member of a race that favors the battle-mind, druid, invoker, and shaman classes.

PHYSICAL QUALITIES

Warden are plantlike fey creatures. Their bones are hardwood, and their supple, barklike skin trails into viny tendrils and a cloak of leaves.

Within each warden lies nature's spirit, and all can manifest this spirit in different aspects. Each aspect triggers a transformation, reflecting the purpose for which the warden were created. A warden in the aspect of the ancients has eyes and leaves of white. When a warden is in the aspect of the destroyer, jagged spurs break through the skin, and the eyes darken to black. The hunter's aspect camouflages a warden's body with green and brown patterns, while the eyes take on an emerald color.

As warden age, their bodies move through the seasons. Young warden are like trees in spring, filled with life and vigor, their bodies a green hue. In the summer phase, a warden's body is brown or tan, while the cloak of leaves remains vibrant green. Warden in the autumn phase undergo a profound change, their skin darkening as their leaves turn color to reds, yellows, and oranges. Finally, the winter phase heralds the end of a warden's life, as the body grows thinner and the warden's leaves wither and fall.

A typical warden lives more than a century.

PLAYING A WILDEN

The warden are a race in its infancy. Warden believe that they awoke to meet a threat moving across the Feywild and into the world: the rising power of the Far Realm and its incursions into the rest of the known universe, in the form of aberrant creatures.

Central to warden existence are nature's three aspects: the keeper of ancient secrets, the destroyer, and the hunter. As keepers of ancient secrets, warden act as stewards, preserving the land against any who would defile it. The destroyer aspect is nature's fury incarnate—the destruction embodied by hurricanes, tornadoes, and lightning strikes. The aspect of the hunter seeks out and eradicates aberrant corruption.

Individuality has no place in a warden's life. Males and females display differences in personality and appearance, but all warden regard themselves as parts

of a greater whole. When speaking of themselves, warden use the plural, saying "we" instead of "I."

As a new people, warden lack grudges toward other races. Most warden are eager to learn about other societies, beliefs, and cultures, and they might adopt the values of other races as their own.

Warden can experience shifts in personality when they assume their aspects. They become thoughtful and cautious when in the aspect of the ancients, aggressive in the aspect of the destroyer, and secretive and withdrawn in the aspect of the hunter.

Even as warden shape their beliefs through exposure to other cultures, they maintain that their purpose is to secure the Feywild and the natural world from harm. Warden who worship gods venerate deities who cherish nature, such as Corellon, Melora, and Sehanine. Warden also honor the primal spirits.

Warden have no kingdoms or cities, but they regard all of nature as their home. When they gather, they do so in communities where the borders between the Feywild and the natural world are thinnest. Warden live in harmony with nature, so even in these settlements, it is difficult to distinguish where the wilderness leaves off and the community begins.

Warden Characteristics: Accepting, ambitious, contradictory, curious, driven, enigmatic, intolerant, measured, savage, violent

Male Names: Banmarden, Fiddenmar, Durmindin, Kettenbar, Midnorten, Rodmennar, Vennerzad

Female Names: Dannamai, Ennimbil, Kalkennash, Nementah, Shallhai, Tellorda, Zazenna

WILDEN BACKGROUNDS

Here are background elements for warden.

Born of Ruin: You were born in a place defiled by the Far Realm. You might have been born to warden parents, or simply emerged from the dying plant life at the edges of the defilement. Perhaps you hope to return there and purge that place of its corruption when your power is great enough. Or perhaps there is no hope for it, and you can strive only to prevent such a catastrophe from occurring elsewhere.

Associated Skills: Arcana, Nature

Hunted: Something seems to know of you—and to want you dead. Destruction has followed you for your entire life, and the fact that you are alive seems to be proof that you are being preserved for some greater purpose. Are aberrant monsters drawn to try to destroy you? Is there a widespread cult devoted to a Far Realm overlord that seeks to kill you? Or is there simply a curse on you that brings destruction to everyone and everything you love?

Associated Skills: Bluff, Stealth

RACIAL PARAGON PATHS

Building on the racial paragon paths presented in *Player's Handbook 2*, the paragon paths in the rest of this chapter are intended for this book's races.

BLOODED CHAMPION

"I do what I was made to do, for the causes I choose."

Prerequisite: Minotaur

The warrior caste within minotaur society doesn't admit just anyone to its ranks. To be recognized as a champion, a blooded warrior, you must demonstrate both skill at arms and an unfailing discipline to master the beast that rages to be released. Time and again, you proved your mastery over your weapons and yourself until that day when you finally gained the recognition you rightly deserved.

Continuous training has done more for you than simply gaining you greater standing among your people. Your devotion to your craft elevates your fighting style beyond that of most warriors. Your weapons are extensions of your will, razor-sharp appendages that slice and hew as you direct them.

More important, you meld the spiritual forces guiding you on your life's journey with your own fighting spirit until you become a honed machine of war. The thrill of the fight rises with your adrenaline, but it doesn't master you. The urge to kill lends strength to your attacks, but doesn't overtake your self-control. You recognize the taint afflicting your people, and you know that to give in to these dark impulses is to step into the trap of bestial savagery.



that all your people must face. So each battle and each contest is a chance to demonstrate your resolve and your mind's focus on rising above the shadow that darkens your soul.

BLOODED CHAMPION PATH FEATURES

Vigorous Action (11th level): When you spend an action point to make an attack while you're bloodied, you gain temporary hit points equal to your Constitution score.

Aggressive Resurgence (11th level): When you use your second wind, you can forgo regaining hit points and the bonus to your defenses to instead both regain the use of your *goring charge* racial power and gain a +2 bonus to attack rolls and damage rolls until the end of your next turn.

Never Say Die (16th level): When you drop to 0 hit points or fewer, you don't fall unconscious as a result of the dying condition until you fail a death saving throw.

BLOODED CHAMPION POWERS

Follow-Up Gore

Blooded Champion Attack 11

Your weapon strike unbalances your foe, leaving it exposed to your ferocious gore attack.

Encounter ♦ Weapon

Standard Action Melee 1

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + 2d6 + Strength modifier damage, and you slide the target 1 square and knock it prone.

Bloodthirsty Shift

Blooded Champion Utility 12

When an enemy of yours falls, you spring forward to engage the next foe.

Encounter

Free Action

Personal

Trigger: You reduce an enemy to 0 hit points

Effect: You shift your speed to a square adjacent to an enemy.

Driving Gore

Blooded Champion Attack 20

You swing your horns in a brutal arc, knocking your enemy back and down.

Daily

Standard Action Melee 1

Effect: You charge and use the following attack in place of a melee basic attack.

Target: One creature

Attack: Strength + 8 vs. AC

Hit: 5d6 + Strength modifier damage, and you slide the target 4 squares and knock it prone.

Miss: Half damage, and you slide the target 2 squares.

NATURE'S AVATAR

"I am every aspect of nature, its power taken shape in me."

Prerequisite: Wilden

Every wilden manifests the changing face of nature. Each day, a wilden chooses to embody one of nature's aspects.

For you, these aspects are not just transient states. They are reflections of nature's versatility and power. As you fight for the preservation of the world, you draw deeply from each aspect. You gain an additional benefit from each aspect while you are bloodied. You have learned ways to funnel the power of nature's aspects into your attacks. Eventually, you master the ability to quickly change your aspect to meet any challenge with the best tools at your command.

NATURE'S AVATAR PATH FEATURES

Bloodied Aspect (11th level): You gain a benefit related to the aspect of nature you are manifesting.

Aspect of the Ancients: When you spend a healing surge while you are bloodied, you regain additional hit points equal to your Wisdom modifier.

Aspect of the Destroyer: You gain a +1 racial bonus to attack rolls while you are bloodied.

Aspect of the Hunter: You gain a +1 racial bonus to speed while you are bloodied.

Adaptive Action (11th level): When you spend an action point, you can change your current aspect of nature to a different one as a free action. If you have already used the encounter power associated with your previous aspect, you can't use the power from your new aspect until you have taken a short rest.

Bloodied Vigor (16th level): When you use your second wind while you are bloodied, you gain a +2 power bonus to attack rolls and damage rolls until the end of your next turn.

NATURE'S AVATAR POWERS

Freezing Blast

Nature's Avatar Attack 11

You draw power from the world to bolster your attack with a blast of freezing wind.

Encounter ♦ Cold

Free Action **Personal**

Trigger: You hit a creature with an at-will attack power

Target: The creature you hit

Effect: The target takes 1d10 extra cold damage from the triggering attack, and the target is subject to an additional effect based on your current aspect of nature.

Aspect of the Ancients: The target is dazed until the end of your next turn.

Aspect of the Destroyer: The target instead takes 2d10 extra cold damage.

Aspect of the Hunter: The target is restrained until the end of your next turn.



Nature's Rebirth

Nature's Avatar Utility 12

Tapping into the ever-changing nature of the Feywild, you alter your aspect to meet your adversary.

Daily

Minor Action

Personal

Effect: You can make a saving throw. In addition, you change your current aspect of nature to a different one. You can use the power associated with the new aspect, even if you have already used an aspect of nature power during this encounter.

Nature's Purging Fire

Nature's Avatar Attack 20

Just as a forest fire clears the way for new growth, you ignite your enemy to cleanse its influence from the world.

Daily ♦ Fire, Teleportation

Free Action **Personal**

Trigger: You hit or miss a creature with an at-will attack power

Target: The creature you hit or missed

Effect: The target takes 10 fire damage, the target deals 5 fire damage to each enemy adjacent to it at the start of its turn (save ends), and the target is subject to an additional effect based on your current aspect of nature.

Aspect of the Ancients: The target is subjected to the ancients' grasp (save ends). Until the grasp ends, any enemy that starts its turn adjacent to the target is immobilized until the end of your next turn.

Aspect of the Destroyer: The target instead takes 20 fire damage.

Aspect of the Hunter: The target is subjected to your hunter's wrath (save ends). Until the wrath ends, whenever you hit the target, you can teleport it 5 squares to a square adjacent to an enemy.

RRATHMAL

"The search for enlightenment and the freedom we now possess do not allow us the luxury of quietly suffering our enemies."

Prerequisite: Githzerai

Untold years of slavery shaped your people. Freedom molded them further during the split from those who became the githyanki. In the centuries since the githzerai gained independence, they have struggled to master themselves and prepared themselves against any threat to the liberty they earned so long ago. They will not be enslaved again.

Defense is not enough, however. Your people have always formed war bands to deal with menaces close and far. Highest among these groups is a rrakkma—a vengeance band. Mighty githzerai called rrathmals gather in these elite cadres to hunt those who still watch the free githzerai with covetous eyes. Each rrakkma sets out on a hunt, bringing destruction to mind flayers, githyanki, and other threats wherever they are found.

At times, a rrakkma has a goal, such as hindering ferreting out a hive of mind flayers. Sometimes the members of a rrakkma wander until they have faced a number of foes sufficient to call the mission a success. To serve in a rrakkma is a great privilege, and githzerai preparing to join such a group receive special training. Even a githzerai who has proven worthy while traveling among nongithzerai might be so honored.

You are such a one. You have served your people well, proven yourself worthy of special training, or found a teacher who knows the techniques of the vengeance warriors of the githzerai. You have learned to make assaults decisively, pursue enemies relentlessly, and defeat foes utterly.

RRATHMAL PATH FEATURES

Psychic Resistance (11th level): You gain resist 10 psychic. The resistance increases to 15 at 21st level.

Unfettered Action (11th level): When you spend an action point to take an extra action, any effects on you that daze, restrain, slow, or immobilize end.

Preternatural Instinct (16th level): When you roll initiative, you can roll twice and use either result.

RRATHMAL POWERS

Trace Chance

Rrathmal Attack 11

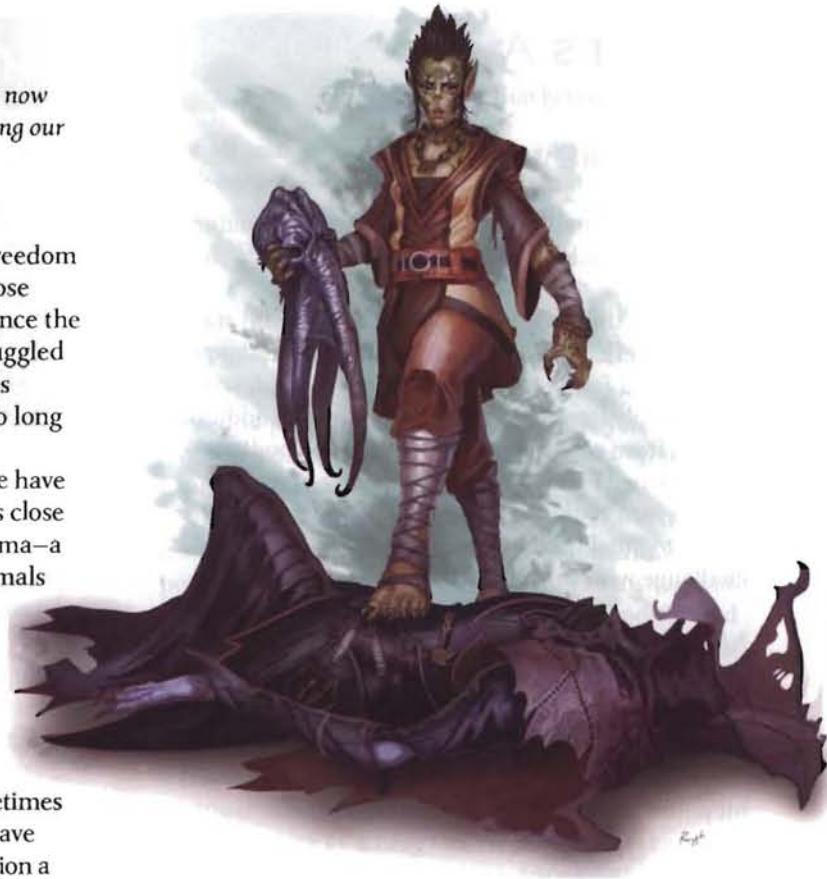
By peering into the future, you pick through the possibilities to anticipate your enemy's next action.

Encounter

Standard Action Ranged 5

Target: One creature

Effect: You gain a +2 bonus to the next melee attack roll you make against the target with an at-will power before the end of your next turn. If that attack hits, it is a critical hit.



Rrathmal Pursuit

Rrathmal Utility 12

Even as your opponent withdraws, you are in motion, cutting off its retreat.

At-Will

Immediate Reaction Personal

Trigger: An adjacent enemy shifts away from you

Effect: You shift your speed to a square adjacent to the triggering enemy.

Vengeance Shroud

Rrathmal Attack 20

Exerting your steely will, you force order onto the chaos of battle and turn the hostility of your adversaries into suffering.

Daily ♦ Psychic, Zone

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Dexterity or Wisdom + 6 vs. Will

Hit: $2d10 +$ Dexterity or Wisdom modifier psychic damage. The first time the target hits or misses during each of its turns, it takes 10 psychic damage (save ends).

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, any ally can take 10 on the first attack roll of his or her turn, rather than rolling a d20.

Sustain Minor: The zone persists.

SHARD DISCIPLE

"My body is but one of many possible configurations of substance."

Prerequisite: Shardmind

A shardmind's physical form is an amalgamation of crystalline shards that shardminds believe are fragments of the Living Gate, bound together by force of will into a humanoid form. Every shardmind has a limited ability to alter that form.

You, however, are a shard disciple; you have learned how to relax the bonds of your form to the point where your body becomes a swirling storm of crystalline fragments. You can disperse your body to protect yourself from attacks, and your *shard swarm* racial power lets you form yourself into a lethal cloud of crystals. As you advance in level, you learn to disperse your consciousness into your component fragments, allowing you to quickly recover from mortal injury or even maintain your consciousness in the form of a swirling storm of shards and psionic energy.

SHARD DISCIPLE PATH FEATURES

Perfect Shard Swarm (11th level): Your *shard swarm* racial power becomes a close burst 2, instead of a close burst 1. In addition, you can use *shard swarm* to teleport your speed, instead of half your speed.

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

Swarm Action (11th level): When you spend an action point to take an extra action, you take half damage from melee attacks and ranged attacks until the end of your next turn.

Constant Swarm (16th level): You can use your *shard swarm* racial power one additional time during each encounter.

SHARD DISCIPLE POWERS

Irruption of the Living Gate

Shard Disciple Attack 11

Ruby shards explode around your foes. With the expenditure of psionic energy, you can transport yourself into the middle of the storm.

Encounter ♦ Implement, Psionic, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: $2d10 + \text{Intelligence modifier}$ damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies.

Augment 2 (Teleportation)

Area burst 2 within 10 squares

Effect: As above, and while the zone persists, you can teleport to a square within it as a move action.

Recrystallize

Shard Disciple Utility 12

Your wounds have broken your mental hold on your physical form, but a flicker of psionic energy within you lets you reconstitute your body elsewhere.

Daily ♦ Healing, Psionic, Teleportation

No Action Personal

Trigger: You drop to 0 hit points or fewer

Effect: You spend a healing surge and then teleport 10 squares.

Shard Storm

Shard Disciple Attack 20

The crystalline fragments of your body explode in a swirling whirlwind of psionic energy, forming a terrible storm to batter your enemies.

Daily ♦ Implement, Polymorph, Psionic, Teleportation, Zone

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: $3d6 + \text{Intelligence modifier}$ damage.

Effect: The burst creates a zone that lasts until the end of your next turn or until you leave it. The zone is difficult terrain for your enemies, and any enemy that ends its turn within the zone takes 10 damage. While the zone persists, you take half damage from melee attacks and ranged attacks, and those attacks can't pull, push, or slide you. As a move action, you can teleport to a square within the zone.

Sustain Minor: The zone persists.



CHARACTER CLASSES

CHOOSING A class is the most important decision you make in creating a character, because it determines so much of what you can do. From armor and weapon proficiencies to power selection, your class is an important determinant of your character's capabilities, and it has a tremendous impact on your experience of the game.

This chapter introduces six classes to the D&D game, representing three power sources and all four character roles. The seeker expands the roster of primal classes first introduced in *Player's Handbook 2*. The runepriest provides a very different take on the divine leader from the cleric in the first *Player's Handbook*. The psionic power source is represented here by one class for each role: ardent, battlemind, monk, and psion.

Here you'll find descriptions of these six classes, along with four new paragon paths for each one. Following those classes are rules for hybrid characters, which combine two classes to bring a unique arsenal of powers and talents to an adventuring party.

Ardent (page 22): A psionic leader who manipulates the emotions of allies and enemies alike.

Battlemind (page 42): A psionic defender who exercises the power of the mind to control the body.

Monk (page 62): A psionic striker who combines focused melee attacks, often made unarmed, with incredible feats of movement and agility.

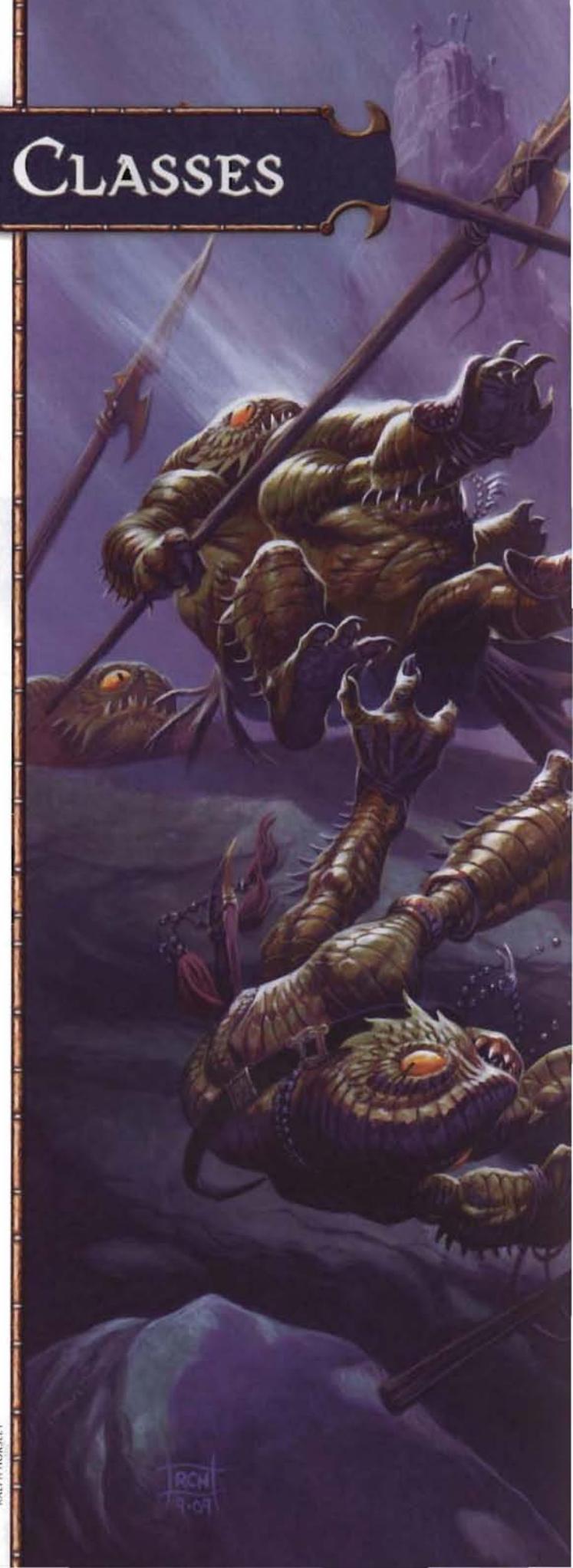
Psion (page 80): A psionic controller who uses mental powers to move objects or opponents, or to bend foes' minds to his or her will.

Runepriest (page 98): A divine leader who uses the mystical runes of the gods to form prayers of warding or destruction.

Seeker (page 116): A controller who calls on nature spirits to imbue arrows or other projectiles with primal power.

Hybrid Characters (page 134): New rules for combining the features and powers of two classes in a manner far more flexible than multiclassing.

Epic Destinies (page 156): The Diamond Soul, Godmind, Invincible Mind, Master of the Eternal Hunt, Rune Maker, and War Master destinies provide new epic options.



RALPH HORSLEY



ARDENT



"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 ardents 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 ardent following Avandra. Evil ardent find much to like in Bane and Gruumsh.

Races: Humans, half-elves, and kalashtar are the most common ardent, 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 vulnerability 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 $5 + \text{one-half}$ 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 $1 + \text{your Constitution modifier}$.

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 you 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 fling 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 $2d10 +$ 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: $1[W] +$ 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: $1[W] +$ 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: $1[W] +$ 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: $1[W] +$ 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: $1[W] +$ 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: $2[W] +$ 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 motes 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.

ARDENT PARAGON PATHS

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: $1[W] + \text{Charisma modifier}$ 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: $2[W] + \text{Charisma modifier}$ 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

Argent 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: $4[W] + \text{Charisma modifier}$ 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: $1[W] + \text{Charisma modifier}$ psychic damage, and the target is immobilized until the start of your next turn.

Augment 2

Hit: $2[W] + \text{Charisma modifier}$ 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: $2[W] + \text{Charisma modifier}$ 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: $1[W] + \text{Charisma modifier}$ 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: $3[W] + \text{Charisma modifier}$ 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.



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 TROT

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.

BATTLEMIND



"My mind is a far deadlier weapon than some ill-crafted bit of iron."

CLASS TRAITS

Role: Defender. You are tough and fast, while your mastery of psionic magic allows you to outwit your foes. Depending on your choice of class features and powers, you lean toward either controller or striker as a secondary role.

Power Source: Psionic. You are a psionic warrior, a weapon master who combines physical might and a cunning intellect.

Key Abilities: Constitution, Wisdom, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defense: +2 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier

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

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

Class Features: Psionic Augmentation, Psionic Defense, Psionic Study

As wanderers, mercenaries, and adventurers, battleminds are carefree warriors who seek only to test their skill against the mightiest and most dangerous opponents. Battleminds possess a potent combination of psionic and physical skill, allowing them to use their magic to manipulate and deceive their foes even as their fighting skill lets them carve a swath through enemy ranks. Battleminds tend to be bold and sometimes arrogant, an attitude earned through bringing ruin to enemies over the course of many conflicts.

You might not share your fellow battleminds' arrogance, but you do have access to an array of combat abilities that let you manipulate, baffle, and defeat your enemies. Your mind is as deadly as your weapon, and with the aid of your psionic magic, your body can turn aside attacks as effectively as a suit of plate armor can.

Let those who would stand against your might quiver in terror when you approach, for you are a battlemind, and supremacy in combat is your birthright.



BATTLEMIND CLASS FEATURES

Battleminds have the following class features.

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.

BATTLEMIND OVERVIEW

Characteristics: Your heavy armor allows you to take on your enemies' attacks without fear, and your melee attacks that are augmented by psionic magic let you control your enemies like puppets and set them up for defeat. You excel at controlling the battle line and forcing enemies to fight you while your allies wreak havoc.

Religion: Battleminds who live up to this class's renowned arrogance rarely pray to the gods, and stories abound of battleminds whose ill luck could be placed at the feet of their impurity. Those battleminds who do follow the gods typically revere Kord for his martial skill and strength, Bahamut for his practice of justice, or Ioun for being the originator of psionic magic.

Races: Dwarves and wilden make excellent resilient battleminds, putting their Constitution and Wisdom to great use in shaping their bodies to meet the needs of combat. Half-elves are ideal quick battleminds, channeling their natural Charisma into psionic alacrity. Goliaths' sheer physical power makes them well suited for this class, and many gnome and tiefling warriors are drawn to the guile and trickery of some battlemind powers.

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)

PSIONIC DEFENSE

Three powers—battlemind's demand, blurred step, and mind spike—help you maintain tactical superiority in combat. You can use these psionic powers to demand your enemies' attention, follow them if they try to avoid you, and punish them if they attack your allies. This combination of mental compulsion and psionic enhancement of your own capabilities makes you a force to be reckoned with in battle.

PSIONIC STUDY

Battleminds learn to fight using their bodies as weapons. Some battleminds alter their own form to fit their needs. Other battleminds use their psionic power to predict the best position for launching an attack.

Choose one of these options.

Battle Resilience: You gain the *battle resilience* power, which reflects your ability to use your psionic power to bend your own body to protect yourself.

Speed of Thought: You gain the *speed of thought* power, which allows you to be always ready for a fight.

CREATING A BATTLEMIND

Battleminds rely on Constitution, Charisma, and Wisdom for their powers. You can choose any powers you like, but many battleminds choose powers that complement their choice of combat style.

RESILIENT BATTLEMIND

You use your psionic power to transform your body, altering it to take on the qualities of iron or stone, or to transform your weapon so it hits harder or bypasses your foes' protections. Make Constitution your highest ability score, followed by Wisdom to reflect the strong mental control you have over your physical state. Charisma is a good third choice. For daily powers, consider those that alter your form and provide additional augmentations you can use for your other powers.

Suggested Class Feature: Battle Resilience

Suggested Feat: Deceptive Mind

Suggested Skills: Arcana, Endurance, Intimidate

Suggested At-Will Powers: iron fist, bull's strength

Suggested Daily Power: aspect of elevated harmony

QUICK BATTLEMIND

You use your psionic power to make yourself faster, increasing your speed and agility in combat. Make Constitution your highest ability score, followed by Charisma to reflect your ability to project your psionic power into the world. Wisdom should be your third-best ability. For daily powers, consider those that grant new opportunity actions to you, ensuring that your foes can't outmaneuver you.

Suggested Class Feature: Speed of Thought

Suggested Feat: Improved Speed of Thought

Suggested Skills: Arcana, Athletics, Insight

Suggested At-Will Powers: demon dance, whirling defense

Suggested Daily Power: steel unity strike

BATTLEMIND POWERS

Your powers are called disciplines; they combine your fighting ability with your mastery of psionic magic. You can plant images in a foe's mind and use psionic power to lend unmatched speed and strength to your weapon blows.

CLASS FEATURES

Each battlemind has the powers battlemind's demand, blurred step, and mind spike.

Battlemind's Demand

Battlemind Feature

You draw your foe's concentration, taunting the foe to strike at you.

At-Will ♦ Augmentable, Psionic

Minor Action Close burst 3

Target: One creature in burst

Effect: You mark the target until you use this power again or until the end of the encounter.

Augment 1

Target: One or two creatures in burst

Blurred Step

Battlemind Feature

You bend reality with the power of your mind, flashing across the space between you and your enemy.

At-Will ♦ Psionic

Opportunity Action Personal

Trigger: An adjacent enemy marked by you shifts

Effect: You shift 1 square.

Mind Spike

Battlemind Feature

You force your enemy to feel the pain that it inflicts on your friend.

At-Will ♦ Force, Psionic, Psychic

Immediate Reaction Melee 1

Trigger: An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target

Target: The triggering enemy

Effect: The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

The Psionic Study option that you choose determines whether you have battle resilience or speed of thought.

Battle Resilience

Battlemind Feature

You steel yourself for battle, girding yourself against your foe's initial assault.

Encounter ♦ Psionic

Free Action Personal

Trigger: An attack hits or misses you for the first time during an encounter

Effect: Until the end of your next turn, you gain resistance to all damage equal to 3 + your Wisdom modifier.

Level 11: Resist 6 + your Wisdom modifier.

Level 21: Resist 9 + your Wisdom modifier.

Speed of Thought

Battlemind Feature

You move in the blink of an eye, reaching your foes before they can draw their weapons.

Encounter ♦ Psionic

Free Action Personal

Trigger: You roll initiative

Effect: You move a number of squares equal to 3 + your Charisma modifier.

Special: You can use this power even if you're surprised.

LEVEL 1 AT-WILL DISCIPLINES

Demon Dance

Battlemind Attack 1

As you slash your enemy, you implant the image of howling demons into its mind, distracting the foe from making attacks.

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

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier psychic damage, and the target takes a -5 penalty to opportunity attack rolls until the end of your next turn.

Augment 1

Hit: As above, and the target loses threatening reach until the end of your next turn.

Augment 2

Hit: 2[W] + Constitution modifier psychic damage, and the target can't make opportunity attacks until the end of your next turn.

Iron Fist

Battlemind Attack 1

You change the density of your hand and arm to that of iron, allowing you to ward off your foe's attacks.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Effect: Until the end of your next turn, you gain resistance to all damage equal to your Wisdom modifier.

Augment 1

Effect: Until the end of your next turn, you gain fire resistance equal to 5 + your Wisdom modifier.

Augment 2

Hit: 2[W] + Constitution modifier damage.

Bull's Strength

Battlemind Attack 1

You slam your foe back as if it were a puny goblin. By enhancing your strength further, you can reach enemies farther away or even swat multiple foes.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

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

Augment 1

Special: Your reach increases by 1 for this attack.

Augment 2

Close blast 3

Target: Each enemy you can see in blast

Twisted Eye

Battlemind Attack 1

You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats.

By increasing the flood to a torrent, you can blind the foe completely.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it.

Augment 1

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

Augment 2

Hit: 1[W] + Constitution modifier damage, and the target is blinded until the end of your next turn.

Whirling Defense

Battlemind Attack 1

Seeking to defend your friends, you attack your foe to get it to focus on you. By channeling more power into your attack, you can distract more opponents.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Augment 1

Effect: Whenever you use your mind spike before the end of your next turn, the target of that power takes extra damage equal to your Charisma modifier.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

LEVEL 1 DAILY DISCIPLINES**Allies to Enemies**

Battlemind Attack 1

Your attack rattles your foe with a vision of its allies betraying it. The foe lashes out at a companion before realizing its mistake.

Daily ♦ Charm, Psionic, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.

Miss: Half damage.

Aspect of Elevated Harmony Battlemind Attack 1

Your eyes glow as you achieve harmony of mind, body, and spirit. In this state, you are able to heal yourself, and you understand where to strike your enemy best and how to lessen its blows.

Daily ♦ Healing, Polymorph, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage.

Miss: Half damage.

Effect: You can spend a healing surge. You then assume the aspect of elevated harmony until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1

Effect: You gain temporary hit points equal to 5 + your Wisdom modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

Psionic Anchor

Battlemind Attack 1

You bind your foe with an anchor of psionic energy so that you can draw it back to your side with only a thought.

Daily ♦ Psionic, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage. As a free action at the end of the target's turn, you can teleport the target to a square adjacent to you (save ends).

Miss: Half damage. As a free action at the end of the target's next turn, you can teleport the target to a square adjacent to you.

Steel Unity Strike

Battlemind Attack 1

You become one with your weapon as you unleash a devastating attack against your foe, leaving yourself in position to strike again if your enemies flee.

Daily ♦ Psionic, Stance, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage.

Miss: Half damage.

Effect: You assume the steel unity stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting on its turn

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage.

LEVEL 2 UTILITY DISCIPLINES

Feather Step

Battlemind Utility 2

With a focused thought, you lift your body slightly off the ground on a current of psionic energy, allowing you to move over water or broken ground with ease.

At-Will ♦ Psionic

Move Action Personal

Effect: Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you move 3 squares.

Psionic Vigor

Battlemind Utility 2

You focus your mind to shrug off injuries.

Encounter ♦ Psionic

Minor Action Personal

Effect: You gain temporary hit points equal to 5 + your Charisma modifier.

Telepathic Challenge

Battlemind Utility 2

You loom large in your foes' minds, forcing the enemies to turn their attention toward you.

Encounter ♦ Psionic

Minor Action Close burst 2

Target: Each enemy in burst

Effect: You mark each target until the end of your next turn.

LEVEL 3 AT-WILL DISCIPLINES

Mind Snare

Battlemind Attack 3

Your attack addles your foe, causing it to focus on you instead of on your friend. With a little more effort, you can force your enemy to focus solely on you.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and one ally within 5 squares of you becomes invisible to the target until the target is adjacent to him or her or until the end of your next turn.

Augment 1

Hit: As above, but the invisibility isn't ended by the target being adjacent to the ally.

Augment 2

Hit: 2[W] + Constitution modifier damage. Until the end of your next turn, your allies are invisible to the target while they aren't adjacent to it.

Mist Weapon

Battlemind Attack 3

Your weapon transforms into mist, allowing your strikes to slide through armor, flesh, and ghostly essence. By adjusting the mist's consistency, you can force ghostly creatures to become material.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1[W] + Constitution modifier damage.

Augment 1

Hit: As above, and if the target is insubstantial, it doesn't benefit from that quality against this attack and it takes extra damage equal to your Wisdom modifier.

Augment 2

Hit: 2[W] + Constitution modifier damage, and the target doesn't benefit from being insubstantial until the end of your next turn.

Spectral Legion

Battlemind Attack 3

You trick your enemy into perceiving a legion of foes pressing in upon it. By expending more power, you can make the phantoms seem more real, causing the enemy to freeze in indecision.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, the target grants combat advantage to your allies while they are adjacent to it.

Augment 1

Hit: As above, and the target takes a penalty to the attack rolls of melee attacks and close attacks until the end of your next turn. The penalty equals your Charisma modifier.

Augment 2

Hit: 2[W] + Constitution modifier damage. Until the end of your next turn, the target is immobilized, and it grants combat advantage to your allies while they are adjacent to it.

Visions of Terror**Battlemind Attack 3**

With a sweeping attack, you trick your foe's mind into seeing you as a monstrous figure whose blow sends the enemy stumbling back. You can expend more power to cause other foes to stagger back.

At-Will ♦ Augmentable, Fear, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: $1[W] + \text{Constitution modifier damage}$, and you push the target 2 squares.

Augment 1

Hit: As above, but you push the target a number of squares equal to your Charisma modifier. In addition, until the end of your next turn, if you or any of your allies pulls, pushes, or slides the target, the forced movement increases by 1 square.

Augment 2

Hit: $1[W] + \text{Constitution modifier damage}$, and you push the target a number of squares equal to your Charisma modifier. After the push, you slide each enemy adjacent to the target 1 square.

LEVEL 5 DAILY DISCIPLINES**Aspect of Living Stone****Battlemind Attack 5**

You harden your flesh, becoming a living statue and delivering heavy blows that knock your foes to the ground.

Daily ♦ Polymorph, Psionic, Weapon

Standard Action **Close burst 1**

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: $1[W] + \text{Constitution modifier damage}$, and you knock the target prone.

Miss: Half damage.

Effect: You assume the aspect of living stone until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1

Effect: You gain resist 5 to all damage until the end of your next turn. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.



Beckoning Strike

Battlemind Attack 5

As you strike your enemy, you unleash a surge of psionic energy that warps the minds of the foes you challenge, compelling them to approach you.

Daily ♦ Psionic, Stance, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage.

Miss: Half damage.

Effect: You assume the beckoning stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting on its turn

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. At the end of the secondary target's turn, you can use a free action to pull the secondary target a number of squares equal to its speed.

Nightmare Vortex

Battlemind Attack 5

You generate a vortex of nightmares around yourself that engulfs the minds of your enemies, forcing your foes to move away from imagined attacks.

Daily ♦ Fear, Psionic, Weapon

Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

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

Miss: Half damage.

Effect: Until the end of the encounter, whenever an enemy starts its turn within 3 squares of you, you can slide the target 1 square as a free action.

Predator to Prey

Battlemind Attack 5

You unleash a wave of psionic energy that crushes your foe's bravery, leaving the enemy overwhelmed with terror.

Daily ♦ Fear, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Will

Hit: 2[W] + Constitution modifier damage.

Miss: Half damage.

Effect: The target's reach is reduced by 1 (minimum 1), and whenever the target is hit, you can slide it 1 square as a free action (save ends both).

LEVEL 6 UTILITY DISCIPLINES**Psionic Ambush**

Battlemind Utility 6

You forge a mental link with your enemy and travel through a fold in space, appearing suddenly next to that enemy.

Encounter ♦ Psionic, Teleportation

Move Action Ranged 10

Target: One creature marked by you

Effect: You teleport to a square adjacent to the target. The target grants combat advantage to you until the end of your turn.

Sense Minds

Battlemind Utility 6

You stretch your senses outward, using your mind's eye to look beyond the material world in search of living minds.

Encounter ♦ Psionic

Minor Action Personal

Effect: Until the end of your next turn, you know the location of all living creatures within 10 squares of you. Until this effect ends, you don't grant combat advantage to those creatures, and if they have cover or concealment when you attack them, you don't take the -2 penalty to attack rolls against them.

Stag's Leap

Battlemind Utility 6

You spring into the air, fueling your leap with your psionic magic.

At-Will ♦ Psionic

Move Action Personal

Effect: You make an Athletics check to jump with a +5 bonus. You are considered to have a running start.

Winged Weapon

Battlemind Utility 6

You channel psionic energy into your weapon, adjusting the rules of nature so that the weapon will slide through the air as if on wings when you hurl it.

Encounter ♦ Psionic

Minor Action Personal

Effect: Choose a weapon you are holding. The next melee attack you make with that weapon before the end of your next turn becomes a ranged attack with a range of 10. The weapon returns to your hand after you make that attack.

LEVEL 7 AT-WILL DISCIPLINES**Ego Crush**

Battlemind Attack 7

Your strike delivers a torrent of psionic energy that addles your foe.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and the target cannot gain combat advantage until the end of your next turn.

Augment 1

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

Augment 2

Close burst 1

Target: Each enemy in burst

Hit: 2[W] + Constitution modifier damage, and the target cannot gain combat advantage until the end of your next turn.

Ghost in the Steel

Battlemind Attack 7

Your weapon attack is merely a distraction from your true assault as you use a spike of psionic energy to cause your foe to harm itself.

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

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. The first time the target hits or misses any of your allies before the end of your next turn, it takes psychic damage equal to your Wisdom modifier.

Augment 1

Hit: Choose one of the target's melee basic attacks. The target hits itself with that attack.

Augment 2

Hit: 1[W] + Constitution modifier damage. The next time the target makes a melee attack before the end of your next turn, you can choose which creature it attacks (not including itself).

Lightning Rush

Battlemind Attack 7

Like a lightning strike, you rush across the battlefield and launch a counterattack to help a friend. If you choose, you can draw the enemy's attack to yourself.

At-Will ♦ **Augmentable, Psionic, Weapon**

Immediate Interrupt Melee 1

Trigger: An enemy within 5 squares of you targets an ally with an attack

Effect: Before the attack, you move your speed to a square adjacent to the triggering enemy.

Target: The triggering enemy

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Effect: You don't get your normal standard action on your next turn.

Augment 1

Hit: As above, and the target takes a penalty to the triggering attack roll equal to your Charisma modifier.

Augment 2

Hit: 2[W] + Constitution modifier damage, and you become the target of the triggering attack.

Effect: You get your normal standard action on your next turn.

Psionic Speed

Battlemind Attack 7

You move in a blur, making a series of quick attacks that force your opponents to regard you as a threat.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Target: One, two, or three creatures

Attack: Constitution vs. AC

Hit: 1[W] damage, and you mark the target until the end of your next turn.

Augment 1

Effect: After both the first and second attacks, you shift 1 square to a square adjacent to the next target.

Augment 2

Hit: 1[W] + Constitution modifier damage.

Effect: You mark the target until the end of your next turn.

Stone Squire

Battlemind Attack 7

For an instant, you take on the weight of stone, allowing you to use your heavier mass to sweep your foe to the ground.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Fortitude

Hit: Constitution modifier + Wisdom modifier damage, and you knock the target prone.

Augment 1

Effect: After the attack, you shift 2 squares to a square adjacent to the target.

Augment 2

Hit: 1[W] + Constitution modifier damage, and you knock the target prone.

LEVEL 9 DAILY DISCIPLINES**Aspect of Disembodiment**

Battlemind Attack 9

Your attack transforms both your enemy and yourself into a partially liquid form.

Daily ♦ **Polymorph, Psionic, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2[W] + Constitution modifier damage, and the target takes a penalty to attack rolls and saving throws equal to your Wisdom modifier (save ends). The penalty also ends if the target ends its turn without having made an attack during that turn.

Miss: Half damage.

Effect: You assume the aspect of disembodiment until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1

Effect: You shift half your speed before or after the attack. You can move through enemies' spaces during this shift. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

Inexorable Death Strike

Battlemind Attack 9

You project a vision of your enemy's death into the foe's mind.

Daily ♦ **Psionic, Psychic, Stance, Weapon**

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Constitution vs. Will

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

Miss: Half damage, and ongoing 5 psychic damage (save ends).

Effect: You assume the inexorable death stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting on its turn

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: 1[W] damage, and the secondary target fails its first saving throw at the end of this turn.

Level 21: 2[W] + Constitution modifier damage.

Intellect Hammer

Battlemind Attack 9

You hammer your foe's intellect, draining power from it.

Daily ♦ Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and the target is dazed until the end of your next turn. In addition, you regain 2 power points.

Miss: Half damage. In addition, you regain 1 power point.

Iron Tomb

Battlemind Attack 9

Psionic energy cascades from your weapon as you strike your foe, transforming the enemy into a statue of iron.

Daily ♦ Polymorph, Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. Fortitude

Hit: The target is stunned and immune to all damage but psychic damage (save ends both).

Miss: The target is stunned and immune to all damage but psychic damage until the end of your next turn.

Whelm

Battlemind Attack 9

You unleash a blast of crackling psionic energy as you strike, flinging your enemy back.

Daily ♦ Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. Fortitude

Hit: 3[W] + Constitution modifier damage, and you push the target 2 squares.

Miss: Half damage, and you push the target 1 square.

LEVEL 10 UTILITY DISCIPLINES

Battle Aspect

Battlemind Utility 10

You let the power of your mind run rampant, transforming yourself into a creature of pure psionic energy.

Daily ♦ Polymorph, Psionic, Teleportation**Minor Action** Personal

Effect: Until the end of the encounter, you gain resist 5 to all damage and can teleport 3 squares as a move action.

Guardian's Speed

Battlemind Utility 10

As your ally reels from an attack, you act with the speed of thought to shield your friend from further assault.

At-Will ♦ Psionic**Immediate Reaction** Melee 1**Trigger:** An adjacent ally takes damage**Target:** The triggering ally**Effect:** You slide the target 1 square.**Iron Warding**

Battlemind Utility 10

For a moment, your flesh becomes as hard as iron, and your foe's attack bounces off you harmlessly.

Daily ♦ Psionic**Immediate Interrupt** Personal**Trigger:** You take damage from an attack

Effect: The damage is reduced to 0, but you are subject to all other effects of the attack, if any.

Shadow Ally

Battlemind Utility 10

Your form shimmers as you send a wave of psionic energy washing over your foes. In their minds, you fade away as your duplicate appears and threatens them.

Daily ♦ Conjuration, Illusion, Psionic**Minor Action** Ranged 5

Effect: You conjure an illusory duplicate of yourself in an unoccupied square within range. The duplicate lasts until the end of the encounter. You gain a +4 power bonus to all defenses against any attack that doesn't include both you and the duplicate. As part of a move action, you can move the duplicate 5 squares.

The duplicate can be targeted by melee attacks and ranged attacks, although it lacks hit points. The duplicate disappears if a melee or a ranged attack deals any damage to it.

LEVEL 13 AT-WILL DISCIPLINES

Brutal Barrage

Battlemind Attack 13

You lash out with your weapon, slamming your foe again and again until you drive it into the ground.

At-Will ♦ Augmentable, Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. AC. Make the attack three times.**Hit:** Constitution modifier damage.

Effect: If you hit the target two or more times, it falls prone.

Augment 1**Attack:** Constitution vs. AC. Make the attack four times.**Augment 4****Attack:** Constitution vs. AC. Make the attack four times.**Hit:** Constitution modifier + Charisma modifier damage.**Dizzying Strike**

Battlemind Attack 13

You strike your foe with crackling psionic energy, creating an intense vertigo in the foe that throws it off balance.

At-Will ♦ Augmentable, Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. AC

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

Augment 1

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, when the target attacks any of your allies, you can use a free action to slide the target 1 square after its attack.

Augment 4

Hit: 1[W] + Constitution modifier damage, and the target is dazed until the end of your next turn.

Luring Steel

Battlemind Attack 13

Your strike delivers a pulse of psionic energy into your enemy, compelling it to attack you or suffer. By increasing the pulse's strength, you can affect more enemies.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. As a free action, you can use your battlemind's demand power against the target.

Effect: Until the end of your next turn, whenever an enemy hits any ally who is adjacent to you with a melee attack, that enemy takes psychic damage equal to your Charisma modifier.

Augment 1

Effect: As above, but the enemy takes the damage when it hits or misses.

Augment 4

Hit: 2[W] + Constitution modifier damage, and you pull each enemy within 2 squares of you 1 square. As a free action, you can use your battlemind's demand power against each enemy adjacent to you.

Overwhelming Lunge

Battlemind Attack 13

You lunge forward to attack your enemy, your reach magically extended.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon + 1 reach

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Augment 1

Attack: As above, and you ignore the -2 penalty for attacking an enemy that has cover granted by other enemies.

Augment 4

Hit: 2[W] + Constitution modifier damage. You slide each creature adjacent to the target 1 square and then slide the target 2 squares.

Web of Betrayal

Battlemind Attack 13

You create a web of psionic energy around your foe that convinces it of its allies' betrayal. By strengthening the web, you can compel your foe's allies to meet those expectations.

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

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier psychic damage. Until the end of your next turn, the target takes 2 psychic damage when any enemy of yours attacks while adjacent to it.

Augment 1

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

Augment 4

Hit: 2[W] + Constitution modifier psychic damage. Until the end of your next turn, when any enemy attacks any ally of yours who is adjacent to the target, the enemy also makes the attack against the target.

LEVEL 15 DAILY DISCIPLINES**Aspect of Enlightenment Flame**

Battlemind Attack 15

As you attack your foes, you become the embodiment of flame in their eyes. With each strike, you inflict blistering wounds, which burn your enemies from within.

Daily ♦ Fire, Polymorph, Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One or two creatures

Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage, and ongoing 5 fire and psychic damage (save ends).

Miss: Half damage.

Effect: You assume the aspect of the enlightening flame until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1

Effect: Choose a single creature hit by the at-will attack. That creature takes extra fire and psychic damage equal to your Wisdom modifier.

Intellect Sunder

Battlemind Attack 15

Your attack devastates your foe's mind, forcing the enemy to revert to its base instincts and focus its anger on you.

Daily ♦ Fear, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Will

Hit: 2[W] + Constitution modifier damage. Whenever the target attacks, it can use only basic attacks and must include you as a target (save ends both).

Miss: Half damage. Until the end of your next turn, whenever the target attacks, it can use only basic attacks and must include you as a target.

Mind Blade

Battlemind Attack 15

You lash out with your weapon and channel a burst of pain into your enemy's mind. Though the blow doesn't connect, your foe collapses as it feels the weapon strike a vital area.

Daily ♦ Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Will

Hit: The target falls unconscious (save ends).

Aftereffect: 10 + Constitution modifier psychic damage.

Miss: The target is dazed (save ends).

Paralyzing Fear Strike

Battlemind Attack 15

You wave your weapon in an intricate pattern, channeling psionic energy into it as you strike. Your foe is paralyzed with fear as it perceives a hellish scene of torment engulfing it.

Daily ♦ Fear, Psionic, Stance, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Constitution vs. Will

Hit: 2[W] + Constitution modifier damage, and the primary target is immobilized (save ends).

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

Effect: You assume the paralyzing fear stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and the secondary target is immobilized until the end of your next turn.

Level 21: 2[W] + Constitution modifier damage.

LEVEL 16 UTILITY DISCIPLINES

Extend the Mind's Eye

Battlemind Utility 16

You zero in on your thoughts, snapping previously unseen details into focus within your mind's eye.

Encounter ♦ Psionic

Free Action Personal

Effect: You gain a +5 power bonus to your next Insight check or Perception check during this encounter.

Mind of Endurance

Battlemind Utility 16

You tap into your body's natural healing abilities and mend your wounds.

Daily ♦ Healing, Psionic

Minor Action Personal

Effect: You spend a healing surge. In addition, until the end of the encounter, you have regeneration 5 while you're bloodied.

Shield of the Iron Mind

Battlemind Utility 16

You create a shield of psionic power that fortifies your allies.

Daily ♦ Psionic, Zone

Minor Action Close burst 5

Effect: The burst creates a zone that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. You and your allies gain a +4 power bonus to Will and saving throws while within the zone.

Sudden Rush

Battlemind Utility 16

With a burst of psionic energy, you appear next to an enemy you have called out.

Encounter ♦ Psionic, Teleportation

Move Action Personal

Effect: You teleport to a square adjacent to a creature marked by you.

LEVEL 17 AT-WILL DISCIPLINES

Battle Vortex

Battlemind Attack 17

Your attack creates a vortex that sends waves of psychic energy crashing over your enemies. By increasing the vortex's intensity, you can move or lock down your foes.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, when any enemy starts its turn within 2 squares of you but ends its turn more than 2 squares away from you, that enemy takes psychic damage equal to your Constitution modifier.

Augment 1

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, while the target is within 2 squares of you, it takes a -2 penalty to attack rolls against your allies who are more than 2 squares away from you.

Augment 4 (Teleportation)

Hit: 3[W] + Constitution modifier damage. Until the end of your next turn, when any enemy starts its turn within 2 squares of you but ends its turn more than 2 squares away from you, you can teleport that enemy 3 squares as a free action, and it is immobilized until the end of its next turn.



Dazzling Assault

Battlemind Attack 17

Your foe attempts to slip away from you, but you attack in a blur of movement, sending your enemy in another direction and binding it with psionic energy.

At-Will ♦ Augmentable, Psionic, Weapon

Immediate Interrupt Melee 1

Trigger: An adjacent enemy marked by you shifts

Target: The triggering enemy

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. You slide the target 1 square, and it is immobilized until the end of your next turn.

Effect: You don't get your normal standard action on your next turn.

Augment 1

Hit: As above, and the target cannot teleport and is immune to forced movement while immobilized by this attack.

Augment 4

Hit: 3[W] + Constitution modifier damage. You slide the target 2 squares, and it is immobilized until the end of your next turn.

Effect: You get your normal standard action on your next turn.

Entangling Weapon

Battlemind Attack 17

You imbue your attack with psionic energy, allowing you to strike precisely and forcing your opponent to move as you dictate.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you slide the target 1 square. You then shift 1 square into the space the target left.

Augment 1

Hit: 1[W] + Constitution modifier damage. Whenever the target shifts before the end of your next turn, you can use a free action to slide the target 1 square at the end of the shift.

Augment 4

Hit: 3[W] + Constitution modifier damage. When you hit any enemy before the end of your next turn, you slide that enemy 2 squares.

Festering Wound

Battlemind Attack 17

You strike and slash, opening wounds both physical and mental, which flare with pain as you press the attack.

At-Will ♦ Augmentable, Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and your next psionic attack against the target before the end of your next turn deals 1d6 extra psychic damage.

Augment 1

Hit: 1[W] + Constitution modifier damage, and the target loses its psychic resistance until the end of your next turn.

Augment 4

Hit: 3[W] + Constitution modifier damage, and your next psionic attack against the target before the end of your next turn deals 1d6 extra psychic damage.

Step of the Pursuer

Battlemind Attack 17

Your attack hammers your foe, allowing you to bind it with a psionic link that keeps your enemy close.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. If the target moves away from you on its next turn, you can use a free action to shift 3 squares to a square closer to the target after its move.

Augment 1

Hit: 1[W] + Constitution modifier damage. You are immune to the slowed and immobilized conditions until the end of your next turn.

Augment 4 (Teleportation)

Hit: 3[W] + Constitution modifier damage. If the target moves away from you on its next turn, you can use a free action to teleport to a square adjacent to the target after its move.

LEVEL 19 DAILY DISCIPLINES**Aspect of Stolen Identity**

Battlemind Attack 19

You repeatedly transform yourself into simulacra of your enemies. Through these forms, you can cause your enemies to harm themselves.

Daily ♦ Charm, Polymorph, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage.

Miss: Half damage.

Effect: You assume the aspect of stolen identity until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 2

Effect: Choose a single creature hit by the at-will attack, and choose a melee basic attack of that creature. The creature then hits itself with that melee basic attack as a free action.

Mind Wrack

Battlemind Attack 19

You drive a psionic spike of pain into your enemy's mind. Each time you land a blow thereafter, the spike reverberates, causing your foe increased agony.

Daily ♦ Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Will

Hit: 3[W] + Constitution modifier damage.

Miss: Half damage.

Effect: The target takes ongoing 5 psychic damage (save ends). Whenever you hit the target before this ongoing damage ends, the ongoing damage increases by 5.

Relentless Strike

Battlemind Attack 19

You assume perfect positioning and strike with precision to leave a lasting wound. While in this stance, you can deliver a staggering blow to any enemy that tries to move away from you.

Daily ♦ Psionic, Stance, Weapon**Standard Action** Close burst 1**Primary Target:** Each enemy in burst**Primary Attack:** Constitution vs. AC**Hit:** 3[W] + Constitution modifier damage, and ongoing 5 damage (save ends).**Miss:** Half damage.**Effect:** You assume the perfect storm stance. Until the stance ends, you can make the following secondary attack.**Opportunity Action** Melee 1**Trigger:** An adjacent enemy marked by you moves without shifting**Secondary Target:** The triggering enemy**Secondary Attack:** Constitution vs. AC**Hit:** 1[W] + Constitution modifier damage, and the secondary target is dazed until the end of your next turn.**Level 21:** 2[W] + Constitution modifier damage.**Vengeful Mind**

Battlemind Attack 19

You shunt aside your wrath at seeing your friends attacked, focusing your rage to lend exacting precision to your attacks.

Daily ♦ Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 4[W] + Constitution modifier damage.**Miss:** Half damage.**Effect:** Until the end of the encounter, when the target attacks any ally of yours, you gain a +2 power bonus to attack rolls against the target until the end of your next turn. If you already have the bonus when the target attacks an ally, the bonus increases by 1.**LEVEL 22 UTILITY DISCIPLINES****Immortal Endurance**

Battlemind Utility 22

You draw on deep reserves of psionic energy to shrug off even the most terrible wounds.

Daily ♦ Psionic**Minor Action** Personal**Effect:** You gain temporary hit points equal to your bloodied value.**Indomitable Maneuver**

Battlemind Utility 22

Assessing your enemies' weaknesses, you maneuver past your foes, positioning yourself to your best advantage.

Encounter ♦ Psionic**Move Action** Personal**Effect:** You shift 12 squares and can move through enemies' spaces during the shift.**Perfect Eye**

Battlemind Utility 22

You cast your mind out, ignoring all barriers to find your foes.

Daily ♦ Psionic**Minor Action****Personal****Effect:** Until the end of your next turn, you ignore all barriers to line of effect and line of sight that are within 20 squares of you. In addition, you ignore the -2 penalty for attacking enemies that have concealment or cover within that range.**Tactical Supremacy**

Battlemind Utility 22

You're an avatar of battle, taking advantage of the slightest flaws in your enemies' defenses to gain supremacy over them.

Daily ♦ Psionic**Minor Action****Personal****Effect:** Until the end of the encounter, enemies grant combat advantage to you.**LEVEL 23 AT-WILL DISCIPLINES****Armor of Blades**

Battlemind Attack 23

As your foe attacks your ally, you intervene to protect your friend.

At-Will ♦ Augmentable, Psionic, Weapon**Immediate Interrupt** Melee 1**Trigger:** An enemy adjacent to you targets one of your allies with a melee attack**Target:** The triggering enemy**Attack:** Constitution vs. AC**Hit:** 1[W] + Constitution modifier damage, and the target attacks you instead of the ally.**Effect:** You don't get your normal standard action on your next turn.**Augment 2****Hit:** 2[W] + Constitution modifier damage, and the target takes a penalty to its attack roll equal to your Charisma modifier.**Augment 6****Hit:** 3[W] + Constitution modifier damage, and you slide the target 3 squares and shift 3 squares to a square adjacent to it. The target then attacks you instead of the ally.**Effect:** You get your normal standard action on your next turn.**Might of the Ogre**

Battlemind Attack 23

You imbue yourself with the strength of an ogre as you unleash a strike that fells your foe, making it an easy target for your allies.

At-Will ♦ Augmentable, Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 1[W] damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.**Augment 2****Close burst 1****Target:** Each enemy in burst**Hit:** 2[W] damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.**Augment 6****Hit:** 3[W] damage, and the target is dazed until the end of your next turn. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.

Press of Battle

Battlemind Attack 23

Your psionic assault presses in on your foe, inhibiting its ability to maneuver.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: $1[W] + \text{Constitution modifier damage}$, and squares adjacent to you and squares adjacent to your allies are difficult terrain for the target until the end of your next turn.

Augment 2

Hit: $2[W] + \text{Constitution modifier damage}$, and the target can't shift until the end of your next turn.

Augment 6

Hit: $3[W] + \text{Constitution modifier damage}$, and the target is immobilized and grants combat advantage to your allies until the end of your next turn.

Spring Assault

Battlemind Attack 23

You leap toward your foe and unleash a fury of blows that overwhelm its defenses.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC. If you weren't adjacent to the target at the start of this turn, the target grants combat advantage to you for this attack.

Hit: $1[W] + \text{Constitution modifier damage}$.

Augment 2

Hit: $2[W] + \text{Constitution modifier damage}$, and you shift 3 squares. If you use this power unaugmented on your next turn, you can shift 3 squares as a free action either before or after the attack.

Augment 6

Hit: $3[W] + \text{Constitution modifier damage}$, and you are invisible to the target until the end of your next turn.

Veil of the Mind's Eye

Battlemind Attack 23

You release a flash of psionic energy in your foe's mind, clouding the foe's vision. You can strengthen the flash to disrupt the foe's vision further.

At-Will ♦ **Augmentable, Psionic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: $1[W] + \text{Constitution modifier damage}$. Until the end of your next turn, any creature more than 4 squares away from the target has total concealment against it.

Augment 2

Hit: $2[W] + \text{Constitution modifier damage}$, and each ally within 10 squares of you is invisible to the target until the end of your next turn.

Augment 6

Hit: $3[W] + \text{Constitution modifier damage}$, and the target is blinded until the end of your next turn.

LEVEL 25 DAILY DISCIPLINES**Aspect of****Luminous Thought**

Battlemind Attack 25

Your mind and body become one as you execute the perfect attack and transform yourself into a being of pure thought.

Daily ♦ **Polymorph, Psionic, Psychic, Weapon**

Standard Action **Melee weapon**

Target: One creature

Effect: The target takes $20 + \text{your Constitution modifier}$ psychic damage. You then assume the aspect of luminous thought until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 2

Effect: Until the end of your next turn, you gain a +2 bonus to all defenses against the targets of the at-will attack. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.



Deadly Haste Strike

Battlemind Attack 25

You weave through the battlefield, darting to a new foe after each strike with such speed that your enemies think they face an army.

Daily ♦ Psionic, Stance, Weapon**Standard Action** Melee weapon**Primary Target:** One, two, three, or four creatures**Primary Attack:** Constitution vs. AC**Hit:** 3[W] + Constitution modifier damage.**Miss:** Half damage.

Effect: Before each attack but the first, you shift your speed. After making all the attacks, you assume the deadly haste stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting

Secondary Target: The triggering enemy**Secondary Attack:** Constitution vs. AC

Hit: 2[W] + Constitution modifier damage. You shift half your speed and make a melee basic attack against a different enemy.

Psychic Hammer

Battlemind Attack 25

Your attack leaves your enemy unable to think clearly. With a subtle mental push, you can direct the enemy's actions.

Daily ♦ Charm, Psionic, Psychic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. Will

Hit: 3[W] + Constitution modifier psychic damage, and the target is dominated (save ends). Until this domination ends, you can use a free action at the start of each of the target's turns to slide the target a number of squares equal to its speed.

Miss: Half damage, and the target is dazed (save ends).**Vitality Theft**

Battlemind Attack 25

Your punishing attack establishes a brief psionic link with your foe that saps its mental energy and renews your own.

Daily ♦ Psionic, Psychic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. Will**Hit:** 5[W] + Constitution modifier psychic damage.**Miss:** Half damage.**Effect:** You regain 6 power points.**LEVEL 27 AT-WILL DISCIPLINES****Brilliant Recovery**

Battlemind Attack 27

After missing your foe with an attack, you shift your grip on your weapon and make a quick follow-up strike.

At-Will ♦ Augmentable, Psionic, Weapon**Minor Action** Melee weapon**Target:** An enemy you missed with an attack during this turn**Attack:** Constitution vs. AC**Hit:** 1[W] + Constitution modifier damage.**Augment 2****Attack:** Constitution vs. Reflex**Hit:** 2[W] + Constitution modifier damage.**Augment 6****Hit:** 3[W] + Constitution modifier damage.**Miss:** You regain the power points you spent to augment this power.**Cage of Cowardice**

Battlemind Attack 27

Your attack undermines your foe's confidence in attacking anyone but you. Using more psionic energy, you can stun the foe.

At-Will ♦ Augmentable, Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.**Augment 2****Hit:** 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.**Special:** When making an opportunity attack, you can use this power in place of a melee basic attack.**Augment 6****Hit:** 2[W] + Constitution modifier damage, and the target is stunned until the end of your next turn.**Mind of Mirrors**

Battlemind Attack 27

You engulf your foe's mind with images that hinder the enemy's perception of its enemies. By making the images more real, you can manipulate your enemy into attacking those you choose.

At-Will ♦ Augmentable, Charm, Psionic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 1[W] + Constitution modifier damage. Until the end of your next turn, the target takes a -5 penalty to attack rolls against creatures other than you.**Augment 2****Hit:** 2[W] + Constitution modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack that doesn't include at least one of your enemies as a target.**Augment 6****Hit:** 3[W] + Constitution modifier damage, and the target is dominated until the end of your next turn. Until this domination ends, the target has combat advantage against itself and your enemies.

Psionic Storm

Battlemind Attack 27

You unleash a storm of psionic power that damages your foe and enhances your ability to force enemies to deal with you first or pay a heavy price.

At-Will ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: $1[W] + \text{Constitution modifier damage}$.

Effect: Until the end of your next turn, your *mind spike* power deals extra damage equal to $5 + \text{your Wisdom modifier}$.

Augment 2

Close burst 2

Target: Each enemy in burst

Hit: $2[W] + \text{Constitution modifier damage}$, and you mark the target until the end of your next turn.

Augment 6

Hit: $4[W] + \text{Constitution modifier damage}$.

Effect: Until the end of your next turn, you can use your *mind spike* power as a free action, and it deals extra damage equal to $5 + \text{your Wisdom modifier}$.

LEVEL 29 DAILY DISCIPLINES**Aspect of Annihilation**

Battlemind Attack 29

You imbue yourself with destructive magic as you strike your enemy, disrupting its substance for a time.

Daily ♦ Polymorph, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: $3[W] + \text{Constitution modifier damage}$, and ongoing 20 damage (save ends).

Miss: Half damage, and ongoing 10 damage (save ends).

Effect: You assume the aspect of annihilation until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 2

Effect: The target of the at-will attack fails its first saving throw before the end of your next turn. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

Fatal Barrage

Battlemind Attack 29

Sensing your foe's defenses, you lash out at the weakest point with unnatural speed and grace, delivering a deadly strike.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

Hit: $6[W] + \text{Constitution modifier damage}$. The damage increases by 5 for each effect on the target that a save can end.

Miss: Half damage. The damage increases by 2 for each effect on the target that a save can end.

Mind-Sundering Burst

Battlemind Attack 29

You unleash a burst of psychic energy as you spin and slash with your weapon, sending your foes reeling.

Daily ♦ Psionic, Psychic, Stance, Weapon

Standard Action **Close burst 3**

Primary Target: Each creature in burst

Primary Attack: Constitution vs. Will

Hit: $4[W] + \text{Constitution modifier psychic damage}$, and the primary target is dazed and immobilized (save ends both).

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

Effect: You assume the mind-sundering stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action **Melee 1**

Trigger: An adjacent enemy marked by you moves without shifting

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: $2[W] + \text{Constitution modifier damage}$. You slide the secondary target 3 squares to a square adjacent to you, and it is immobilized (save ends).

Nova Strike

Battlemind Attack 29

You erupt into a blur of motion and launch a devastating attack.

Daily ♦ Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. Reflex

Hit: $7[W] + \text{Constitution modifier damage}$. If you have no power points remaining, the damage increases by $2[W]$.

Miss: Half damage.

BATTLEMIND PARAGON PATHS

ETERNAL BLADE

"You face not only myself, but seven generations of the world's finest warriors."

Prerequisite: Battlemind

The Order of the Eternal Blade is a secretive group, but you sought out its masters and gained entry. Whatever drove you to the order, you knew you made the right choice when the masters first instructed you. On that day, you first learned to communicate with your blade guide, the psychic resonance of generations of eternal blades that came before you.

The order's first members foresaw the emergence of psionic magic. When those members died, they cast their minds forward in time in search of worthy heirs to their cause. You are one such heir. Your blade guide lingers near you, teaching you the fighting arts of the eternal blades. Even if you fall in battle, your experience shall not be lost, for you too shall cast your mind forward in search of a new champion to guide.

ETERNAL BLADE PATH FEATURES

Blade Guide (11th level): You gain the *blade guide* power.

Guided Action (11th level): When you spend an action point to take an extra action, you can reroll your next attack roll that misses before the end of your turn.



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

Eternal Warrior (16th level): When you drop to 0 hit points or fewer, the dying condition neither causes you to fall unconscious nor forces you to make death saving throws until the end of your next turn.

ETERNAL BLADE DISCIPLINES

Blade Guide

Eternal Blade Feature

You hone in on your foe, linking your weapon to its life force to improve your accuracy.

Encounter ♦ Augmentable, Psionic

Minor Action Close burst 10

Target: The enemy nearest to you in burst

Effect: Until the end of the encounter, you gain a +2 bonus to opportunity attack rolls against the target, and it grants combat advantage to you while you're the only creature adjacent to it.

Augment 1

Special: If the target drops to 0 hit points during this encounter, you regain the use of this power.

Eternal Vigilance

Eternal Blade Attack 11

While attacking your foe, you take careful stock of its fighting stance, so when the foe makes its next move, you foil it.

Encounter ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, the target provokes opportunity attacks from you whenever it shifts

Augment 2

Hit: 2[W] + Constitution modifier damage. Until the end of your next turn, the target provokes opportunity attacks from you and your allies whenever it shifts or makes close attacks.

Blade Guide's Counsel

Eternal Blade Utility 12

Your blade guide provides you with the insight needed to overcome almost any challenge.

Daily ♦ Psionic

Standard Action Personal

Effect: You gain training in an untrained skill of your choice. The training lasts until your next short rest.

Guided Aggression

Eternal Blade Attack 20

You delve into your blade guide's memories to learn the secrets of your foe's tactics.

Daily ♦ Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: Until the end of the encounter, you can use *eternal vigilance* against the target as an at-will power. In addition, you regain 2 power points.

IRON GUARDIAN

"You're going to have to hit me a lot harder if you want to get my full attention."

Prerequisite: Battlemind

The mind is more powerful than the body, and none demonstrate this principle better than you. As an iron guardian, you have learned to channel psionic energy into your flesh and bones. With a thought, your skin becomes as hard as iron and your bones become as unbreakable as stone. In battle you're a juggernaut, capable of withstanding the fiercest attacks and replying with shattering strikes of your own.

Your unmatched endurance allows you to stand at the forefront of any battle. You exult in the look of despair that crosses your enemy's face as blade, arrow, and claw rebound harmlessly off you. With this confidence, you move to the center of any fight, daring your foes to match themselves against you.

IRON GUARDIAN PATH FEATURES

Indomitable Iron (11th level): When you spend an action point to take an extra action, you gain a +4 bonus to AC and damage rolls until the end of your next turn.

Iron Control (11th level): When any enemy pulls or pushes you, you can use a free action to slide that enemy 2 squares after the forced movement.

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

Impenetrable Iron (16th level): Whenever a critical hit is scored against you, roll a d20. On a roll of 10 or higher, the critical hit is a normal hit instead.

IRON GUARDIAN DISCIPLINES

Guardian's Might

Iron Guardian Attack 11

Your weapon fuses with you for a moment as you crash into your enemy and knock it down.

Encounter ♦ Augmentable, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier + Wisdom modifier damage, and you knock the target prone. You then shift 2 squares to a square adjacent to the target.

Effect: You gain a +2 power bonus to AC until the end of your next turn.

Augment 2

Target: One or two creatures

Iron Defense

Iron Guardian Utility 12

You skin becomes as hard as iron, allowing you to shrug off even the deadliest blows.

At-Will ♦ Psionic

Standard Action Personal

Effect: Until the end of your next turn, roll a d20 whenever you take damage. On a 10 or higher, the damage is reduced to 0. Otherwise, the damage is halved.



Aspect of the Iron Guardian

Iron Guardian Attack 20

You transform into a creature of iron, scattering foes and crushing those foolish enough to resist your advance.

Daily ♦ Polymorph, Psionic, Weapon

Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: You assume the aspect of the iron guardian until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1

Effect: Until the start of your next turn, you gain a +2 power bonus to AC, and any enemy adjacent to you that falls prone or starts its turn prone takes damage equal to your Constitution modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

STEEL EGO

"This contest can end only in your defeat."

Prerequisite: Battlemind, mind spike power

Confidence is why you always win. Even when you are faced with a setback, your resolve never wavers, and you're certain you will overcome adversity no matter how severe. Some people mistake your confidence for arrogance or foolishness, but you prove the truth of your words time and again, showing your detractors your might.

You back up your confidence with your psionic mastery, wrapping your soul, body, and mind in a barrier of willpower to deflect any attack you face, whether it strikes your body or mind. With this unwavering resolve, you can dismiss a foe's strikes, standing undaunted before its best efforts to hurt you. And with this security, you project your personality onto those you fight, flooding their minds with the imminence of their defeat.

STEEL EGO PATH FEATURES

Demanding Action (11th level): When you spend an action point to take an extra action, you can use your *mind spike* power as a free action until the end of your next turn.



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Mind Smash (11th level): Whenever you deal damage with your *mind spike* power, each enemy adjacent to the target takes psychic damage equal to your Charisma modifier.

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

Psionic Cascade (16th level): Whenever you score a critical hit, you regain 1 power point.

STEEL EGO DISCIPLINES

Stinging Rebuke

Steel Ego Attack 11

Your enemy realizes its mistake in attacking when you react to its aggression with a swift strike.

Encounter ♦ Augmentable, Psionic, Weapon

Immediate Reaction Melee 1

Trigger: An enemy adjacent to you attacks you or your ally with a melee or a close attack

Target: The triggering enemy

Attack: Constitution vs. AC

Hit: $2[W] + \text{Constitution modifier}$ damage, and you mark the target until the end of your next turn.

Effect: Until the end of your next turn, the range of your *mind spike* power increases to 10, but it remains a melee power. In addition, you can use your *mind spike* power as a free action once before the start of your next turn.

Augment 2

Hit: $3[W] + \text{Constitution modifier}$ damage, and you mark the target until the end of your next turn.

Forceful Contempt

Steel Ego Utility 12

Through mental force, you will your flesh to become as hard as steel to foil an attack against you.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: You are hit by an attack that targets a defense other than Fortitude

Effect: The attack instead targets your Fortitude, and you gain a +2 power bonus to Fortitude until the end of your next turn.

Fear and Loathing

Steel Ego Attack 20

As you attack your foe, you bring the full force of your personality against it. The psychic assault rips through your foe's nerves.

Daily ♦ Fear, Psionic, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. Fortitude

Hit: $4[W] + \text{Constitution modifier}$ psychic damage, and the target provokes opportunity attacks whenever it makes melee attacks (save ends).

Miss: Half damage, and the target provokes opportunity attacks whenever it makes melee attacks before the end of your next turn.

Effect: Until the end of the encounter, you can use a free action to slide the target 1 square whenever it is hit by an opportunity attack.

ZEPHYR BLADE

"Can you stop the wind? Can you grasp it in your hands? If not, you stand no chance of stopping me."

Prerequisite: Battlemind

Without formal training, you learned your techniques in a haphazard fashion, unlocking your potential with each contest, awakening new techniques as you blended psionic power with your weapon strikes. At some point during your battles, you began to hear a faint wailing—subtle, quiet, but definitely present. Now when you fight, the breeze whips up into a storm, lending new strength to your attacks.

What you hear are psionic winds swirling around you. Your crude methods cause psionic power to bleed from you. Instead of dissipating, it swirls, blowing around you, unseen and unnoticed by any but you and the enemies who stand against you. When you reclaim this power, your body undergoes a strange transformation, becoming disjoined from reality for a moment or two before you snap back into place.

The more you work with this loosed psionic power, the more ephemeral you become. You can stir up the power to rip through your enemies' minds, or you can draw it into yourself to vanish and reappear where least expected.

ZEPHYR BLADE PATH FEATURES

Beguiling Advantage (11th level): Your melee attacks against dazed, slowed, or stunned enemies deal extra damage to them equal to your Charisma modifier.

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

Zephyr Action (11th level): When you spend an action point to take an extra action, you are insubstantial and phasing until the start of your next turn.

Speed of the Wind (16th level): You gain a +2 bonus to speed. In addition, the move granted by your *speed of thought* power doesn't provoke opportunity attacks.

ZEPHYR BLADE DISCIPLINES

Knifing Wind

Zephyr Blade 11

As you slash your foe, you generate a psionic wind that knifes into your enemy's mind.

Encounter ♦ Augmentable, Psionic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. AC

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

Augment 2

Hit: $2[W] + \text{Constitution modifier damage}$, and the target is dazed until the end of your next turn.

Mental Zephyr

Zephyr Blade Utility 12

You feel the bite from your enemy's attack and let the winds howling within you infuse your flesh and pull you to safety.

Encounter ♦ Psionic

Immediate Reaction **Personal**

Trigger: An enemy hits you

Effect: You shift 1 square. Until the end of your next turn, you are insubstantial and phasing, and your attacks ignore the insubstantial quality.

Storm Dance Strike

Zephyr Blade Attack 20

You become the screaming gale, encircling and buffeting your foes.

Daily ♦ Psionic, Stance, Teleportation, Weapon

Standard Action **Melee weapon**

Primary Target: One or two creatures

Primary Attack: Constitution vs. AC

Hit: $3[W] + \text{Constitution modifier damage}$.

Effect: If you attack two creatures with this power, you teleport 5 squares between the first and the second attack. You assume the storm dance stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action **Melee 1**

Trigger: An adjacent enemy marked by you moves without shifting

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: $1[W] + \text{Constitution modifier damage}$, and the secondary target is slowed until the end of your next turn. In addition, you teleport 5 squares and then teleport the secondary target to a square adjacent to you.

Level 21: $2[W] + \text{Constitution modifier damage}$.



MONK



"You fight well, but without discipline and focus, you will fall."

CLASS TRAITS

Role: Striker. You typically eschew weapons in favor of unarmed attacks, and you avoid armor in favor of maneuverability and agility. Few can match your speed and poise on the battlefield. Your powers are more than simple attacks; they are complex forms that allow you to strike and move with unmatched grace. You lean toward controller as a secondary role.

Power Source: Psionic. Your intense focus, constant training, and exceptional talent combine to allow you to harness the psionic power within yourself.

Key Abilities: Dexterity, Strength, Wisdom

Armor Proficiencies: Cloth

Weapon Proficiencies: Club, dagger, monk unarmed strike, quarterstaff, shuriken, sling, spear

Implements: Ki focuses, weapons with which you have proficiency

Bonus to Defense: +1 Fortitude, +1 Reflex, +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: Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)

Class Features: Monastic Tradition, Unarmed Combatant, Unarmored Defense

From high in forbidding mountains to deep in the alleys of a city's meanest district, the ascetic warriors known as monks practice their art. By focusing on their minds and bodies, honing both to near perfection, they master a psionic fighting art that allows them to deliver a punch with the force of a giant's club and to absorb attacks as easily as a heavily armored knight. Monks tap into the psionic potential that rests within themselves, turning that energy further inward to fortify their bodies and sharpen their minds.

Perhaps you set out on this path to put a dark past behind you. Or your village was victimized one time too many by an evil lord or marauding beasts, and you now seek justice. No matter what your motivation, the path of the monk transforms you into a living weapon.

The road opens wide before you. With little more than a walking stick and perhaps a satchel of food, you are ready to take on whatever the world can throw at you. Your years of training taught you to turn your eye inward. Now it is time to look outward and test yourself against the world's dangers.

MONK CLASS FEATURES

Monks have the following class features.

MONASTIC TRADITION

Monks train in a number of traditional techniques, with each monastery focusing on a specific style. Choose either Centered Breath or Stone Fist as your tradition. The choice you make grants you a Flurry of Blows power and a defensive benefit.

CENTERED BREATH

The Centered Breath tradition emphasizes honing your mental awareness to better harness psionic magic. This tradition teaches that only by controlling yourself can you control your environment. The tradition's adherents are typically ascetics, whose monasteries stand in quiet corners of the world where the monks can train and study without distraction. In some of these monasteries, speech is forbidden except for one hour each day.

Flurry of Blows: You gain the *centered flurry of blows* power.

Mental Equilibrium: You gain a +1 bonus to Fortitude. This bonus increases to +2 at 11th level and +3 at 21st level.

MONK OVERVIEW

Characteristics: You use powers that combine movement with powerful strikes, allowing you to dart in and out of battle without risking attack from your foes. Compared to other strikers, you are better at taking on small groups of enemies. You hit, move, and fade away before your enemies can respond.

Religion: Bahamut attracts monks who serve as champions of good. Other monks revere Kord, seeing in his battle prowess an example they can aspire to. Contemplative monks devote themselves to loun, seeking to hone their minds and bring their entire beings into balance. A few monks forgo devotion to the gods, preferring to find strength in rigorous adherence to their ascetic principles and the training needed to unlock their psionic powers.

Races: Humans are the most common monks and master a greater variety of fighting styles than monks of other races. Githzerai society is built around monastic communities, and many members of that race adopt the monk class. Elves are talented monks, since their awareness and agility are both useful tools in studying monastic disciplines.

STONE FIST

The Stone Fist tradition is one of physical mastery, relentless exercise, and athletic perfection. Its adherents seek to master their bodies, turning themselves into living weapons capable of supernatural feats of strength, agility, and speed. Monks of the Stone Fist prefer to study among the trappings of civilization. Some Stone Fist monasteries are small schools built in towns and villages, where students work as laborers and artisans when they aren't training. Other Stone Fist monasteries stand in the most forbidding regions of the world—from the bitter cold of the tundra to the edge of a rumbling volcano—to test their students' endurance day after day.

Flurry of Blows: You gain the *stone fist flurry of blows* power.

Mental Bastion: You gain a +1 bonus to Will. This bonus increases to +2 at 11th level and +3 at 21st level.

UNARMED COMBATANT

You can make unarmed attacks with much greater effectiveness than most other combatants can. When you make a weapon attack such as a melee basic attack, you can use the monk unarmed strike, which is a weapon in the unarmed weapon group. This weapon has the off-hand weapon property and a +3 proficiency bonus, and it deals 1d8 damage. You must have a hand free to use your monk unarmed strike, even if you're kicking, kneeing, elbowing, or headbutting a target. Your monk unarmed strike can't be turned into a magic weapon, but it can benefit from a magic ki focus if you have one (see "Implements" below).

UNARMORED DEFENSE

While you are wearing cloth armor or no armor and aren't using a shield, you gain a +2 bonus to AC.

IMPLEMENT

Monks usually channel their psionic energy through an item called a ki focus, which is a wooden practice weapon, prayer beads, a manual of lore, or some other object a monk studies or uses during training or meditation. After you attune yourself to a ki focus, you can use it as an implement when it is on your person (see "Ki Focuses," page 203).

When you wear or hold your ki focus, you can add its enhancement bonus to the attack rolls and the damage rolls of monk powers and monk paragon path powers that have the implement keyword. You can also add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency.

You can also use a weapon with which you have proficiency as an implement. When wielding the weapon as an implement, the weapon's characteristics—proficiency bonus, damage die, and weapon properties like defensive or high crit—are irrelevant to your implement powers.

If you have both a magic ki focus and a magic weapon, you choose before you use an attack power whether to draw on the magic of the ki focus or the weapon. Your choice determines which enhancement bonus, critical hit effects, and magic item properties and powers you can apply to that power. You can't, for example, use the enhancement bonus of your ki focus and the critical hit effect of your magic weapon with the same attack.

CREATING A MONK

You can make your monk however you like. The builds here provide suggestions based on the monastic traditions of Centered Breath and Stone Fist. All monks use Dexterity for their attacks. Wisdom increases the effect of attacks associated with the Centered Breath tradition, and Strength is important for attacks associated with the Stone Fist tradition.

CENTERED BREATH MONK

You search for the flow of energy within yourself, the world, and each battle. Calmly anticipating your enemy's attacks, you move swiftly across the battlefield and excel at projecting your psionic energy outward to control your enemies and foil their plans. Dexterity should be your highest score, Wisdom should be your second, and Strength can be your third, since you will probably want to select a mix of powers that use Wisdom and Strength.

Suggested Class Feature: Centered Breath

Suggested Feat: Pointed Step Style

Suggested Skills: Acrobatics, Athletics, Insight, Perception

Suggested At-Will Powers: *dancing cobra, five storms*

Suggested Encounter Power: *drunken monkey*

Suggested Daily Power: *masterful spiral*

STONE FIST MONK

Your fighting style is aggressive, emphasizing powers that eliminate your enemy quickly, rather than powers that help you control the battle. Though capable of rapid movement, your combat maneuvers are more likely to consist of a couple of quick steps, rather than a rapid shift across the entire battle. As with other monks, Dexterity should be your highest score. Choose Strength as your second-highest ability score, followed by Wisdom.

Suggested Class Feature: Stone Fist

Suggested Feat: Crashing Tempest Style

Suggested Skills: Acrobatics, Athletics, Endurance, Perception

Suggested At-Will Powers: *crane's wings, dragon's tail*

Suggested Encounter Power: *awaken the slumbering hurt*

Suggested Daily Power: *spinning leopard maneuver*

MONKS AND WEAPONS

Your monk attack powers are implement powers, meaning they are enhanced by the powers, properties, and enhancement bonus of your ki focus or a weapon you use as an implement. All your monk attacks can involve the use of a weapon, whether it's your monk unarmed strike or a manufactured object. Because the attacks can draw on the magic of your ki focus, they are equally effective whether you wield a quarterstaff or batter your foes with punches and kicks.

You might want to use a weapon so that you can take advantage of feats such as Shielding Whirlwind Style or Crashing Tempest Style. You can switch weapons with ease or pick up whatever is at hand to attack your foes, drawing on the power of your ki focus instead of relying on the strength of magically enhanced steel.

You might also want to carry a sling or some shuriken so that you can make ranged basic attacks.

MONK POWERS

Your monk powers are called disciplines. They rely on your physical training, mental focus, and mastery of psionic magic to function.

FULL DISCIPLINE

Many monk powers have the full discipline keyword (page 217). A full discipline power gives you at least two actions to choose from, usually an attack technique and a movement technique. Attack techniques usually require a standard action, and movement techniques are options for your move actions. For a monk, a full discipline power represents a fighting style, a unique combination of a move and an attack.

CLASS FEATURES

Monks gain a Flurry of Blows power based on their chosen tradition. Monks of the Centered Breath tradition gain *centered flurry of blows*, and Stone Fist tradition monks gain *stone fist flurry of blows*.

Centered Flurry of Blows

Monk Feature

Your fists become a blur as you follow up your initial attack with another, shifting your foes' positions to your advantage.

At-Will ♦ Psionic**Free Action (Special) Melee 1****Trigger:** You hit with an attack during your turn**Target:** One creature**Level 11:** One or two creatures**Level 21:** Each enemy adjacent to you

Effect: The target takes damage equal to 2 + your Wisdom modifier, and you slide it 1 square to a square adjacent to you or 1 square in any direction if the target wasn't targeted by the triggering attack.

Special: You can use this power only once per round.**Stone Fist Flurry of Blows**

Monk Feature

You lash out at another enemy after your first attack, a casual reminder of your great strength.

At-Will ♦ Psionic**Free Action (Special) Melee 1****Trigger:** You hit with an attack during your turn**Target:** One creature**Level 11:** One or two creatures**Level 21:** Each enemy adjacent to you

Effect: The target takes damage equal to 3 + your Strength modifier. If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level).

Special: You can use this power only once per round.**LEVEL 1 AT-WILL DISCIPLINES****Crane's Wings**

Monk Attack 1

You leap across the battlefield and kick your foe, sending it staggering backward.

At-Will ♦ Full Discipline, Implement, Psionic**Attack Technique****Standard Action** Melee touch**Target:** One creature**Attack:** Dexterity vs. Fortitude**Hit:** 1d10 + Dexterity modifier damage, and you push the target 1 square.**Level 21:** 2d10 + Dexterity modifier damage.**Movement Technique****Move Action** Personal

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

Dancing Cobra

Monk Attack 1

You dodge and weave like a cobra, confounding your enemy and turning its attacks back against it.

At-Will ♦ Full Discipline, Implement, Psionic**Attack Technique****Standard Action** Melee touch**Target:** One creature**Attack:** Dexterity vs. Reflex

Hit: 1d10 + Dexterity modifier damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wisdom modifier.

Level 21: 2d10 + Dexterity modifier damage.**Movement Technique****Move Action** Personal**Effect:** You move your speed + 2.**Dragon's Tail**

Monk Attack 1

Your hand lashes out like a dragon's tail, and with the lightest touch unleashes power that knocks your foe to the ground.

At-Will ♦ Full Discipline, Implement, Psionic**Attack Technique****Standard Action** Melee touch**Target:** One creature**Attack:** Dexterity vs. Fortitude**Hit:** 1d6 + Dexterity modifier damage, and you knock the target prone.**Level 21:** 2d6 + Dexterity modifier damage.**Movement Technique****Move Action** Melee 1**Target:** One ally or one prone enemy**Effect:** You swap places with the target.**Five Storms**

Monk Attack 1

You move like a whirlwind, spinning as you unleash an array of kicks and punches, which slam into your foes like a storm crashing onto the shore.

At-Will ♦ Full Discipline, Implement, Psionic**Attack Technique****Standard Action** Close burst 1**Target:** Each enemy you can see in burst**Attack:** Dexterity vs. Reflex**Hit:** 1d8 + Dexterity modifier damage.**Level 21:** 2d8 + Dexterity modifier damage.**Movement Technique****Move Action** Personal**Effect:** You shift 2 squares.**LEVEL 1 ENCOUNTER DISCIPLINES****Awaken the Slumbering Hurt**

Monk Attack 1

Your foes' wounds allow you to dodge at just the right angles to foil the enemies' attacks. When you attack, you focus on a single enemy's injuries and find the perfect place to strike.

Encounter ♦ Full Discipline, Implement, Psionic**Attack Technique****Standard Action** Melee touch**Target:** One creature**Attack:** Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage. If the target is bloodied, it takes extra damage from both this attack and your next attack against it before the end of your next turn. The extra damage equals your Strength modifier.

Movement Technique**Move Action** Personal

Effect: You move your speed. During this movement, bloodied enemies can't attack you with opportunity actions or immediate actions.

Drunken Monkey

Monk Attack 1

You lurch seemingly out of control. Your enemies are bewildered as they try to hit your swaying form, and with a cunning jab, you cause one of your foes to attack its companion.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One enemy

Attack: Dexterity vs. Will

Hit: $1d8 +$ Dexterity modifier damage, and you slide the target 1 square. The target then makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to the attack roll equal to your Wisdom modifier.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. During this movement, you ignore difficult terrain and gain a power bonus to all defenses against opportunity attacks. The bonus equals your Wisdom modifier.

Open the Gate of Battle

Monk Attack 1

Your sudden movement catches your foe unprepared, and you launch into your attack.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: $2d10 +$ Dexterity modifier damage. The target takes $1d10$ extra damage if it was at full hit points when you hit it with this attack.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from the first enemy you move away from.

Rising Storm

Monk Attack 1

The air around you hums with power as you focus the energy within you into a roar of thunder.

Encounter ♦ Full Discipline, Implement, Psionic, Thunder

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: $2d8 +$ Dexterity modifier thunder damage, and each enemy adjacent to the target takes thunder damage equal to your Strength modifier.

Movement Technique

Move Action Personal

Effect: You fly your speed. If you don't land at the end of this movement, you fall.

LEVEL 1 DAILY DISCIPLINES

Harmonious Thunder

Monk Attack 1

You punch one foe, then spin and deliver a kick to another. Thunder rumbles in the distance, rolls closer, and explodes between your two foes.

Daily ♦ Implement, Psionic, Thunder

Standard Action Melee touch

Target: One or two creatures

Attack: Dexterity vs. Fortitude

Hit: $3d6 +$ Dexterity modifier thunder damage.

Miss: Half damage.

Effect: When one of the targets takes damage, the other target takes thunder damage equal to your Strength modifier. This effect lasts until the end of the encounter or until one of the targets drops to 0 hit points.

Masterful Spiral

Monk Attack 1

With a sudden burst of motion, you deliver crushing kicks and punches of psionic force to nearby enemies.

Daily ♦ Force, Implement, Psionic, Stance

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: $3d8 +$ Dexterity modifier force damage.

Miss: Half damage.

Effect: You can assume the spiral stance. Until the stance ends, your reach with melee touch attacks increases by 1.

Spinning Leopard Maneuver

Monk Attack 1

Maintaining perfect balance, you weave a deadly path through the fray, dealing kicks and punches to each foe you pass.

Daily ♦ Implement, Psionic

Standard Action Melee 1

Effect: You shift your speed and can make the following attack once against each enemy that you move adjacent to during the shift.

Target: One enemy

Attack: Dexterity vs. Reflex

Hit: $3d8 +$ Dexterity modifier damage.

Miss: Half damage.

Whirling Mantis Step

Monk Attack 1

With swift steps and overwhelming leverage, you shove aside your foes and cripple them with vicious kicks.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Effect: You shift your speed. If you enter a square adjacent to any enemy during this shift, you slide that enemy 1 square. You can slide each enemy only once during the shift. After the shift, make the following attack.

Target: One, two, or three creatures

Attack: Dexterity vs. Fortitude

Hit: $2d10 +$ Dexterity modifier damage, and the target is slowed (save ends).

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

LEVEL 2 UTILITY DISCIPLINES

Careful Stride

Monk Utility 2

You walk with such precision and control that broken ground and even bodies of water cannot impede you.

Encounter ♦ Psionic

Move Action Personal

Effect: Until the end of this turn, you ignore difficult terrain and can both move across liquid and stand on it as if it were solid ground. In addition, you move your speed.

Grasp the Wind

Monk Utility 2

Before your enemy can force you back, you whirl around, using the power of its attack to propel you where you want to go.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: You are pulled, pushed, or slid

Effect: Instead of being affected by the forced movement, you shift the number of squares it would have moved you.

Harmonious Discipline

Monk Utility 2

A specific sequence of disciplined breathing enhances both your defense and your offense.

Encounter ♦ Psionic

Minor Action Personal

Effect: You gain temporary hit points equal to your Wisdom modifier. When you have no temporary hit points remaining, you gain a bonus to the damage roll of your next melee attack before the end of your next turn. The bonus equals your Wisdom modifier.

Supreme Flurry

Monk Utility 2

Your speed is a blur. Where does one strike end and another begin? It doesn't matter as long as the blow lands.

Daily ♦ Psionic

Free Action Personal

Trigger: You use your Flurry of Blows power and resolve the effects of the power that triggered it

Effect: You shift half your speed and use your Flurry of Blows power again.

LEVEL 3 ENCOUNTER DISCIPLINES

Dance of Swords

Monk Attack 3

As your foes swarm around you, you leap among them and turn their numbers against them.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage, and the target takes extra damage equal to twice the number of enemies adjacent to you.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. If enemies make opportunity attacks against you during this movement and miss, you gain combat advantage against the enemies that missed until the end of your turn.

Enduring Champion

Monk Attack 3

You focus your pain into a point at the end of your fist. As you strike, you deliver your ills to your enemy.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier damage. You can make a saving throw against one effect that a save can end, with a bonus equal to your Wisdom modifier. If you save, not only does the effect end, but the target takes damage equal to your Wisdom modifier.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. Each time you are attacked during this movement, you gain a +1 bonus to speed until the end of your next turn.

Eternal Mountain

Monk Attack 3

You focus your mind, calling on your iron discipline to walk, fight, and shrug off attacks with a mountain's enduring spirit.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier damage, and you knock the target prone.

Movement Technique

Move Action Personal

Effect: You gain resistance to all damage equal to your Strength modifier until the end of your next turn. In addition, you shift 2 squares.

Twin Thunders

Monk Attack 3

You move in a blur and deliver a sweeping kick with such ferocity that thunderous energy blasts both your foe and its cohort.

Encounter ♦ Full Discipline, Implement, Psionic, Thunder

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier thunder damage, and a single enemy adjacent to the target takes 1d10 thunder damage.

Movement Technique

Move Action Personal

Effect: Choose one enemy adjacent to you and move your speed + 2. During this movement, you don't provoke opportunity attacks from that enemy.

LEVEL 5 DAILY DISCIPLINES

Deadly Cobra Strike

Monk Attack 5

You weave from side to side and lash your hand forth like a striking cobra, leaving behind psionically poisoned wounds.

Daily ♦ Implement, Poison, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier damage, and ongoing 5 poison damage (save ends).

Miss: Half damage.

One Hundred Leaves

Monk Attack 5

You launch a flurry of attacks, striking with such speed and might that creatures scatter before you like leaves in a hurricane.

Daily ♦ Implement, Psionic

Standard Action Close blast 3

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: $3d8 +$ Dexterity modifier damage, and you push the target 2 squares.

Miss: Half damage, and you push the target 1 square.

Effect: Until the end of your next turn, you can target one additional creature in range with your Flurry of Blows power.

Steel Warrior Technique

Monk Attack 5

You focus your mind, drawing on psionic energy to make your skin as hard as steel. When your fist strikes, it hits with the force of a giant's axe.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: $3d10 +$ Dexterity modifier damage, and you mark the target (save ends).

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: Until this power's mark ends on the target, it takes damage equal to your Strength modifier whenever it hits you.

Supreme Avalanche Combination

Monk Attack 5

A cascade of punches creates deep wounds that your future attacks can exploit.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: $3d10 +$ Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +2 power bonus to damage rolls against the target, and you slide it 1 square whenever you hit it with an attack. If that attack includes forced movement, you can increase the distance of that movement by 1 square instead of sliding the target 1 square.

LEVEL 6 UTILITY DISCIPLINES

Centered Defense

Monk Utility 6

You breathe deeply. With your center strong, you calmly avoid enemy attacks.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, you gain a +2 power bonus to all defenses.

Echoing Thunder

Monk Utility 6

As your blurring fists wreak havoc around you, the thunderous echo of your flurries slams into other foes.

Encounter ♦ Psionic

Free Action Personal

Trigger: You use your Flurry of Blows power

Effect: Each enemy within 2 squares of you that was not damaged by your Flurry of Blows power is pushed 1 square.

Leap of the Heavens

Monk Utility 6

You leap into the air, reaching incredible heights.

Encounter ♦ Psionic

Move Action Personal

Effect: You make an Athletics check to jump with a +10 power bonus. You are considered to have a running start.

Purifying Meditation

Monk Utility 6

You focus your mind inward, finding the source of what ails you and driving it away.

Encounter ♦ Psionic

Minor Action Personal

Effect: You make a saving throw with a bonus equal to your Wisdom modifier.

LEVEL 7 ENCOUNTER DISCIPLINES

Fist of One Hundred Strikes

Monk Attack 7

You move so quickly that you become a blur, as if a hundred copies of yourself suddenly sprang among your foes.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One or two creatures

Attack: Dexterity vs. Reflex

Hit: $2d6 +$ Dexterity modifier damage, and you shift 1 square.

Movement Technique

Move Action Personal

Effect: You shift 2 squares.

Grasping Tide

Monk Attack 7

You fall upon your foe like a tidal wave, delivering a series of punches and kicks that catch it within your grasp and drag it along with you.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: $2d6 +$ Dexterity modifier damage, and the target is dazed until the end of your next turn.

Movement Technique

Move Action Personal

Effect: You shift 2 squares. During the shift, if you leave a square adjacent to any enemy that you have hit on this turn, you can slide that enemy 1 square into the space you vacated.



LEVEL 9 DAILY DISCIPLINES

MONK

2

Strike the Avalanche

Monk Attack 7

As your blow falls, you send your foe flying across the battlefield to slam into your enemies like an avalanche.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Primary Target: One creature

Primary Attack: Dexterity vs. Fortitude

Hit: $2d10 +$ Dexterity modifier damage, and you slide the primary target a number of squares equal to your Wisdom modifier. Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: Each creature in burst other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: The secondary target falls prone.

Movement Technique

Move Action **Personal**

Effect: You move your speed + 2. During this movement, you don't provoke opportunity attacks from prone enemies.

Titan's Step

Monk Attack 7

You drop into a deep fighting stance. Each step you take carves chunks from the ground below you, and each kick you deliver crushes bone and metal.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: $2d8 +$ Dexterity modifier damage, and you push the target a number of squares equal to your Strength modifier.

Movement Technique

Move Action **Personal**

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start. Where you land, each square adjacent to you becomes difficult terrain until the end of your next turn.

Crane Dance

Monk Attack 9

You step carefully to reach your foes, measuring their posture and fighting stance to deliver just the right amount of power to send them toppling over.

Daily ♦ Implement, Psionic

Standard Action **Melee touch**

Target: One, two, three, or four creatures

Attack: Dexterity vs. Reflex

Hit: $2d8 +$ Dexterity modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: You shift 2 squares after each attack.

Relentless Hound Technique

Monk Attack 9

You make a quick attack against your foe, marking it with a psionic tag. Where it goes, you can follow.

Daily ♦ Implement, Psionic

Standard Action **Melee touch**

Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: $2d10 +$ Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, when the target willingly leaves a square adjacent to you, you can shift 1 square as a free action. You can make the following secondary attack against the target once before the end of the encounter.

Immediate Interrupt **Melee touch**

Trigger: The target makes an attack

Secondary Attack: Dexterity vs. Reflex

Hit: $2d10 +$ Dexterity modifier damage.

Miss: Half damage.

Strength to Weakness

Monk Attack 9

You psionically perceive what your eyes cannot see: your foe's inner weakness. You lightly touch that foe. A moment later, the agony of your attack falls upon it.

Daily ♦ Implement, Psionic

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Fortitude or Reflex

Hit: Ongoing damage equal to $15 +$ your Dexterity modifier (save ends).

Miss: Ongoing 10 damage (save ends).

Twilight Touch

Monk Attack 9

You tap your fingers against your enemies' heads, disrupting the flow of energy through the foes and clouding their vision.

Daily ♦ Implement, Psionic, Psychic

Standard Action **Melee touch**

Target: One, two, or three creatures

Attack: Dexterity vs. Reflex

Hit: $3d6 +$ Dexterity modifier psychic damage, and the target is blinded until the end of your next turn.

Miss: Half damage.

LEVEL 10 UTILITY DISCIPLINES

Internal Power

Monk Utility 10

You draw on the psionic power that flows within you to knit your wounds.

Daily ♦ Healing, Psionic

Minor Action Personal

Effect: You spend a healing surge and regain 2d6 additional hit points.

Iron Dragon Defense

Monk Utility 10

You quiet your mind and shrug off the pain inflicted upon you.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: You take damage

Effect: The damage is reduced by 10 + your Wisdom modifier.

Spider Technique

Monk Utility 10

The power of your mind turns walls and ceilings into floors for you.

At-Will ♦ Psionic

Move Action Personal

Effect: You climb your speed. During this movement, you can move across overhanging surfaces, such as ceilings, but you fall if you end your turn on such a surface.

Spring Up

Monk Utility 10

You leap to your feet.

Encounter ♦ Psionic

Free Action Personal

Trigger: You are prone at the start of your turn

Effect: You stand up.

LEVEL 13 ENCOUNTER DISCIPLINES

Dance of the Stinging Hornet

Monk Attack 13

You leap into the air and land on your foe's back. From there, you rain blows on your enemy.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and you grab the target. Until the grab ends, the target grants cover to you, and if it is larger than you, you can end a move action in its space. If you do so, the target isn't immobilized by this grab, and you remain in its space when it moves (you don't provoke opportunity attacks as you move with it). Until you leave the target's space, its movement doesn't provoke opportunity attacks from you.

Movement Technique

Move Action Personal

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start. You can use the attack technique at any point during this movement.

Furious Bull

Monk Attack 13

You move like an enraged bull, drawing on your psionic power to shove aside your foes and deliver vicious punches that leave them senseless.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close burst 2

Requirement: You must not be immobilized.

Target: Each enemy in burst

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dexterity modifier damage, and you slide the target 1 square. The target is dazed until the end of your next turn.

Effect: You shift 3 squares to a square in the burst.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. During this movement, you can move through enemies' spaces.

Overpowering Strike

Monk Attack 13

You focus psionic energy into a single strike so powerful that your foe has trouble striking back.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Will

Hit: 3d10 + Dexterity modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls against you equal to your Wisdom modifier.

Movement Technique

Move Action Personal

Effect: You shift 3 squares.

Step Between the Worlds

Monk Attack 13

You slip underneath the fabric of the world, emerging to fall upon your enemy with a kick, sending it through the passage you emerged from.

Encounter ♦ Full Discipline, Implement, Psionic, Teleportation

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Will

Hit: 3d6 + Dexterity modifier damage, and you teleport the target a number of squares equal to your Wisdom modifier.

Movement Technique

Move Action Personal

Effect: You teleport a number of squares equal to 2 + your Wisdom modifier.

LEVEL 15 DAILY DISCIPLINES

Dancer on the Sea of Battle

Monk Attack 15

You weave between enemy lines, dashing among your foes and leaving fallen warriors in your wake.

Daily ♦ Implement, Psionic

Standard Action Melee 1

Effect: You shift your speed and can make the following attack once against each enemy you move adjacent to during the shift.

Target: One enemy

Attack: Dexterity vs. Fortitude

Hit: 3d10 + Dexterity modifier damage, and you knock the target prone.

Miss: Half damage.

Ring the Golden Bell

Monk Attack 15

You leap up and punch at the air, causing a shimmering bolt of force to arc across the battlefield. You follow the bolt, landing at its point of impact.

Daily ♦ Force, Implement, Psionic

Standard Action Close burst 1

Effect: Before the attack, you jump 10 squares. This movement doesn't provoke opportunity attacks.

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 4d6 + Dexterity modifier force damage, and the target is dazed (save ends).

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

Way of the Autumn Wind

Monk Attack 15

You spring into the air and perform a roundhouse kick, creating a bitter draft. You dance on the wind as it washes over your foes, draining their strength.

Daily ♦ Cold, Implement, Psionic, Stance

Standard Action Close burst 2

Target: Each creature in burst

Attack: Dexterity vs. Fortitude

Hit: 2d6 + Dexterity modifier cold damage, and the target is weakened (save ends).

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

Effect: You can assume the autumn wind stance. Until the stance ends, you can shift 2 squares as an immediate reaction when you are hit by any attack.

LEVEL 16 UTILITY DISCIPLINES

Diamond Mind

Monk Utility 16

Your disciplined mind repels an attack.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: An attack hits your Will

Effect: You gain a +5 bonus to Will against the triggering attack.

Master of Winds Stance

Monk Utility 16

Wind whips around you, taking you where you need to go, not where anyone else would send you.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, when you are pulled, pushed, or slid by any enemy, you can use a free action at the end of the forced movement to shift the same number of squares that you were moved.

Meditative Solace

Monk Utility 16

By focusing your mind, you banish your ills.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, once per round you can use a minor action to make a saving throw.

Stance of the Still Sword

Monk Utility 16

You cast aside thoughts of battle, and your foes are compelled to do the same.

Daily ♦ Psionic, Stance

Minor Action Personal

Effect: Until the stance ends, enemies take a -2 penalty to attack rolls against you.

LEVEL 17 ENCOUNTER DISCIPLINES

Death's Chilled Embrace

Monk Attack 17

Your touch roots your foe in place, so when it is forced to move, its flesh cracks like breaking ice.

Encounter ♦ Full Discipline, Implement, Necrotic, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2d8 + Dexterity modifier necrotic damage, and the target is immobilized until the end of your next turn. Until this immobilization ends, the target takes damage equal to 5 + twice your Strength modifier when it is hit by any attack that pulls, pushes, or slides it.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. You can use the attack technique at any point during this movement.

Steps of Grasping Fire

Monk Attack 17

You become sheathed in flames and leave a trail of fire behind you with each step.

Encounter ♦ Fire, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close blast 3

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier fire damage.

Movement Technique

Move Action Personal

Effect: You move your speed. During this movement, any enemy that hits you takes fire damage equal to 5 + your Wisdom modifier, and each square you leave is filled with fire until the end of your next turn. Any creature that enters a fire square or starts its turn there takes fire damage equal to 5 + your Wisdom modifier.



Three Winds Kick

Monk Attack 17

You move like a hurricane, dashing amid your enemies as you deliver a flurry of kicks.

Encounter ♦ Full Discipline, Implement, Psionic, Teleportation

Attack Technique

Standard Action Melee touch

Target: One, two, or three creatures

Attack: Dexterity vs. Reflex

Hit: $1d10 + \text{Dexterity modifier} + \text{Wisdom modifier}$ damage, and you shift 2 squares.

Movement Technique

Move Action Personal

Effect: Choose one enemy within 6 squares of you. You teleport to a square adjacent to that enemy.

Whirlwind Kick

Monk Attack 17

You spin at incredible speeds, creating a vortex of wind that draws your foes near. As they sprawl around you, you leap into the air and make your escape.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close burst 3

Primary Target: Each enemy in burst

Primary Attack: Dexterity vs. Fortitude

Hit: You pull the target 2 squares.

Effect: Make a secondary attack.

Secondary Target: Each enemy adjacent to you

Secondary Attack: Dexterity vs. Reflex

Hit: $2d10 + \text{Dexterity modifier} + \text{Strength modifier}$ damage.

Movement Technique

Move Action Personal

Effect: You fly your speed. The first square of this movement doesn't provoke opportunity attacks.

LEVEL 19 DAILY DISCIPLINES

Angelic Legion Technique

Monk Attack 19

You launch yourself at your enemy, forcing it to duel with an overwhelming array of kicks and punches. By compelling the enemy to attack, you lure it into your trap.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: $5d10 + \text{Dexterity modifier}$ damage, and you mark the target (save ends).

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: Until this power's mark ends, you can use a free action to force the target to attack you with its ranged attacks and melee attacks as long as you are within those attacks' range. Each time the target attacks you, you gain a +4 power bonus to attack rolls against it until the end of your next turn.

Duel in the Heavens

Monk Attack 19

You draw on your inner reserves to unleash a deadly kick. Your foe soars through the air, and in a flash you leap after it. For a brief moment, the two of you float in midair until you unleash a second attack that sends it crashing to the ground.

Daily ♦ Implement, Psionic**Standard Action** Melee touch**Target:** One creature**Primary Attack:** Dexterity vs. Fortitude**Hit:** 3d10 + Dexterity modifier damage.**Miss:** Half damage.

Effect: You slide the target 5 squares and then shift 5 squares to a square adjacent to it. Make a secondary attack against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: 10 + Dexterity modifier damage. The target falls prone, and it is dazed until the end of your next turn.

Miss: Half damage, and the target falls prone.

Effect: You fly your speed. This movement doesn't provoke opportunity attacks.

Inevitable Fist

Monk Attack 19

You strike at your foe. No matter how it tries to dodge your attack, it cannot escape.

Daily ♦ Implement, Psionic, Stance**Standard Action** Melee touch**Target:** One creature**Attack:** Dexterity + 2 vs. Reflex**Hit:** 3d10 + Dexterity modifier damage.**Miss:** 2d10 + Dexterity modifier damage.**Effect:** You can assume the stance of the inevitable fist.

Until the stance ends, your Flurry of Blows power deals 2 extra damage.

Rising Dragon Fire

Monk Attack 19

You exhale an inferno to burn your enemies.

Daily ♦ Fire, Implement, Psionic, Zone**Standard Action** Close burst 2**Target:** Each creature in burst**Attack:** Dexterity vs. Reflex**Hit:** 5d6 + Dexterity modifier fire damage.**Miss:** Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. When you hit any creature that is within the zone, that creature takes 2d6 extra fire damage.

Sustain Minor: The zone persists.**LEVEL 22 UTILITY DISCIPLINES****Diamond Body**

Monk Utility 22

Your incredible speed and resilience, born from your mastery of psionic magic, allow you to shrug off a deadly attack.

Encounter ♦ Psionic**Immediate Interrupt** Personal**Trigger:** You are hit by an attack

Effect: You gain resist 20 to all damage against the triggering attack.

Indomitable Technique

Monk Utility 22

At one moment, you were on the edge of death. The next moment, psionic power courses through you, mending your wounds.

Daily ♦ Healing, Psionic**No Action** Personal

Trigger: You have 0 hit points or fewer at the start of your turn

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

Mist Walker's Step

Monk Utility 22

With the proper focus of your psionic power, even physical obstacles are no match for you.

Encounter ♦ Psionic**Minor Action** Personal

Effect: You are phasing and ignore difficult terrain until the end of your next turn.

Wind Walker

Monk Utility 22

You step through the air, relying on your focus and psionic power to fly with the same ease others walk.

At-Will ♦ Psionic**Move Action** Personal

Effect: You fly your speed. If you don't land at the end of this movement, you fall.

LEVEL 23 ENCOUNTER DISCIPLINES**Fist of Golden Light**

Monk Attack 23

Focusing your psionic energy, you transform your fist into a brand of radiance.

Encounter ♦ Full Discipline, Implement, Psionic, Radiant**Attack Technique****Standard Action** Melee touch**Primary Target:** One creature**Primary Attack:** Dexterity vs. Fortitude

Hit: 2d10 + Dexterity modifier radiant damage. Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: Each enemy in burst**Secondary Attack:** Dexterity vs. Fortitude

Hit: The secondary target is blinded until the end of your next turn.

Movement Technique**Move Action** Personal**Effect:** You move your speed + 4.**Hungry Ghost**

Monk Attack 23

You transform into a spectral version of yourself, and your strike gives you vitality.

Encounter ♦ Full Discipline, Implement, Necrotic, Psionic**Attack Technique****Standard Action** Melee touch**Target:** One creature**Attack:** Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier necrotic damage. You gain temporary hit points equal to 10 + your Wisdom modifier.

Movement Technique**Move Action** Personal

Effect: You are insubstantial and phasing until the end of your turn, and you move your speed.

Legion of One

Monk Attack 23

The carnage you leave in your wake marks your path through the enemy.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage.

Effect: You shift 4 squares to a square in the burst.

Movement Technique

Move Action Personal

Effect: You shift 4 squares.

Sunder the Castle

Monk Attack 23

You settle into a fighting posture, and your enemies sense that you are about to unleash an attack capable of pushing a castle off its foundation.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage, and you push the target a number of squares equal to your Strength modifier and knock it prone.

Movement Technique

Move Action Personal

Effect: You move your speed + 4. During this movement, any enemy that misses you with an opportunity attack falls prone.

LEVEL 25 DAILY DISCIPLINES**Phoenix Dance**

Monk Attack 25

You focus your psionic energy and project it outward as a halo of golden flame. You rampage among your foes, burning them as you unleash a series of kicks and punches.

Daily ♦ Fire, Implement, Psionic, Radiant

Standard Action Melee 1

Effect: You shift your speed and make the following attack once against each enemy you move adjacent to during the shift.

Target: One enemy

Attack: Dexterity vs. Fortitude

Hit: 3d10 + Dexterity modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: The target takes fire and radiant damage equal to 5 + your Strength modifier.

Strike of the Vulnerable Turtle

Monk Attack 25

Your hands become a blur as you make a rapid series of attacks, reducing your foe's armor to a crumpled ruin.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 6d8 + Dexterity modifier damage. Until the end of the encounter, attacks against the target's AC or Reflex are against the lower of the two defenses.

Miss: Half damage. Attacks against the target's AC or Reflex are against the lower of the two defenses (save ends).

Wandering Comet Strike

Monk Attack 25

You deliver a crushing blow to one foe, focus your psionic energy to step between the worlds, and repeat this attack again.

Daily ♦ Implement, Psionic, Teleportation

Standard Action Melee 1

Target: One, two, or three enemies

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: After attacking a target with this power, you teleport to a square adjacent to a different enemy within 10 squares of you.

Watchful Hydra Stance

Monk Attack 25

You make a series of quick attacks against enemies around you and assume a vigilant stance against them all.

Daily ♦ Implement, Psionic, Stance

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: 6d6 + Dexterity modifier damage.

Miss: Half damage.

Effect: You can assume the watchful hydra stance. Until the stance ends, you can target an additional creature within 3 squares of you with your Flurry of Blows power.

LEVEL 27 ENCOUNTER DISCIPLINES**Celestial Drunken Boxer**

Monk Attack 27

You shudder and stumble, yet there is a method to your madness. Each move is perfectly timed to mislead your enemies, causing them to attack each other.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Dexterity vs. Will

Hit: The target makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to the attack roll and the damage roll against that enemy. The bonus equals your Wisdom modifier

Movement Technique

Move Action Personal

Effect: You shift 4 squares.

Fist of Indomitable Iron

Monk Attack 27

Your arm transforms into solid iron as you punch your foe and pierce past its armor.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4d10 + Dexterity modifier + Strength modifier damage.

Movement Technique

Move Action Personal

Effect: You shift a number of squares equal to your Strength modifier. During this movement, you can shift through enemies' spaces.

Heart-Sundering Strike

Monk Attack 27

You focus psionic power in your hands, creating a lethal resonance. With a touch, you leave your foe at your mercy.

Encounter ♦ Full Discipline, Implement, Psionic, Psychic

Attack Technique

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Will

Hit: The target is dominated until the end of your next turn.

Aftereffect: 2d6 + Dexterity modifier psychic damage.

Movement Technique

Move Action Personal

Effect: You move your speed + 4. You can use the attack technique at any point during the movement.

Tap the Life Well

Monk Attack 27

Psionic energy flows through you, whisking you through space and disrupting your enemies' life force.

Encounter ♦ Full Discipline, Implement, Psionic, Teleportation

Attack Technique

Standard Action Melee touch

Primary Target: One creature

Primary Attack: Dexterity vs. Fortitude

Hit: 3d10 + Dexterity modifier damage. You teleport to a square adjacent to an enemy within 6 squares of you. Then make a secondary attack.

Secondary Target: One enemy other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: The primary and secondary targets are dazed until the end of your next turn.

Movement Technique

Move Action Personal

Effect: You teleport to a square adjacent to an enemy within 6 squares of you.

**Quivering Palm**

Monk Attack 29

Your vicious blow causes supernatural agony to your foe. Slowly but surely, its life slips away.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 5d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: The target takes ongoing 10 damage (save ends).

Each Failed Saving Throw: The ongoing damage increases by 5.

Stunning Fist

Monk Attack 29

Every living creature has weak points, some more subtle than others. You execute the strike of the nine stars, hitting each of your foe's vulnerable spots.

Daily ♦ Implement, Psionic

Standard Action Melee touch

Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: 6d8 + Dexterity modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Dexterity vs. Reflex

Hit: The target is stunned (save ends).

Miss: The target is either dazed or weakened (save ends).

LEVEL 29 DAILY DISCIPLINES**Mist on the Storm**

Monk Attack 29

You transform into a ghostly figure and walk among your foes, your fists and feet passing through their armor like mist.

Daily ♦ Implement, Psionic, Stance

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Dexterity vs. Reflex

Hit: 7d6 + Dexterity 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: You can assume the misty storm stance. Until the stance ends, you are phasing. When you are hit by an attack, as an immediate interrupt you can become insubstantial until the end of your next turn, and the stance ends.

MONK PARAGON PATHS

GHOWALKER

"I watch the souls as they depart this world for the next."

Prerequisite: Monk

The Monastery of the Eternal Void stands at a crossroads where the Shadowfell washes against the world's shores. Some who study in the monastery delve into the Shadowfell's secrets, but most of the disciples there contemplate the nature of life and death, the soul's final migration, and the fate awaiting creatures in the afterlife. Proximity to the darkened plane informed the monastery's fighting techniques as they developed into their current forms.

Your training at the monastery opened your inner eye, allowing you glimpses from this world into the realm of the dead. Those visions left a mark on you; your flesh is pale and dark circles ring your eyes, as if death's touch draws near. Despite these changes, you are no less vital and have gained uncanny insight into the nature of souls and their movements.

As a ghostwalker, you use psionic power to cloak yourself in shadow and thereby avoid attacks. You can also strike at a foe's life force, sapping its strength.



CHAPTER 2 | Character Classes

GHOWALKER PATH FEATURES

Ghostwalker's Action (11th level): When you spend an action point to make an attack, any enemy granting combat advantage to you that is hit by that attack is weakened until the end of your next turn.

Of Two Worlds (11th level): You have concealment against any enemy granting combat advantage to you. In addition, when any enemy misses you with a melee attack while you have concealment or total concealment, you can shift 1 square as a free action.

Ride the Spirit (16th level): Whenever you reduce an enemy to 0 hit points, you can use a free action to teleport a number of squares equal to your Wisdom modifier. Until the end of your next turn, you have combat advantage against each enemy adjacent to you at the end of the teleportation.

GHOWALKER DISCIPLINES

Tormented Spirit

Ghostwalker Attack 11

Spirits whisk you and an enemy away, and you sap your foe's strength with your deadly touch.

Encounter ♦ Full Discipline, Implement, Necrotic, Psionic, Teleportation

Attack Technique

Standard Action Melee touch

Target: One enemy granting combat advantage to you

Attack: Dexterity vs. Fortitude

Hit: $3d6 +$ Dexterity modifier necrotic damage, and the target is weakened until the end of your next turn.

Movement Technique

Move Action Melee 1

Target: One enemy

Effect: You teleport yourself and the target 5 squares to squares adjacent to each other. The target grants combat advantage to you until the end of your next turn.

Soul Dance

Ghostwalker Utility 12

Your form wavers, and in a blink of an eye, you are somewhere else.

Daily ♦ Psionic, Stance, Teleportation

Minor Action Personal

Effect: Until the stance ends, you have concealment. When any enemy misses you with a melee attack, you can use a free action to teleport to a square adjacent to that enemy and gain combat advantage against it until the end of your next turn.

Vengeful Ghost

Ghostwalker Attack 20

You strike your opponent with such force that you rattle its soul. You teleport away, leaving it vengeful.

Daily ♦ Implement, Psionic, Teleportation

Standard Action Melee touch

Target: One enemy granting combat advantage to you

Attack: Dexterity vs. Will

Hit: $2d10 +$ Dexterity modifier damage, and the target is stunned (save ends).

Aftereffect: The target is dazed until it hits you with a melee attack or until it takes damage.

Miss: Half damage, and the target is dazed (save ends).

Effect: You teleport 5 squares.

INITIATE OF THE DRAGON

"The dragon holds many secrets, and with those secrets, I battle the forces of darkness."

Prerequisite: Monk

The monastery you trained at followed a rare discipline, the school of the dragon's wisdom. Your masters explained that in the ancient days, the dragons taught the mightiest of mortals how to transcend their physical forms and become as mighty as a dragon. Your monastery teaches that with the right focus and discipline, you too can master the secrets of the dragon.

You learn to focus your psionic power outward, unleashing the dragon's fiery breath and turning your skin into an armored hide of dragon scales. You move with the dragon's speed, dancing on the wind with wings of psionic power. Once you master this discipline, you learn how to transform into a dragon for a brief moment.

Half-orc monks are frequently drawn to this paragon path, since their agility and strength serve them well on this path. By the same token, their fiery rage matches the dragon's anger when it is called to battle.

INITIATE OF THE DRAGON

PATH FEATURES

Strength of the Dragon (11th level): You gain resist 5 fire, or if you already have fire resistance, it increases by 5. Whenever you take fire damage, you gain a +2 bonus to damage rolls until the end of your next turn, even if your fire resistance negates the damage.

Dragon's Action (11th level): When you spend an action point to take an extra action, you can use a free action to deal fire damage to each enemy in a close blast 3. The fire damage equals $5 + \text{your Strength modifier}$.

Claws of the Dragon (16th level): Damage dealt by your Flurry of Blows power gains a +2 bonus and ignores resistances.

INITIATE OF THE DRAGON DISCIPLINES

Draconic Torrent

Initiate of the Dragon Attack 11

Like the dragons you seek to emulate, you leap into the air and unleash a torrent of fiery energy upon your enemies.

Encounter ♦ Fire, Full Discipline, Implement, Psionic

Attack Technique

Standard Action Close blast 5

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: $3d8 + \text{Dexterity modifier}$ fire damage.

Movement Technique

Move Action Personal

Effect: You fly your speed. You can end this movement in midair. At the end of your turn, you fall but take no falling damage.



Dragon's Vengeance

Initiate of the Dragon Utility 12

When your enemy earns your ire by wounding you, the heat of dragon's fire washes off you in waves.

Daily ♦ Fire, Psionic, Stance
Minor Action Personal

Effect: Until the stance ends, any enemy that starts its turn adjacent to you while you are bloodied takes 5 fire damage.

Draconic Avatar

Initiate of the Dragon Attack 20

You unleash a gout of flame as you transform into a shape between a humanoid and a dragon. Wings surge from your back, your hands grow long, sharp talons, and your skin becomes as hard as a dragon's scales.

Daily ♦ Fire, Implement, Polymorph, Psionic
Standard Action Close blast 5

Target: Each creature in blast

Attack: Dexterity vs. Reflex

Hit: $4d8 + \text{Dexterity modifier}$ fire damage.

Miss: Half damage.

Effect: You can assume the form of the dragon. Until the end of the encounter, you gain a +2 power bonus to AC, a +4 power bonus to damage rolls with monk powers and initiate of the dragon powers, and a fly speed equal to your speed.

MOUNTAIN DEVOTEE

"The mountain possesses quiet strength and an unfailing resilience that stands against the cruellest storms, but when it is moved to action, nothing can stand against it."

Prerequisite: Monk, stone fist flurry of blows power

You spent years studying at a remote mountain monastery where your masters taught you to reflect on the mountain's strength and majesty. Through your meditations you learned to become as the mountain, to stand fast against your enemies and repulse their attacks with your unflinching resolve. When not contemplating the mountain's great power, you put your efforts into mastering the fighting techniques your masters taught, and in time, you became like the object of your veneration.

Your fighting style captures the mountain's strength and makes it your own. By focusing your psionic power into your body, you harden your fists, so that you can punch through stone or flesh with equal ease. You also learned to ground yourself, to bind your feet to the ground so that not even the most vicious storm can dislodge you. While so grounded, you can catch your enemies and hurl them away.

MOUNTAIN DEVOTEE PATH FEATURES

Shattering Fists (11th level): Your monk unarmed strike and *stone fist flurry of blows* both deal 2 extra damage. In addition, your monk unarmed strike gains a bonus to damage rolls against objects and creatures that have the construct keyword. The bonus equals your Strength modifier.

Inexorable Mountain's Action (11th level): When you spend an action point to take an extra action, your *stone fist flurry of blows* deals extra damage equal to your Strength modifier until the end of the turn.

Avalanche Flurry (16th level): Once per round, when you use your *stone fist flurry of blows* against a target that was not the target of the triggering attack, you can knock the target prone instead of dealing damage.

MOUNTAIN DEVOTEE DISCIPLINES

Tumbling Boulder Mountain Devotee Attack 11

The boulder moves slowly at first, but once it picks up speed, few things can stop it.

Encounter ♦ Full Discipline, Implement, Psionic

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: $2d10 + \text{Dexterity modifier}$ damage, and the target falls prone and can't stand up until the end of your next turn.

Movement Technique

Move Action **Personal**

Effect: You shift half your speed and gain a +2 bonus to all defenses until the end of your next turn.



Root the Mountain

Mountain Devotee Utility 12

You assume a wide stance, digging your feet into the ground to become as steadfast as the mountain.

Encounter ♦ Psionic, Stance

Minor Action **Personal**

Effect: Until the stance ends, you can't be pulled, pushed, slid, or knocked prone unless you want to be. You are slowed while you are in this stance. You can end the stance as a free action.

Avalanche Throw

Mountain Devotee Attack 20

You grab the enemy as it moves in to attack, and you throw it across the battlefield, then leap through the air to deliver a devastating attack.

Daily ♦ Implement, Psionic

Immediate Reaction **Melee 1**

Trigger: An adjacent enemy hits you with a melee or a close attack

Target: The triggering enemy

Primary Attack: Dexterity vs. Reflex

Hit: $1d10 + \text{Dexterity modifier}$ damage, and you push the target 5 squares and knock it prone.

Miss: Half damage, and you push the target 2 squares.

Effect: You jump to a square you can see adjacent to the target. This movement doesn't provoke opportunity attacks. Then make a secondary attack against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: $1d10 + \text{Dexterity modifier}$ damage, and the target is dazed (save ends).

RADIANT FIST

"My power comes from within, and I wield it in the name of the gods."

Prerequisite: Monk, trained in Religion

You studied in a monastery devoted to the gods, guiding your mastery of psionic magic with the discipline and study of your faith. You likely worship Pelor or Bahamut, but most non-evil deities have at least one monastery dedicated to the fighting arts.

Your monk abilities are touched by divine power, allowing you to channel radiant energy and tap into the astral realm. Like other monks, you move with incredible speed and hit with unmatched power. In addition, the gods provide you with the ability to quash those who follow the gods of evil.

Dwarf monks are frequently drawn to this paragon path, since their piety and endurance allow them to withstand the mental and physical demands placed on a radiant fist.

RADIANT FIST PATH FEATURES

Channel Divinity (11th level): You gain the Channel Divinity class feature, which means you can use a single Channel Divinity power once per encounter. You also gain a divinity feat of your choice.

Radiant Fist's Action (11th level): When you spend an action point to take an extra action, you regain 15 hit points. Until the end of your next turn, your attacks deal extra radiant damage equal to your Wisdom modifier.

Radiant Hammer Fists (16th level): Whenever your Flurry of Blows power deals damage, you can make that damage radiant, instead of any other damage type. In addition, whenever you score a critical hit with a monk power or a radiant fist power, each enemy adjacent to you is blinded until the end of your next turn.

RADIANT FIST DISCIPLINES

Divine Sun

Radiant Fist Attack 11

Radiance surrounds you as you teleport yourself and a friend across the battlefield and sear through your enemy's defenses.

Encounter ♦ Divine, Full Discipline, Implement, Psionic, Radiant, Teleportation

Attack Technique

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Will

Hit: $3d6 + \text{Dexterity modifier}$ radiant damage, and the target gains vulnerable 5 radiant until the end of your next turn.

Movement Technique

Move Action **Melee 1**

Target: One ally

Effect: You teleport yourself and the target a number of squares equal to your speed + 2 to squares adjacent to each other.

Undimmed Sun

Radiant Fist Utility 12

Just as you begin to feel the weight of your wounds, you stand defiant as the gods heal you.

Daily ♦ Divine, Healing, Psionic

Minor Action **Personal**

Requirement: You must be bloodied.

Effect: You regain hit points as if you had spent a healing surge. Until the end of the encounter, you gain resistance to all damage equal to your Wisdom modifier.

Blinding Sun Technique

Radiant Fist Attack 20

You utter a prayer as the psionic energy within you flows into your attacks. With each strike, the divine radiance that burns within you grows stronger.

Daily ♦ Divine, Implement, Psionic, Radiant

Standard Action **Melee touch**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: $3d10 + \text{Dexterity modifier}$ radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +4 power bonus to damage rolls, and you can score a critical hit with monk powers and radiant fist powers on a roll of 19-20. When you score a critical hit with such powers, the target of the critical hit is blinded (save ends).



PSION



"I can bend the desires of mortals and immortals to my will."

CLASS TRAITS

Role: Controller. You can mentally influence the actions of your foes, and you can toss your enemies around the battlefield with psionic force.

Power Source: Psionic. You direct psionic energy from within your own mind, focusing that power through meditation and contemplation. Your magic works on the minds of others or manifests your will as a physical force in the world.

Key Abilities: Intelligence, Charisma, Wisdom

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, simple ranged

Implements: Orbs, staffs

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

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

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis)

Class Features: Discipline Focus, Psionic Augmentation, Ritual Casting

Psions are the quintessential manipulators of psionic power. Psions unleash the potential locked within every conscious mind, move objects with just a thought, and assume command of even the least desire of their foes. Psions make manifest their secret wishes when others can only dream.

You know the mental pathways that lead to amazing edifices of altered reality. You could be a brash human youth flush with your mental ability's first flowering, a tattooed cenobite enrolled in a secret psionic academy, a fey enchanter using ancient techniques to beguile your foes, or perhaps a specially trained inquisitor who has learned one secret too many.

A flare of mental energy warms you, the thoughts of friends and foes glitter like stars all about you, and your thoughts themselves are weapons half sheathed. If a god can reshape the world and you can enthral a god, what does that make you?

PSION CLASS FEATURES

Psions have the following class features.

DISCIPLINE FOCUS

Psions focus their studies and meditations toward perfecting or understanding a particular concept or manifestation of psionic power. Choose one of these options. Your choice represents the focus of your studies.

Telekinesis Focus: You gain the powers *far hand* and *forceful push*.

Telepathy Focus: You gain the powers *distract* and *send thoughts*.

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)

RITUAL CASTING

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals (see Chapter 10 of the *Player's Handbook*). You own a ritual book. Choose either Sending or Tenser's Floating Disk. Your book contains that ritual, which you can use without expending components once per day. It also contains another 1st-level ritual of your choice.

IMPLEMENT

Psions employ orbs and staffs to focus their psionic energy into their powers. When you wield a magic orb or staff, you can add its enhancement bonus to the attack rolls and the damage rolls of psion powers and psion paragon path powers that have the implement keyword. Without an implement, you can still use these powers.

PSION OVERVIEW

Characteristics: Brandishing the might of your mind, you unleash psionic powers against your foes. Your powers allow you to manipulate a foe's mind with telepathic commands and scatter a group of enemies with telekinetic bursts. You can augment your at-will powers by spending power points, providing you more options than nearly any other class has.

Religion: Ioun, the god of knowledge, is often considered the patron of psionic magic, and many psions worship her. Telepathic psions who live by tricking their foes often follow Sehanine, and psions who view the practice of psionic magic as an art form pray to Corellon. Other psions choose deities based on ideals beyond their choice of class: Psions who believe fiercely in justice worship Bahamut, and those who seek to expand the power of civilization worship Erathis, for example. Evil psions (and a few unaligned ones as well) often worship Vecna, the god of secrets.

Races: Psionic power is most prevalent among humans, who are quick to exploit even a hint of latent psionic talent. However, many fey adventurers use psionics to beguile and bewilder their enemies, and both gnomes and eladrin are commonly telepathic psions. Tieflings, perhaps as an expression of their diabolic heritage, also enjoy manipulating the minds of their foes.

CREATING A PSION

All psions rely on Intelligence. Psions also benefit from a high Charisma or Wisdom, depending on which expression of the class they favor. Psions often choose feats, skills, and powers to complement the ability score related to their choice of focus.

TELEKINETIC PSION

As a telekinetic psion, you prefer to use mental force on creatures and objects. You choose powers that let you manipulate foes by flinging them around the battlefield or by binding them in place, as well as powers that create defensive barriers. Intelligence is the key ability for your attacks, so make it your highest score. Choose Wisdom as your next-highest score to increase the effects of your telekinetic abilities. Select powers that allow you to reorder the battlefield and that make the best use of your high Intelligence and Wisdom scores.

Suggested Class Feature: Telekinesis Focus

Suggested Feat: Controlling Advantage

Suggested Skills: Arcana, Dungeoneering, Insight, Perception

Suggested At-Will Powers: *kinetic trawl, force punch*

Suggested Daily Power: *telekinetic anchor*

TELEPATHIC PSION

As a telepathic psion, you focus on influencing your enemies' minds. You choose powers that persuade foes to mistake friend for foe, that crush minds in your psychic grip, and that take control of an enemy's will. Your attack powers use Intelligence; make it your highest ability score. Powers tailored for your build often use Charisma, so it should be your second-best score. Select powers that help you control your enemies and make the best use of your high Intelligence and Charisma scores.

Suggested Class Feature: Telepathy Focus

Suggested Feat: Precise Mind

Suggested Skills: Arcana, Bluff, Diplomacy, Insight

Suggested At-Will Powers: *memory hole, mind thrust*

Suggested Daily Power: *mental trauma*

PSION POWERS

Your psion powers are called disciplines. You tap into your mental reservoir to affect the world around you and your enemies' perception of it.

CLASS FEATURES

Each psion has two encounter powers granted by the Discipline Focus class feature. A telepathic psion has *distract* and *send thoughts*. A telekinetic psion has *far hand* and *forceful push*.

Distract

Psion Feature

Your mental barrage momentarily confuses an enemy.

Encounter ♦ Psionic

Minor Action Ranged 10

Target: One creature

Level 11: One or two creatures

Level 21: One, two, or three creatures

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Far Hand

Psion Feature

You lift an object into the air with the power of your mind.

Encounter ♦ Psionic

Minor Action Ranged 5

Target: One object that weighs 20 pounds or less and isn't carried by another creature

Effect: You either move the target to a square within range or manipulate it. When you move the target with this power, you can cause the target to remain aloft until the end of your next turn. If you are holding the target when you use this power, you can put it into a container that's on your person and simultaneously move a second object that you're carrying to your hand. The second object then becomes the target if it weighs 20 pounds or less.

Sustain Minor: You either move the target to a square within range or manipulate it.

Forceful Push

Psion Feature

With a focused thought, your mental push becomes physical force, moving a creature in the direction you choose.

Encounter ♦ Psionic

Free Action Ranged 10

Target: One creature

Effect: You slide the target 1 square, but not into hindering terrain.

Level 11: You slide the target 2 squares.

Level 21: You slide the target 3 squares.

Send Thoughts

Psion Feature

You communicate telepathically with a creature.

Encounter ♦ Psionic

Free Action Ranged 20

Target: One creature that shares a language with you

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

LEVEL 1 AT-WILL DISCIPLINES

Dishearten

Psion Attack 1

You insert thoughts of defeat into your foes' minds, sapping the enemies' will to fight.

At-Will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic 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 cannot make opportunity attacks until the end of your next turn.

Augment 2

Hit: 2d6 + Intelligence modifier psychic damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

Force Punch

Psion Attack 1

You punch your foe telekinetically, pushing it and its allies away from you.

At-Will ♦ Augmentable, Force, Implement, Psionic Standard Action Melee 1

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage, and you push the target and each enemy adjacent to you 1 square.

Augment 1

Hit: As above, but you push the target a number of squares equal to your Wisdom modifier.

Augment 2

Hit: 1d8 + Intelligence modifier + Wisdom modifier force damage, and you knock the target prone. In addition, you push the target and each enemy adjacent to you 1 square.

Kinetic Trawl

Psion Attack 1

You catch your foe in a net of constricting force and draw the foe toward you.

At-Will ♦ Force, Implement, Psionic Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage, and you pull the target 1 square.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: 1d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

Augment 2

Hit: 2d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

Memory Hole

Psion Attack 1

You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.

At-Will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and you become invisible to the target until the start of your next turn.

Augment 1

Hit: As above, but the invisibility lasts until the end of your next turn.

Augment 2

Area burst 1 within 10 squares

Target: Each creature in burst

Hit: 2d6 + Intelligence modifier psychic damage, and you become invisible to the target until the start of your next turn.

Mind Thrust

Psion Attack 1

You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

At-Will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic damage.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: As above, and the target takes a penalty to Will equal to your Charisma modifier until the end of your next turn.

Augment 2

Hit: 2d10 + Intelligence modifier psychic damage, and the target takes a penalty to all defenses equal to your Charisma modifier until the end of your next turn.

LEVEL 1 DAILY DISCIPLINES

Hand of Caution

Psion Attack 1

You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it.

Daily ♦ Force, Implement, Psionic Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage.

Miss: Half damage.

Effect: Until the end of the encounter, you can use a minor action to push the target 1 square when the target is within 5 squares of you. This effect ends if you end your turn adjacent to the target.

Mental Trauma

Psion Attack 1

You assault your enemy with a psychic bolt, impairing its ability to withstand subsequent assaults on its mind.

Daily ♦ Implement, Psionic, Psychic
Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage.

Miss: Half damage.

Effect: The target gains vulnerable 5 psychic (save ends).

Ravelling Thought

Psion Attack 1

You craft an insidious idea barbed with contradictions and horrors and project it into the mind of your foe. The thought then tries to invade other foes' minds.

Daily ♦ Implement, Psionic, Psychic
Standard Action **Ranged 10**

Primary Target: One creature

Primary Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

Miss: Half damage, and ongoing 3 psychic damage (save ends).

Effect: Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

Telekinetic Anchor

Psion Attack 1

You drive an unseen spike of force into space itself, anchoring creatures in place and causing them harm if they struggle.

Daily ♦ Force, Implement, Psionic

Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier force damage.

Miss: Half damage.

Effect: Each target takes 5 force damage the first time it moves on its next turn.

LEVEL 2 UTILITY DISCIPLINES

Intellect Fortress

Psion Utility 2

A shimmering fortress of mind-generated force springs into being, deflecting certain attacks.

Encounter ♦ Psionic

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: Choose a defense. Until the end of your next turn, you gain a power bonus to that defense equal to your Charisma modifier.

Skill Empowerment

Psion Utility 2

You send currents of energy into your ally's mind and body, empowering your comrade to achieve exceptional deeds.

Daily ♦ Psionic

Minor Action **Ranged 10**

Target: One ally

Effect: Choose a skill. The target gains a +3 power bonus to checks using that skill until the end of the encounter.



Telekinetic Lift

Psion Utility 2

You lift a creature or an object into the air with the power of your mind and can hold it there or move it as you wish.

Daily ♦ Psionic

Standard Action **Ranged 10**

Target: One ally, helpless enemy, or object that weighs 400 pounds or less and isn't carried by another creature

Effect: You slide the target 3 squares in any direction, even into the air. The target remains aloft and is immobilized until the end of your next turn. You can end this effect as a free action, and it ends if you end your turn out of range of the target. If the target is a creature, it can end the effect as a minor action.

Sustain Minor: The target remains aloft and is immobilized until the end of your next turn, and you can slide the target 3 squares in any direction. Alternatively, you can drop the target and then use the power on a new target.

Transport Self

Psion Utility 2

With a thought, you transport yourself to a position that better suits your desires.

Encounter ♦ Psionic, Teleportation

Move Action **Personal**

Effect: You teleport a number of squares equal to 1 + your Wisdom modifier.

LEVEL 3 AT-WILL DISCIPLINES

Betrayal

Psion Attack 3

You weaken your foe's sense of self and force the enemy to betray a comrade.

At-Will ♦ Augmentable, Charm, Implement, Psionic Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target 1 square to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a bonus to the attack roll equal to your Charisma modifier.

Augment 1

Hit: As above, and the target gains a bonus to the damage roll equal to your Charisma modifier.

Augment 2

Hit: You slide the target a number of squares equal to your Charisma modifier to a square adjacent to an enemy.

The target then makes a melee basic attack as a free action against that enemy, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

The target is also dazed until the end of your next turn.

Burning Flux

Psion Attack 3

You telekinetically grasp empty space and shape it into a whirlwind of burning, grasping filaments that sears nearby enemies.

At-Will ♦ Augmentable, Fire, Implement, Psionic, Zone Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: $1d6 + \text{Intelligence modifier}$ fire damage.

Effect: Choose a square in the target's space. That square becomes a zone that lasts until the end of your next turn. Any creature that enters the zone, starts its turn there, or starts its turn adjacent to it takes fire damage equal to your Wisdom modifier.

Augment 1

Effect: As above, and the zone is totally obscured.

Augment 2

Area burst 1 within 10 squares

Target: Each creature in burst

Hit: $2d6 + \text{Intelligence modifier}$ fire damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is totally obscured, and any creature that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier.

Force Hammer

Psion Attack 3

You fashion a hammer of force to smash your enemies and either slow them or knock them to the ground.

At-Will ♦ Augmentable, Force, Implement, Psionic Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: $1d6 + \text{Intelligence modifier}$ force damage, and the target is slowed until the end of your next turn.

Augment 1

Hit: As above, and the target can't shift until the end of your next turn.

Augment 2

Hit: $1d8 + \text{Intelligence modifier}$ force damage, and you knock the target prone.

Id Insinuation

Psion Attack 3

You send tendrils of thought burrowing into your foes' minds, compromising the enemies' resilience. By increasing the size of the tendrils, you can make your foes more susceptible to harm.

At-Will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: $1d6 + \text{Intelligence modifier}$ psychic damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.

Augment 1

Hit: As above, but the penalty to Fortitude equals your Charisma modifier.

Augment 2

Hit: $2d8 + \text{Intelligence modifier}$ psychic damage. If an attack hits the target's Fortitude before the end of your next turn, that attack deals extra damage equal to your Charisma modifier.

LEVEL 5 DAILY DISCIPLINES

Crisis of Identity

Psion Attack 5

You pull on the invisible threads of your foe's self-knowledge, scrambling the creature's mind.

Daily ♦ Charm, Implement, Psionic, Psychic Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: $3d6 + \text{Intelligence modifier}$ psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

Miss: Half damage.

Hypnotic Pulse

Psion Attack 5

You emanate a hypnotic ripple of psychic influence that spreads among your foes.

Daily ♦ Implement, Psionic, Psychic Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: $2d6 + \text{Intelligence modifier}$ psychic damage, and the target is dazed (save ends).

Miss: The target is dazed until the end of your next turn.

Shredding Ribbons

Psion Attack 5

A mass of whirling, shredding, translucent ribbons of force erupts into existence at your behest. The razor-sharp tendrils repeatedly slice into your foes.

Daily ♦ Force, Implement, Psionic, Zone Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: $2d6 + \text{Intelligence modifier}$ force damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes force damage equal to your Wisdom modifier.

Sustain Minor: The zone persists.

PSION

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Telekinetic Maul

Psion Attack 5

You form a maul of telekinetic force and slam it into your foe, knocking that enemy backward.

Daily ♦ Force, Implement, Psionic

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. AC

Hit: $3d12 + \text{Intelligence modifier}$ force damage, and you push the target a number of squares equal to your Wisdom modifier (minimum 1). If you push the target into difficult terrain, the target falls prone.

Miss: Half damage, and you push the target 1 square.

LEVEL 6 UTILITY DISCIPLINES

Mind Shadow

Psion Utility 6

Your enemies' ability to pay attention to you fades. You recede to the edge of your foes' vision as nothing but a blurred shadow.

Daily ♦ Psionic

Minor Action **Personal**

Effect: Until you hit any creature with an attack or until the end of the encounter, you are invisible to your enemies if you are not their nearest enemy.

Steadfast Stanchion

Psion Utility 6

You clamp invisible wedges of force onto space itself, tethering yourself and your allies against forced movement.

Daily ♦ Psionic

Standard Action **Personal**

Effect: You become immune to forced movement until the end of your next turn. In addition, your allies are immune to forced movement while within 5 squares of you. If you move, the effect ends.

Sustain Minor: The effect persists.

Telekinetic Screen

Psion Utility 6

You mentally project a thin layer of force around yourself to ward off a deadly attack.

Encounter ♦ Psionic

Immediate Interrupt **Personal**

Trigger: An enemy scores a critical hit against you

Effect: The attack's damage is reduced by $10 + \text{your Wisdom modifier}$.

LEVEL 7 AT-WILL DISCIPLINES

Cranial Disturbance

Psion Attack 7

You generate a spike of expanding force within your enemy, disorienting that foe and knocking it off balance. You can expand the spike to have it explode, affecting more foes.

At-Will ♦ Augmentable, Force, Implement, Psionic

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: $1d8 + \text{Intelligence modifier}$ force damage, and you knock the target prone.

Augment 1

Hit: As above, and each creature adjacent to the target takes force damage equal to your Wisdom modifier.

Augment 2

Hit: $1d8 + \text{Intelligence modifier}$ force damage, and the target is dazed until the end of your next turn. In addition, each creature adjacent to the target takes force damage equal to $5 + \text{your Wisdom modifier}$.

Dread Spiral

Psion Attack 7

You focus your thoughts on your foe, binding it with unbreakable force that lets you move it as you wish. By exerting more willpower, you can move your enemy farther.

At-Will ♦ Augmentable, Force, Implement, Psionic

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: $1d10 + \text{Intelligence modifier}$ force damage, and you slide the target 1 square.

Augment 1

Hit: As above, but you pull the target a number of squares equal to your Wisdom modifier, instead of sliding it.

Augment 2

Hit: $2d10 + \text{Intelligence modifier}$ force damage, and you slide the target a number of squares equal to your Wisdom modifier.

Force Grasp

Psion Attack 7

You grasp your foe with a hand of shimmering force, slowing it. You can hold the foe in place if you infuse the hand with enough power.

At-Will ♦ Augmentable, Force, Implement, Psionic

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: $1d8 + \text{Intelligence modifier}$ force damage, and the target is slowed until the end of your next turn.

Augment 1

Target: One creature or two creatures adjacent to each other

Augment 2

Target: One or two creatures
Hit: $2d8 + \text{Intelligence modifier}$ force damage, and the target is immobilized until the end of your next turn.

Mind Break

Psion Attack 7

You lance your foe's mind with mental trauma, which makes the enemy vulnerable to psychic damage. If you choose, you can strip away its psychic resistances.

At-Will ♦ Augmentable, Implement, Psionic, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: $1d8 + \text{Intelligence modifier}$ psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: As above, but the vulnerability equals 5. The target loses psychic resistance until the end of your next turn.

Augment 2

Hit: $2d8 + \text{Intelligence modifier}$ psychic damage, and the target gains vulnerability to psychic damage equal to $5 + \text{your Charisma modifier}$ until the end of your next turn.

LEVEL 9 DAILY DISCIPLINES

Clear the Slate

Psion Attack 9

You create huge gauntlets of mental force that snatch creatures and move them into positions that you desire.

Daily ♦ Force, Implement, Psionic

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: $2d6 + \text{Intelligence modifier}$ force damage, and you slide the target a number of squares equal to $3 + \text{your Wisdom modifier}$.

Miss: Half damage, and you slide the target 1 square.

Mind Blast

Psion Attack 9

You blast your foes with a torrent of psychic energy.

Daily ♦ Implement, Psionic

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: The target is stunned (save ends).

Miss: The target is dazed until the end of your next turn.

Mind Cannon

Psion Attack 9

You rend your foe with a thunderous explosion of force, which sends a shock wave into nearby creatures.

Daily ♦ Force, Implement, Psionic, Thunder

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: $2d8 + \text{Intelligence modifier}$ force and thunder damage. You push the primary target 1 square, and it is deafened (save ends).

Effect: Make a secondary attack that is a close burst 1 centered on the primary target.

Secondary Target: Each creature in burst other than the primary target

Secondary Attack: Intelligence vs. Fortitude

Hit: $1d8 + \text{Wisdom modifier}$ thunder damage.

Miss: Half damage.

Sensory Onslaught

Psion Attack 9

You overload your foe's senses with a blaring, flashing, odorous mental onslaught that only that creature can perceive.

Daily ♦ Implement, Psionic, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: $2d10 + \text{Intelligence modifier}$ psychic damage, and ongoing 5 psychic damage (save ends).

Miss: Half damage.

Effect: Until the end of your next turn, the target takes a -2 penalty to attack rolls and to all defenses, and it can't take opportunity actions.

LEVEL 10 UTILITY DISCIPLINES

Force Bubble

Psion Utility 10

You create invisible spheres of force around yourself and your nearby allies. The spheres mute or even stop dangerous energy that rages beyond them.

Encounter ♦ Psionic

Minor Action Close burst 1

Target: You and each ally in burst

Effect: Choose cold, fire, force, lightning, necrotic, radiant, or thunder. Until the end of your next turn, each target gains resistance to that damage type, but only when the damage is from ranged or area attacks. The resistance equals $5 + \text{your Intelligence modifier}$.

Intellect Leech

Psion Utility 10

You force a short-range telepathic connection on your foe. Every time your enemy's mind is damaged, you draw invigorating energy from it.

Daily ♦ Psionic

Minor Action Ranged 20

Target: One creature

Effect: Until the end of the encounter, whenever the target takes psychic damage while within 10 squares of you, you gain temporary hit points equal to $5 + \text{your Charisma modifier}$.

Mind over Flesh

Psion Utility 10

You draw on your reservoir of psionic power to bolster yourself against a debilitating effect.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: An effect dazes, dominates, or stuns you

Effect: You make a saving throw against the triggering effect. If you save, the triggering effect doesn't affect you.

Sky Hook

Psion Utility 10

You direct your telekinetic focus on yourself and raise yourself into the air.

Daily ♦ Psionic

Minor Action Personal

Effect: Until the end of the encounter, you have a fly speed equal to your speed (hover; altitude limit 2).

LEVEL 13 AT-WILL DISCIPLINES

Concussion Burst

Psion Attack 13

The air ripples as you knock your foes down with a wave of pummeling force.

At-Will ♦ Augmentable, Force, Implement, Psionic

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier force damage, and the target falls prone.

Augment 1

Hit: As above, and if the target is hit by an attack against Fortitude before the start of your next turn, the target falls prone.

Augment 4

Hit: $3d6 + \text{Intelligence modifier}$ force damage, and the target falls prone.

Dual Hallucination

Psion Attack 13

You pull disquieting images from your foes' minds and combine the images into horrific hallucinations, which you use to disorient those foes.

At-Will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Ranged 20

Target: One or two creatures

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target grants combat advantage to the next creature that attacks it before the end of your next turn.

Augment 1

Hit: As above, and the target takes a penalty to Reflex equal to your Charisma modifier until the end of your next turn.

Augment 4

Hit: 2d8 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

Mind Wipe

Psion Attack 13

You fray your foes' offensive abilities with a psychic lance of disruption.

At-Will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 1

Hit: As above, but the penalty equals your Charisma modifier and applies only to the target's next attack roll that isn't a basic attack before the end of your next turn.

Augment 4

Hit: 3d8 + Intelligence modifier psychic damage, and the target takes a penalty equal to your Charisma modifier to the next attack roll it makes before the end of your next turn.

Thunder Tether

Psion Attack 13

You focus your will and wrench space around your foes, tethering them in place. Any of them that try to move pay a thunderous price.

At-Will ♦ Augmentable, Implement, Psionic, Thunder Standard Action Area burst 2 within 10 squares

Target: One or two creatures in burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier thunder damage. If the target moves on its next turn, it takes thunder damage equal to your Wisdom modifier.

Augment 1 (Zone)

Hit: As above, and the burst creates a zone that lasts until the end of your next turn. The target can't leave the zone during its next turn.

Augment 4

Hit: 3d8 + Intelligence modifier thunder damage. If the target moves before the start of your next turn, it and each creature adjacent to it at the start of that move take thunder damage equal to your Wisdom modifier.

LEVEL 15 DAILY DISCIPLINES

Crushing Bludgeon

Psion Attack 15

You manifest a massive fist of unstoppable force and bludgeon your foe with it, slowing that enemy's movements.

Daily ♦ Force, Implement, Psionic Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. AC

Hit: 4d10 + Intelligence modifier force damage, and the target is slowed (save ends).

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

Dominate

Psion Attack 15

A silvery ray of psychic compulsion lances into your foe's innermost thoughts, dazzling the creature long enough for you to assume control of its actions.

Daily ♦ Charm, Implement, Psionic, Psychic Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dominated (save ends).

Aftereffect: The target takes ongoing 10 psychic damage (save ends).

Miss: The target takes ongoing 10 psychic damage (save ends).

Imprison

Psion Attack 15

You release an explosion of force that sends your foes spinning away. You then reshape that force into shackles to bind your enemies in place.

Daily ♦ Force, Implement, Psionic Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier force damage. You slide the target a number of squares equal to 2 + your Wisdom modifier, and it is immobilized (save ends).

Miss: Half damage, and you slide the target 1 square.

Psychofeedback

Psion Attack 15

You sever one of your foe's mental pathways, causing searing pain. You can exploit that mental wound whenever the foe harms your friends, renewing your own vitality.

Daily ♦ Implement, Psionic, Psychic Standard Action Ranged 10

Target: One or two creatures

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier psychic damage, and the target is dazed (save ends). While the target is dazed by this power, you gain temporary hit points equal to 1d8 + your Charisma modifier whenever the target deals damage to another creature.

Miss: Half damage.



LEVEL 16 UTILITY DISCIPLINES

Freedom of Movement

Psion Utility 16

You generate a field of slippery force that aids your allies who are entangled in difficult situations.

Daily ♦ Psionic

Minor Action Area burst 2 within 10 squares

Target: Each ally in burst

Effect: You slide each target a number of squares equal to 1 + your Wisdom modifier. In addition, the immobilized, restrained, and slowed conditions end on each target, and if a target is grabbed, the grab ends.

Precognitive Step

Psion Utility 16

You can see the shades of things to come a heartbeat before they occur, granting you a sliver of time in which to alter events.

Daily ♦ Psionic

Minor Action Personal

Effect: Roll a d20. Once during this encounter, you can use that roll's result in place of one of your attack rolls, saving throws, skill checks, or ability checks or in place of an enemy's attack roll against you.

Psychic Chirurgery

Psion Utility 16

You send a charge of psionic energy into yourself or an ally, delaying an adverse effect.

Encounter ♦ Psionic

Free Action Melee touch

Trigger: You or an ally is subjected to an effect that a save can end

Target: You or the ally

Effect: The target isn't subjected to the effect until the end of his or her next turn and can't start making saving throws against the effect until after that turn.

Telekinetic Boost

Psion Utility 16

You focus your mental energy on creating a conduit for your allies' movement.

Daily ♦ Psionic, Zone

Minor Action Ranged 5

Effect: You create a zone in an unoccupied square within range. The zone lasts until the end of your next turn. When any ally enters the zone, you can use a free action to slide that ally a number of squares equal to your Wisdom modifier. You can slide the ally in any direction, even into the air.

Sustain Minor: The zone persists, and you can move it to a different unoccupied square within range.

LEVEL 17 AT-WILL DISCIPLINES

Crystalline Bonds

Psion Attack 17

You construct a lattice of binding crystalline force. By increasing the lattice's strength, you can induce pain in the foes inside the lattice.

At-Will ♦ Augmentable, Implement, Psionic

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: The target is immobilized until the end of your next turn.

Augment 1 (Force)

Hit: As above, and Wisdom modifier force damage.

Augment 4 (Force)

Hit: 3d10 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.

Forced Opportunity

Psion Attack 17

You jolt your foe's psyche, disrupting the creature's concentration and allowing an ally to strike the foe during the lapse. By channeling more psionic energy, you can create an opening for several allies to exploit.

**At-Will ♦ Augmentable, Implement, Psionic
Standard Action** **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: One ally adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

Augment 1

Hit: As above, and the ally gains combat advantage for the opportunity attack.

Augment 4

Hit: Each of your allies adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

Psychic Brand

Psion Attack 17

You manifest a glowing symbol over your enemy's head. The symbol moves with your foe, helping reveal its location. At your choosing, the symbol can intensify your foe's pain.

**At-Will ♦ Augmentable, Implement, Psionic, Psychic
Standard Action** **Ranged 20**

Target: One creature

Attack: Intelligence vs. Will

Hit: $1d10 + \text{Intelligence modifier}$ psychic damage. Until the end of your next turn, the target cannot benefit from concealment or total concealment.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: As above, and the target grants combat advantage until the end of your next turn.

Augment 4

Hit: $2d10 + \text{Intelligence modifier}$ psychic damage. Until the end of your next turn, the target cannot benefit from concealment or total concealment, and it gains vulnerability to all damage equal to your Charisma modifier.

Shield Crack

Psion Attack 17

Lightning erupts from your brow in all directions, battering the defenses of all in its path. By refining the shape of the arc, you can have it strike only those you choose.

**At-Will ♦ Augmentable, Implement, Lightning, Psionic
Standard Action** **Area burst 1 within 10 squares**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: $1d8 + \text{Intelligence modifier}$ lightning damage, and the target takes a -2 penalty to AC until the end of your next turn.

Augment 1

Target: Each enemy in burst

Augment 4

Hit: $3d8 + \text{Intelligence modifier}$ lightning damage, and the target takes a penalty to AC and Reflex until the end of your next turn. The penalty equals your Wisdom modifier.

LEVEL 19 DAILY DISCIPLINES

Crisis of Breath

Psion Attack 19

You telekinetically plug your foe's airways, causing the creature to suffocate, and interfering with its other vital functions.

**Daily ♦ Implement, Psionic, Reliable
Standard Action** **Ranged 20**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: $2d8 + \text{Intelligence modifier}$ damage, and ongoing 10 damage (save ends). The target takes a -4 penalty to its first saving throw against this ongoing damage.

Sustain Minor: The target takes a -2 penalty to its next saving throw against the ongoing damage.

Psychic Crush

Psion Attack 19

You crush some of your enemies' mental processes. The enemies' bodies spasm with the pain that lingers.

**Daily ♦ Implement, Psionic, Psychic
Standard Action** **Area burst 1 within 10 squares**

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: $3d8 + \text{Intelligence modifier}$ psychic damage, and ongoing 5 psychic damage (save ends). If the target is bloodied, it is also dazed (save ends).

Miss: Half damage. If the target is bloodied, it is also dazed until the end of your next turn.

Psychic Leech

Psion Attack 19

You plunge a thread of command into your foe's mind, forcing the foe to turn on its ally. You draw psionic power from your foe, and you gain vitality if the foe hits its companion.

**Daily ♦ Charm, Implement, Psionic, Psychic
Standard Action** **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: $2d10 + \text{Intelligence modifier}$ psychic damage, and the target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit points equal to the damage it deals.

Miss: The target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit points equal to your Charisma modifier.

Effect: You regain 1 power point.

Shred Reality

Psion Attack 19

With an explosion of telekinetic force, you rip a temporary hole in reality that pulls at friend and foe alike. One of them is briefly sucked into that void.

**Daily ♦ Force, Implement, Psionic, Teleportation
Standard Action** **Area burst 3 within 10 squares**

Primary Target: Each creature in burst

Primary Attack: Intelligence vs. Reflex

Hit: $3d8 + \text{Intelligence modifier}$ force damage, and you teleport the target 3 squares.

Effect: Make a secondary attack.

Secondary Target: One creature hit by the primary attack

Secondary Attack: Intelligence vs. Will

Hit: The target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 5 squares of you and is dazed until the end of its next turn.

Miss: The target is dazed until the end of your next turn.

LEVEL 22 UTILITY DISCIPLINES

Mind over Earth

Psion Utility 22

The ground falls away as you effortlessly propel yourself upward.

Daily ♦ Psionic

Minor Action

Personal

Effect: You gain fly 8 (hover) until the end of the encounter.

Rejuvenate the Mind

Psion Utility 22

When you catch your breath, you experience a rush of psionic vigor.

Daily ♦ Psionic

Free Action

Personal

Trigger: You use your second wind

Effect: You regain 2 power points.

Through the Walls

Psion Utility 22

You alter the physical form of those nearby, allowing you and your friends to walk through walls.

Daily ♦ Psionic

Standard Action

Close burst 1

Target: You and each ally in burst

Effect: Each target is phasing until the end of your next turn.

Sustain Minor: The effect persists.

Warding Shield

Psion Utility 22

As your enemy's assault washes toward you, you create a field of psionic energy to protect yourself and your allies.

Encounter ♦ Psionic

Immediate Interrupt Close burst 5

Trigger: An enemy targets you with an area or a close attack
Target: You and each ally in burst

Effect: Until the end of your next turn, each target gains a bonus to AC, Fortitude, and Reflex equal to your Wisdom modifier.

LEVEL 23 AT-WILL DISCIPLINES

Cruel Crush

Psion Attack 23

You smash your foe to the ground with crushing telekinetic force. By channeling more power, you can grind the foe into the ground.

At-Will ♦ Augmentable, Force, Implement, Psionic

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage, and you knock the target prone.

Augment 2

Hit: 2d10 + Intelligence modifier force damage, and you knock the target prone.

Augment 6

Hit: 4d8 + Intelligence modifier force damage, and you knock the target prone. It cannot stand up until the end of your next turn.

Daggers of Pain

Psion Attack 23

You send shards of psychic aggression ripping through your enemies, scarring their minds. When those foes move, you can intensify the pain.

At-Will ♦ Augmentable, Implement, Psionic, Psychic Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

Augment 2

Hit: 2d10 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

Augment 6

Hit: 4d8 + Intelligence modifier psychic damage, and the target takes psychic damage equal to your Charisma modifier whenever it enters a square on its next turn.

Space Vortex

Psion Attack 23

You tear a momentary vortex in space above your foe and hurl the foe through it.

At-Will ♦ Augmentable, Force, Implement, Psionic, Teleportation

Standard Action Ranged 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.

Augment 2

Hit: 1d12 + Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.

Augment 6

Hit: 2d12 + Intelligence modifier force damage, and the target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice that you can see.

Sudden Control

Psion Attack 23

With a thought, you force your foe to attack one of its companions. With greater concentration, your control becomes absolute.

At-Will ♦ Augmentable, Charm, Implement, Psionic Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target a number of squares equal to your Charisma modifier. The target then makes a basic attack as a free action against a creature of your choice, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

Augment 2 (Psychic)

Hit: As above, and the target takes 10 psychic damage if its attack misses.

Augment 6

Hit: The target is dominated until the end of your next turn. Until the domination ends, the target gains a bonus to attack rolls and damage rolls equal to your Charisma modifier.



LEVEL 25 DAILY DISCIPLINES

Forest of Exclusion

Psion Attack 25

Strands of force ripple outward from you, battering your foes away. With focus, you can maintain the field of energy to continue pushing away those who wish you harm.

Daily ♦ Force, Implement, Psionic, Zone

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: $4d10 + \text{Intelligence modifier}$ force damage, and you push the target 4 squares.

Miss: Half damage, and you push the target 2 squares.

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 enemy that enters the zone or starts its turn there takes 5 force damage and grants combat advantage until the end of its next turn.

Sustain Minor: The zone persists.

Mind Switch

Psion Attack 25

You project a fragment of your consciousness into your enemy's mind, disorienting the enemy and creating a temporary clone of your will within it that you can use to channel your magic.

Daily ♦ Implement, Psionic, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: $2d8 + \text{Intelligence modifier}$ psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both). While the target is stunned by this power, you can use a square in the target's space as the origin square of your psionic implement powers.

Miss: Half damage, and the target is dazed (save ends).

Telekinetic Bombard

Psion Attack 25

You project a shimmering dart of deadly force toward your foes. It explodes, flinging victims away.

Daily ♦ Force, Implement, Psionic

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: $5d6 + \text{Intelligence modifier}$ force damage, and you push the target a number of squares from the center of the burst equal to your Wisdom modifier. If the target ends adjacent to blocking terrain, the target takes $3d6$ extra damage.

Miss: Half damage, and you push the target 2 squares from the center of the burst.

Thrall

Psion Attack 25

Psychic energy pierces your foe's sense of self, distracting the foe so that you can assume control of its actions.

Daily ♦ Charm, Implement, Psionic, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dominated (save ends).

Aftereffect: $2d10 + \text{Intelligence modifier}$ psychic damage, and the target is dominated until the end of its next turn.

Miss: The target is dazed (save ends).

Aftereffect: $1d10$ psychic damage, and the target grants combat advantage until the end of its next turn.

LEVEL 27 AT-WILL DISCIPLINES

Claws of Force

Psion Attack 27

Claws of force erupt around your enemy. By increasing the claws' strength, you can keep your foe close or hold it in place.

At-Will ♦ Augmentable, Force, Implement, Psionic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: $1d8 + \text{Intelligence modifier}$ force damage, and the target is slowed until the end of your next turn.

Augment 2

Hit: $2d8 + \text{Intelligence modifier}$ force damage. If the target starts its next turn adjacent to you or your allies, it can move during that turn only to squares that are adjacent to you or your allies.

Augment 6

Hit: $2d8 + \text{Intelligence modifier}$ force damage, and the target is restrained until the end of your next turn.

Concussive Detonation

Psion Attack 27

You unleash a blast of force, which tears into your foes, leaving them off balance. You can focus the blast to knock your enemies senseless.

At-Will ♦ **Augmentable, Force, Implement, Psionic**
Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.

Augment 2

Hit: 2d8 + Intelligence modifier force damage, and the target gains vulnerability to force damage equal to your Wisdom modifier until the end of your next turn.

Augment 6

Hit: 2d8 + Intelligence modifier force damage, and the target is stunned until the end of your next turn.

Intrusive Spear

Psion Attack 27

You fashion a spear of telekinetic force and launch it at your foe. The spear strikes with such might that the foe's defenses falter.

At-Will ♦ **Augmentable, Force, Implement, Psionic**
Standard Action Ranged 20

Target: One or two creatures

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.

Augment 2

Target: Two creatures adjacent to each other

Hit: 2d10 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.

Augment 6

Hit: 4d8 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.

Psionic Veil

Psion Attack 27

You pull a veil over your foes' senses, hiding yourself and your allies. With a little more power, you can blind your enemies.

At-Will ♦ **Augmentable, Implement, Psionic, Psychic**
Standard Action Area burst 1 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.

Augment 2

Area burst 2 within 20 squares

Hit: 2d10 + Intelligence modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.

Augment 6

Area burst 2 within 20 squares

Hit: 3d8 + Intelligence modifier psychic damage, and the target is blinded until the end of your next turn.

LEVEL 29 DAILY DISCIPLINES**Clasp of the Psion**

Psion Attack 29

You cause two shimmering, gigantic hands of force to smash your foes and grasp them in place.

Daily ♦ **Force, Implement, Psionic, Zone**

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier force damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (saved ends).

Effect: The burst creates a zone that lasts until the end of the encounter. While within the zone, any enemy that is hit by a force power is also immobilized until the end of its next turn.

Microcosm

Psion Attack 29

You blast your foe with a cacophony of conflicting images and muscle commands, replacing its perception of reality with sights, sounds, and smells that don't exist.

Daily ♦ **Implement, Psionic, Psychic**

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: 5d8 + Intelligence modifier psychic damage, and the target is deafened (save ends), blinded (save ends), and slowed (save ends).

Miss: Half damage, and the target is blinded (save ends).

Effect: Until the power's effects end on the target, you can slide it a number of squares equal to your Charisma modifier as a minor action once per round.

Soul Break

Psion Attack 29

You sear your foe with an ebony ray of psychic compulsion, giving it the choice to remain under your domination or pay a terrible price.

Daily ♦ **Charm, Implement, Psionic, Psychic**

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dominated (save ends).

Aftereffect: The target chooses either to be stunned until the end of its next turn or to take 3d10 + your Intelligence modifier psychic damage.

Miss: 2d10 + Intelligence modifier psychic damage, and the target is dazed (save ends).

Tear the World

Psion Attack 29

You strike your enemies with an overwhelming blast of telekinetic force that drives your foes away and almost tears the fabric of reality itself.

Daily ♦ **Force, Implement, Psionic**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 5d6 + Intelligence modifier force damage, and ongoing 15 force damage (save ends).

Aftereffect: If the target is within 10 squares of you, you push it a number of squares equal to your Wisdom modifier.

Miss: Half damage, and you push the target 3 squares.

PSION PARAGON PATHS

CERULEAN ADEPT

"The walls of the world are thinner than most suspect. Demons and undead are bad enough, but things far worse seek to break through and feast on reality. I won't allow it."

Prerequisite: Psion

An order of protectors called the Keepers of the Cerulean Sign formed long ago to face the threat of the Far Realm's collision with reality. The keepers achieved a great victory and fenced out an invading sovereignty of madness behind potent seals. But as often happens, without an imminent threat to face, the protectors slowly faded from history, and their most potent weapons, artifacts known as the Seven Cerulean Seals, were lost or destroyed.

But the Far Realm remains. Its presence is a barb in reality's side. Some say psionic power itself is the world's answer to the Far Realm. Just as a body unconsciously fights off sickness, the universe prepares for some future battle by sowing psionic potential among its denizens.

Your psionic ability alerted you to the growing aberrant threat at a young age. Despite being a psionic weapon against aberrant spawn, you sought out even more potent weapons. While in the depths of a psionic trance, you glimpsed the original



CHAPTER 2 | Character Classes

Cerulean Seals. There is little hope of recovering them, but you formed an image of them in your mind and created a copy. Like one of the seals, your copy—a Cerulean Sign—consists of a stylized white tree on a sky-blue background. You have taken up the sign and pledged yourself to the world's defense.

CERULEAN ADEPT PATH FEATURES

Cerulean Sign Focus (11th level): You gain a +1 bonus to Will.

Cerulean Action (11th level): When you spend an action point to use an at-will attack power that has a 1-point augmentation, you can use that augmentation without spending a power point.

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

All-Seeing Eye (16th level): When you attack with an augmented psionic power, you can score a critical hit on a roll of 19–20. When you attack an aberration with an unaugmented psionic power, you can score a critical hit on a roll of 18–20.

CERULEAN ADEPT DISCIPLINES

Cerulean Blaze

Cerulean Adept Attack 11

You brandish the Cerulean Sign, channeling its radiance to shove your foe back so hard that it falls. By channeling a bit more energy, you can affect more enemies.

Encounter ♦ Augmentable, Implement, Psionic, Radiant Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier radiant damage, and you push the target 3 squares and knock it prone.

Augment 2

Area burst 1 within 20 squares

Target: Each creature in burst

Harden Mind

Cerulean Adept Utility 12

By focusing on what's real, you shut out the psychic tumult damaging you.

Encounter ♦ Psionic

Immediate Interrupt Personal

Trigger: You take psychic damage

Effect: You gain psychic resistance equal to 5 + one-half your level until the end of your next turn.

Seal the Threshold

Cerulean Adept Attack 20

You emanate a blaze of cerulean fire and shoot it toward your foe, engulfing that enemy in the fire's fury. The fire continues to burn those tainted by aberration.

Daily ♦ Implement, Psionic, Radiant Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: 4d10 + Intelligence modifier radiant damage.

Miss: Half damage.

Effect: You regain 1 power point, and the target takes ongoing 5 radiant damage (save ends). If the target is aberrant, the ongoing damage increases to 10.

DREAMWALKER

"When I dream, I give a whole new meaning to the concept of sleepwalking."

Prerequisite: Psion

Psions who devote their full attention to lucid dreaming can fashion themselves a dream form capable of acting in the waking world, even while the psion remains conscious.

DREAMWALKER FEATURES

Manifest Dream Form (11th level): You gain the *manifest dream form* power.

Dreaming Advantage (11th level): When you spend an action point to make a psionic attack, you gain combat advantage for that attack against any enemy adjacent to your dream form.

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

Dreaming Manifestation (16th level): When you use a psionic attack power that is an area burst, you can target one additional enemy that is outside the burst and adjacent to your dream form.

DREAMWALKER DISCIPLINES

Manifest Dream Form

A hazy image of yourself, your dream form manifests nearby.

At-Will ♦ Conjuration, Psionic

Free Action Close burst 10

Trigger: You spend 1 power point or more to augment a psionic power

Effect: You conjure your dream form in an unoccupied square in the burst. It lasts until you fall unconscious, until you dismiss it as a minor action, or until you use this power again. Your dream form occupies its square, and you and your allies can move through it. When you take a move action, you can also move your dream form a number of squares equal to your speed. You can see and hear as if you were in your dream form's square, and you can use powers as if you were there. Your dream form can flank with your allies, and you gain combat advantage against any target your dream form is flanking.

Your dream form can be attacked, although it lacks hit points. If it takes any damage, it disappears. It is immune to your attacks.

Dream Blade

Dreamwalker Attack 11

Your dream form lashes out with a blade of psychic energy at a nearby foe and hinders any enemies that try to pass by it.

Encounter ♦ Implement, Psionic, Psychic

Standard Action Close burst 5

Effect: Your dream form makes the following melee attack.

If your dream form isn't present, you use *manifest dream form* as part of this power, and then your dream form makes the attack.

Target: One creature adjacent to your dream form

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier psychic damage.

Effect: Until the end of your next turn, squares adjacent to your dream form are difficult terrain for your enemies.

Augment 2

Target: Each enemy adjacent to your dream form



Dream Stride

Dreamwalker Utility 12

Stepping through the realm of dreams, you and your dream form switch places.

Encounter ♦ Psionic, Teleportation

Move Action Personal

Effect: You and your dream form teleport, swapping positions.

True Dream Form

Dreamwalker Attack 20

You fashion a replica of your strongest dreams and send it forth to do your bidding.

Daily ♦ Implement, Psionic, Psychic, Summoning

Standard Action Ranged 20

Effect: You summon your true dream form in an unoccupied square within range. Your true dream form is Medium and has speed 6 and fly 6 (hover). You can see and hear as if you were in your true dream form's space, and you can use powers as if you were there. Your true dream form can flank with your allies, and you gain combat advantage against any target your true dream form is flanking. You can give your true dream form the following special command. On the turn you summon your true dream form, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Intelligence vs. Reflex; 3d8 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

Instinctive Effect: If you haven't given your true dream form any commands by the end of your turn, it uses one of your psionic at-will attack powers that has the implement keyword against an enemy of your choice. It can't augment the power.

TIME BENDER

"When you talk about the passage of time, how little you really understand. For me, time and space are interchangeable."

Prerequisite: Psion

Psions, especially those who prefer telekinetic powers to telepathic ones, instinctively recognize how the fabric of space is just one side of the swath; the other side is time. Objects, creatures, and worlds travel through both, though time is a direction that has only a single route—forward—while space allows movement any which way.

Or so it seems to most. But for those who are able to literally grasp the fabric of space to stretch, compact, and shape it, time is more malleable, within limits. Understanding this fact opens up new possibilities.

You recognize time's pliability. You already have an arsenal of mental tools capable of gripping the seams in the material of space. You have discovered that you can also use your understanding of the nature of time as a springboard to greater power. As your knowledge of time's intricacies has grown, so has your ability to affect time. You believe you'll soon be wielding time like a sword to cut down your foes before they even understand they're in danger.

TIME BENDER PATH FEATURES

Time-Lapse (11th level): When you spend an action point to make an attack with a psionic power, you gain a +1 bonus to the attack roll and can teleport 6 squares as a free action after the attack.

Loan from the Past (11th level): Whenever you roll initiative, roll an additional d20. Once during that encounter, you can replace an attack roll, a skill check, an ability check, or a saving throw with that roll.

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

Borrow from the Future (16th level): You can take an extra move action during your turn, but if you do so, you lose your move action on your next turn. You can't use this feature on consecutive rounds.

TIME BENDER DISCIPLINES

Bonds of Time

Time Bender Attack 11

You grasp threads of time and pull them, causing your foes to lose track of the present.

Encounter ♦ Augmentable, Implement, Psionic, Psychic Standard Action Area burst 1 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier psychic damage, and the target can take only one action during its next turn.

Augment 2

Hit: 3d6 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

Time Strider

Time Bender Utility 12

You slow down time slightly, moving like a hummingbird as you dart among your slow-moving friends and foes.

Daily ♦ Psionic

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to attack rolls, saving throws, and all defenses, and you gain a power bonus to speed equal to your Wisdom modifier.

Lost in Time

Time Bender Attack 20

You detach your foe from the swath of space-time it currently inhabits. Unmoored, it briefly becomes lost in time.

Daily ♦ Implement, Psionic, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target takes ongoing 10 psychic damage and is removed from play (save ends both). When this effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice.

Aftereffect: 1d10 + Intelligence modifier psychic damage, and the target is dazed (save ends).



UNCARNATE

"This shell of skin, organs, and bones is only a vessel—one I yearn to leave behind to be free of the limitations of matter."

Prerequisite: Psion

An uncarnate's ultimate goal is to become a being of pure mind, unbound by the limits of corporeality. "The flesh is weak, but the mind is strong" is an aphorism among many psions, but uncarnates take it as their guiding truth. They seek to become discarnate, to grow into creatures of pure thought held together by psionic will.

Uncarnates don't seek the paths of undeath that some arcanists choose. Though uncarnates using their abilities are sometimes mistaken for wraithlike spirits, such spirits are bound by the chill chains of undeath, not the self-generated will of psionic might.

You set yourself possibly the greatest psionic challenge: to maintain the clarity and power of your mind as you slowly work at forgetting the flesh that supports it. In the end, it's only the mind that matters.

UNCARNATE PATH FEATURES

Flicker into Nothing (11th level): When you spend an action point to attack with a psionic power, you become insubstantial until the end of your next turn.

Misty Step (11th level): Your psionic attacks ignore the insubstantial quality.

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

Discarnate Form (16th level): When you spend at least 4 power points to augment a psionic power, you become insubstantial until the end of your next turn.

UNCARNATE DISCIPLINES

Phantom Hook

Uncarnate Attack 11

You let fly a psychic harpoon, which disrupts both flesh and incorporeal matter with equal reliability.

Encounter ♦ Augmentable, Implement, Psionic, Psychic Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: $2d10 + \text{Intelligence modifier}$ psychic damage, and you pull the target 1 square. If the target is insubstantial, it loses the insubstantial quality until the end of your next turn.

Augment 2

Hit: $2d12 + \text{Intelligence modifier}$ psychic damage, and you pull the target 5 squares. If you pull the target to a square adjacent to you, the target is immobilized until the end of your next turn. If the target is insubstantial, it loses the insubstantial quality until the end of your next turn.



Ryuk

Shed Body

Uncarnate Utility 12

You cast aside your body, briefly becoming a creature of pure thought.

Daily ♦ Psionic

Minor Action

Personal

Effect: You become a being of thought until the end of the encounter. In this form, you are insubstantial, gain fly 6 (hover; altitude limit 2) and a +2 power bonus to AC and Reflex, and can't take standard actions. You can end the effect as a minor action.

Dissolve the Flesh

Uncarnate Attack 20

You concentrate on the matter making up your foe. With a psionic strike, you destabilize that matter, and your foe begins to dissolve away.

Daily ♦ Implement, Psionic

Standard Action Area burst 1 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: $3d6 + \text{Intelligence modifier}$ damage, and ongoing 10 damage (save ends).

First Failed Saving Throw: The target is also dazed (save ends).

Miss: Half damage, and ongoing 5 damage (save ends).

RUNEPRIEST



"The divine runes of might are stronger than any steel, more dangerous than any spell."

CLASS TRAITS

Role: Leader. The runes you invoke allow you to impart strength and vitality to your allies while leaving your enemies open to attack. Depending on your choice of class features and powers, you might lean toward either defender or controller as a secondary role.

Power Source: Divine. You are a master of divine runes, a powerful alphabet that formed the basis of the gods' power. Other runic structures exist, but you have mastered the runes of the gods.

Key Abilities: Strength, Constitution, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield

Weapon Proficiencies: Simple melee, simple ranged

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

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

Class Skills: Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Religion (Int), Thievery (Dex)

Class Features: Rune Master, *rune of mending*, Runic Artistry

Isolated in sacred forges and holy libraries, runepriests seek to unlock the secrets of the runes of divine power. Legend holds that the gods crafted a set of powerful runes, each imbued with a core of divine power, to help create the world and give it order. During the long war against the primordials, many of these runes were lost. Even the gods only dimly recall the runes of power. Somewhere in the forgotten depths of a dungeon or the isolated corner of the planes, those ancient runes wait to be discovered. A runepriest can learn much in the peaceful halls of a temple, but sooner or later he or she must put on armor and go forth to find or create a new rune, and in so doing earn a name among the masters of rune magic.

You learned the art of rune smithing from your master. Perhaps you sweated over a forge deep within a dwarven stronghold, crafting weapons and armor for the faithful as part of your apprenticeship. Or you might have helped inscribe runes in the living wood of the forest, crafting signs to warn of approaching enemies. Along the way, you learned how to take

inscribed runes and turn them into words and signs of power that you can incorporate into your prayers. But now, the time for learning is at an end. Now is the time for adventure.

Merge the runes of power with your weapons and armor. Call to the gods and channel their might against your enemies. The runes are your weapons, and the gods' foes await your judgment.

RUNEPRIEST CLASS FEATURES

Runepriests have the following class features.

RUNE MASTER

Some of your powers have the runic keyword. When you are going to use a runic power, you first choose one of the runes noted in the power—either the rune of destruction or the rune of protection—and then use the power, applying the chosen rune's effects. The moment you choose the rune, you enter its rune state. You remain in that rune state until you enter another rune state or until the end of the encounter.

Whenever you enter the rune state of the rune of destruction or the rune of protection, you gain an additional benefit, specified below. The benefit lasts while you're in the rune state.

RUNEPRIEST OVERVIEW

Characteristics: You use melee attacks to harass your enemies and leave them vulnerable to your allies' attacks. With your heavy armor and your ability to heal, you are ideally suited for standing on the front line.

Religion: Runepriests are found among the followers of all the gods, but they most commonly worship Corellon, Erathis, Ioun, or Moradin. Moradin is a patron of smiths and other artisans who seek to master a craft. Many runepriests create fine goods as they practice their ability to forge runes. Corellon attracts runepriests who view the inscribing of runes as an art. Ioun values the protective aspects of rune magic and the knowledge contained in the runes. Erathis favors inventors and others who seek knowledge, a perfect match for runepriests who seek to uncover or create new runes.

Races: Deva runepriests favor the way of the Defiant Word and create beautiful illuminated manuscripts of religious lore, building libraries that grow for generations in hidden corners of the Astral Sea. Elf runepriests also embrace this path, tending trees and other plants to grow in runic patterns to honor the gods. Dwarves, minotaurs, and goliaths commonly follow the path of the Wrathful Hammer. In great caverns, divine runes decorate dwarven chapels as well as secluded minotaur shrines. Goliath runepriests carve massive runes atop their holy peaks, marking the territory as warded by the gods and serving as landmarks for their people as they migrate from one mountain to the next.

Rune of Destruction: Allies gain a +1 bonus to attack rolls against enemies that are adjacent to you or to any other runepriests who are in this rune state.

Rune of Protection: While adjacent to you, allies gain resist 2 to all damage. The resistance increases to 4 at 11th level and 6 at 21st level.

RUNE OF MENDING

You gain the *rune of mending* power. This rune restores your allies' health and grants them additional power based on your rune state.

RUNIC ARTISTRY

Many runepriests follow one of the two major traditions of rune magic: the path of the Wrathful Hammer or the way of the Defiant Word. The two traditions use the same runes but differ in their practices and teachings. Choose one of the following options.

Defiant Word: Whenever an enemy misses you with an attack, you gain a bonus to damage rolls against that enemy until the end of your next turn. The bonus equals your Wisdom modifier, regardless of the number of times the enemy misses you in a round.

Wrathful Hammer: You gain proficiency with military hammers and military maces. In addition, whenever an enemy deals damage to you with an attack, you gain a bonus to damage rolls against that enemy until the end of your next turn. The bonus equals your Constitution modifier, regardless of the number of times the enemy damages you in a round.

CREATING A RUNEPRIEST

Your choice of ability scores, powers, and Runic Artistry tradition suggests one of two builds based on the two most ancient runepriest traditions, the path of the Wrathful Hammer and the way of the Defiant Word. All runepriests use Strength for their attacks. Constitution increases the effect of certain runepriest powers, while Wisdom bolsters others.

DEFIANT RUNEPRIEST

A length of paper inscribed with runes might appear fragile, yet it hangs from the eaves of a temple day after day, shrugging off rain, snow, cold, and heat. The way of the Defiant Word holds that runes, wherever they are inscribed, provide strength not merely by the power they employ, but by binding together an object or a person and the concept held within a rune. As a defiant runepriest, you fight on the front lines, sustaining and aiding your allies with divine runes. You focus your efforts on the most dangerous enemies, using your magic to restrict their attacks and shield your allies from harm. Strength should be your highest ability score, followed by Wisdom. Choose the Defiant Word as your path of Runic

Artistry, and select powers that don't simply destroy your foes with brute force, but foil their efforts. These choices incline you toward controller as your secondary role.

Suggested Class Feature: Defiant Word

Suggested Feat: Rune of Hope

Suggested Skills: Arcana, History, Insight, Religion

Suggested At-Will Powers: word of binding, word of exchange

Suggested Encounter Power: divine rune of thunder

Suggested Daily Power: rune of the undeniable dawn

WRATHFUL RUNEPRIEST

Runepriests who follow the path of the Wrathful Hammer inscribe their runes in stone, metal, and ironwood, materials that can withstand the punishing forces that the runes channel. As a wrathful runepriest, you lead the attack against the forces of evil. Your place is at the forefront of any battle, using your hammer to smite your enemies. Strength should be your highest ability score, followed by Constitution. Choose the path of the Wrathful Hammer as your form of Runic Artistry, and select powers that inspire allies around you and wrap your foes in magic that punishes them for not following your edicts. These choices incline you toward defender as your secondary role.

Suggested Class Feature: Wrathful Hammer

Suggested Feat: Rune of Vengeance

Suggested Skills: Athletics, Endurance, Heal, Religion

Suggested At-Will Powers: word of diminishment, word of shielding

Suggested Encounter Power: anvil of battle

Suggested Daily Power: rune of endless fire

RUNEPRIEST POWERS

Your powers are prayers that evoke the power of divine runes to smite your enemies and protect your allies. You brand your foes with runes and other markings, leaving them vulnerable to your allies' attacks. Many of your powers have the runic keyword (see the sidebar).

THE RUNIC KEYWORD

When you are going to use a runic power, you first choose one of the runes noted in the power and then use the power, applying the chosen rune's effects. The moment you choose the rune, you enter its rune state. You remain in that rune state until you enter another rune state or until the end of the encounter.

CLASS FEATURES

Each runepriest has the *rune of mending* power.

Rune of Mending

Runepriest Feature

The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.

Encounter (Special) ♦ Divine, Healing, Runic

Minor Action

Close burst 5

(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

Effect: The target can spend a healing surge.

Level 6: The target regains 1d6 additional hit points.

Level 11: The target regains 2d6 additional hit points.

Level 16: The target regains 3d6 additional hit points.

Level 21: The target regains 4d6 additional hit points.

Level 26: The target regains 5d6 additional hit points.

Rune of Destruction: You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.

Rune of Protection: You and each ally in the burst gain a +1 bonus to all defenses 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.

RUNE MAGIC

A runepriest handles the least powerful divine runes, those that a mortal can inscribe without risking body and soul. Only the gods and their mightiest servants can truly master the greatest divine runes. Two lesser runic syllabaries are presented here, those of protection and destruction.

Runes of protection fortify defenses, strengthen the spirit, preserve resolve, and deflect an enemy's attacks. Runes of destruction are also known as sigils of unmaking. They weaken steel and stone, degrade flesh and bone, disrupt order, and fray thought.

When you use a runic power, you choose one of the runic alphabets with which to empower your prayers, often tracing a rune in the air as you use a power. Your choice of runic alphabet alters the workings of the power. Using runes of protection might enhance the power's bonus to defense, whereas using runes of destruction boosts its damage.

After you use the power, a rune might glow over your head, on your weapon, or on your armor—a sign of the rune state you have entered.

LEVEL 1 AT-WILL PRAYERS

Word of Binding

Runepriest Attack 1

You tap your foe with your weapon and draw on the rune of binding. Divine power coils around the foe, holding it in place.

At-Will ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: Strength modifier damage, and the target is immobilized until the end of your next turn or until you aren't adjacent to it.

Rune of Destruction: Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier.

Rune of Protection: One ally adjacent to either you or the target gains a power bonus to AC equal to your Wisdom modifier until the end of your next turn.

Word of Diminishment

Runepriest Attack 1

Your weapon flares with golden energy as you invoke the rune of diminishment. That energy ripples forth as you strike your enemy.

At-Will ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.

Level 11: Vulnerable 4, but 7 against opportunity attacks.

Level 21: Vulnerable 6, but 10 against opportunity attacks.

Rune of Protection: Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier.

Word of Exchange

Runepriest Attack 1

The rune of exchange embodies the opposing forces contained within the divine runic alphabet. What one creature gains, another must lose.

At-Will ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Rune of Destruction: Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier, and the ally gains temporary hit points equal to your Wisdom modifier.

Rune of Protection: The target takes a -2 penalty to all defenses until the end of your next turn, and the next ally to hit the target before the end of your next turn gains a power bonus to AC equal to your Wisdom modifier. The bonus lasts until the end of your next turn.

Word of Shielding

Runepriest Attack 1

The rune of shielding flares to life when your foe strikes at you or your friends.

At-Will ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Rune of Destruction: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target takes damage equal to your Constitution modifier. The target doesn't take this damage if it attacks a creature marking it.

Rune of Protection: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target of that attack gains temporary hit points equal to your Constitution modifier.

LEVEL 1 ENCOUNTER PRAYERS

Anvil of Battle

Runepriest Attack 1

The rune of the anvil, when enhanced by your mastery of divine magic, allows you to become a bulwark.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage. Until the start of your next turn, you have resist 5 to all damage against the target's attacks.

Rune of Destruction: Until the end of your next turn, whenever the target shifts, you or an ally adjacent to you can make an opportunity attack against it with a bonus to the attack roll equal to your Constitution modifier.

Rune of Protection: Until the end of your next turn, whenever the target shifts, you and each ally within 2 squares of the target can shift 1 square as a free action.

Divine Rune of Thunder

Runepriest Attack 1

You invoke the rune of thunder and strike your foe, hammering it with a boom.

Encounter ♦ Divine, Runic, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier thunder damage.

Rune of Destruction: Add your Wisdom modifier to the damage roll. The target grants combat advantage until the end of your next turn.

Rune of Protection: You push the target a number of squares equal to your Wisdom modifier, and it is dazed until the end of your next turn.

Executioner's Call

Runepriest Attack 1

Your weapon batters your foe, branding it with the rune of the executioner.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Your allies gain a +2 bonus to damage rolls against the target until the end of your next turn.

Rune of Destruction: One ally within 5 squares of you gains a +4 power bonus to the next attack roll he or she makes against the target before the start of your next turn.

Rune of Protection: The target takes a -2 penalty to attack rolls until the end of your next turn.

Flames of Purity

Runepriest Attack 1

You strike the ground, marking it with the rune of purifying fire and causing divine flames to wash over your enemies.

Encounter ♦ Divine, Fire, Healing, Runic, Weapon

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier fire damage.

Rune of Destruction: Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.

Rune of Protection: Each ally in the blast regains 3 hit points.



LEVEL 1 DAILY PRAYERS

Rune of Endless Fire

Runepriest Attack 1

The sun was shaped by the rune of endless fire. You invoke the least form of the rune to wreath your foe in golden, killing light.

Daily ♦ Divine, Fire, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire and radiant damage, and the target is blinded until the end of your next turn.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls, your attacks deal fire and radiant damage instead of their normal damage types, and the number of hit points and temporary hit points granted by your powers increases by 4.

Rune of Iron's Rebuke

Runepriest Attack 1

The rune of iron's rebuke was first inscribed during the performance of a great ritual that bound the golem Talos within the depths of the Elemental Chaos.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength 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: Until the end of the encounter, while the target is adjacent to you, it takes damage equal to your Strength modifier when any attack misses it and deals no damage on a miss.

Rune of the Undeniable Dawn

Runepriest Attack 1

In the ancient days, the gods created a mighty rune to protect their astral domains against the primordials. You strike this rune into the ground, creating a consecrated space.

Daily ♦ Divine, Radiant, Weapon, Zone

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 power bonus to all defenses while within the zone.

Sustain Minor: The zone persists.

Rune of Twilight's Beacon Runepriest Attack 1

You trace a rune in the air, the first of the seven runes that represent the gates of death. The first gate symbolizes death's undeniable call.

Daily ♦ Divine, Weapon; Varies

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier necrotic or radiant damage.

Miss: Half damage.

Effect: Choose an ally within 5 squares of you. Until the end of the encounter, the target takes 5 necrotic or radiant damage whenever it doesn't end its turn adjacent to that ally. This effect ends if the ally ends his or her turn not adjacent to the target.

LEVEL 2 UTILITY PRAYERS**Icon of Victory**

Runepriest Utility 2

The icons of victory were runes that steeled the divine echelons against the primordial hordes. You invoke the least of these runes, inspiring your allies to victory.

Daily ♦ Divine, 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 a +2 power bonus to attack rolls while within the zone.

Sustain Minor: The zone persists.

Mark of Skilled Effort

Runepriest Utility 2

You call on the runes of knowledge to grant to an ally the skill he or she needs to complete a daunting task.

Encounter ♦ Divine

Minor Action Ranged 10

Target: One ally

Effect: Until the end of your next turn, the target gains a +5 power bonus to his or her next untrained skill check or a +2 power bonus to his or her next trained skill check.

Rune of the Final Effort

Runepriest Utility 2

You trace the rune of the final effort on your ally, granting him or her the resilience needed to see the battle to the end.

Encounter ♦ Divine

Minor Action Melee 1

Target: One bloodied ally

Effect: Until the end of your next turn, the target gains a +5 power bonus to all defenses.

Shield of Sacrifice

Runepriest Utility 2

You invoke the rune of sacrifice, ensuring that he or she who gives strength in the name of the gods will also receive their protection.

Daily ♦ Divine, Healing

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target loses a healing surge. One or two allies within 5 squares of the target regain hit points as if they had each spent a healing surge. The target and each ally who regained hit points gain a +5 power bonus to AC until the end of your next turn.

LEVEL 3 ENCOUNTER PRAYERS**Beacon of Vengeance**

Runepriest Attack 3

You invoke a rune of avenging light that burns the image of one of your allies from your foe's mind.

Encounter ♦ Divine, Radiant, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage, and one ally adjacent to the target becomes invisible to it until the end of your next turn.

Rune of Destruction: If the ally's next attack against the target before the end of your next turn is against AC, it is against Reflex instead if that defense is lower.

Rune of Protection: The ally can use a free action to shift a number of squares equal to your Wisdom modifier.

Symbol of Wrath Reversed

Runepriest Attack 3

You brand your foe with the symbol of wrath reversed. The more the enemy struggles against you, the more the symbol lends strength to you and your allies.

Encounter ♦ Divine, Healing, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Rune of Destruction: The target's first attack during its next turn provokes an opportunity attack from you or an ally of your choice.

Rune of Protection: If the target makes any attacks during its next turn, you and each ally within 3 squares of it regain hit points equal to your Constitution modifier.

Word of Alliance

Runepriest Attack 3

You weave together your allies' strength, combining your efforts to overwhelm your enemy.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, when any ally attacks the target, he or she gains a power bonus to the attack roll equal to the number of his or her allies adjacent to the target.

Rune of Protection: Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it when it attacks.

Word of the Blinding Shield

Runepriest Attack 3

You call out the word of the blinding shield, creating a halo of energy that protects your ally.

Encounter ♦ Divine, Radiant, Runic, Weapon

Immediate Interrupt Close burst 5

Trigger: An enemy makes an attack roll against your ally

Target: The triggering enemy in burst

Attack: Strength vs. Fortitude

Hit: The target is blinded until the end of its turn.

Rune of Destruction: The target also takes radiant damage equal to your Constitution modifier.

Rune of Protection: The ally gains temporary hit points equal to your Constitution modifier.

LEVEL 5 DAILY PRAYERS

Cage of Light

Runepriest Attack 5

You slam your weapon into the ground, imprinting a rune of imprisonment that causes light to wash over your enemies.

Daily ♦ Divine, Radiant, Weapon, Zone

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Strength vs. Will

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

Miss: Half damage.

Effect: The blast creates a zone that lasts until the end of your next turn. Leaving the zone costs enemies 2 extra squares of movement. Any enemy that attacks an ally who is within the zone grants combat advantage (save ends).

Sustain Minor: The zone persists.

Rune of Arrow's Flight

Runepriest Attack 5

In the elder days, Gruumsh carved this rune to guide Corellon's arrow into the heart of a primordial serpent. Corellon later used the same rune against Gruumsh to destroy his eye.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage, and the target grants combat advantage when targeted by area attacks and ranged attacks and has vulnerable 5 to all damage from area attacks and ranged attacks (save ends both).

Aftereffect: The target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.

Miss: Half damage, and the target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.

Effect: Until the end of the encounter, enemies don't grant cover to the target against ranged attacks.

Rune of the Ember of Wrath

Runepriest Attack 5

You strike your foes, branding them with the rune of the ember of wrath.

Daily ♦ Divine, Fire, Weapon

Standard Action Melee weapon

Target: One or two creatures

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier fire damage.

Miss: Half damage.

Effect: If you attack only one creature with this power, it takes ongoing 5 fire damage (save ends). If you attack two creatures, both are affected by the ember of wrath (save ends). Until the ember ends on a target, whenever that target is hit by a melee or a ranged attack, the other target takes 5 fire damage.

Rune of the Final Act

Runepriest Attack 5

You invoke the second of the seven runes that represent the gates of death. The second gate embodies the soul's first step from the body.

Daily ♦ Divine, Weapon; Varies

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier necrotic or radiant damage.

Miss: Half damage.

Effect: The target is affected by a deathly rune (save ends).

Until the rune ends, you and your allies gain a +2 power bonus to damage rolls against the target. Whenever you or any of your allies hit the target, the bonus increases by 1.

LEVEL 6 UTILITY PRAYERS

Banner of Alliance

Runepriest Utility 6

You invoke the rune of shared pains, allowing you to absorb the punishment meant for an ally.

Daily ♦ Divine

Minor Action Close burst 5

Target: One ally in burst

Effect: Until the end of the encounter, whenever the target takes damage, you can use an immediate interrupt to take the damage in the target's place.

Compact of Peace

Runepriest Utility 6

You invoke the runes of peace, making a pledge to set aside your weapons and giving you and your allies the chance to negotiate.

Encounter ♦ Divine

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Each target gains a +5 power bonus to Diplomacy checks and Insight checks until the end of your next turn. The effect ends if any target makes an attack.

Rune of Meritorious Alacrity

Runepriest Utility 6

As battle begins, you invoke the rune of meritorious alacrity, bringing your friends instantly to readiness.

Daily ♦ Divine

Free Action Ranged sight

Trigger: You roll initiative

Target: You and each ally

Effect: Each target gains a +10 bonus to his or her initiative check.

Rune of Unyielding Steel

Runepriest Utility 6

The rune of unyielding steel strengthens anything, even a living creature's skin, to the point that arrows and blades bounce off it.

Encounter ♦ Divine

Standard Action Melee 1

Target: One ally

Effect: The target gains a +2 power bonus to all defenses until the end of your next turn or until he or she is no longer adjacent to you.

LEVEL 7 ENCOUNTER PRAYERS

Gathering Storm Intonation Runepriest Attack 7

You tap your foe with your weapon, placing a rune of storm upon it.

Encounter ♦ Divine, Lightning, Runic, Weapon
Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier lightning damage. Until the end of your next turn, you can make the following secondary attack, using a square in the primary target's space as the origin square.

Opportunity Action Close burst 1

Trigger: The primary target makes an attack

Secondary Target: Each enemy in burst other than the primary target

Secondary Attack: Strength vs. Reflex

Hit: Strength modifier lightning damage.

Rune of Destruction: The primary target takes lightning damage equal to your Constitution modifier.

Rune of Protection: You slide the secondary target 2 squares.

Rune of Roaring Fire

Runepriest Attack 7

Your attack leaves a rune of fire on your foe, causing a torrent of flame to surround it.

Encounter ♦ Divine, Fire, Runic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire damage.

Rune of Destruction: Until the end of your next turn, the target takes fire damage equal to 5 + your Constitution modifier whenever it makes an opportunity attack.

Rune of Protection: Until the end of your next turn, you and your allies have concealment against the target, and the target takes a penalty to Perception checks equal to your Constitution modifier.

Symbol of Cowardice

Runepriest Attack 7

Your divine magic infects the target with overwhelming fear, ruining its attacks or causing it to shrink away from your allies.

Encounter ♦ Divine, Fear, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, each ally who ends his or her turn adjacent to the target can push the target 1 square as a free action.

Rune of Protection: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier + the number of your allies adjacent to it.

Word of Befuddlement

Runepriest Attack 7

You craft a cunning runic phrase and invoke it as you strike your opponent, smashing its intellect. It fights like a wild beast, lashing out in pain when injured.

Encounter ♦ Divine, Runic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, the first time any of your allies hits the target, the target makes a melee basic attack as a free action against an enemy of your choice.

Rune of Protection: Until the end of your next turn, the target takes a -5 penalty to attack rolls against your allies who aren't adjacent to it.

LEVEL 9 DAILY PRAYERS

Rune of Boundless Fury

Runepriest Attack 9

Kord first carved this rune, cutting it into the flesh of a primordial beast. His sacred berserkers, their wrath fired by the bloody symbol, overwhelmed the foe.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, whenever any ally starts his or her turn adjacent to the target, that ally can make a melee basic attack against the target as a free action.

Rune of Death's Verge

Runepriest Attack 9

You invoke the third of the seven runes that represent the gates of death. The third gate slams shut as the soul passes through, severing the soul's link to its body.

Daily ♦ Divine, Weapon; Varies

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier necrotic or radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, you can make the following secondary attack, using a square in the primary target's space as the origin square.

Opportunity Action Close burst 3

Trigger: The primary target drops to 0 hit points

Secondary Target: Each enemy in burst

Secondary Attack: Strength vs. Will

Hit: The secondary target is dazed (save ends).

Rune of Shielding

Runepriest Attack 9

You inscribe a rune of containment on your foe to protect you and your allies from attacks that rage around the foe.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, when the target is included as a target of a close or an area attack that also includes you or any of your allies, the attack automatically misses you and your allies.

Unconquered Redoubt

Runepriest Attack 9

With a mighty swing, you place the rune of the unconquered redoubt into the ground. The blast knocks your enemies back as your magic weaves a defense.

Daily ♦ Divine, Radiant, Weapon, Zone

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier radiant damage, and you push the target 4 squares.

Miss: Half damage, and you push the target 1 square.

Effect: The blast creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain a +2 power bonus to AC and resist 5 to all damage against close attacks and area attacks.

Sustain Minor: The zone persists.

LEVEL 10 UTILITY PRAYERS

Banner of Resolution

Runepriest Utility 10

You invoke the rune of resolve, granting your ally the bravery and strength needed to repel the enemy.

Daily ♦ Divine

Minor Action Close burst 5

Target: One ally in burst

Effect: Until the end of the encounter, the target gains 5 temporary hit points whenever he or she hits with an attack.

Rune of Daunting Light

Runepriest Utility 10

You invoke a rune on yourself and your allies that makes you all appear daunting even when your defenses are down.

Encounter ♦ Divine

Minor Action Close burst 5

Target: You and each ally in burst

Effect: The targets don't grant combat advantage until the end of your next turn.

Rune of Shared Lore

Runepriest Utility 10

You invoke the rune of shared lore. Your skill is your allies' skill, and theirs is yours.

Daily ♦ Divine

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Choose a skill. Until the end of the encounter, whenever each target makes a check with that skill, he or she uses the highest bonus for that skill from among all the targets.

Rune of the Astral Winds

Runepriest Utility 10

You place a rune of the astral winds on your ally, allowing him or her to slip by your enemies in safety.

At-Will ♦ Divine

Move Action (Special) Melee touch

Target: One ally

Effect: You slide the target 4 squares.

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

LEVEL 13 ENCOUNTER PRAYERS

Iron Redoubt

Runepriest Attack 13

You invoke the runes of iron and perseverance, a combination that allows you to stand against the enemy's mightiest attacks.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you mark the target until the end of your next turn.

Rune of Destruction: Until the mark ends, you can use an opportunity action to make a melee basic attack against the target when it makes any attack that doesn't include you as a target. You gain a power bonus to the attack roll and the damage roll against the target equal to your Wisdom modifier.

Rune of Protection: Until the end of your next turn, the target takes a penalty to damage rolls equal to your Wisdom modifier.

Effect: Until the end of your next turn, you have resist 5 to all damage against the target's attacks.

Whirling Storm Word

Runepriest Attack 13

The word of whirling storms carries within it the power of an astral hurricane. You impart this energy to your foe, causing the rune's energy to push and pull it, ruining its defenses.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target grants combat advantage until the end of your next turn.

Rune of Destruction: Until the end of your next turn, while the target is flanked, you and your allies gain a bonus to damage rolls against it equal to your Constitution modifier.

Rune of Protection: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Constitution modifier.

Word of Astral Defiance

Runepriest Attack 13

Runes of power radiate defiant light around you and either weaken your foes or defend your allies.

Encounter ♦ Divine, Radiant, Runic, Weapon

Standard Action Close burst 1

Target: Each creature in burst

Attack: Strength vs. Reflex

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

Rune of Destruction: Until the end of your next turn, the target has vulnerability to all damage while adjacent to you. The vulnerability equals your Wisdom modifier.

Rune of Protection: Until the end of your next turn, allies gain a power bonus to all defenses while adjacent to you. The bonus equals your Wisdom modifier.

Word of Lingering Thunder Runepriest Attack 13

Your weapon burns the word of lingering thunder on your foe. If that foe draws too close to your allies or moves away from a specific combatant, the rune's energy roars forth to punish it.

Encounter ♦ Divine, Runic, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier thunder damage.

Rune of Destruction: Choose one or two allies within 5 squares of you. If the target enters a square adjacent to either of those allies during its next turn, it takes thunder damage equal to your Constitution modifier and falls prone.

Rune of Protection: Choose one ally within 5 squares of you. If the target moves away from that ally during its next turn, it takes thunder damage equal to your Constitution modifier and falls prone.

LEVEL 15 DAILY PRAYERS**Brand of Arcing Lightning** Runepriest Attack 15

Lightning plays along your weapon as you attack your foe. The lightning then jumps to strike at other foes.

Daily ♦ Divine, Lightning, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier lightning damage.

Miss: Half damage.

Effect: The target is affected by a lightning brand (save ends). Until the brand ends, whenever you or any of your allies hit the target, an enemy within 5 squares of the target takes lightning damage equal to 5 + your Strength modifier.

Rune of Judgment's Levy Runepriest Attack 15

Souls are judged in the afterlife and must account for their deeds. This rune, the fourth of the seven runes that represent the gates of death, symbolizes that step along the soul's journey.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Primary Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You mark the target until the end of the encounter. Until the mark ends, you can make the following secondary attack against the target.

Immediate Interrupt Close burst 5

Trigger: The target makes an attack that doesn't include you as a target

Secondary Attack: Strength vs. Will

Hit: 1[W] damage.

**Rune of the First Fortress** Runepriest Attack 15

The First Fortress was a redoubt built to defend against the primordials' attacks on the Astral Sea. This rune was carved to bolster the fortress's gates.

Daily ♦ Divine, Weapon, Zone

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

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 5 to all damage. Any enemy that willingly enters the zone is immobilized until the end of your next turn.

Sustain Minor: The zone persists.

Rune of the Flanking Wind Runepriest Attack 15

You imprint the rune of the flanking wind on your foe. Thus summoned, the wind carries your allies into position against the foe and protects them.

Daily ♦ Divine, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Choose one ally within 10 squares of you. You teleport that ally to a square where he or she flanks the target. Until the end of the encounter, you and your allies gain a +2 power bonus to all defenses while flanking the target.

LEVEL 16 UTILITY PRAYERS

Rune of Preservation

Runepriest Utility 16

The rune of preservation grants its targets the ability to withstand attacks that would cripple a normal creature.

Encounter ♦ Divine, Healing

Minor Action Close burst 5

Target: Two allies in burst or you and one ally in burst

Effect: Each target gains resist 5 to all damage until the end of your next turn. In addition, each target can spend a healing surge.

Rune of Reinvigoration

Runepriest Utility 16

This potent symbol infuses you and your allies with energy.

Daily ♦ Divine, Healing

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Each target regains hit points as if he or she had spent a healing surge and gains a +4 power bonus to all defenses until the end of your next turn.

Rune of the Unblinking Eye

Runepriest Utility 16

A gentle light washes over the area, allowing you and your allies to see details that would otherwise escape your notice.

Daily ♦ Divine

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Each target gains a +5 power bonus to Perception checks until the end of the encounter.

Rune of the Warded Path

Runepriest Utility 16

You invoke the rune of the warded path, a mark once used by the gods to ensure the safety of secret ways through the planes.

Encounter ♦ Divine

Minor Action Close burst 5

Effect: Choose up to four unoccupied squares in the burst. Until the end of your next turn, you and your allies don't provoke opportunity attacks when leaving those squares.

LEVEL 17 ENCOUNTER PRAYERS

Rune of the Astral Phalanx

Runepriest Attack 17

You invoke a rune that marked the battle standards of the divine armies in the earliest days of creation and that bound angel, god, and mortal together in a unified fighting force.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and each ally adjacent to the target can make a melee basic attack against it as a free action.

Rune of Destruction: Each ally gains a bonus to the melee basic attack's damage roll equal to your Wisdom modifier.

Rune of Protection: Each ally can shift a number of squares equal to your Wisdom modifier as a free action, instead of making the melee basic attack.

Mark of Battle's End

Runepriest Attack 17

As your weapon slams into your foe, the mark of battle's end blazes on the foe. Other enemies stagger away, pushed back by the mark's power.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push each enemy within 3 squares of the target 3 squares away from it.

Rune of Destruction: You slide each ally within 3 squares of the target 3 squares to a square adjacent to the target.

Rune of Protection: You push each ally within 3 squares of the target 3 squares away from it.

Whisper of the Cunning Step

Runepriest Attack 17

Many runes embody a principle of balance. As you invoke the rune of the cunning step, you steal a foe's speed and agility and grant it to an ally.

Encounter ♦ Divine, Runic, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is slowed until the end of your next turn.

Rune of Destruction: One ally within 5 squares of you can use a free action to shift half his or her speed. If that ally ends this shift adjacent to the target, the ally gains a +2 power bonus to the next attack roll he or she makes against the target before the end of your next turn.

Rune of Protection: One ally within 5 squares of you can use a free action to teleport a number of squares equal to his or her speed + your Wisdom modifier.

Word of Healing Assault

Runepriest Attack 17

A single empowered word infuses your allies with might and returns their health.

Encounter ♦ Divine, Healing, Runic

Standard Action Close burst 5

Target: One or two allies in burst

Effect: Each target can make a basic attack as a free action. If a target's attack hits, he or she can also spend a healing surge and regain 2d10 additional hit points.

Rune of Destruction: The basic attacks each deal extra damage equal to your Constitution modifier.

Rune of Protection: Each target gains resist 5 to all damage until the end of your next turn.

LEVEL 19 DAILY PRAYERS

Mark of Ill Luck

Runepriest Attack 19

You place the mark of ill luck on your foe. The mark ensures that failed attacks ricochet onto that foe.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, the target takes 5 damage both when a ranged attack against a creature within 5 squares of it misses and when a melee attack against a creature adjacent to it misses.

Rune of Rust

Runepriest Attack 19

As you strike your foe, dull red energy spreads across it in the pattern of the rune of rust, a mark of the decay of all things.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: The target takes a -4 penalty to AC (save ends).

Each Failed Saving Throw: The penalty increases by 2.

Aftereffect: The penalty persists until the end of the target's next turn.

Rune of the Threshold

Runepriest Attack 19

The fifth of the seven runes that represent the gates of death embodies the threshold a soul must pass on its way to its final reward. Only the most strong-willed of creatures can resist that gate's lure.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, whenever the target saves against an effect, that effect instead persists until the end of the target's next turn.

Rune of Warding Light

Runepriest Attack 19

You invoke the rune of warding light, which produces a fortified area that your enemies have little chance of breaching.

Daily ♦ Divine, Radiant, Weapon, Zone

Standard Action Close burst 2

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies have cover while within the zone. While the zone persists, you can make the following attack, using the burst's origin square as the attack's origin square.

Opportunity Action Close burst 2

Trigger: An enemy enters the zone or starts its turn there

Target: The triggering enemy in burst

Attack: Strength vs. Will

Hit: 1[W] + Strength modifier radiant damage, and you slide the target 3 squares.

Sustain Minor: The zone persists.

LEVEL 22 UTILITY PRAYERS

Banner of the Undefeated

Runepriest Utility 22

You forge a rune of endless battle, one that compels your allies to fight on even when death tugs at them.

Daily ♦ Divine

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Until the end of the encounter, the dying condition doesn't cause the targets to fall unconscious. Each target instead falls unconscious when he or she fails a death saving throw.

Banner of Victory

Runepriest Utility 22

You forge a rune of victory, keeping your allies on their feet while your foes suffer.

Daily ♦ Divine, Healing, Zone

Minor Action Close burst 5

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, you and your allies have regeneration 5 while bloodied. While within the zone, your enemies have vulnerable 5 to all damage.

Sustain Minor: The zone persists.

Rune of the Hero's Resolve

Runepriest Utility 22

The rune of the hero's resolve allows a single warrior to fight with the vigor and purpose of two combatants.

Daily ♦ Divine

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target gains temporary hit points equal to his or her current hit point total and can take a standard action as a free action.

Symbol of Defiance

Runepriest Utility 22

The symbol of defiance fortifies your allies when your foes believe they have defeated you.

Encounter ♦ Divine

Minor Action Close burst 5

Target: Each bloodied ally in burst

Effect: You slide each target 5 squares. Until the end of your next turn, each target gains a power bonus to all defenses equal to your Wisdom modifier.

LEVEL 23 ENCOUNTER PRAYERS

Mark of Untamed Wrath

Runepriest Attack 23

Many divine runes contain the power of wrath, since they arose during the Dawn War. This rune turns your enemy's anger into destruction for its cohorts.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 3[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, when any of your allies hit the target, each enemy adjacent to the target takes 5 damage.

Rune of Protection: Until the end of your next turn, the target must include your enemy nearest to it as a target of its attacks. If the target can't include any of your enemies when it makes an attack, the target is dazed until the end of its next turn, after it makes the attack.

Rune of Rising Fury

Runepriest Attack 23

You call forth the rune of rising fury, placing it among your foes. As your allies press the attack, the rune glows red and incites them to greater glory.

Encounter ♦ Divine, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: Three of your allies can each make a basic attack against the target as a free action once during each of their next turns.

Rune of Destruction: The allies have combat advantage against the target for the basic attacks.

Rune of Protection: The allies can each shift 1 square as a free action after making the basic attack.

Rune of the Wandering Star

Runepriest Attack 23

You invoke the rune of the wandering star. A mote of energy appears and sears your enemies with light.

Encounter ♦ Divine, Radiant, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $2[W] +$ Strength modifier radiant damage.

Rune of Destruction: The target takes extra radiant damage equal to your Constitution modifier. At the end of the target's next turn, each enemy within 5 squares of it takes radiant damage equal to your Constitution modifier.

Rune of Protection: The target takes a -2 penalty to the next attack roll it makes before the end of your next turn. At the end of the target's next turn, each enemy within 5 squares of it takes a penalty to damage rolls on that enemy's next turn. The penalty equals $5 +$ your Constitution modifier.

Tide of Victory

Runepriest Attack 23

You trace the rune of imminent victory on your foe, which quails in terror, since it now sees that you and your allies are an indomitable force.

Encounter ♦ Divine, Fear, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: $3[W] +$ Strength modifier damage.

Rune of Destruction: You push the target a number of squares equal to the number of your allies within 3 squares of it. The target also takes extra damage equal to your Constitution modifier.

Rune of Protection: Until the end of your next turn, whenever the target makes an attack roll, it takes a penalty to that roll equal to the number of your allies within 3 squares of it.

LEVEL 25 DAILY PRAYERS

Rune of Allied Effort

Runepriest Attack 25

The gods unleashed monstrous energy against their enemies during the Dawn War. The rune of allied effort ensured that such power did not harm their allies.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $6[W] +$ Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, when the target is included as a target of a close or an area attack that also includes you or your allies, you and each ally included in the attack can choose not to be targeted by it.

Rune of the Conquering Sign

Runepriest Attack 25

The foe you curse with this rune has little hope of escaping your allies' relentless attacks.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $4[W] +$ Strength modifier damage.

Miss: Half damage.

Effect: The target is affected by the conquering sign (save ends). Until the sign ends, each ally within 5 squares of the target can make a basic attack against it as a free action at the start of each of the target's turns.

Rune of the Penultimate Step

Runepriest Attack 25

The sixth of the seven runes that represent the gates of death describes the next-to-last step a soul takes on its final journey. At this stage, the soul enters a state of deep slumber as it prepares for its final destination.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: The target is stunned (save ends).

First Failed Saving Throw: The target is unconscious instead of stunned (save ends).

Miss: The target is stunned (save ends).

Sylarian Sign

Runepriest Attack 25

The Sylarian Sign is a potent symbol of divine magic that extinguishes the elemental nature of primordials and other foes of the gods.

Daily ♦ Divine, Weapon

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Strength vs. Reflex

Hit: $4[W] +$ Strength modifier damage, and the target doesn't benefit from resistances or immunities until the end of the encounter. In addition, the target takes a -10 penalty to damage rolls that deal acid, cold, fire, lightning, or thunder damage (save ends).

Miss: Half damage, and the target's resistances are reduced by 10 until the end of the encounter. In addition, the target takes a -5 penalty to damage rolls that deal acid, cold, fire, lightning, or thunder damage (save ends).

LEVEL 27 ENCOUNTER PRAYERS

Invocation of Carceri

Runepriest Attack 27

You invoke the rune of the prison domain, causing red chains of astral energy to form and bind your enemies.

Encounter ♦ Divine, Radiant, Runic, Weapon, Zone
Standard Action Close burst 2

Effect: Before the attack, the burst creates a zone that lasts until the end of your next turn.

Target: One, two, or three enemies in burst

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier radiant damage, and the target can't leave the zone until the end of your next turn.

Rune of Destruction: When a target within the zone hits or misses a creature outside the zone, that target takes radiant damage equal to your Constitution modifier and falls prone.

Rune of Protection: While within the zone, each target takes a -4 penalty to attack rolls against creatures outside the zone.

Word of Divine Battle

Runepriest Attack 27

The word of divine battle hammers your foe, while giving your allies the edge they need to win the day.

Encounter ♦ Divine, Runic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, your allies gain a +4 power bonus to attack rolls against the target.

Rune of Protection: Until the end of your next turn, each ally you can see gains a power bonus to all defenses equal to your Wisdom modifier.

Word of Vengeful Thunder

Runepriest Attack 27

Thunder rumbles across the battlefield as you unleash this rune, blasting your enemy and cloaking your allies in a protective shield.

Encounter ♦ Divine, Runic, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier thunder damage.

Rune of Destruction: Choose up to two allies within 10 squares of you. Until the end of your next turn, any enemy that deals damage to either ally takes thunder damage equal to half the damage it dealt.

Rune of Protection: Choose up to two allies within 10 squares of you. Until the end of your next turn, those allies take half damage from all attacks.

Word of Weal and Woe

Runepriest Attack 27

As you smite your foe, you draw on this word to cure your allies and bring additional pain to your opponent.

Encounter ♦ Divine, Healing, Radiant, Runic, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier radiant damage, and each ally within 5 squares of you can spend a healing surge.

Rune of Destruction: For each ally who spends a healing surge, the target takes extra damage equal to your Wisdom modifier.

Rune of Protection: For each ally who spends a healing surge, the target and each enemy within 2 squares of it take a -1 penalty to attack rolls and damage rolls until the end of your next turn.

LEVEL 29 DAILY PRAYERS

Brand of Death's Gate

Runepriest Attack 29

The last of the seven runes that represent the gates of death blasts the soul from your foe's body.

Daily ♦ Divine, Weapon; Varies

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier necrotic or radiant damage.

Miss: Half damage.

Effect: The first time you use this power each day, you regain the use of the power if it reduces the target to 0 hit points.

Rune of Awakening

Runepriest Attack 29

As you slam your foe with your weapon, you invoke the rune of awakening. Divine energy sweeps over the battlefield as your allies tap into newfound reserves of strength.

Daily ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage, and three allies you can see regain all their hit points.

Miss: Half damage, and one ally you can see regains all his or her hit points.

Rune of Pacifism

Runepriest Attack 29

You tap your foe gently, belying this rune's potent magic. Under its influence, your foe can barely defend itself.

Daily ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 5[W] + Strength modifier damage, and the target cannot attack (save ends).

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

RUNEPRIEST PARAGON PATHS

HAMMER OF VENGEANCE

"Your crimes have been recorded in the runes. Now it is time to forge your doom."

Prerequisite: Runepriest

Runepriests study not only the divine runes and the craft needed to shape them, but also the history and story behind each rune. Many runes have been lost over the centuries, usually due to the acts of demons, devils, and primordials. Some runepriests swear to avenge these wrongs, dedicating themselves to crushing those who would stand against the gods. You are one of these runepriests.

Your rune-enhanced prayers harm those who injure your allies. Those fool enough to incite your anger soon learn the error of their ways.

Dragonborn and minotaur runepriests are the most common followers of this path. Both races have developed a keen sense of vengeance for past crimes, and thus this path fits them well.

HAMMER OF VENGEANCE PATH FEATURES

Bloody Vengeance (11th level): Whenever you enter a new rune state, you can enter the rune state of vengeance instead. When any ally hits an enemy adjacent to you while you are in this rune state, you can make a melee basic attack against that enemy as an immediate reaction. This rune state then ends.



Avenging Action (11th level): When you spend an action point to take an extra action, enemies take radiant damage equal to your Constitution modifier when they make attacks while they're within 5 squares of you and damage your allies with those attacks. This effect lasts until the end of your next turn.

Inescapable Vengeance (16th level): When you make a melee basic attack granted by your Bloody Vengeance path feature, you gain a +1 bonus to the attack roll and a bonus to the damage roll equal to your Constitution modifier.

HAMMER OF VENGEANCE PRAYERS

Avenging Hammer

Hammer of Vengeance Attack 11

Your assault scores a deep wound, and your foe will earn itself another if it continues to harm your friends.

Encounter ♦ Divine, Runic, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target deals damage to any of your allies before the end of your next turn, you regain the use of this power. You can regain the use of this power only once per encounter.

Rune of Destruction: If the target hits or misses a bloodied ally before the end of your next turn, you can make a melee basic attack against the target as an immediate reaction.

Rune of Protection: If the target hits or misses a bloodied ally before the end of your next turn, you can teleport the target to a square adjacent to you as an immediate reaction.

Shield of Vengeance

Hammer of Vengeance Utility 12

Your enemy attacks your ally, but with a quick prayer, you turn its aggression against it.

Encounter ♦ Divine

Immediate Reaction Close burst 5

Trigger: An enemy attacks your ally

Target: The attacked ally in burst

Effect: The target gains both combat advantage and a +5 bonus to damage rolls against the triggering enemy until the end of your next turn.

Vengeance's End

Hammer of Vengeance Attack 20

Your enemy has visited enough damage upon you. Divine energy wreathes you in radiance as you strike to put an end to its villainy.

Daily ♦ Divine, Radiant, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be bloodied.

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier radiant damage. Reroll all of these damage dice that roll a 1 or a 2, and continue rerolling until you roll higher than 2 on all the dice.

LIGHT BRINGER

"I carry the runes of light to the darkest places."

Prerequisite: Runepriest

The runes have long been a potent weapon for the gods, and few runes are as mighty as the twelve sigils of the sun. These runes embody concepts of hope, the coming dawn, protection, and endurance. You have studied them in hopes of mastering the divine magic they offer. Few can unlock these runes' power, since they demand a heavy toll from those who study them. You spent hours staring into the sun, almost going blind in the process, to purge your mind of all shadow. Only in such a condition can a runepriest master these runes.

As a light bringer, you carry the sun's radiance to places that have never been blessed with its cleansing light. You harbor a particular hatred of the Shadowfell and the undead creatures that spawn there. There are many creatures that hide from the sun's cleansing light. You have sworn to carry that light to them.

LIGHT BRINGER PATH FEATURES

Holy Radiance (11th level): As a minor action, you can shed bright light in a radius of up to 10 squares. You can change this radius, or extinguish the light, with another minor action.

Twelve Runes of the Sun (11th level): Whenever you enter a new rune state, you can enter the rune state of the light bringer instead. While you are in this rune state, enemies within 3 squares of you can't benefit from concealment.

Invigorating Light (11th level): You can spend an action point to enable one ally within 5 squares of you to take a standard action as a free action, instead of taking an extra action yourself.

Undeniable Light (16th level): While you are in the rune state of the light bringer, allies within 3 squares of you can't be blinded.

LIGHT BRINGER PRAYERS

Mote of the Sun

Light Bringer Attack 11

Your weapon strike unleashes a mote of blinding light that leaves your foes reeling.

Encounter ♦ Divine, Radiant, Runic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: The target and each enemy adjacent to it are blinded until the end of your next turn.

Rune of Destruction: The target also takes $1[W] +$ your Strength modifier radiant damage.

Rune of Protection: When the blindness ends on the target, all creatures have concealment against it until the end of your next turn.

Anthem of the Dawn

Light Bringer Utility 12

You trace the rune of dawn with lines of gleaming energy. The rune flares with power, inspiring your allies to greater glory.

Daily ♦ Divine, Healing

Minor Action Close burst 2

Target: You and each ally in burst

Effect: Each target can spend a healing surge. Any target who does so gains temporary hit points equal to his or her healing surge value, and blinding effects end on him or her.

Dawning Light

Light Bringer Attack 20

Light erupts from your weapon, driving your foes away just as the dawn pushes back the night.

Daily ♦ Divine, Radiant, Weapon

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Strength vs. Will

Hit: $3[W] +$ Strength modifier radiant damage, and you push the target 4 squares.

Miss: Half damage, and you push the target 2 squares.

Effect: Each ally in the blast gains 10 temporary hit points and can shift 3 squares as a free action.



MASTER OF THE FORGE

"Bring forth your sword, so that I can bless it with the fury of the gods."

Prerequisite: Runepriest

The forge rune is a rare divine rune that few runepriests learn to master. Only by toiling at a forge for years in training can one hope to learn its secrets. You are one such runepriest. During your apprenticeship, you learned not only the mysteries of divine magic but also the subtle powers of the forge. Guided by the gods and your teachers, you crafted weapons and armor and learned to care for the spiritual and material needs of those who fight for the gods.

A master of the forge draws power from the forge rune, imbuing allies' weapons and armor with divine power. At your behest, blades slice through stone with ease, and armor deflects even a dragon's claws.

Dwarf runepriests are the most common followers of this path. The dwarven heritage of metalwork makes the forge rune a common topic of study among them.

MASTER OF THE FORGE

PATH FEATURES

Runes of the Blade Smith (11th level): When you take a short or an extended rest, you can touch one weapon that you or an ally carries. That weapon then gains a +1 bonus to damage rolls until you grant this bonus to a different weapon.

Forge Rune Action (11th level): When you spend an action point to take an extra action, you and each ally within 5 squares of you gain a +4 bonus to weapon damage rolls until the end of your next turn.

Indomitable Steel (16th level): When you take a short or an extended rest, you can touch one suit of heavy armor that you or an ally wears. That armor gains a +1 bonus to AC until you grant this bonus to a different suit of armor.

MASTER OF THE FORGE PRAYERS

Call of Iron

Master of the Forge Attack 11

As you strike your foe, you awaken within your allies' weapons and armor the indomitable power of iron.

Encounter ♦ Divine, Runic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, each ally who hits the target with a weapon attack deals 1[W] extra damage.

Rune of Protection: Each ally within 5 squares of you gains a +2 power bonus to AC, or a +4 power bonus if the ally is wearing heavy armor. The bonus lasts until the end of your next turn.



Blessing of the Forge Master of the Forge Utility 12

At your touch, your ally's armor gains unmatched strength, causing even the mightiest blow to bounce off it.

At-Will ♦ Divine

Minor Action (Special) **Melee touch**

Target: One ally

Effect: Until the end of your next turn, the target gains a +2 power bonus to AC, or a +4 power bonus if the target is wearing heavy armor.

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

Fury of the Forge

Master of the Forge Attack 20

As your weapon crashes into your foe, you call on the forge rune to scorch that enemy.

Daily ♦ Divine, Fire, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).

Miss: Half damage, and ongoing 5 fire damage (save ends).

Effect: Until the target saves against the ongoing fire damage, your allies deal 1d6 extra fire damage when they hit it with melee attacks.

RUNE SHIELD

"The runes of the gods are stronger than any steel."

Prerequisite: Runepriest

You see in the runes a strength greater than that of any mortal power, and you maintain a stern resolution to bring the power of the gods to bear on those who would threaten the world and the astral domains. The first rune of shielding remains carved into the stone at the heart of the world, where members of your order delved into the darkest shadows to defeat primordials of earth and lava. Someday you might make a pilgrimage to that sacred place, but until then you stand at the forefront of any battle. Your runes echo across the battlefield, scattering your foes and fortifying your allies.

As a rune shield, you master a series of secret runes that allow you to cloak your allies in a protective sphere of divine magic. The runes have such power that merely speaking them turns aside arrows, knocks swords and axes away from your friends, and blunts your enemies' most reckless charge.

RUNE SHIELD PATH FEATURES

Guardian Shield (11th level): Whenever you enter a new rune state, you can enter the rune state of the iron shield instead. While you are in this rune state, each ally gains a +2 bonus to all defenses while adjacent to you. This rune state ends when you move.

Protective Action (11th level): When you spend an action point to take an extra action, each ally you can see gains a +2 power bonus to all defenses until the start of your next turn.

Mighty Guardian (16th level): The bonus to all defenses granted by your Guardian Shield path feature increases to 4.

RUNE SHIELD PRAYERS

Battering Rune

Rune Shield Attack 11

Divine energy blasts out from a gleaming golden rune suspended in the air, battering your foes. The rune's light lingers for a moment, blessing you and your allies with divine favor.

Encounter ♦ Divine, Runic, Weapon, Zone

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Strength vs. AC

Hit: $2[W] + \text{Strength modifier}$ damage, and you push the target 3 squares.

Effect: The blast creates a zone that lasts until the end of your next turn.

Rune of Destruction: While within the zone, you and your allies gain a +1 power bonus to attack rolls against enemies outside the zone.

Rune of Protection: While within the zone, you and your allies gain a +2 power bonus to AC. The zone is difficult terrain for your enemies.

Rune of Shielding

Rune Shield Utility 12

You channel divine power as you inscribe a rune into the ground. The rune glows with silver energy that spreads into a zone of protection around you.

Daily ♦ Divine, Zone

Minor Action Close burst 3

Effect: The burst creates a zone that lasts until the end of your next turn. When any enemy enters a square within the zone, its move ends. Enemies can't be pulled, pushed, or slid to a square within the zone.

Sustain Minor: The zone persists.

Hounding Shield of Radiance

Rune Shield Attack 20

Radiance washes over your foe, coalescing in a gleaming shield that whirls around it, spoiling the foe's attacks.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Primary Attack: Strength vs. AC

Hit: $3[W] + \text{Strength modifier}$ radiant damage.

Miss: Half damage.

Effect: You mark the target until the end of the encounter. Until the mark ends, you can make the following secondary attack against the target.

Opportunity Action Melee 1

Trigger: The target hits your ally

Secondary Attack: Strength vs. Will

Hit: 5 radiant damage, and the ally takes only half damage from the target's attack.



SEEKER



"I am the lightning strike, the earth's upheaval, the unruly sea. I am the bringer of your destruction."

CLASS TRAITS

Role: Controller. You are a primal hunter who forges bonds with mysterious spirits to gain their aid in bringing down your prey. Depending on your choice of class features, you lean toward either defender or striker as a secondary role.

Power Source: Primal. Through ancient ceremonies and whispered evocations, you call on primal spirits to lend their might to your cause.

Key Abilities: Wisdom, Strength, Dexterity

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged, military ranged

Bonus to Defense: +1 Reflex, +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: Nature. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

Class Features: *Inevitable shot, Seeker's Bond*

Seekers are primal champions who scour the wilderness in search of those who would defile it. Versed in hunting techniques handed down through the generations, seekers combine thrown weapon and bow techniques with primal evocations. The combination allows seekers great range in which to deliver deadly attacks that confound and hamper their enemies. When a seeker looses a missile, the primal spirits bound to it through ancient evocations are freed, sometimes as terrifying beasts and sometimes as nature's raw destructive potential.

As a seeker, you are both a hunter and a mystic. You attune yourself to the wilderness you call your home, but you are equally tied to the spirits that dwell in the world around you. With your people's traditions and whispered advice from the spirits, you navigate the wilds with ease, at home in that environment as any beast. If an enemy appears, you have nothing to fear, both because you have mastered your weapons and because the spirits to whom you have bound yourself add their savage might to your attacks. Whether you use lightning strikes, grasping vines, or spectral beasts, your enemies cannot stand against your assault.

SEEKER CLASS FEATURES

Seekers have the following class features.

INEVITABLE SHOT

You gain the *inevitable shot* power. You can use this power to call on spirits to send your projectile hurling toward another enemy when you miss with a ranged attack.

SEEKER'S BOND

Seekers develop special bonds with primal spirits by offering solemn vows to further the spirits' purposes. In exchange for these vows, the spirits bestow a measure of their strength to aid their champions' cause.

Choose one of these options. Your choice provides bonuses to certain seeker powers, as detailed in those powers.

Bloodbond: You gain the *encaging spirits* power. In addition, while you are not wearing heavy armor, you can shift as a minor action.

Spiritbond: You gain the *spirits' rebuke* power. You also gain a +1 bonus to attack rolls with both light thrown and heavy thrown weapons, and when you make an attack by throwing a weapon with which you have proficiency, the weapon returns to your hand after the attack. In addition, while you are not wearing heavy armor, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC.

CREATING A SEEKER

All seekers depend on Wisdom to commune with the spirits to guide them and aid in their attacks. Seekers bind themselves with spirits through their Seeker's Bond. Bloodbond and Spiritbond are the most common, and your choice corresponds with one of two seeker builds. Regardless of your particular bond, however, you can choose whatever powers best help you to keep your vow.

PROTECTING SEEKER

The natural world stands in peril thanks to numerous and widespread enemies. You spoke your vow and forged a bond with the primal spirits, swearing to safeguard the land from harm. Wisdom is your most important ability, so it should be your highest score. Strength adds weight to your attacks and punishes those enemies that draw too close. Consider powers that conjure spirits to harry your enemies. You lean toward defender as a secondary role.

Suggested Class Feature: Spiritbond

Suggested Feat: Spiritbond Defense

Suggested Skills: Heal, Insight, Nature,

Perception

Suggested At-Will Powers: biting swarm, guardian harrier

Suggested Encounter Power: serpent arrow

Suggested Daily Power: spirit rider

VENGEFUL SEEKER

You have witnessed nature's destruction and its plunder by cruel and careless mortals. No longer will you wait; vengeance demands blood. A blood oath compels you to hunt down and destroy the world's enemies, and those who despoil it will find no mercy from you. Wisdom is your most important ability, followed by Dexterity to help keep you one step ahead of your enemies and avoid their attacks. You lean toward striker as a secondary role.

Suggested Class Feature: Bloodbond

Suggested Feat: Bloodied Elusion

Suggested Skills: Acrobatics, Athletics, Nature, Stealth

Suggested At-Will Powers: biting swarm, elemental spirits

Suggested Encounter Power: flickering arrow

Suggested Daily Power: storm of spirit shards

SEEKER POWERS

Your powers are evocations gained from the bonds you forge with primal spirits. Unlike most other controllers, you use weapons to direct your spirit allies and their destructive wrath, launching arrows or throwing other ranged weapons into your enemies' midst, only to watch your weapons explode in scorching lightning or booming thunder. Your attacks can also herald the appearance of the spirits themselves, calling them forth to assail your enemies.

SEEKER OVERVIEW

Characteristics: Your arrows or thrown weapons loose primal power when used. They might manifest as primal spirits hungering for revenge or as icy winds or crackling lightning. Your powers control your enemies, interfering with their movement, holding them in place, or injuring them for their actions. Also, your attacks might call forth spirits to worry your enemies and pursue them across the battlefield.

Religion: Like other primal characters, seekers view the world's primal spirits as kindred and partners, and they venerate them more than they worship the gods. Seekers who do follow deities commonly worship Melora for her dominion over the forces of nature, Corellon (who is sometimes depicted as the founder of archery), Kord, or Sehanine. Evil seekers sometimes follow Gruumsh or Zehir.

Races: Elves and shifters are the most common seekers, since both their natural inclinations toward primal paths and their inherent abilities make them well matched with the capabilities of the class. Goliaths who favor ranged combat sometimes become seekers (preferring thrown weapons over bows or crossbows), and wilden seekers are also fairly common.

CLASS FEATURES

Each seeker has the inevitable shot power. You also have either the *engaging spirits* or the *spirits' rebuke* power, depending on the Seeker's Bond option you select.

Engaging Spirits

Seeker Feature

You call on protecting spirits to harry your foes.

Encounter ♦ Primal

Minor Action

Close burst 1

(2 at 11th level, 3 at 21st level)

Target: Each enemy in burst

Effect: You push each target 1 square, and each target is slowed until the end of your next turn.

Inevitable Shot

Seeker Feature

Even as your target ducks under your shot, the projectile moves on its own to find another enemy.

Encounter ♦ Primal

Free Action

Personal

Trigger: You miss a creature with a ranged attack

Effect: You make a ranged basic attack against an enemy within 5 squares of the creature you missed, using a square in that creature's space as the attack's origin square.

Special: You regain the use of this power when you spend an action point.

Spirits' Rebuke

Seeker Feature

You dodge your enemy's attack, and spirits coalesce around you to punish your attacker.

Encounter ♦ Primal, Weapon

Immediate Reaction Melee weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon.

Trigger: An enemy misses you with a melee attack

Target: The triggering enemy

Effect: The target takes 1[W] + your Strength modifier damage, and you push it 1 square.

LEVEL 1 AT-WILL EVOCATIONS

Biting Swarm

Seeker Attack 1

Stinging spirit insects swarm around your enemy.

At-Will ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target and each enemy adjacent to it take a -2 penalty to attack rolls until the start of your next turn.

Level 21: 2[W] + Wisdom modifier damage.

Special: You can use this power as a ranged basic attack.

Elemental Spirits

Seeker Attack 1

Taking the form of blazing flame, crackling ice, sizzling lightning, or thunderous storm, elemental spirits shoot forth to do your enemy harm.

At-Will ♦ Primal, Weapon; Varies

Standard Action Ranged weapon

Target: One creature

Special: Choose cold, fire, lightning, or thunder whenever you use this power. Your choice determines the power's damage type.

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage of the chosen type. Until the end of your next turn, any creature that starts its turn adjacent to the target takes damage of the chosen type equal to your Dexterity modifier.

Level 21: 2[W] + Wisdom modifier damage of the chosen type.

Grappling Spirits

Seeker Attack 1

Spirits erupt from your weapon, seizing your enemy and impeding its movement.

At-Will ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is slowed and can't shift until the end of its next turn.

Level 21: 2[W] + Wisdom modifier damage.

Special: You can use this power as a ranged basic attack.

Guardian Harrier

Seeker Attack 1

A raptor spirit claws at your foe's face until the foe retreats.

At-Will ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes damage equal to your Strength modifier.

Level 21: 2[W] + Wisdom modifier damage.

Special: You can use this power as a ranged basic attack.

Thorn Cloud Shot

Seeker Attack 1

Thorn-covered vines sprout up from the ground around the enemy you strike.

At-Will ♦ Poison, Primal, Weapon, Zone

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the start of your next turn. Any creature that ends its turn within the zone takes poison damage equal to your Wisdom modifier.

Level 21: 2[W] + Wisdom modifier damage.

LEVEL 1 ENCOUNTER EVOCATIONS

Flickering Arrow

Seeker Attack 1

With a flash, primal motes of light illuminate your target and dazzle those nearby.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 1d6 +$ Wisdom modifier damage. Until the end of your next turn, the target can't benefit from cover, concealment, or total concealment, and enemies take a -2 penalty to attack rolls while within 2 squares of the target.

Bloodbond: Enemies take the penalty while within a number of squares of the target equal to $2 +$ your Dexterity modifier.

Mischief Spirits

Seeker Attack 1

Troublesome spirits shimmer around your foe, tripping it if it dares move.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 1d6 +$ Wisdom modifier damage. If the target moves on its next turn, it falls prone at the end of that turn.

Special: You can use this power as a ranged basic attack.

Possessing Spirits

Seeker Attack 1

From your foe's wound, a possessing spirit takes hold, making the foe attack its companion.

Encounter ♦ Charm, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Will

Hit: $1[W] +$ Wisdom modifier damage, and the target makes a melee basic attack as a free action against an enemy adjacent to it. If that attack hits, the target and that enemy are also dazed until the end of your next turn.

Serpent Arrow

Seeker Attack 1

Your projectile takes the form of a constrictor serpent. Where it strikes, it binds with menacing strength. When it releases, it scatters your foes.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 1d6 +$ Wisdom modifier damage. At the end of the target's next turn, you slide the target and each enemy adjacent to it 1 square.

Spiritbond: The number of squares you slide the enemies adjacent to the target equals your Strength modifier.

Spider Spirits

Seeker Attack 1

The spider spirit sends forth its children to harry your foes.

Encounter ♦ Poison, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 1d8 +$ Wisdom modifier poison damage, and the target is slowed and takes a -2 penalty to all defenses until the end of your next turn.

LEVEL 1 DAILY EVOCATIONS

Fungal Blooms

Seeker Attack 1

When your projectile strikes your foe, the air fills with spores that create quivering puffballs where they land.

Daily ♦ Conjuration, Poison, Primal, Weapon

Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: $1[W] +$ Wisdom modifier damage, and the primary target is immobilized (save ends).

Effect: You conjure four fungal blooms in four different squares adjacent to the primary target. A fungal bloom can make the following secondary attack, using the fungal bloom's square as the origin square. Once a fungal bloom attacks, it disappears. It otherwise lasts until the end of the encounter.

Opportunity Action Close burst 1

Trigger: An enemy enters the fungal bloom's square

Secondary Target: Each enemy in burst

Secondary Attack: Wisdom vs. Fortitude

Hit: Wisdom modifier poison damage.

Rime Strike

Seeker Attack 1

You attack your enemy and call on primal spirits to rime the ground around it.

Daily ♦ Cold, Primal, Weapon, Zone

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] +$ Wisdom modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the target. The zone lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 cold damage. As a minor action, you can end the zone.

Spirit Rider

Seeker Attack 1

A malformed spirit leaps from your weapon to latch onto your foe and then slash at nearby enemies when the foe's attacks fail.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: $2[W] +$ Wisdom modifier damage.

Effect: Until the end of the encounter, the first time the target misses with an attack each round, each enemy adjacent to the target takes damage equal to your Wisdom modifier.

SEEKER

2

Storm of Spirit Shards

Seeker Attack 1

Your projectile becomes a burst of spirit shards, which rain down on your foes.

Daily ♦ Primal, Weapon

Standard Action Area burst 1 within weapon range

Target: Each enemy in burst

Attack: Wisdom vs. AC

Hit: 1[W] + 2d6 + Wisdom modifier damage.

Miss: Half damage.

Swarming Bats

Seeker Attack 1

Your attack brings with it a flutter of bat spirits that confuse your enemies.

Daily ♦ Primal, Weapon, Zone

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage.

Effect: You slide each target 1 square. The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying creatures. While within the zone, enemies grant combat advantage. As a move action, you can move the zone 4 squares.

Sustain Minor: The zone persists.

LEVEL 2 UTILITY EVOCATIONS

Harrying Spirits

Seeker Utility 2

When your enemy shrugs off an ill effect, you call spirits from the remnants of that effect to distract a different foe.

Daily ♦ Primal

Free Action Close burst 10

Trigger: An enemy you can see saves against an effect that a save can end

Target: One enemy in burst other than the triggering enemy

Effect: Whenever the target attacks you before the end of the encounter, the target grants combat advantage until the end of its next turn.

Hunter's Instinct

Seeker Utility 2

In the middle of battle, you know where to strike and make it hurt the most.

Daily ♦ Primal, Stance

Minor Action Personal

Effect: Until the stance ends, when you make a ranged weapon attack against any creature within 2 squares of you, you can score a critical hit on a roll of 19-20.

Stag's Grace

Seeker Utility 2

With spirit-granted grace, you move and attack in a way that prevents your foe from taking advantage of your attention being elsewhere.

Encounter ♦ Primal

Minor Action Personal

Effect: Choose one enemy you can see. Until the end of your next turn, you do not provoke opportunity attacks from that enemy.

Stone Spirit Ward

Seeker Utility 2

You become as resilient as stone, causing attacks to bounce off you with little effect.

Encounter ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, you gain resistance to all damage equal to your Strength modifier.

LEVEL 3 ENCOUNTER EVOCATIONS

Burrowing Shot

Seeker Attack 3

Beetles burrow into your enemy's flesh, erupting to attack nearby foes when your target makes an aggressive action.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 1d8 + Wisdom modifier damage. The first time the target makes an attack before the end of your next turn, each enemy adjacent to the target takes 5 damage.



Escaping Shot

Seeker Attack 3

Brandishing your weapon, you call forth spirits to stupefy your enemy.

Encounter ♦ Primal, Psychic, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.

Effect: You shift 1 square.

Bloodbond: The number of squares you shift equals your Dexterity modifier.

Special: Making this attack doesn't provoke an opportunity attack from the target.

Spectral Scorpion Sting

Seeker Attack 3

Your attack calls forth a spirit scorpion to sting your enemies.

Encounter ♦ Conjuration, Poison, Primal, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier poison damage. You conjure a spirit scorpion in an unoccupied square adjacent to the target. The scorpion lasts until the end of your next turn. Any enemy that starts its turn adjacent to the scorpion takes 5 poison damage if it ends its turn not adjacent to the scorpion.

Stampede Shot

Seeker Attack 3

Spectral bison appear and follow your projectile as it streaks toward your enemy.

Encounter ♦ Primal, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + 1d6 + Wisdom modifier damage, and you push the target 2 squares, then push each enemy adjacent to it 2 squares.

Spiritbond: The number of squares you push the target equals your Strength modifier.

Winter Spirit

Seeker Attack 3

Winter spirits swirl and dance in eddies of snow that appear where your attack falls.

Encounter ♦ Cold, Primal, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier cold damage, and the target is immobilized until the end of its next turn.

Special: You can use this power as a ranged basic attack.

LEVEL 5 DAILY EVOCATIONS**Corralling Shot**

Seeker Attack 5

Your projectile divides midflight into three barbs, which thrust two foes toward a third.

Daily ♦ Primal, Reliable, Weapon

Standard Action **Ranged weapon**

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. Make a secondary attack.

Secondary Target: One or two creatures that are within 5 squares of the primary target

Secondary Attack: Wisdom vs. AC

Hit: 1[W] damage, and you slide the secondary target 5 squares to a square adjacent to the primary target.

Ensnares Shot

Seeker Attack 5

Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

Daily ♦ Primal, Weapon, Zone

Standard Action **Ranged weapon**

Primary Target: One creature

Primary Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier damage, and the primary target is restrained (save ends).

Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the primary target. The zone lasts until the end of your next turn. Until the zone ends, you can make the following secondary attack, using a square within the zone as the origin square.

Opportunity Action **Close burst 1**

Trigger: An enemy enters the zone or starts its turn there

Secondary Attack: Wisdom vs. Reflex

Secondary Target: The triggering enemy in burst

Hit: The secondary target is immobilized (save ends).

Sustain Minor: The zone persists.

Call of the Ghost Wolf

Seeker Attack 5

Your attack calls forth a wolf spirit to keep your foes at bay.

Daily ♦ Conjuration, Primal, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 1d6 + Wisdom modifier damage.

Effect: You conjure a ghost wolf in an unoccupied square adjacent to the target. The wolf occupies its square and lasts until the end of your next turn. Your allies can flank enemies with the wolf and deal 2d6 extra damage when they hit enemies flanked by it.

Sustain Minor: The wolf persists, and each enemy adjacent to it takes a -2 penalty to attack rolls until the end of your next turn.

Protecting Spirits

Seeker Attack 5

With a flurry of spirit-guided attacks, you knock your foes away.

Daily ♦ Primal, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: $1[W] + 1d6 +$ Wisdom modifier damage, and you push the target 2 squares and knock it prone.

Miss: Half damage, and you push the target 1 square.

Wildfire Shot

Seeker Attack 5

Your enemy erupts in fire, which spreads to its allies.

Daily ♦ Fire, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Reflex

Hit: $1[W] +$ Wisdom modifier fire damage, and ongoing 5 fire damage (save ends). Whenever the target takes this ongoing damage, each enemy adjacent to the target takes ongoing 5 fire damage (save ends).

Miss: Half damage, and ongoing 5 fire damage (save ends).

LEVEL 6 UTILITY EVOCATIONS

Blurring Stride

Seeker Utility 6

When you move across the battlefield, you become less and less distinct.

Daily ♦ Illusion, Primal

Minor Action Personal

Effect: You assume a blurry form until the end of your next turn. Until this form ends, if you end a move action at least 3 squares from where you started, you gain concealment until the end of your next turn.

Sustain Minor: The form persists.

Cloak of Quills

Seeker Utility 6

Sharp spines emerge from your skin, making your enemies think twice about striking you.

Encounter ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, whenever an adjacent enemy hits you with an opportunity attack, that enemy takes damage equal to your Strength modifier.

Eagle's Aim

Seeker Utility 6

Your eyesight sharpens until you can pick out the most distant foes.

Encounter ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, you take no penalty to attack rolls for attacking at long range.

Earthbond Gift

Seeker Utility 6

When at your weakest, you draw renewing strength from the land.

Encounter ♦ Primal

Minor Action Personal

Requirement: You must be bloodied or weakened.

Effect: You gain temporary hit points equal to twice your Wisdom modifier. If you are weakened, you can also make a saving throw against a single effect on you that is weakening you.

LEVEL 7 ENCOUNTER EVOCATIONS

Feyjump Shot

Seeker Attack 7

Your missiles shine with emerald light and carry with them the Feywild's power to relocate your foe.

Encounter ♦ Primal, Teleportation, Weapon

Standard Action Ranged weapon

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: $1[W] +$ Wisdom modifier damage, and you teleport the target 3 squares.

Effect: If you hit both targets, you can swap their positions when you teleport them, rather than teleporting each one 3 squares. If you do so, both targets are dazed until the end of your next turn.

Thunder Spirit

Seeker Attack 7

A distant rumble sounds, portending what will happen when your missile finds its mark.

Encounter ♦ Primal, Thunder, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] +$ Wisdom modifier thunder damage, and the target falls prone and is deafened until the end of your next turn.

Bloodbond: Each enemy adjacent to the target takes thunder damage equal to your Dexterity modifier and is deafened until the end of your next turn.

Tremor Shot

Seeker Attack 7

When your shot strikes your foe, the ground trembles around it.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: $1[W] + 1d8 +$ Wisdom modifier damage. Make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each enemy in burst other than the primary target

Secondary Attack: Wisdom vs. Fortitude

Hit: You slide the secondary target 1 square, and it grants combat advantage until the end of your next turn.

Wasp Sting Shot

Seeker Attack 7

Vicious wasps fill the air around your enemy, adding their stingers to your weapon's bite.

Encounter ♦ Poison, Primal, Weapon, Zone

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 1d6 +$ Wisdom modifier poison damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes poison damage equal to your Wisdom modifier.

Special: You can use this power as a ranged basic attack.

Windstorm Strike

Seeker Attack 7

The winds pick up with sudden force, knocking your enemies away.

Encounter ♦ Primal, Weapon

Standard Action Area burst 1 within weapon range

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier damage, and you push the target 2 squares.

Spiritbond: The number of squares you push the target equals your Strength modifier.

LEVEL 9 DAILY EVOCATIONS**Binding Shot**

Seeker Attack 9

Two shots leap toward your foes, and when the shots strike, tendrils spread out to bind the foes together.

Daily ♦ Primal, Weapon

Standard Action Ranged weapon

Target: Two creatures within 5 squares of each other

Attack: Wisdom vs. AC

Hit: 1[W] + 1d8 + Wisdom modifier damage.

Miss: Half damage.

Effect: If both attacks hit, you slide one of the targets 5 squares to a square adjacent to the other target, and each target is bound by vines (save ends). Until this effect ends on a target, that target can't move by any means to a square that isn't adjacent to the other target. When a target makes a saving throw against this effect, the target can take 10 damage to gain a +5 bonus to the saving throw.

Nature's Vengeance

Seeker Attack 9

When you attack, nature responds with vines that ensnare your enemies.

Daily ♦ Primal, Weapon, Zone

Standard Action Ranged or Melee weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 1d6 + Wisdom modifier damage. You slide the target 1 square, and it is immobilized (save ends).

Miss: Half damage.

Effect: The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Whenever an enemy within the zone deals damage with an attack, that enemy is immobilized (save ends). If that enemy is already immobilized, it takes 5 damage, and it is restrained instead of immobilized (save ends).

Sustain Minor: The zone persists.

Spirits of Fire and Ice

Seeker Attack 9

Flames and frost mingle their power to destroy your enemies.

Daily ♦ Cold, Fire, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier fire damage. Choose either the target or one creature adjacent to it. The creature you choose takes ongoing 5 cold damage and is immobilized (save ends both). Whenever that creature takes this ongoing damage, each enemy adjacent to it takes 5 cold damage.

Miss: Half damage, and the target takes ongoing 5 cold damage (save ends).

Squall Spirit

Seeker Attack 9

Spawned from raging spring storms, the squall spirits strike your foes with primal fury.

Daily ♦ Lightning, Primal, Thunder, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + 2d8 + Wisdom modifier lightning damage, and each enemy adjacent to the target takes 5 thunder damage.

Miss: Half damage.

LEVEL 10 UTILITY EVOCATIONS**Burrowing Stride**

Seeker Utility 10

You dive into the earth and reappear some distance from your starting point.

Daily ♦ Primal, Stance

Minor Action Personal

Effect: Until the stance ends, you can use a move action to move either your speed through loose earth or half your speed through solid stone. You must end the move in an unoccupied space.

Feywild Jaunt

Seeker Utility 10

You vanish into the Feywild. A moment later, you reappear some distance away from where you disappeared.

Encounter ♦ Primal

Move Action Personal

Effect: You are removed from play. At the start of your next turn, you reappear in an unoccupied space of your choice. That space must be within a number of squares of the space you left equal to your speed.

Host of Sparrows

Seeker Utility 10

As you are hurt, you dissipate into a host of sparrows, flying to reform farther away.

Daily ♦ Polymorph, Primal

Immediate Reaction Personal

Trigger: You are damaged by an attack

Effect: You assume the form of a cloud of flying sparrows until the start of your next turn, and you fly your speed without provoking opportunity attacks. While in this form, you are insubstantial, you can't attack, and you can't pick up or manipulate objects. If you are still airborne at the start of your turn, you land without taking falling damage.

Sheltering Underbrush

Seeker Utility 10

Vines and undergrowth burst forth to shelter you.

Daily ♦ Primal, Zone

Minor Action Close burst 2

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies have cover while within the zone, and the zone is difficult terrain for your enemies.

Sustain Minor: The zone persists.

LEVEL 13 ENCOUNTER EVOCATIONS

Feymire Trap

Seeker Attack 13

Your attack causes your enemy to fall through a fold in space and appear elsewhere, hindered by primal spirits.

Encounter ♦ Primal, Teleportation, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 2d6 Wisdom modifier damage. You teleport the target 3 squares, and it is slowed until the end of its next turn.

Rabid Shot

Seeker Attack 13

Your attack poisons your foe, causing it to throw itself at its ally.

Encounter ♦ Poison, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier poison damage. The target must use a free action to charge a creature of your choice. If the charge attack misses or the target can't charge anyone, the target takes 10 poison damage.

Raven Wing Shot

Seeker Attack 13

Avian shadows swirl and flutter about your prey, their talons leaving bloody rents.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 1d8 + Wisdom modifier damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes 1d8 damage.

Special: You can use this power as a ranged basic attack.

Swarming Spirits

Seeker Attack 13

Angry bees follow your missile, swarming around your enemy until it cannot see and pestering other enemies nearby.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. Until the end of your next turn, the target is blinded, and enemies take a -2 penalty to attack rolls while within 2 squares of the target.

Bloodbond: Enemies take the penalty while within a number of squares of the target equal to 2 + your Dexterity modifier.

Wind Spirits

Seeker Attack 13

The wind whips around you and shrieks when you make your attack.

Encounter ♦ Primal, Weapon

Standard Action Area burst 1 within weapon range

Target: Each enemy in burst

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you push the target 2 squares and knock it prone.

Spiritbond: The number of squares you push the target equals your Strength modifier.

Special: Using this power doesn't provoke opportunity attacks.

LEVEL 15 DAILY EVOCATIONS

Corrosive Slime

Seeker Attack 15

Your missile slams into the foe, causing its skin to bubble. Corrosive ropes of slime then burst from it and burn your other enemies.

Daily ♦ Acid, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier acid damage, and the target and each enemy adjacent to it take ongoing 10 acid damage (save ends).

Miss: Half damage, and each enemy adjacent to the target takes 5 acid damage.

Effect: Any creature reduced to 0 hit points by this power dissolves into a puddle of corrosive slime that fills the creature's space. Until the end of the encounter, any creature that enters that space or starts its turn there takes 5 acid damage.

Fey Sinkhole

Seeker Attack 15

You open a temporary rift to the Feywild. A vortex of beguiling magic lashes around the opening, dragging creatures toward it.

Daily ♦ Primal, Psychic, Teleportation, Weapon, Zone

Standard Action Area burst 1 within weapon range

Effect: The burst creates a zone that lasts until the end of the encounter or until you dismiss it as a minor action. Until the zone ends, you can make the following attack, using a square within the zone as the origin square.

Opportunity Action Close burst 1

Trigger: A creature starts its turn within the zone

Target: The triggering creature in burst

Attack: Wisdom vs. Will

Hit: 5 psychic damage, and the target is dazed until the start of its next turn. If the target leaves the zone before the end of its turn, you can use a free action to teleport the target to a square within the zone.

Triple Raptor Shot

Seeker Attack 15

Your attack explodes into spirit raptors, which tear at your foe.

Daily ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Reflex. Make the attack three times.

Hit: 1[W] + Wisdom modifier damage.

Miss: Half damage.

Wave of Sleep

Seeker Attack 15

Your projectile dissolves into a blast of sand that lodges in your opponents' eyes, causing unendurable fatigue.

Daily ♦ Primal, Sleep, Weapon

Standard Action Area burst 2 within weapon range

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: The target is dazed (save ends).

First Failed Saving Throw: The target is unconscious instead of dazed (save ends).

Miss: The target is dazed (save ends).

LEVEL 16 UTILITY EVOCATIONS**Bramble Hide**

Seeker Utility 16

Thorny vines emerge from your skin, promising pain to any who try to harm you.

Encounter ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, you gain a +2 bonus to AC, and any creature that hits you with a melee attack takes $10 +$ your Wisdom modifier damage.

**Earthfriend**

Seeker Utility 16

The land welcomes you and your allies as old friends, allowing you easy passage.

Encounter ♦ Primal

Minor Action Close burst 5

Target: You and each ally in burst

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

Sustain Minor: The effect persists.

Ephemeral Wings

Seeker Utility 16

When you're struck, ephemeral wings carry you to safety.

Encounter ♦ Primal

Immediate Reaction Personal

Trigger: An enemy damages you with a melee or a close attack

Effect: You fly a number of squares equal to your Wisdom modifier and must land in a square that is farther away from the enemy than where you started. This movement doesn't provoke opportunity attacks.

Sure Sight

Seeker Utility 16

Your missiles shine with emerald light, and no earthly force can block your sight.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of the encounter, you gain darkvision, ignore concealment and total concealment, and are immune to the blinded condition.

LEVEL 17 ENCOUNTER EVOCATIONS**Convocation of Arrows**

Seeker Attack 17

Screeching eagles join the fight, emerging from the spirit world to savage your foes.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: $1[W] + 1d8 +$ Wisdom modifier damage.

Special: You can use this power as a ranged basic attack.

Flesh-Tether Shot

Seeker Attack 17

The missile punches through your enemy, dragging some of the creature's viscera with it as it slams into the ground. It can move, but it's going to hurt.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] +$ Wisdom modifier damage. If the target moves before the end of your next turn, it takes 5 damage and is dazed until the end of its next turn.

Bloodbond: The target also grants combat advantage until the end of your next turn.

Infestation of Moths

Seeker Attack 17

Your enemy collapses into a fluttering cloud of moths, which blind nearby enemies.

Encounter ♦ Polymorph, Primal, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 2d8 + \text{Wisdom modifier damage}$, and you slide the target 3 squares. Until the start of your next turn, the target is insubstantial, and enemies are blinded while adjacent to it.

Spiritbond: The number of squares you slide the target equals $2 + \text{your Strength modifier}$.

Sprite Dance

Seeker Attack 17

Cunning sprites emerge from the Feywild to dance with your enemies and draw them into danger across the battlefield.

Encounter ♦ Primal, Teleportation, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + \text{Wisdom modifier damage}$, and you teleport the target 5 squares. One ally adjacent to the destination space can then make a melee basic attack against the target as an immediate reaction.

LEVEL 19 DAILY EVOCATIONS

Captivating Missile

Seeker Attack 19

When your missile strikes, blue and green light plays across your foe briefly as you establish control over its mind.

Daily ♦ Charm, Primal, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + \text{Wisdom modifier damage}$, and the target is dominated (save ends).

Special: You can use this power as a ranged basic attack.

Conflagration Spirit

Seeker Attack 19

Your projectile ignites with blue flames, spilling liquid fire wherever it falls.

Daily ♦ Fire, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 2d8 + \text{Wisdom modifier fire damage}$, and ongoing 10 fire damage (save ends).

Miss: Half damage.

Effect: Each enemy adjacent to the target takes 10 fire damage.

Fury Spirits

Seeker Attack 19

A well-placed shot calls forth primal spirits that carry your enemy's pain to your other enemies.

Daily ♦ Conjunction, Primal, Weapon

Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: $1[W] + 2d8 + \text{Wisdom modifier damage}$.

Effect: You conjure four fury spirits in four different squares adjacent to the primary target. Each spirit can make the following secondary attack, using the spirit's square as the origin square. Once a spirit attacks, it disappears. It otherwise lasts until the end of the encounter.

Opportunity Action Close burst 1

Trigger: An enemy enters the spirit's square

Secondary Target: Each enemy in burst

Secondary Attack: Wisdom vs. Reflex

Hit: 5 + Wisdom modifier damage.

Grasping Vines

Seeker Attack 19

Your attack causes vines to twist around your foe. They don't let go until it has felt pain.

Daily ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $1[W] + 3d8 + \text{Wisdom modifier damage}$. The target is then immobilized until it has taken at least 10 damage.

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

Rending Vines

Seeker Attack 19

Thorny vines erupt from the earth and snake around your enemies, tearing at them as they try to escape.

Daily ♦ Primal, Weapon, Zone

Standard Action Area burst 2 within weapon range

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: $1[W] + 1d8 + \text{Wisdom modifier damage}$, and the target is restrained (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes 5 damage. Until the zone ends, you can make the following secondary attack, using a square within the zone as the origin square.

Free Action Close burst 1

Trigger: An enemy enters the zone

Secondary Target: The triggering enemy in burst

Secondary Attack: Wisdom vs. Reflex

Hit: 5 damage, and the secondary target is restrained (save ends).

Sustain Minor: The zone persists.

LEVEL 22 UTILITY EVOCATIONS

Guiding Spirit

Seeker Utility 22

Spirits guide your aim, helping you strike a distant foe.

Encounter ♦ Primal

Minor Action Personal

Effect: You gain a +5 power bonus to the next ranged attack roll you make before the end of your turn.

Land Passage

Seeker Utility 22

The earth opens up and welcomes you and your friend into its primal embrace.

Encounter ♦ Primal

Immediate Interrupt Melee 1

Trigger: You are targeted by an attack

Target: You or you and one ally

Effect: The targets are removed from play. At the start of your next turn, they each reappear in unoccupied spaces within 5 squares of the space you left.

Nature's Passage

Seeker Utility 22

For a time, you walk partly in the world and partly in the realm of the spirits.

Daily ♦ Primal, Stance

Minor Action Personal

Effect: Until the stance ends, you are phasing.

Primal Morass

Seeker Utility 22

Water bubbles up from the ground and creates a morass.

Daily ♦ Primal, Zone

Standard Action Area burst 5 within 10 squares

Effect: The burst creates a zone that lasts until the end of your next turn. Each square within the zone requires 2 extra squares of movement to enter. Creatures ignore this effect while flying.

Sustain Minor: The zone persists.

LEVEL 23 ENCOUNTER EVOCATIONS**Quill Storm**

Seeker Attack 23

When your projectile hits your enemy, long quills tear from it and fly outward.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: 1[W] + 2d8 + Wisdom modifier damage. Make a secondary attack that is an area burst 3 centered on the primary target.

Secondary Target: Each creature in burst other than the primary target

Secondary Attack: Wisdom vs. Reflex

Hit: 1d8 damage, and the secondary target takes a -2 penalty to attack rolls (save ends).

Roaring Missile

Seeker Attack 23

As you attack, your body vibrates with a deep rumble that transitions into a destructive roar from the spirit world and slams into your enemies.

Encounter ♦ Primal, Thunder, Weapon

Standard Action Area burst 2 within weapon range

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier thunder damage. Until the end of your next turn, the target is deafened and dazed, and each enemy adjacent to it is deafened.

Sinking Earth

Seeker Attack 23

The ground turns to mud beneath your enemy's feet, trapping it in a quagmire.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is restrained, and enemies adjacent to it are slowed.

Special: You can use this power as a ranged basic attack.

Spirit Inferno

Seeker Attack 23

Sparks fly from your weapon as you hit your foe, which erupts in flames that grow worse when its allies attack.

Encounter ♦ Fire, Primal, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is immobilized and takes 5 fire damage whenever an enemy within 5 squares of it makes an attack.

Spiritbond: Add your Strength modifier to the fire damage.

Stride-Breaking Shot

Seeker Attack 23

You strike your foe in a sensitive spot, and if the foe retreats, the wound becomes more painful.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + 2d6 + Wisdom modifier damage. Until the end of your next turn, the target takes 5 damage whenever it moves on its turn or uses an attack power.

Bloodbond: Add your Dexterity modifier to the damage the target takes whenever it moves on its turn or uses an attack power.

LEVEL 25 DAILY EVOCATIONS**Lightning Burst**

Seeker Attack 25

At your command, tiny sparks grow into humanoid shapes formed from lightning that dance and scorch your enemies.

Daily ♦ Lightning, Primal, Weapon

Standard Action Ranged weapon

Primary Target: One or two creatures

Primary Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier lightning damage.

Miss: Half damage.

Effect: Make a secondary attack for each primary target. Each attack is an area burst 1 centered on a different primary target.

Secondary Target: Each creature in burst other than the primary targets

Secondary Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier lightning damage.

Slavering Sentinels

Seeker Attack 25

From the circle drawn with your weapon, slavering spirit beasts appear around you and shelter you from harm.

Daily ♦ Conjuration, Fear, Primal, Weapon

Standard Action Area burst 2 within weapon range

Effect: You conjure four spirit sentinels in four different unoccupied squares in the burst. The sentinels occupy their squares, and they last until the end of your next turn. The sentinels grant cover to you and your allies. As a move action, you can move a single sentinel to a square within 10 squares of you. While the sentinels persist, you can make the following attack through them.

Opportunity Action Melee 1

Trigger: An enemy starts its turn adjacent to a sentinel

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier damage, and you push the target 5 squares from the sentinel.

Sustain Minor: The sentinels persist.

Thundering Shot

Seeker Attack 25

An earsplitting crack sounds when you strike, sending thunder out in all directions.

Daily ♦ Primal, Thunder, Weapon

Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier thunder damage.

Effect: Make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each creature in burst

Secondary Attack: Wisdom vs. Fortitude

Hit: 10 thunder damage, and the secondary target is dazed and slowed (save ends both).

Wind of Decay

Seeker Attack 25

A fetid wind carries your missile into the heart of your foes and delivers a sickening stench.

Daily ♦ Poison, Primal, Weapon, Zone

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + 2d8 + Wisdom modifier damage, and the target and each enemy adjacent to it are dazed (save ends).

Effect: The attack creates a zone in a burst 1 centered on the target. The zone lasts until you dismiss it as a minor action or until the end of the encounter. Any creature that ends its turn within the zone takes 10 poison damage. As a move action, you can move the zone 4 squares.

LEVEL 27 ENCOUNTER EVOCATIONS

Abundant Growth

Seeker Attack 27

Your missile takes root in the target, sprouting creeping vines that cause the target to stumble and fall.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + 2d6 + Wisdom modifier damage, and the target is slowed until the start of your next turn. The first time the target takes damage while slowed by this power, the target is instead immobilized until the end of your next turn. The first time the target takes damage while immobilized by this power, the target falls prone.



Angry Earth

Seeker Attack 27

Spirits of stone and soil rise in answer to your attack's call and knock down your foes.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $2[W] + 2d6 +$ Wisdom modifier damage, and the target and all enemies within 2 squares of it fall prone.

Devouring Arrow

Seeker Attack 27

Your projectile rots as it flies toward your foe, until nothing but horrid maggots remain to feast on the foe.

Encounter ♦ Necrotic, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: $2[W] +$ Wisdom modifier necrotic damage, and the target and each creature adjacent to it are weakened until the end of your next turn.

Special: You can use this power as a ranged basic attack.

Razor Hail

Seeker Attack 27

Your projectile splinters into a cloud of razor-sharp icicles that rip flesh and then melt away in a crimson flood.

Encounter ♦ Cold, Primal, Weapon

Standard Action Area burst 2 within weapon range

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: $2[W] +$ Wisdom modifier cold damage. If the target moves more than half its speed on its next turn, it falls prone at the end of that turn.

Bloodbond: If the target moves at all on its next turn, it grants combat advantage until the end of your next turn.

Widows' Net

Seeker Attack 27

The wound your weapon inflicts gives birth to swarming black widows, causing your foe to fall back and ensnare its allies.

Encounter ♦ Poison, Primal, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: $2[W] +$ Wisdom modifier poison damage, and you slide the target 2 squares. Each enemy adjacent to the target at the end of this movement is restrained until the end of your next turn.

Spiritbond: The number of squares you slide the target equals your Strength modifier.

LEVEL 29 DAILY EVOCATIONS**Baleful Shot**

Seeker Attack 29

The foe you strike with your projectile warps and twists excruciatingly, the sight of which unnerves your enemies.

Daily ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $2[W] + 2d8 +$ Wisdom modifier damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed (save ends).

Effect: Any enemy that can see the target and isn't immune to fear takes a -2 penalty to attack rolls until the start of your next turn.

Bones of the Earth

Seeker Attack 29

Jagged rocks burst forth in answer to your attack and close on your enemy, crushing it in a stony embrace.

Daily ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $2[W] + 3d8 +$ Wisdom modifier damage, and the target takes 10 damage whenever it moves on its turn (save ends).

Miss: Half damage, and the target takes 5 damage whenever it moves on its turn (save ends).

Trampling Shot

Seeker Attack 29

At your call, spectral rhinos slam into your foes, and then you fire, taking advantage of the chaos unleashed by the stampede.

Daily ♦ Primal, Weapon

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: $2[W] +$ Wisdom modifier damage, and you knock the target prone.

Effect: You make a ranged basic attack with a +2 bonus to attack rolls for each target you hit with the close blast and a +5 bonus to damage rolls for each target you missed with it.

Uttercold

Seeker Attack 29

Heat flees the target of your attack, freezing the target solid.

Daily ♦ Cold, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $2[W] + 2d8 +$ Wisdom modifier cold damage, and the target is restrained and gains vulnerable 10 to all damage (save ends both). In addition, any enemy that starts its turn adjacent to the target takes 5 cold damage and is slowed until the start of its next turn.

Miss: Half damage, and the target is slowed (save ends).

SEEKER PARAGON PATHS

CRIMSON HUNTER

"There is nowhere to hide, prey, for your blood stinks of your fear."

Prerequisite: Seeker

The spirits demand recompense for crimes committed against the natural world, and they accept payment only in blood. You are their collector. You range the land to exact the price your enemies must pay for violating the world. You are a relentless hunter, ruthless in your mien and efficient in your methods.

The spirits aid you in your efforts by imparting to you the ancient hunting methods of your people. Though your ancestors used these techniques to bring down game, you find them equally effective in eliminating your foes. Each time an enemy falls, you reaffirm your bond to your spirit guides, offering the fallen enemy as a sacrifice to slake their thirst until you next come upon a deserving foe.

As a crimson hunter, you focus on the striker elements found in many seeker evocations. The smell of blood provokes you, letting you move more quickly to engage your enemies. These techniques allow you to close the distance to bring an enemy in range or to skirt the battlefield for your next strike.



CRIMSON HUNTER PATH FEATURES

Crimson Hunter's Action (11th level): When you spend an action point to take an extra action, you gain a +1 bonus to speed until the end of the encounter.

Accurate Arrow (11th level): You gain a +1 bonus to the attack rolls of your ranged basic attacks.

Keen Missile (16th level): When you make a ranged basic attack, you can score a critical hit on a roll of 19-20.

CRIMSON HUNTER EVOCATIONS

Ravaging Shot

Crimson Hunter Attack 11

You draw from your ancestors' insights to guide your shots.

Encounter ♦ Primal, Weapon

Standard Action Ranged weapon

Attack: Wisdom vs. AC

Hit: $2[W]$ + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.

Special: You can use this power as a ranged basic attack.

Hunter's Mobility

Crimson Hunter Utility 12

An enemy's momentary weakness gives you the chance to adjust your position.

Encounter ♦ Primal

Immediate Reaction Personal

Trigger: An enemy you can see is bloodied by an attack

Effect: You shift half your speed.

Bloody Despair

Crimson Hunter Attack 20

Your careful shot nudges the enemy into despair, robbing it of some of its strength.

Daily ♦ Primal, Reliable, Weapon

Standard Action Ranged weapon

Target: One bloodied creature

Attack: Wisdom vs. Fortitude

Hit: $3[W]$ + Wisdom modifier damage, and the target is weakened (save ends). The target takes a -5 penalty to saving throws against this effect until the end of its next turn.

DEATH ARROW

"Let my black arrow be the answer to your violation."

Prerequisite: Seeker, Bloodbond class feature

Through ancient ceremonies and whispers of vengeance, you bind within your arrows all the rage and indignation you possess. The process transforms each arrow into a macabre length of polished bone capped with a jagged tip and fitted with black fletching. When you fire these wicked barbs from your bow, they bite deep, delivering death's fatal message.

By walking the path of the death arrow, you deliver punishing damage when you attack single targets and can wreak havoc when you spread your attacks among several foes at once. For you, destroying an enemy eclipses any other concern, and thus you commit yourself to annihilating your foes, no matter the cost.

To master the death arrow ceremonies, you must deal with the most unnerving and violent primal spirits. Such contact leaves an indelible mark on you, such that your features grow severe, your eyes wild, and your temper fragile. More than anything, your unwillingness to grant quarter to those who ask it and your single-minded devotion to utterly ruining your foes can prove unnerving to your companions.

DEATH ARROW PATH FEATURES

Rattling Arrows (11th level): Whenever you hit an enemy with a ranged attack and are hidden from that enemy, all enemies adjacent to the target take a -2 penalty to attack rolls until the end of your next turn. Enemies immune to fear do not take this penalty.

Brutal Arrows (11th level): When you spend an action point to make a ranged or an area attack, you can reroll any of the attack's damage dice that come up as a 1 or a 2. You keep rerolling a die until you get a number other than 1 or 2.

Death Arrows (16th level): Whenever you hit an enemy currently affected by your Rattling Arrows penalty, your can score a critical hit on a roll of 18–20.

DEATH ARROW EVOCATIONS

Savage Archery

Death Arrow Attack 11

The vengeance that you instill in each shot tears into your foes and lowers their defenses.

Encounter ♦ Primal, Weapon

Standard Action Area burst 2 within weapon range

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: $1W +$ Wisdom modifier damage, and the target takes a -2 penalty to AC and Fortitude until the end of your next turn.

Binding Aim

Death Arrow Utility 12

You pause long enough to whisper your enemy's name to the arrow you are about to fire.

Encounter ♦ Primal

Minor Action Personal

Effect: You gain a +6 power bonus to the next ranged attack roll that you make before the start of your next turn.

Cloud of Doom

Death Arrow Attack 20

You launch many arrows, causing a black cloud of them to fall on your foes and litter the ground with broken shafts and razor-sharp barbs.

Daily ♦ Primal, Weapon

Standard Action Area burst 3 within weapon range

Target: Each creature in burst

Attack: Wisdom vs. AC

Hit: $2[W] +$ Wisdom modifier damage. If the target is flying, it falls prone.

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter. Any creature takes 5 damage when it enters the zone on its turn.



SEVEN FATES ARCHER

"Go forth, spirits, and make true the portents of my enemies' defeat."

Prerequisite: Seeker

Spirits are everywhere in the world, from haunted forests to windswept mountains. These entities can be nothing more than wild emotions given half-realized form, or they can possess vast intelligence, with memories stretching back to the world's earliest days. You turn to these spirits to help you protect the world, drawing from their vast and mysterious power to glimpse your enemies' fates and bring about their final ends.

Communing with the land's spirits reveals possible futures, from which you pluck the strands of fate that coincide best with your travels, and you weave those strands into your bowstring. Arrows fired from the bow carry with them the fates your enemies deserve.

This paragon path is one of guardianship. Just as you can harry enemies by loosing spirits at them, so too can you alter the fates of those around you. These techniques help keep your allies from harm, even as you frustrate and confound your foes.



CHAPTER 2 | Character Classes

SEVEN FATES ARCHER PATH

FEATURES

Guarding Shot (11th level): Whenever you make a ranged attack, you can take a -2 penalty to the attack roll against one of the targets to grant a +2 bonus to the AC of one ally adjacent to that target. The bonus lasts until the end of your next turn.

Pinning Action (11th level): When you spend an action point to make a ranged basic attack, targets hit by the attack are also immobilized and grant combat advantage until the end of your next turn.

Opportunity Shot (16th level): Whenever you can make an opportunity attack, you can make a ranged basic attack in place of a melee basic attack. Your attack doesn't provoke opportunity attacks.

SEVEN FATES ARCHER EVOCATIONS

Spirit Shackles

Seven Fates Archer Attack 11

When your projectile hits, primal spirits pull at your target, slowing it down.

Encounter ♦ Primal, Weapon

Standard Action Area burst 1 within weapon range

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1[W] + 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Intercepting Shot

Seven Fates Archer Utility 12

Reacting with instinctive speed, you intercept an enemy's attack.

Encounter ♦ Primal, Weapon

Immediate Interrupt Ranged weapon

Trigger: An enemy hits an ally adjacent to you with a ranged attack

Target: The triggering enemy

Effect: Make a ranged basic attack against the target with a -2 penalty to the attack roll. Your attack has no effect on the target, whether it hits or misses. However, if it hits, the ally gains a +5 bonus to all defenses against the triggering enemy's attack, and if that attack still hits, the ally takes only half damage from it.

Storm of Five Spirits

Seven Fates Archer Attack 20

Your missile's impact into the ground calls forth a pack of angry spirits to harry your foes.

Daily ♦ Conjuration, Primal, Weapon

Standard Action Area burst 3 within weapon range

Effect: You conjure five angry spirits in five different unoccupied squares in the burst. The spirits occupy their squares, and they last until the end of your next turn. You and your allies can gain cover from the spirits and can move through their squares. While adjacent to any of the spirits, enemies take a -2 penalty to attack rolls. When the spirits appear, each one makes the following melee attack.

Target: One enemy adjacent to the spirit

Attack: Wisdom vs. Reflex

Hit: 1[W] damage, and the target falls prone.

SWIFT STRIDER

"I stand in two worlds: the world you see and the world you don't."

Prerequisite: Seeker, Spiritbond class feature

You move with liquid grace and in a way that shows that you are unhindered by your environment. The primal spirits with whom you ally yourself guide your steps so that you can move without fear, boldly moving faster than your foes can track. You might use hidden pathways and shortcuts through the world. Or you might have taken your first step into the spirit world and, by doing so, now have the same freedom enjoyed by the land's spirit custodians.

Becoming a swift strider allows you to move with astonishing speed. You can anticipate your enemy's attacks and spring to safety. As you follow this path, your body begins to blur when you move, making it hard for foes to protect themselves from your strikes.

You attack while moving, spin away when your enemies hit you, and, eventually, speed through their ranks, delivering strikes that rob them of their mobility and increase your speed. By moving just outside the reach of your foes, you can deliver punishing attacks with your seeker powers to contain and control them so that your allies can move in for the kill.

SWIFT STRIDER PATH FEATURES

Defensive Shift (11th level): The first time you shift on each of your turns, you gain a +2 bonus to AC and Reflex until the start of your next turn.

Escaping Action (11th level): When you spend an action point to take an extra action, you can shift as a minor action until the end of your next turn.

Swift Stride Assault (16th level): Whenever you use a move action and end the move at least 3 squares away from where you started, you gain a bonus to damage rolls with light thrown and heavy thrown weapons until the end of your turn. The bonus equals your Strength modifier.

SWIFT STRIDER EVOCATIONS

Blurring Offensive

Swift Strider Attack 11

You move with such speed and attack with such force that your enemy finds it impossible to track your movements.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Effect: Before the attack, you shift 1 square. If you are marked, that condition ends on you before the shift.

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: $2[W] + \text{Wisdom modifier}$ damage, and the target grants combat advantage to you until the end of your next turn. In addition, you slide the target 1 square, and you shift 1 square.



Swift Vengeance

Swift Strider Utility 12

After being hit, you adjust your position to prepare your revenge.

Encounter ♦ Primal

Immediate Reaction **Personal**

Trigger: An enemy hits you with a melee attack

Effect: You shift 1 square. Until the end of your next turn, the triggering enemy grants combat advantage to you, and you can score a critical hit on a roll of 19-20 against that enemy when you make weapon attacks against it.

Striding Barrage

Swift Strider Attack 20

You speed across the battlefield, loosing shot after shot as you move.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Effect: Before the primary attack, you shift 2 squares.

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: $1[W] + 2d6 + \text{Wisdom modifier}$ damage, and the primary target is slowed (save ends).

Effect: You shift 2 squares and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Wisdom - 1 vs. AC

Hit: $1[W] + 2d6 + \text{Wisdom modifier}$ damage, and the secondary target is slowed (save ends).

Effect: You shift 2 squares and make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary targets

Tertiary Attack: Wisdom - 2 vs. AC

Hit: $1[W] + 2d6 + \text{Wisdom modifier}$ damage, and the tertiary target is slowed (save ends).

HYBRID CHARACTERS



A young apprentice wizard is forced into the military when her hometown is sacked by orcs. After leading a squadron in the baron's army for three months to drive back the invading horde, she retires from military service to enter an adventuring career as a warlord/wizard.

A lone barbarian from the far north travels to the gleaming cities of the south, where a local thieves' guild recruits him as hired muscle. Along the way, he picks up several tricks of cunning and wit, all the better to defeat those who think him nothing more than a savage. When he later becomes an adventurer, this barbarian/rogue relies on both his talents as a burglar and his ability to unleash the raging beast that still lurks within his heart.

The hybrid character rules allow you to combine elements of two character classes into a whole. Effectively, you create a brand-new class from portions of two classes. Like the multiclass feats introduced in the *Player's Handbook*, these rules let you reflect a more varied array of character abilities than traditional classes do. Whether you're doing this to reflect your character's elaborate backstory, to combine different mechanical elements to create a potent new combination, or to fill out a group that needs just a little something extra, the end result is the same: Your hybrid character gives up depth of ability in exchange for greater flexibility.

HYBRIDS AND ROLES

When you combine two classes of the same role (such as fighter and paladin), you can expect your character to be about as effective in filling that role as a single-class character of the same role.

Combining two classes of different roles, however, creates a character who can operate reasonably well in two different roles in certain situations. This flexibility lets you adjust your tactics—and your contribution—from round to round, based on the particular challenges you face.

A potential downside is that you probably can't fill either role through an entire encounter. A cleric/rogue, for example, might be able to heal half as often as a normal cleric and deal striker-level damage with only some attacks.

GROUP BUILDING

When adding a hybrid character to an adventuring group, it's best if at least one (if not both) of the roles normally filled by your two classes are also filled by another character in the group. For example, your cleric/rogue won't feel quite as lacking in healing or damage output if you also have a warlord and a

ranger in the group. A hybrid character makes a great fifth or sixth group member, since key roles are likely covered by your allies.

A hybrid character can also be a great way to deal with a smaller-than-normal group. If your group has only two or three characters, having one or two hybrid characters can help you fill the missing roles. Your group won't fill the roles as completely as a full-sized group would, but half a leader is usually better than no leader at all.

CREATING A HYBRID CHARACTER

If you want to make a hybrid character, pick the two classes that you want to combine, and then read the entries for the hybrid versions of them. This section provides hybrid versions of the classes in the *Player's Handbook*, *Player's Handbook 2*, and *Player's Handbook 3* as well as the swordmage class from the *FORGOTTEN REALMS Player's Guide* and the artificer class from the *EBERRON Player's Guide*. The information below details how to combine the elements of the two hybrid classes you choose.

Armor Proficiencies: You start with only the armor proficiencies that are possessed by both of your classes. For example, a fighter/rogue initially has proficiency with cloth armor and leather armor only.

Weapon Proficiencies: Combine the weapon proficiencies given for each of your classes. For example, a cleric/rogue starts with proficiency with simple melee weapons (including the dagger), simple ranged weapons (including the crossbow and the sling), shuriken, and short swords.

Implements: You can wield the implements of both classes, and you can use implement powers from either class (and from those classes' paragon paths) through the implements of either class. For example,

HOW DOES IT WORK?

The hybrid character rules break down each class into parts. The hybrid version of a class provides a portion of the game benefits of the normal class (hit points, defenses, proficiencies, class features, and so forth). When combined with the hybrid version of another class, these two partial classes create a whole class.

Because character classes aren't designed to be broken down and recombined in this way, not every hybrid is equally effective. Different combinations of roles, key ability scores, types of attacks, and other elements can result in different degrees of efficacy.

For that reason, this section provides advice on how to build an effective hybrid character. You can ignore this advice in order to create a hybrid that fits your mental image of your character precisely, but that character might prove less effective than your nonhybrid allies.

a cleric/warlock can use implement powers from either class through holy symbols, rods, and wands.

Bonus to Defense: You gain the bonuses to defenses noted in both hybrid class entries. Bonuses to the same defense add together. Some hybrid class entries give you a choice of which defense to apply a bonus to.

Hit Points at 1st Level: To determine your hit points at 1st level, add together the hit points at 1st level noted in both hybrid class entries, and round fractions down. Then add your Constitution score to the result.

Hit Points per Level Gained: To determine the hit points you gain at each new level, add together the values noted in each of your hybrid class entries, and round fractions down. For example, a cleric/fighter gains 5 hit points at each new level (2.5 for cleric + 3 for fighter, rounded down).

Healing Surges per Day: Add together the healing surges per day noted in both hybrid class entries, and round fractions down. Then add your Constitution modifier to the result.

Class Skills: To create your list of class skills, combine the class skills noted for the two hybrid classes.

Trained Skills: You gain three trained skills, chosen from your list of class skills. Some hybrid class entries grant extra trained skills, which must be taken from that class's skills list, not from the combined list.

Class Features: You gain all the class features in both hybrid class entries.

If a class feature has the word "hybrid" in parentheses after its name, it is a modified version of the class feature but still counts as that class feature for the purpose of meeting prerequisites.

Hybrid Talent Options: Each hybrid class entry includes one or more Hybrid Talent options. These options become available when you select the Hybrid Talent feat (page 181).

Starting Powers: As a hybrid character, you start with the following powers.

At-Will: Choose two 1st-level at-will attack powers, one from each class.

Encounter: You gain one 1st-level encounter attack power, chosen from either of your hybrid classes. If either of those classes has the Psionic Augmentation class feature, see "Psionic Augmentation and Hybrid Characters," page 137.

Daily: You gain one 1st-level daily attack power, chosen from either of your hybrid classes.

Gaining Additional Powers: When you reach a new level and gain an encounter attack power, a daily attack power, or a utility power, you can choose that power from either class. However, if you have at least two powers in the same category (at-will attack, encounter attack, daily attack, or utility), at least one of those powers must come from each of your hybrid

classes. For example, if you have two encounter attack powers, one of the powers must be from one of your hybrid classes, and the other power must be from your other hybrid class.

Even if you later change your powers through retraining, power-swap feats, or some other means, you must retain at least one power in each of those four categories from both of your classes (see “Retraining,” page 137, for how hybrid characters use the retraining rules).

Example: Bergen, a 1st-level fighter/rogue, wants a mixture of powers from his two classes. He selects *cleave* (fighter) and *deft strike* (rogue) as his at-will attack powers. He then selects *steel serpent strike* (fighter) as his 1st-level encounter attack power and *blinding barrage* (rogue) as his 1st-level daily attack power.

When Bergen reaches 3rd level and gains another encounter attack power, he must select the new power from the rogue class, since he already has a fighter encounter attack power. Alternatively, he could use retraining to replace *steel serpent strike* with *king’s castle*, a 1st-level rogue encounter attack power, and then choose a 3rd-level fighter encounter attack power.

When Bergen reaches 7th level, he can choose his new encounter attack power from either class, since he already has an encounter attack power from each.

ASSIGNING ABILITY SCORES

When you combine two classes to build your hybrid character, try to choose classes that have complementary key abilities, secondary abilities, or both. Doing this helps your character remain effective.

For example, fighters and paladins share a key ability: Strength. This means a fighter/paladin hybrid character can select and use attack powers from both classes easily. The two classes also share a secondary ability: Wisdom. If the hybrid character has a high Wisdom score, he or she can benefit from various Wisdom-based options available to both classes, such as the paladin’s *radiant smite* power and the fighter’s Combat Superiority class feature.

If you choose two classes that have different key abilities, make sure that both of the ability scores are high enough that you can use your powers and class features effectively. For instance, a fighter/rogue needs a good Dexterity score (to use rogue attack powers) as well as a good Strength score (to use fighter powers).

When you play a hybrid character, it becomes even more important to use your racial ability score bonuses to their best effect. You’ll get the most value if you match your two classes’ key abilities to a set of racial ability score bonuses (such as a half-orc fighter/rogue).

Something to consider when assigning ability scores: If you select two classes whose key abilities are in the same defense pair (such as Dexterity and Intelligence), one or

SPECIAL RULES

Hybrid characters interact with some game rules in exceptional ways.

MEETING PREREQUISITES

A hybrid character is considered a member of both classes, and has those classes’ roles. For example, a fighter/wizard can take feats and paragon paths that have the fighter or the wizard class as a prerequisite.

As noted in some hybrid class entries, a hybrid character receives a modified version of a class feature. Such a class feature counts as the full-fledged feature for the purpose of meeting prerequisites and applying various game options.

MULTICLASS FEATS

A hybrid character can select multiclass feats. The rules for multiclassing still apply: You can’t take multiclass feats for a class you already belong to, which includes both of your hybrid classes.

PARAGON TIER HYBRIDS

Rather than take a paragon path at 11th level, a hybrid character can choose to gain more powers from his or her classes. If you choose this option, you gain several benefits.

At 11th level, you gain Hybrid Talent (page 181) as a bonus feat, even if you already have it.

ASSIGNING ABILITY SCORES

two of your defenses are likely to be lower than normal. This disadvantage can be overcome through feats and magic items, or you can play it up as a character quirk.

Here are some good ability score arrays to use when creating a hybrid character:

18 14 11 10 10 8

If your key abilities match, you can probably get away with this top-heavy ability score array, though you’re probably sacrificing benefits derived from secondary abilities. A swordmage/wizard using this array would likely place the 18 in Intelligence and the 14 in whichever secondary ability mattered most.

16 16 12 11 10 8

This array works well for hybrid characters who have two key abilities, particularly if those overlap with secondary abilities. A fighter/swordmage might like this array, putting one 16 in Strength and the other in Intelligence.

16 14 14 13 10 8

This array is good for hybrid characters who want attack powers drawing on three or more abilities, such as a rogue/warlock who wants to select attack powers based on Dexterity, Constitution, and Charisma.

In place of the paragon path encounter attack power gained at 11th level, you can select an encounter attack power of 7th level or lower from either of your hybrid classes.

In place of the paragon path utility power gained at 12th level, you can select a utility power of 10th level or lower from either of your hybrid classes.

In place of the paragon path daily attack power gained at 20th level, you can select a daily attack power of 19th level or lower from either of your hybrid classes.

RACIAL TRAITS

Some races grant benefits based on a class. As long as you remember that you are a member of both of your classes, these benefits should be easy to adjudicate. Here are two examples.

Dilettante (Half-Elf): You can't choose the 1st-level at-will attack power from either of your hybrid classes.

Bonus At-Will Power (Human): You choose the extra 1st-level at-will attack power from either of your hybrid classes.

RETRAINING

When you use retraining (*Player's Handbook*, page 28) to replace a power from one of your hybrid classes, the new power can be from either of your hybrid classes, as long as the new power is of the same type and of the same level or lower as the old power. In addition, the replacement must follow the rules for a hybrid character gaining powers (see "Creating a Hybrid Character," above).

If only one of your hybrid classes has the Psionic Augmentation class feature, you can use retraining to replace an augmentable at-will attack power with an encounter attack power and vice versa, but you must always have two at-will attack powers, one from each class. Making such a replacement will change your power point total (see "Psionic Augmentation and Hybrid Characters" below).

You cannot use retraining to replace one of your hybrid classes with a different hybrid class. You cannot, for example, use retraining to change from cleric/fighter to fighter/paladin.

TRADING CLASS FEATURES

A hybrid character can't trade a hybrid version of a class feature for a nonhybrid version of a class feature, unless a hybrid class entry expressly allows the trade.

PSIONIC AUGMENTATION AND HYBRID CHARACTERS

If either of your hybrid classes has the Psionic Augmentation class feature, you follow slightly different rules to build your character.

BOTH CLASSES HAVE PSIONIC AUGMENTATION

If both of your hybrid classes have Psionic Augmentation, you gain powers and power points at the same rate as a normal class that has the class feature. Follow the rules for choosing powers as detailed in "Creating a Hybrid Character" above, but ignore references to encounter attack powers, since you don't gain any from either class.

ONLY ONE CLASS HAS PSIONIC AUGMENTATION

If only one of your classes has Psionic Augmentation, you use the rules for choosing powers as detailed in "Creating a Hybrid Character" above, except that you follow different rules for choosing encounter attack powers.

At 1st level, you choose either the hybrid power point option (see below) or a 1st-level encounter attack power from the class that includes such powers. You start with no power points unless you either choose the hybrid power point option or gain them from a source other than your classes.

When you reach 3rd level, see "Gaining Encounter Attack Powers" below for how to proceed.

HYBRID POWER POINT OPTION

When you choose the hybrid power point option, you gain a number of power points based on the levels of the augmentable at-will attack powers that you have.

To determine your power point total, consult the table for how many power points each of the powers is worth, and then add those points together.

Power Level	Power Points
1-10	2
11-20	4
20-30	6

Whenever you gain, retrain, or swap an augmentable at-will attack power from your class, recalculate your power point total. Only augmentable at-will attack powers from your class count when you determine the total.

GAINING ENCOUNTER ATTACK POWERS

At 3rd level, whether you gain an encounter attack power or power points is determined by your choice at 1st level.

- ◆ If you chose to gain an encounter attack power at 1st level, you gain the hybrid power point option at 3rd level and can swap your augmentable 1st-level at-will attack power for a new augmentable at-will attack power of 3rd level or lower.
- ◆ If you chose the hybrid power point option at 1st level, at 3rd level you must choose a 3rd-level encounter attack power from your class that includes such powers.

At 7th level, you choose one of the following options, regardless of what you chose before.

- ◆ You gain a 7th-level encounter attack power from your class that includes such powers.
- ◆ You gain an augmentable 7th-level at-will attack power, and your power point total increases accordingly.

When you reach a higher level at which you can swap an encounter attack power, you can instead swap an augmentable at-will attack power, but you must still keep at least one encounter attack power from your class that includes them.

Example: At 1st level, the battlemind/fighter Dolora chooses *iron fist* (battlemind) and *sure strike* (fighter) as her at-will attack powers and *psionic anchor* (battlemind) as her 1st-level daily attack power.

She chooses *passing attack* (fighter) as her 1st-level encounter attack power. This means she starts with no power points to augment *iron fist*.

At 3rd level, Dolora must take the hybrid power point option. She also chooses to swap *iron fist* for *mind snare* (battlemind), an augmentable 3rd-level at-will attack power. Her power point total is now 2.

PROCEED WITH CARE

The system of classes and roles in D&D is designed to ensure that every character has a clear purpose at the table and that no character can easily become marginalized by poor choices made in character creation.

The hybrid character system discards many of the safeguards built into the normal class system. Even though every effort has been made to craft a hybrid system that creates characters that are as viable as their single-class comrades, the sheer number of combinations available ensures that some combinations might feel less effective than others.

If you find that your hybrid character isn't as effective as you had expected, work with your DM to find a solution. You might choose to combine a different pair of classes, to use the multiclass system, or to change to a nonhybrid character.

At 5th level, she chooses *rain of steel* (fighter) as her 5th-level daily attack power. She had to select a fighter power because she didn't have a fighter daily attack power yet.

At 7th level, she chooses *stone squire* (battlemind), an augmentable 7th-level at-will attack power, rather than gaining another encounter attack power. Her power point total is now 4.

At 9th level, she chooses *victorious surge* (fighter) as her new daily attack power. Since she already had one daily attack power from each class, she could have selected one from either class.

At 10th level, she decides to retrain, replacing *mind snare* with *dance of steel* (fighter), a 3rd-level encounter attack power. Her power point total drops to 2 as a result.

At 13th level, she replaces *passing attack* with *overwhelming lunge* (battlemind), an augmentable 13th-level at-will attack power. Her power point total is now 6. She still has one fighter encounter attack power, *dance of steel*.

HYBRID VS. MULTICLASS

Both the hybrid character system and the multiclass system allow a character to select powers and class features from multiple classes. However, these two systems offer different advantages and disadvantages, which help make both choices interesting.

- ◆ A multiclass character doesn't give up any class features. However, he or she must spend feats to dabble in a second class, whereas a hybrid character doesn't need to spend any feats to do so.
- ◆ A hybrid character can begin play with a more varied array of class features and powers than a multiclass character can.
- ◆ A hybrid character whose classes have different roles is capable of temporarily but effectively stepping into either role, but can't replace a nonhybrid character in either role. A multiclass character fills one role entirely—the role of his or her main class—and can occasionally fill another role, but not as well as a hybrid character can.
- ◆ The hybrid character system is a more effective way of describing a character who has an unusual backstory than the multiclass system is. A hybrid character can begin his or her adventuring career having already mixed two very different classes. In contrast, a multiclass character starts out concentrated on a single class and slowly expands into another class.

It's up to you to decide which of these two systems better describes your character's unique mixture of class features, powers, and backstory.

HYBRID ARTIFICER

Whether student or tinkerer, you have learned many tricks for imbuing magic into objects and creatures. Your expertise is spotty, however, with many gaps that a true artificer might scoff at. Of course, you know plenty of tricks beyond the skill of that artificer.

Why does your knowledge have such gaps? Do you lack the discipline or talent to master some of the formulas and recipes of the artificer? Or have you recognized that technical skills must be supplemented with other abilities?

As a hybrid artificer, you retain some of the artificer's healing ability, but you trade away magic item manipulation in exchange for another class's abilities.

CLASS TRAITS

Role: Leader

Power Source: Arcane

Key Abilities: Intelligence, Constitution, Wisdom

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged

Implements: Rods, staffs, wands

Bonus to Defense: +1 Fortitude or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Perception (Wis), Thievery (Dex)

Class Features: Healing Infusion (hybrid)

Hybrid Talent Options: Arcane Empowerment, Arcane Rejuvenation

CLASS FEATURE

Hybrid artificers have the following class feature.

Healing Infusion (Hybrid): This class feature functions as the artificer class feature (*EBERRON Player's Guide*, page 45), except that you can create only one healing infusion at the end of each extended rest.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Arcane Empowerment: This class feature functions exactly as the artificer class feature (*EBERRON Player's Guide*, page 44).

Arcane Rejuvenation: This class feature functions exactly as the artificer class feature (*EBERRON Player's Guide*, page 44).

SUGGESTED COMBINATIONS

The artificer/wizard is a master of arcane secrets, using Intelligence to attack enemies and heal allies. The artificer/psion functions similarly, but by mixing arcane and psionic powers.

The artificer/swordmage might prefer melee powers. Choose Constitution as your secondary ability score to maximize synergy between the two classes.

The artificer/warlock can be an effective mix of leadership and damage-dealing, particularly if you set Intelligence and Constitution as your two highest ability scores.

HYBRID ARDENT

Like most ardent, your psionic power comes from self-discovered potential rather than training. Why did you choose not to focus on honing your talent for harnessing emotion? Do you fear this ability, preferring to supplement it with the abilities of another class? Have you only begun to unlock this mysterious power?

As a hybrid ardent, you provide occasional but timely bursts of emotion to allies and enemies alike. However, by blending this power with the talents of another class, you give up the depth of your control over others' emotions.

CLASS TRAITS

Role: Leader

Power Source: Psionic

Key Abilities: Charisma, Constitution, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defense: +1 Fortitude or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

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

Class Features: Ardent Mantle (hybrid), ardent surge (hybrid), Psionic Augmentation (hybrid)

Hybrid Talent Options: Ardent Armor Proficiency, Mantle Power

CLASS FEATURES

Hybrid ardent have the following class features.

Ardent Mantle (Hybrid): This class feature functions as the ardent class feature (page 23), except that you don't gain the power associated with the mantle you choose.

Ardent Surge (Hybrid): You gain the ardent power *ardent surge* (page 24). The power functions as normal, except that you can use it only once per encounter.

Psionic Augmentation (Hybrid): This class feature functions as the ardent class feature (page 23), except that your power point total varies depending on your selection of powers. See “Psionic Augmentation and Hybrid Characters” (page 137) to determine the number of power points you have.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Ardent Armor Proficiency: You gain proficiency with leather armor, hide armor, and chainmail.

Mantle Power: You gain the power associated with the Ardent Mantle option you chose (page 23).

SUGGESTED COMBINATIONS

The ardent/bard is a great combination thematically, and the two classes’ roles and key ability scores match. It’s easy to imagine a character who taps into others’ emotions through both mental manipulation and song.

If you prefer to stay fully psionic, the ardent/battlemind delivers durability in battle and retains important leader functions.

One can easily compare the emotional discipline of an ardent to that required to be a paladin, and mixing these two classes creates an interesting hybrid. Charisma should be your best ability score, with Strength, Constitution, and Wisdom all vying for second place.

HYBRID AVENGER

You blend secret monastic training with other talents to become a special servant of the gods. Do your vows represent an earlier stage of your life, all but left behind, or a newfound mission?

As a hybrid avenger, you pursue your foes with great skill, but you must sacrifice some of your offensive and defensive capabilities to dabble in a second class.

CLASS TRAITS

Role: Striker

Power Source: Divine

Key Abilities: Wisdom, Dexterity, Intelligence

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, military melee, simple ranged

Implements: Holy symbols

Bonus to Defense: +1 Fortitude, Reflex, or Will

Hit Points at 1st Level: 7

Hit Points per Level Gained: 3

Healing Surges per Day: 3.5

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Streetwise (Cha)

Class Features: Oath of enmity (hybrid)

Hybrid Talent Options: Armor of Faith, Avenger’s Censure (hybrid), Channel Divinity (hybrid)

CLASS FEATURE

Hybrid avengers have the following class feature.

Oath of Enmity (Hybrid): You gain the avenger power *oath of enmity* (*Player’s Handbook 2*, page 34). The power functions as normal, except that you can apply the effect only when you make a melee attack using an avenger power or an avenger paragon path power.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Armor of Faith: This class feature functions exactly as the avenger class feature (*Player’s Handbook 2*, page 33).

Avenger’s Censure (Hybrid): This class feature functions as the avenger class feature (*Player’s Handbook 2*, page 33), except that the bonus to damage rolls applies only to your avenger powers and avenger paragon path powers.

Channel Divinity (Hybrid): This class feature functions as the avenger class feature (*Player’s Handbook 2*, page 33), except that you start with a single avenger Channel Divinity power of your choice.



CHRIS SEAMAN

SUGGESTED COMBINATIONS

The avenger/invoker enjoys a variety of melee and nonmelee attacks, all based on Wisdom. You can control enemies at a distance, making it even easier for you to hunt down your prey.

The avenger/monk uses a high Wisdom score and great mobility to pursue enemies with deadly efficiency.

The avenger/wizard seems like an unusual combination at first glance, but both classes suggest the study of secret lore. With good Wisdom and Intelligence scores, you can achieve the same variety of attacks as an avenger/invoker can.

HYBRID BARBARIAN

In your heart, you know the power of rage. However, your link to the primal spirits that unleash these rages isn't quite as strong as a typical barbarian's. Perhaps you have been away from the tribe for too long, or maybe you have only begun to harness primal power.

Regardless of the reason, as a hybrid barbarian you can't unleash the primal rage in your heart quite as easily as a full member of that class can, but you remain capable of occasional frenzied bursts of energy.

CLASS TRAITS

Role: Striker

Power Source: Primal

Key Abilities: Strength, Constitution, Charisma

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, military melee

Bonus to Defense: +1 Fortitude

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 4

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)

Class Features: Rampage

Hybrid Talent Options: Barbarian Armored Agility, Feral Might

CLASS FEATURE

Hybrid barbarians have the following class feature.

Rampage: This class feature functions exactly as the barbarian class feature (*Player's Handbook 2*, page 49).

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Barbarian Armored Agility: You gain the Barbarian Agility class feature (*Player's Handbook 2*, page 49). You also gain proficiency with leather armor and hide armor.

Feral Might: This class feature functions exactly as the barbarian class feature (*Player's Handbook 2*, page 49).

SUGGESTED COMBINATIONS

The hybrid barbarian can be joined with the hybrid fighter for great durability and melee prowess. Choose a Hybrid Talent option to improve your AC, either Barbarian Armored Agility or Fighter Armor Proficiency.

If you are a barbarian/cleric who chooses Strength-based healing powers, you gain valuable healing capability that you can use to keep yourself fighting.

A barbarian/ranger is a potent combatant. Such a character can use barbarian powers requiring a two-handed weapon as well as ranger powers requiring two melee weapons.

HYBRID BARD

You are a dabbler among dabblers. The versatility of the typical bard isn't enough for you, so you have branched out even further. Alternatively, you might have been incapable of mastering the bard's full repertoire of performance and inspiration and have chosen to explore other areas to expand your abilities.

As a hybrid bard, you retain some of the bard's healing power, but trade away much of that class's innate versatility in exchange for access to another class's tricks.

CLASS TRAITS

Role: Leader

Power Source: Arcane

Key Abilities: Charisma, Intelligence, Constitution

Armor Proficiencies: Cloth, leather, hide, chainmail; light shield

Weapon Proficiencies: Simple melee, longsword, scimitar, short sword, simple ranged, military ranged

Implements: Wands

Bonus to Defense: +1 Reflex or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int), Streetwise (Cha)

Extra Trained Skill: Choose an extra trained skill from the class skills list above.

Class Features: Majestic word (hybrid), Skill Versatility

Hybrid Talent Options: Bard Armor Proficiency, Bardic Virtue, Song of Rest, words of friendship

CLASS FEATURES

Hybrid bards have the following class features.

Majestic Word (Hybrid): You gain the bard power *majestic word* (*Player's Handbook 2*, page 68). The power functions as normal, except that you can use it only once per encounter.

Skill Versatility: This class feature functions exactly as the bard class feature (*Player's Handbook 2*, page 67).

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Bard Armor Proficiency: You gain proficiency with leather armor, hide armor, chainmail, and light shields.

Bardic Virtue: This class feature functions exactly as the bard class feature (*Player's Handbook 2*, page 67).

Song of Rest: This class feature functions exactly as the bard class feature (*Player's Handbook 2*, page 67).

Words of Friendship: You gain the bard power *words of friendship* (*Player's Handbook 2*, page 68).

SUGGESTED COMBINATIONS

The bard and warlock classes make a good hybrid combination, with complete overlap between primary and secondary abilities. Focus on ranged implement attacks when choosing bard powers.

A bard/paladin can mix leadership and defense and maintain accuracy with Charisma attack powers. You'll need a little help with AC, particularly if you're the only defender in the group.

Combining a bard with a warlord can create a leader who has powers that move allies and enemies around the battlefield with ease.

HYBRID BATTLEMIND

When you start with a sturdy mind and body, you can add almost any other set of talents to achieve a strong whole—or so you like to tell yourself.

What led you to add another class's abilities to your own mental and physical perfection as a battlemind? Do you secretly believe your psionic talents to be unreliable, at least compared to a strong blade or a reliance on other forms of magic? Or have you only recently discovered your psionic capabilities?

As a hybrid battlemind, you give up some battlefield control and psionic tricks in order to add another class's features and powers to your arsenal.

CLASS TRAITS

Role: Defender

Power Source: Psionic

Key Abilities: Constitution, Wisdom, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defense: +1 Will

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 4.5

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

Class Features: Psionic Augmentation (hybrid), Psionic Defense (hybrid)

Hybrid Talent Options: Battlemind Armor Proficiency, Psionic Study

CLASS FEATURES

Hybrid battleminds have the following class features.

Psionic Augmentation (Hybrid): This class feature functions as the battlemind class feature (page 43), except that your power point total varies depending on your selection of powers. See "Psionic Augmentation and Hybrid Characters" (page 137) to determine the number of power points you have.

Psionic Defense (Hybrid): This class feature functions as the battlemind class feature (page 43), except that you must choose either blurred step or mind spike.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Battlemind Armor Proficiency: You gain proficiency with leather armor, hide armor, chainmail, scale armor, light shields, and heavy shields.

Psionic Study: This class feature functions exactly as the battlemind class feature (page 43).

SUGGESTED COMBINATIONS

The battlemind/fighter has plenty of durability, but you'll need to assign high scores to both Strength and Constitution, with Wisdom as your third-best score.

The ardent/battlemind also needs two high scores—Constitution and Charisma—but can manage without a third good score. This combination also gives you the full array of power points for your augmentable powers.

A battlemind/warlock can get away with only one high ability score (Constitution), and Charisma makes a great secondary score for both classes. Unfortunately, you're a little fragile for a defender, so either shore up those defenses or find a tough ally to stand next to.



HYBRID CLERIC

By learning talents beyond those taught to the typical cleric, you have honed yourself into a distinctive divine leader. Your cleric training might represent a youthful devotion or a newly discovered dedication to a god.

As a hybrid cleric, you offer useful healing to a group, although less than a full-fledged cleric could. You also give up the versatility of the Channel Divinity and Ritual Casting class features in order to master new talents.

CLASS TRAITS

Role: Leader

Power Source: Divine

Key Abilities: Wisdom, Strength, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, simple ranged

Implements: Holy symbols

Bonus to Defense: +1 Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Arcana (Int), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Religion (Int)

Class Features: Healer's Lore, healing word (hybrid)

Hybrid Talent Options: Cleric Armor Proficiency, Channel Divinity (hybrid)

CLASS FEATURES

Hybrid clerics have the following class features.

Healer's Lore: This class feature functions exactly as the cleric class feature (*Player's Handbook*, page 61).

Healing Word (Hybrid): You gain the cleric power healing word (*Player's Handbook*, page 62). The power functions as normal, except that you can use it only once per encounter.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Cleric Armor Proficiency: You gain proficiency with leather armor, hide armor, and chainmail.

Channel Divinity (Hybrid): This class feature functions as the cleric class feature (*Player's Handbook*, page 61), except that you start with a single cleric Channel Divinity power of your choice.

SUGGESTED COMBINATIONS

Cleric/fighter and cleric/paladin offer similar benefits: a great mix of Strength-based melee attacks, high durability, and healing powers to keep yourself and your allies in the fight.

A cleric/invoker stays at the back of the party, launching helpful ranged attacks and devastating area blasts from a position of relative safety.

A cleric/warlord combines leader powers from two different classes to make an effective whole.

HYBRID DRUID

Your ability to take on the form of a beast marks you unmistakably as a druid, but your bond to the spirits of nature remains somewhat tenuous. Do your druid powers stem from an innate but undeveloped link to primal spirits? Or have you just begun to explore the mysteries of nature after a life spent in other pursuits?

As a hybrid druid, you can assume beast form and likely know powers useful in that form. However, you sacrifice some connections to the natural world—including Primal Aspect and Ritual Casting—to explore another class's talents.

CLASS TRAITS

Role: Controller

Power Source: Primal

Key Abilities: Wisdom, Dexterity, Constitution

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, simple ranged

Implements: Staffs, totems

Bonus to Defense: +1 Reflex or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)

Class Features: Wild shape

Hybrid Talent Options: Druid Armor Proficiency, Primal Aspect

CLASS FEATURE

Hybrid druids have the following class feature.

Wild Shape: You gain the druid power *wild shape* (*Player's Handbook 2*, page 84).

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Druid Armor Proficiency: You gain proficiency with leather armor and hide armor.

Primal Aspect: This class feature functions exactly as the druid class feature (*Player's Handbook 2*, page 83).

SUGGESTED COMBINATIONS

The druid/shaman is an ideal combination of primal classes, mixing the druid's control and melee powers with the shaman's leadership.

A druid/invoker mixes powers and features from two different Wisdom-based controller classes and can offer an interesting character background: What brought you to mesh the ancient power of the gods with the might of primal spirits?

Hybrid druids who want to increase their deadliness in melee should consider the avenger, ranger, and rogue classes.

SELECTING DRUID POWERS

Despite automatically gaining the *wild shape* power, a hybrid druid doesn't automatically come with beast form powers; you must select them.

At 1st level, you should consider selecting a beast form power as your lone druid at-will attack power. You can use your other at-will attack power in your humanoid form.

If you don't have any beast form powers, you're wasting *wild shape*, so include beast form powers among your attack powers and utility powers.

HYBRID FIGHTER

You call on your martial training to guard allies and strike down enemies, and because of your hybrid training, you have tricks up your sleeve that your enemies don't expect.

Many hybrid fighters learned their martial talents in a military or a mercenary organization, but these experiences typically represent only a portion of the character's background. Perhaps your character has moved on from military service to a new area of expertise, or maybe you have taken up the sword as part of a new direction in your life after months or years of other studies.

As a hybrid fighter, you protect your comrades as any other defender does: with durability, martial prowess, and battlefield control. However, you give up some of the fighter's talent with weapons, and you can't mark enemies with all your powers.

CLASS TRAITS

Role: Defender

Power Source: Martial

Key Abilities: Strength, Dexterity, Wisdom, Constitution

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Bonus to Defense: +1 Fortitude

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 4.5

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Streetwise (Cha)

Class Features: Combat Challenge (hybrid)

Hybrid Talent Options: Combat Specialty, Fighter Armor Proficiency, Fighter Combat Talent

CLASS FEATURE

Hybrid fighters have the following class feature.

Combat Challenge (Hybrid): This class feature functions as the fighter class feature (*Player's Handbook*, page 76), except that you can use it to mark only enemies you attack using fighter powers and fighter paragon path powers.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Combat Specialty: When you select this option, you choose one of the following class features.

Combat Agility: This class feature functions exactly as the fighter class feature (*Martial Power 2*, page 6).

Combat Superiority: This class feature functions exactly as the fighter class feature (*Player's Handbook*, page 76).

Fighter Armor Proficiency: You gain proficiency with leather armor, hide armor, chainmail, scale armor, light shields, and heavy shields.

Fighter Combat Talent: When you select this option, you choose one of the following class features.

Battlerager Vigor (Hybrid): This class feature functions as the fighter class feature (*Martial Power*, page 6), except that you don't gain the bonus to damage rolls when wearing light armor or chainmail.

Brawler Style: This class feature functions exactly as the fighter class feature (*Martial Power 2*, page 6).

Fighter Weapon Talent: This class feature functions exactly as the fighter class feature (*Player's Handbook*, page 76).

Tempest Technique: This class feature functions exactly as the fighter class feature (*Martial Power*, page 7).

SUGGESTED COMBINATIONS

A fighter/paladin draws on two different flavors of tenacity and resilience to create a single defender.

By adding hybrid warlord to hybrid fighter, you can dabble in either tactical genius or inspirational brilliance without giving up melee prowess.

If you're looking to add some nonmelee attacks to your hybrid fighter, consider the hybrid invoker. You don't give up much AC (particularly if you are going to wield a two-handed weapon), and it doesn't hurt for a fighter to have a high Wisdom score.

HYBRID INVOKER

You wield the might of the gods, mixed with powers more earthly. But why would you forsake pure devotion to the secrets of the invoker? Did you uncover a mystery that frightened you from wielding such unfettered power? Or has your understanding of divinity only recently awakened?

As a hybrid invoker, you wield the gods' own might to smite your foes. However, you forgo the versatility of Channel Divinity and Ritual Casting to gain the benefits of another class.

CLASS TRAITS

Role: Controller

Power Source: Divine

Key Abilities: Wisdom, Constitution, Intelligence

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, simple ranged

Implements: Rods, staves

Bonus to Defense: +1 Fortitude, Reflex, or Will

Hit Points at 1st Level: 5

Hit Points per Level Gained: 2

Healing Surges per Day: 3

Class Skills: Arcana (Int), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

Class Features: Covenant Manifestation

Hybrid Talent Options: Channel Divinity (hybrid),
Invoker Armor Proficiency

CLASS FEATURE

Hybrid invaders have the following class feature.

Covenant Manifestation: You gain the Covenant Manifestation of a Divine Covenant of your choice (*Player's Handbook 2*, page 101).

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Channel Divinity (Hybrid): This class feature functions as the invoker class feature (*Player's Handbook 2*, page 101), except that you start with a single Channel Divinity power. That power is the Channel Divinity power associated with the same Divine Covenant as your Covenant Manifestation.

Invoker Armor Proficiency: You gain proficiency with leather armor, hide armor, and chainmail.

SUGGESTED COMBINATIONS

A cleric/invoker offers a divine combination of mass devastation and healing powers.

An invoker/wizard or invoker/psion has access to a vast array of controller powers. Consider taking the Hybrid Talent feat to get the Channel Divinity power *preserver's rebuke* in order to make optimal use of a high Intelligence score.

The invoker/shaman mixes two very different traditions of power to great effect on the battlefield.

HYBRID MONK

You are an enigma, blending supreme discipline and focus with a multifaceted approach to victory in battle. How do you explain this seeming contradiction? Are you a failed student of monastic discipline, turning to alternative talents to stay alive? Or have you newly discovered an ascetic lifestyle and now seek to leave behind your former life?

As a hybrid monk, you sacrifice some of the training of your monastic tradition, including significant unarmed prowess, in order to gain aspects of a second class.



CLASS TRAITS

Role: Striker

Power Source: Psionic

Key Abilities: Dexterity, Strength, Wisdom

Armor Proficiencies: Cloth

Weapon Proficiencies: Club, dagger, quarterstaff, shuriken, sling, spear

Implements: Ki focus, weapons with which you have proficiency

Bonus to Defense: +1 Fortitude, Reflex, or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)

Class Features: Monastic Tradition (hybrid)

Hybrid Talent Options: Expanded Tradition, Unarmed Combatant, Unarmored Defense

CLASS FEATURE

Hybrid monks have the following class feature.

Monastic Tradition (Hybrid): Choose a Monastic Tradition option (page 63). You gain only the Flurry of Blows power associated with that option. Your Flurry of Blows power is triggered only when you hit with a monk power or monk paragon path power during your turn. You are considered to have that option for the purpose of meeting prerequisites.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Expanded Tradition: You gain all the features associated with your Monastic Tradition.

Unarmed Combatant: This class feature functions exactly as the monk class feature (page 63).

Unarmored Defense: This class feature functions exactly as the monk class feature (page 63).

SUGGESTED COMBINATIONS

The monk/rogue is an excellent combination, resulting in a character who can use a dagger to deliver flurries and sneak attacks alike. Focus on a good Dexterity score and make Strength second best.

The avenger/monk combination suggests years of training in a secret monastery dedicated to disciplined vengeance. You'll need a high score in both Dexterity and Wisdom to maximize accuracy.

The fighter/monk can call out foes for one-on-one battle, and then slip away when things get too rough. Put high scores in both Dexterity and Strength, with Wisdom a strong third score.

HYBRID PALADIN

You combine the divine authority of a paladin with the talents of another class to become a formidable protector. Many hybrid paladins have only recently pledged themselves to the path of the divine warrior after years spent in other pursuits. A few, however, have recognized that single-minded devotion isn't for them and have expanded their abilities accordingly.

As a hybrid paladin, you bring a useful marking ability and strong melee powers to a group. Like other defenders, you are durable and can protect allies well, but you give up some healing capability to gain the talents of another class.

CLASS TRAITS

Role: Defender

Power Source: Divine

Key Abilities: Strength, Charisma, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Implements: Holy symbols

Bonus to Defense: +1 Fortitude, Reflex, or Will

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 5

Class Skills: Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

Class Features: Divine challenge (hybrid)

Hybrid Talent Options: Channel Divinity (hybrid), Paladin Armor Proficiency

CLASS FEATURE

Hybrid paladins have the following class feature.

Divine Challenge (Hybrid): You gain the paladin power *divine challenge* (*Player's Handbook*, page 91). The power functions as normal, except that the following text replaces the power's second paragraph.

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. The first time it makes an attack that doesn't include you as a target before the start of your next turn, you can use an immediate reaction to deal radiant damage to the target equal to your Charisma modifier. The damage increases to 2 + your Charisma modifier at 11th level and 4 + your Charisma modifier at 21st level.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Channel Divinity (Hybrid): This class feature functions as the paladin class feature (*Player's Handbook*, page 91), except that you start with a single paladin Channel Divinity power of your choice.

Paladin Armor Proficiency: You gain proficiency with leather armor, hide armor, chainmail, scale armor, plate armor, light shields, and heavy shields.

SUGGESTED COMBINATIONS

Combining the hybrid fighter with the hybrid paladin keeps your AC up and mixes two different styles of melee control.

It's easy to see the value of combining paladin and cleric, but the paladin/warlord-favoring Charisma over Intelligence—might well be the most valiant battlefield leader imaginable.

Perhaps a strange combination, the paladin/warlock meshes melee prowess with deadly ranged attacks, as well as the ability to keep distant foes marked with *divine challenge*. For this combination, Paladin Armor Proficiency is a must-have option.

HYBRID PSION

You can bend your enemies' wills to your own, yet that is not enough. What led you to meld the psion's powers of mental control with the powers of another class? Have you discovered a secret connection between psionics and another power source? Or do your mental talents represent the ace up your sleeve, an unexpected well of tricks that supplement your other abilities?

As a hybrid psion, you forgo that class's innate talent with rituals and minor psionic powers to gain features and powers from a second class.

CLASS TRAITS

Role: Controller

Power Source: Psionic

Key Abilities: Intelligence, Charisma, Wisdom

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, simple ranged

Implements: Orbs, staffs

Bonus to Defense: +1 Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2

Healing Surges per Day: 3

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis)

Class Features: Discipline Focus (hybrid), Psionic Augmentation (hybrid)

Hybrid Talent Options: Expanded Discipline Focus

CLASS FEATURES

Hybrid psions have the following class features.

Discipline Focus (Hybrid): Choose a Discipline Focus option (page 81). If you choose Telekinesis Focus, you gain the *far hand* power. If you choose Telepathy Focus, you gain the *send thoughts* power.

Psionic Augmentation (Hybrid): This class feature functions as the psion class feature (page 81), except that your power point total varies depending on your selection of powers. See "Psionic Augmentation and Hybrid Characters" (page 137) to determine the number of power points you have.

HYBRID TALENT OPTION

If you take the Hybrid Talent feat, you can select the following option.

Expanded Discipline Focus: If you have Telekinesis Focus, you gain the *forceful push* power. If you have Telepathy Focus, you gain the *distract* power.

SUGGESTED COMBINATIONS

The psion/wizard is a controller extraordinaire, using a high Intelligence to rain down arcane and psionic destruction on enemies.

A bard/psion combines discipline with guile to outfox enemies just long enough to defeat them. You'll want high Intelligence and Charisma scores.

The psion/warlock grasps for power from all sources, whether by mastering your own psionic potential or by drawing on bargains with otherworldly entities. With good Intelligence and Charisma scores, you should be able to gather all the power you need.

HYBRID RANGER

You blend the hunter's dogged pursuit of a quarry with other talents to become a formidable warrior. You might have learned your ranger powers as a young wanderer or an independent scout before taking up new skills. Alternatively, you might have been driven only recently to a life in the wilderness.

You retain the ranger's damage-dealing capability. However, you initially give up the specialization of the ranger's Fighting Style class feature.

CLASS TRAITS

Role: Striker

Power Source: Martial

Key Abilities: Strength, Dexterity, Wisdom

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Bonus to Defense: +1 Fortitude or Reflex

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3

Class Skills: Acrobatics (Dex), Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Nature (Wis), Perception (Wis), Stealth (Dex)

Extra Trained Skill: Choose an extra trained skill from the class skills list above.

Class Features: Hunter's Quarry (hybrid)

Hybrid Talent Options: Ranger Armor Proficiency, Ranger Combat Talent, Ranger Fighting Style

CLASS FEATURE

Hybrid rangers have the following class feature.

Hunter's Quarry (Hybrid): This class feature functions as the ranger class feature (*Player's Handbook*, page 104), except that you can deal the extra damage only when you hit your quarry with a ranger power or a ranger paragon path power.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Ranger Armor Proficiency: You gain proficiency with leather armor and hide armor.

Ranger Combat Talent: When you select this option, you choose one of the following class features.

Prime Shot: This class feature functions exactly as the ranger class feature (*Player's Handbook*, page 104).

Running Attack: This class feature functions exactly as the ranger class feature (*Martial Power 2*, page 32).

Ranger Fighting Style: When you select this option, you choose one of the following class features.

Archer Fighting Style: This class feature functions exactly as the ranger class feature (*Player's Handbook*, page 104).

Beast Mastery (Hybrid): This class feature functions as the ranger class feature (*Martial Power*, page 38), except that the beast takes a -1 penalty to attack rolls and all defenses.

Hunter Fighting Style: This class feature functions exactly as the ranger class feature (*Martial Power 2*, page 32).

Marauder Fighting Style: This class feature functions exactly as the ranger class feature (*Martial Power 2*, page 32).

Two-Blade Fighting Style: This class feature functions exactly as the ranger class feature (*Player's Handbook*, page 104).

SUGGESTED COMBINATIONS

Fighter/ranger is an effective combination if you focus on melee powers designed for two weapons.

A ranger/rogue is undoubtedly a master damage-dealer. However, when combining the ranger and rogue classes, choose your powers carefully; many of these powers have weapon requirements that don't match up well. For example, if you want to use ranged powers from both classes, you need a crossbow.

Even though the druid/ranger or ranger/seeker must balance multiple key abilities, these combinations add a fun primal flavor to the hybrid ranger.

HYBRID ROGUE

You know the value of a well-placed knife, even if you don't bring the rogue's full complement of talents to every situation.

The most common backstory for a hybrid rogue is a childhood spent on the mean streets of a city, learning enough tricks to stay alive and out of prison. Alternatively, you might have been a respected member of society once, driven to a rogue's life by cruel fate or the machinations of your enemies.

You can be just as sneaky and deadly as a non-hybrid rogue, but you must sacrifice some rogue options to gain options from another class.

CLASS TRAITS

Role: Striker

Power Source: Martial

Key Abilities: Dexterity, Strength, Charisma

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Dagger, hand crossbow, shuriken, sling, short sword

Bonus to Defense: +1 Reflex

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Extra Trained Skills: Choose two extra trained skills from the class skills list above.

Class Features: Sneak Attack (hybrid)

Hybrid Talent Options: First Strike, Rogue Combat Talent, Rogue Tactics

CLASS FEATURE

Hybrid rogues have the following class feature.

Sneak Attack (Hybrid): This class feature functions as the rogue class feature (*Player's Handbook*, page 117), except that you can deal the extra damage only when you hit with a rogue power or a rogue paragon path power.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

First Strike: This class feature functions exactly as the rogue class feature (*Player's Handbook*, page 117).

Rogue Combat Talent: When you select this option, you choose one of the following class features.



Sharpshooter Talent: This class feature functions exactly as the rogue class feature (*Martial Power* 2, page 56).

Rogue Weapon Talent: This class feature functions exactly as the rogue class feature (*Player's Handbook*, page 117).

Rogue Tactics: This class feature functions exactly as the rogue class feature (*Player's Handbook*, page 117).

SUGGESTED COMBINATIONS

Most hybrid rogues need two good ability scores, making hybrid combinations tricky to build.

A rogue/sorcerer can add some devious ranged and burst attacks to a repertoire of melee powers.

Combining the hybrid rogue with the hybrid bard creates a master trickster, who uses Charisma and Dexterity to alternately befuddle and eviscerate foes.

If you prefer brawn over guile, combine the hybrid fighter with the hybrid rogue, choose Rogue Tactics through the Hybrid Talent feat, and then pick either the Brutal Scoundrel class feature (*Player's Handbook*, page 117) or the Ruthless Ruffian class feature (*Martial Power*, page 73).

HYBRID RUNEPRIEST

You have begun to unlock the mysteries of divine runes, but you lack the focus needed for true mastery. What keeps you from achieving this focus? Have you recognized that runic study alone is insufficient to stand against the forces of evil? Or have you started dabbling in rune magic to enhance your already formidable talents in battle?

As a hybrid runepriest, you forgo some battlefield healing and mastery of basic runes in exchange for a second class's features and powers.

CLASS TRAITS

Role: Leader

Power Source: Divine

Key Abilities: Strength, Constitution, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield

Weapon Proficiencies: Simple melee, simple ranged

Bonus to Defense: +1 Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Religion (Int), Thievery (Dex)

Class Features: *Rune of mending* (hybrid), Runic Artistry

Hybrid Talent Options: Rune Master, Runepriest Armor Proficiency

CLASS FEATURES

Hybrid runepriests have the following class features.

Rune of Mending (Hybrid): You gain the runepriest power *rune of mending* (page 100). The power functions as normal, except that you can use it only once per encounter.

Runic Artistry: This class feature functions exactly as the runepriest class feature (page 99).

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Rune Master: This class feature functions exactly as the runepriest class feature (page 99).

Runepriest Armor Proficiency: You gain proficiency with leather armor, hide armor, chainmail, scale armor, and light shields.

SUGGESTED COMBINATIONS

The cleric/runepriest combines leadership from two divine classes, offering a wealth of story and tactical options. Make Strength and Wisdom your two best ability scores, with either Constitution or Charisma in third place.

Both the fighter/runepriest and the paladin/runepriest offer similar blends of the leader and defender roles, and also allow you to maximize your class armor proficiencies. Strength should be your primary ability score, with Constitution or Wisdom a good second choice.

The barbarian/runepriest provides a hefty dose of damage-dealing capability, allowing you to put the fear of your god into foes. Your highest ability score should be Strength, with Constitution second.

HYBRID SEEKER

You have forged a tenuous bond with primal spirits of the hunt. What keeps you from giving yourself fully to the primal spirits? Do you fear loss of control? Do you mistrust their motives? Or are you simply not spiritually strong enough to hold the power they offer?

As a hybrid seeker, you give up some battlefield control ability in exchange for features and powers of a second class.

CLASS TRAITS

Role: Controller

Power Source: Primal

Key Abilities: Wisdom, Strength, Dexterity

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged, military ranged

Bonus to Defense: +1 Reflex or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

Class Features: Inevitable shot (hybrid), Seeker's Bond (hybrid)

Hybrid Talent Options: True Seeker's Bond

CLASS FEATURES

Hybrid seekers have the following class features.

Inevitable Shot (Hybrid): You gain the seeker power inevitable shot (page 118). The power functions as normal, except that it is triggered only by ranged attacks from seeker powers and seeker paragon path powers.

Seeker's Bond (Hybrid): Choose one of the Seeker's Bond options (page 117). You gain only the power associated with that option, and you can use the power only once per day. You are also considered to have that option for the purpose of meeting prerequisites and using the benefits tailored for it in certain powers.

HYBRID TALENT OPTION

If you take the Hybrid Talent feat, you can select the following option.

True Seeker's Bond: You gain the rest of the benefits of the Seeker's Bond option you chose (except that you can still use the power only once per day).

SUGGESTED COMBINATIONS

The best hybrid combination for this class is ranger/seeker, creating a ranged attack specialist. Your Wisdom and Dexterity scores should be equally high, with Strength a good third choice.

The rogue/seeker can pick up ranged attacks from both classes, using thrown daggers or a hand crossbow rather than a longbow. Ability score assignment is difficult; you'll need high Wisdom and Dexterity scores, and your secondary ability options require some tough choices.

The fighter/seeker can be a mighty warrior. Strength and Wisdom should be your top ability scores.

HYBRID SHAMAN

You have learned to call a spirit companion to your side, yet your connection to primal spirits isn't as strong as a shaman's. What caused this deficiency? Did you flee or fail a rite of passage before its completion, weakening your link to the spirit world? Have you angered the spirits, causing their voices to quiet in your mind?

As a hybrid shaman, you have a spirit companion, as well as the ability to call on spirits for healing, but you give up many of your other talents to pursue a second class.

CLASS TRAITS

Role: Leader

Power Source: Primal

Key Abilities: Wisdom, Constitution, Intelligence

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, longspear

Implements: Totems

Bonus to Defense: +1 Fortitude or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Arcana (Int), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int)

Class Features: Companion Spirit (hybrid), healing spirit (hybrid), speak with spirits

Hybrid Talent Options: Spirit Boon, Spirit's Power

CLASS FEATURES

Hybrid shamans have the following class features.

Companion Spirit (Hybrid): You gain the call spirit companion power (Player's Handbook 2, page 120).

In addition, choose one of the Companion Spirit options (*Player's Handbook 2*, page 119). You don't gain the Spirit Boon or any of the powers granted by that choice, but you are considered to have the class feature for the purpose of meeting prerequisites and using the benefits tailored for it in certain powers.

Special: To select the at-will attack power associated with a Companion Spirit, you must have the appropriate spirit. For example, you can't select the stalker's strike power unless you have Stalker Spirit.

Healing Spirit (Hybrid): You gain the shaman power healing spirit (*Player's Handbook 2*, page 120). The power functions as normal, except that you can use it only once per encounter.

Speak with Spirits: You gain the shaman power speak with spirits (*Player's Handbook 2*, page 120).

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Spirit Boon: You gain the Spirit Boon of the Companion Spirit option you chose (*Player's Handbook 2*, page 119).

Spirit's Power: You gain the opportunity action power of the Companion Spirit option you chose (*Player's Handbook 2*, page 119).

SUGGESTED COMBINATIONS

A druid/shaman has a wide array of options on the battlefield, including area attacks and healing effects.

The hybrid shaman seeking to add melee prowess would do well to consider the hybrid warden.

A melee-focused hybrid shaman might add the hybrid avenger, favoring Intelligence as a secondary ability. Would such a character be more loyal to the primal spirits or to the divine patron who schooled him or her in the arts of retribution?

HYBRID SORCERER

You know the innate power of arcane magic flowing through your body and blood, yet it does not speak to you as strongly as it would if you were only a sorcerer.

Is your sorcerous bloodline diluted, requiring you to learn other talents to survive as an adventurer? Or do you fear what might happen if you gave yourself fully to the luring pulse of magic?

As a hybrid sorcerer, you're capable of unleashing powerful gouts of arcane fury. But you don't have the resilience of a nonhybrid sorcerer or the other quirks derived from a dedication to sorcerous ways.

CLASS TRAITS

Role: Striker

Power Source: Arcane

Key Abilities: Charisma, Dexterity, Strength

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, simple ranged

Implements: Daggers, staffs

Bonus to Defense: +1 Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3

Class Skills: Arcana (Int), Athletics (Str), Bluff (Cha),

Diplomacy (Cha), Dungeoneering (Wis), Endurance

(Con), History (Int), Insight (Wis), Intimidate (Cha),

Nature (Wis)

Class Features: Sorcerous Power

Hybrid Talent Options: Soul of the Sorcerer

CLASS FEATURE

Hybrid sorcerers have the following class feature.

Sorcerous Power: You gain a bonus to the damage rolls of sorcerer powers and sorcerer paragon path powers equal to your Strength or Dexterity modifier. This bonus increases by 2 at 11th level and by 2 again at 21st level.

You choose which modifier to use when you make your character. If you choose Strength, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC while you are not wearing heavy armor.



HYBRID TALENT OPTION

If you take the Hybrid Talent feat, you can select the following option.

Soul of the Sorcerer: Choose one of the following class features: Dragon Soul (*Player's Handbook* 2, page 137), Soul of the Cosmic Cycle (*Arcane Power*, page 27), Storm Soul (*Arcane Power*, page 26), or Wild Soul (*Player's Handbook* 2, page 137). You gain that class feature, and you are considered to have the associated Spell Source for the purpose of meeting prerequisites and using the benefits tailored for it in certain powers.

SUGGESTED COMBINATIONS

One can easily imagine a young sorcerer turning to an Eldritch Pact to gain access to even greater power. Indeed, the sorcerer/warlock is a potent striker who has a variety of attacks, though the classes' secondary abilities don't match up well.

Add the hybrid bard to your hybrid sorcerer to gain healing powers and to heighten your character's reputation as a valorous trickster.

A rogue/sorcerer gains some useful melee attack powers, as long as he or she favors Dexterity.

HYBRID SWORDMAGE

You are no stranger to discipline and training, but you don't have the single-minded commitment to arcane swordplay that a swordmage has. Perhaps in your youth you dabbled in the fundamentals of spell and blade but never dedicated yourself to these studies wholeheartedly. Some hybrid swordmages are new students of ancient magical traditions, coming most often from other arcane or martial traditions.

As a hybrid swordmage, you provide a good mix of melee prowess, battlefield control, and utility, but you can't hold back waves of enemies quite as well as a full-fledged swordmage can.

CLASS TRAITS

Role: Defender

Power Source: Arcane

Key Abilities: Intelligence, Strength, Constitution

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, military light blades, military heavy blades, simple ranged

Implements: Light blades, heavy blades

Bonus to Defense: +1 Will

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 4

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

Class Features: Swordbond, Swordmage Aegis (hybrid)
Hybrid Talent Options: Swordmage Warding

CLASS FEATURES

Hybrid swordmages have the following class features.

Swordbond: This class feature functions exactly as the swordmage class feature (*FORGOTTEN REALMS Player's Guide*, page 26).

Swordmage Aegis (Hybrid): This class feature functions as the swordmage class feature (*FORGOTTEN REALMS Player's Guide*, page 26), except that you can use the power that you choose only once per encounter. However, you regain the use of that power when its target drops to 0 hit points or when its mark is superseded by another mark.

HYBRID TALENT OPTION

If you take the Hybrid Talent feat, you can select the following option.

Swordmage Warding: This class feature functions exactly as the swordmage class feature (*FORGOTTEN REALMS Player's Guide*, page 26).

SUGGESTED COMBINATIONS

Most hybrid swordmages sacrifice some of their defense for greater versatility. Combining the hybrid swordmage with the hybrid wizard or psion gives you a great breadth of powers that share the same key ability.

If you're dedicated to staying in melee, consider adding the hybrid warlord, and put your Intelligence to good use as a tactician.

Although the hybrid swordmage and the hybrid shaman might seem incompatible, the spirit companion and the spirit's fangs power give a swordmage an extra option for battlefield control that doesn't require you to stay in the forefront every round.

HYBRID WARDEN

To stand strong against the defilers of the natural world, you have buttressed your primal tenacity with the capabilities of another class. These capabilities might be other ways of channeling primal spirits, or you might have decided that you can't count on the spirits for all your strength.

As a hybrid warden, you can still punish foes for attacking your allies. However, because you divide your focus between two classes, you must give up some of the class's innate durability (in the form of Font of Life and Guardian Might).

CLASS TRAITS**Role:** Defender**Power Source:** Primal**Key Abilities:** Strength, Constitution, Wisdom**Armor Proficiencies:** Cloth, leather, hide; light shield, heavy shield**Weapon Proficiencies:** Simple melee, military melee, simple ranged**Bonus to Defense:** +1 Fortitude or Will**Hit Points at 1st Level:** 8.5**Hit Points per Level Gained:** 3.5**Healing Surges per Day:** 4.5**Class Skills:** Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis)**Class Features:** Nature's Wrath (hybrid)**Hybrid Talent Options:** Font of Life, Warden's Armored Might**CLASS FEATURE**

Hybrid wardens have the following class feature.

Nature's Wrath (Hybrid): This class feature functions as the warden class feature (*Player's Handbook* 2, page 153), except that you mark only one adjacent enemy when you use the class feature's marking ability.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Font of Life: This class feature functions exactly as the warden class feature (*Player's Handbook* 2, page 153).

Warden's Armored Might: You gain the Guardian Might class feature (*Player's Handbook* 2, page 153). You also gain proficiency with leather armor, hide armor, light shields, and heavy shields.

SUGGESTED COMBINATIONS

The fighter/warden offers great durability and melee attacks, though this combination might need some help with AC; Warden's Armored Might or Fighter Armor Proficiency are good fixes.

Adding the hybrid cleric gives the hybrid warden useful healing powers; Wisdom is likely your secondary ability.

Combining the hybrid warden with the hybrid ranger increases your damage output without hurting your AC too much.

HYBRID WARLOCK

You draw power from snippets of arcane lore wrested from dusty tomes and primeval entities, but these secrets do not wholly define or limit your abilities.

What keeps you from fully embracing the pacts of a warlock? Do you fear the price that such bargains might entail? Or have you not yet managed to pin down the final secret that would unleash your arcane destiny?

As a hybrid warlock, you command excellent damage-dealing ability along with some control powers, but you must give up some of the more notable features of the class, including Pact Boon and Shadow Walk.

CLASS TRAITS**Role:** Striker**Power Source:** Arcane**Key Abilities:** Charisma, Constitution, Intelligence**Armor Proficiencies:** Cloth, leather**Weapon Proficiencies:** Simple melee, simple ranged**Implements:** Rods, wands**Bonus to Defense:** +1 Reflex or Will**Hit Points at 1st Level:** 6**Hit Points per Level Gained:** 2.5**Healing Surges per Day:** 3**Class Skills:** Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)**Class Features:** Eldritch Pact (hybrid), Warlock's Curse (hybrid)**Hybrid Talent Options:** Prime Shot, Shadow Walk, Warlock Pact Boon**CLASS FEATURES**

Hybrid warlocks have the following class features.

Eldritch Pact (Hybrid): This class feature functions as the warlock class feature (*Player's Handbook*, page 130), except that you don't gain the at-will attack power or the Pact Boon granted by it. This means you meet prerequisites that require the pact you choose, and you can use the benefits tailored for it in certain powers.

Warlock's Curse (Hybrid): This class feature functions as the warlock class feature (*Player's Handbook*, page 131), except that you can deal the extra damage only when you hit a cursed enemy with a warlock power or a warlock paragon path power.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Prime Shot: This class feature functions exactly as the warlock class feature (*Player's Handbook*, page 131).

Shadow Walk: This class feature functions exactly as the warlock class feature (*Player's Handbook*, page 131).

Warlock Pact Boon: You gain the Pact Boon associated with your Eldritch Pact.

To select this option, you must have selected the at-will attack power associated with your pact. If you later retrain that power, you lose the benefit of this option.

SUGGESTED COMBINATIONS

A sorcerer/warlock can be a potent striker, with Charisma as the highest ability score.

Combining the warlock with the wizard creates a synergistic power list, and the wizard's key ability, Intelligence, is a good secondary ability for the warlock.

A combination of warlock and bard works quite well, thanks to the ability score overlap of the two classes and the diversity of their power selection.

HYBRID WARLORD

You have combined your talent for command with other skills, rather than focusing entirely on leadership. How and where did you come to learn the intricacies of command? Did an early stint in the military or tutelage at the feet of a tribal leader inspire you to grasp the reins of authority? Or have you only recently donned the mantle of leadership?

As a hybrid warlord, you bring talents of combat leadership and healing to a group, although you give up the Commanding Presence class feature.

CLASS TRAITS

Role: Leader

Power Source: Martial

Key Abilities: Strength, Intelligence, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail, light shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Bonus to Defense: +1 Fortitude or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha)

Class Features: Inspiring word (hybrid), Warlord Leadership

Hybrid Talent Options: Commanding Presence (hybrid), Warlord Armor Proficiency

CLASS FEATURES

Hybrid warlords have the following class features.

Inspiring Word (Hybrid): You gain the warlord power *inspiring word* (*Player's Handbook*, page 145). The power functions as normal, except that you can use it only once per encounter.

Warlord Leadership: You choose one of the following class features.

Battlefront Leader: This class feature functions exactly as the warlord class feature (*Martial Power 2*, page 83).

Canny Leader: This class feature functions exactly as the warlord class feature (*Martial Power 2*, page 82).

Combat Leader: This class feature functions exactly as the warlord class feature (*Player's Handbook*, page 144).

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you can select one of the following options.

Commanding Presence (Hybrid): This class feature functions as the warlord class feature (*Player's Handbook*, page 144), except that you can grant the benefit of your Commanding Presence option only once per encounter.

Warlord Armor Proficiency: You gain proficiency with leather armor, hide armor, chainmail, and light shields.

SUGGESTED COMBINATIONS

The paladin/warlord and fighter/warlord combinations provide durability and melee control as well as healing.

For a barbarian/warlord, what's more inspiring than charging into battle with a savage war cry? Make Charisma your second-highest ability score and pick powers from the two classes that take advantage of it.

A consummate leader, the cleric/warlord should focus on powers that use Strength and Charisma.

HYBRID WIZARD

The path of wizardry demands focus and study, yet you have mastered several elements of arcane magic while still having time for other learning.

Did you give up a promising academic life to pursue a less sheltered existence? Did your mentor abandon you before sharing the final secrets of arcane lore? Or have you only recently begun the long task of mastering the arcane power that permeates the cosmos?

As a hybrid wizard, you have much of a wizard's versatility in power selection, but you give up the flexibility provided by the Ritual Casting and Spellbook class features, as well as the Arcane Implement Mastery class feature.



J M
MASBRUCH

CLASS TRAITS

Role: Controller

Power Source: Arcane

Key Abilities: Intelligence, Wisdom, Dexterity

Armor Proficiencies: Cloth

Weapon Proficiencies: Dagger, quarterstaff

Implements: Orbs, staves, wands

Bonus to Defense: +1 Will

Hit Points at 1st Level: 5

Hit Points per Level Gained: 2

Healing Surges per Day: 3

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

Class Features: Cantrips

Hybrid Talent Options: Arcane Implement Mastery

CLASS FEATURE

Hybrid wizards have the following class feature.

Cantrips: This class feature functions exactly as the wizard class feature (*Player's Handbook*, page 158).

HYBRID TALENT OPTION

If you take the Hybrid Talent feat, you can select the following option.

Arcane Implement Mastery: This class feature functions exactly as the wizard class feature (*Player's Handbook*, page 157).

SUGGESTED COMBINATIONS

As a hybrid wizard, you're not particularly durable, so you must choose your second hybrid class, as well as your powers, with care.

The swordmage shares the same key ability, but that class's predilection for melee combat is at odds with the typical wizard's preference for staying out of the fray. To keep up in melee, select a good mix of close attack powers and some feats that improve your survivability. Alternatively, focus your swordmage power selection on ranged powers and area powers and enter melee only as a last resort.

A cleric/wizard who has good Intelligence and Wisdom scores can safely and effectively remain in the back ranks while supporting allies with battlefield control and healing.

Adding the avenger class to your hybrid wizard allows you to surprise your enemies with the occasional deadly melee attack. Taking Armor of Faith through the Hybrid Talent feat gives you the boost to AC you need to stay close enough to deliver such an attack.

EPIC DESTINIES

When you reach 21st level, you can choose an epic destiny. You're free to delay your choice until a later level or to forgo an epic destiny altogether. If you choose an epic destiny after 21st level, you gain all of the epic destiny's benefits that are for your level and lower.

DIAMOND SOUL

The psionic energy that flows through you is more than a weapon. It is the essence of your soul.

Prerequisite: 21st level, monk

At a young age, you knew that the monastic traditions of the fighting monks were your calling. As a youth, you watched the initiates practice and spotted errors in their technique. When you first presented yourself to the masters, their amusement at your observations turned to astonishment. Time and again, you were proven right. The masters expected ever more from you as they took you under their tutelage, putting the most daunting tasks and grueling training regimens before you. Again and again, you overcame these challenges.

Others have displayed this same talent, but few have achieved the same level of mastery. You stand on the brink of the final steps of your studies. True, you were the best student in your class, but you know enough of the fighting arts to understand how little you truly know.

Your greatest tests lie ahead of you. Will you finally achieve the ultimate mastery you seek, or will you find that your skills are less than perfect?

IMMORTALITY

Life, death, fame, and power mean little to you. All monks seek to attain perfect mastery of their fighting art, and you are one of the few to achieve it. Your task done, you have little use for the material world.

Perfect Master: The lore you study transcends such trifling mortal concerns as the material body or the spark of life. When you have attained perfect mastery, you join the tiny group of monks who have founded new psionic philosophies. Monasteries sprout across the planes to study your teachings and pass them from generation to generation.

DIAMOND SOUL FEATURES

Monastic Perfection (21st level): Choose two monk encounter attack powers of your level or lower. Those two powers become your reserve powers. Whenever you take a short rest, you can swap one of your monk encounter attack powers for a reserve power of the same level or lower. Each time you gain a level, you can change your reserve powers.

Diamond Body (21st level): Your Dexterity score increases by 2. In addition, you no longer age.

Moving Perfection (24th level): You gain a +2 bonus to speed, and when you shift, you can shift 1 extra square.

Diamond Perfection (30th level): Once per round when you miss with a monk attack, you can reroll the attack roll.

DIAMOND SOUL POWER

Flawless Maneuver

Diamond Soul Utility 26

Above the din and chaos of battle, your mind focuses with absolute clarity as you spot the perfect moment for your next attack.

Encounter ♦ Psionic

Minor Action

Personal

Effect: You gain a +10 power bonus to your next attack roll. If that roll is a natural 1, the attack doesn't automatically miss.



JAKE MASHUCH

GODMIND

"It's all coming together. I understand. I understand... everything!"

Prerequisite: 21st level, any psionic class

Your mind flows like a river during a storm surge, threatening to overflow with a torrent of thought. As your consciousness grows more charged with psionic power, your attention expands each day. Soon, you believe, little will lie beyond your comprehension. No mystery will veil the divide between your desire and reality. You have become the walking embodiment of mind over matter. In truth, your mind controls matter and the perceptions of others. You suspect that you have discovered a new path to divinity, one powered by your will alone. But this is not a divinity that requires the adoration of others; the intensity of your focus is enough to sustain your mounting abilities.

It used to be that an insight would come to you unbidden once in a great while and shine like a star in your mind; a connection you had failed to make before suddenly became clear. Those moments of clarity were wonderful, even more so for their rarity. But now an hour does not go by that you don't make such a startling association. All the components of existence are connected in far more fundamental ways than you had realized.

You now believe that much of what makes up reality is merely the consensus, albeit an unconscious one, of all the thinking beings within it. With your psionic abilities, you can influence how the minds around you see and understand their surroundings, and in so doing, you reshape the world according to your will.

IMMORTALITY

You perfect your understanding of the great skein of existence and picture it as a self-reinforcing and self-generating construct of conception and thought. It seems as if all the lesser minds in the universe make up one universal mind, whose perceptions expand once per age. You decide to contribute consciously to that expansion.

Universe Mind: With a smile on your face, you expend all your psionic power in one dramatic flare. Your physical form drops away, a vessel that has served its purpose. You imprint your mind on the universe, becoming an eternal thought, a higher ideal, a meme that will forever reverberate through existence. When your name is spoken, you notice, and if the need is great enough, you provide a crucial insight. Finally, you know all, see all, and think all.



GODMIND FEATURES

Lay Bare the Mind (21st level): Once per encounter, you can use a minor action to cause a single enemy you can see to have vulnerable 5 psionic until the end of the encounter.

Startling Insight (24th level): After you use your second wind, you can roll twice when you make any attack rolls, saving throws, skill checks, and ability checks and use either result. This benefit lasts until the end of your next turn.

Wellspring of Mental Power (30th level): You gain 4 additional power points.

GODMIND POWER

Rejuvenate Mind

Godmind Utility 26

Light emanates from you as you reach into the collective unconscious and touch a fount of mental power.

Daily ♦ Psionic

Minor Action

Personal

Effect: You regain either all your power points or the use of all your daily powers, except this one. You also gain a number of temporary hit points equal to your highest ability score.

INVINCIBLE MIND

You are no longer just a warrior. Now you are an aspect of war itself.

Prerequisite: 21st level, battlemind

Across the world and beyond, you have sought the mightiest foes. Giants, dragons, orc kings, demons, and devils have fallen before you. Your skill is unmatched by mortals, and now you turn your attention to the mightiest beings in the cosmos. As you enter the epic tier, you have but one goal: to carve your name in the annals of history as the mightiest warrior of all time.

Many have attempted to travel this road, but few have seen it through to the end. You have searched for their names in ancient tomes. Here and there you find stories of champions who opposed the mightiest beings in the cosmos but died while trying to slay them. By studying their mistakes, you have learned to avoid those errors. When the time comes for you to batter down the gates of Bane's fortress or to cross swords with Asmodeus himself, you will be ready.



Wherever you wander, tales of your deeds spread. Some of those who hear the stories seek you out in hopes of proving their talents by defeating you. Others swear fealty to you, seeing in your crusade the chance for an immortality of their own. You accept both challengers and allies. The former give you the practice you need to hone your skills, while the latter form the army you will one day lead to crush your chosen quarry.

Your life has been a long battle, but now it nears its end. Will you carry the day and achieve undying fame, or will your example serve as a warning to those who travel this path in the future?

IMMORTALITY

Your immortality lies not in extending your life beyond its normal limits, but in conquering a foe the world deems unbeatable. Some day, after you defeat a demon lord, an archdevil, or even a god, your victory will echo through history forever.

Unconquered Master: Once you have established that you are the greatest warrior who ever lived, what else is there for you to pursue? Challengers arise, but none can match you. In time, you fade from the world and become a creature of pure psionic magic, content to be the measuring stick for all who come after you. Your fighting style lives on as a new psionic philosophy.

INVINCIBLE MIND FEATURES

Battle Sovereignty (21st level): You gain a +10 bonus to initiative checks and a +2 bonus to weapon attack rolls.

Reinvigorating Attack (24th level): When you have 0 power points and hit an enemy with a battlemind at-will attack that is unaugmented, you regain 2 power points.

Invincible (30th level): When you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

INVINCIBLE MIND POWER

Indomitable Stratagem Invincible Mind Utility 26

You spot a minor flaw in your foe's fighting style, one that you can exploit to deadly effect.

Daily ♦ Psionic

Minor Action

Personal

Effect: Choose one enemy you can see. Until the end of the encounter, you gain a +2 power bonus to attack rolls against that enemy, and when you use battlemind at-will attacks that are unaugmented against that enemy, you can treat them as if they were augmented by 1 power point (level 1, 3, 7, 13, and 17 powers) or 2 power points (level 23 and 27 powers).

MASTER OF THE ETERNAL HUNT

Across the universe, those who would defile the world fear your wrath.

Prerequisite: 21st level, seeker

As a seeker, it falls to you to search out those who would wreck the natural order. The primal spirits forced the gods and the primordials from the world following the Dawn War and still stand as sentinels against their incursions. You understand better than most the chaos and horror that such beings can unleash. Some gods are benevolent, but others are destructive and evil. The gods must attend to their own affairs and allow the mortal world to follow its own fate.

When you took your first steps along the seeker's path, you sought out demons, marauding orcs that burned and destroyed at Gruumsh's behest, and rampant elementals. As these enemies fell before you, your mastery grew. In time, the primal spirits called out to you. There were greater enemies to fight, and you took to the planes to slay them before they could release their horrors upon the world. Titans, aberrations, and other powerful threats fell before you.

Though you have fought and defeated many foes, more and more take their place. You must now seek a new path, one that can help ensure the world's safety forever. As your skills reach their peak, you must seek out the deadliest hunting grounds, planes where the primal might of the world is but a whisper.

You are a Master of the Eternal Hunt. It is your fate to travel far beyond the world to battle those that threaten it. You might die alone and forgotten in some terrible corner of the Abyss, but if you survive, you will join the spirits as an everlasting guardian of all you value.

IMMORTALITY

Your quest is never truly complete, for as long as gods, demons, devils, and primordials battle in the planes, their struggles spill over to the natural world. Some day, when you have hunted the mightiest of the world's foes to extinction, you can finally find peace, but until then, you must fight on.

Spirit of the Hunt: In time, your body proves a hindrance to your efforts. The threats to the world far too often encompass more than physical destruction. The mightiest of creatures, particularly beasts that originate from beyond the bounds of the cosmos, seek not merely to destroy the world but to transform it. When your mortal life is at an end, you will join the spirits in safeguarding the world. In this form, you can hunt forever.

MASTER OF THE ETERNAL HUNT FEATURES

Relentless Hunter (21st level): Your Wisdom score increases by 2. You ignore all penalties from cover, superior cover, concealment, and total concealment when you make ranged attacks against enemies within 10 squares of you.

Faultless Tracker (24th level): You gain darkvision and tremorsense 10.

Deathless Hunter (30th level): Once per day when an enemy's attack reduces you to 0 hit points or fewer, your current hit point total changes to 1 instead, and you gain resist 20 against that enemy's attacks until the end of the encounter. When that enemy drops to 0 hit points, you drop to 0 hit points.

MASTER OF THE ETERNAL HUNT POWER

Relentless Step Master of the Eternal Hunt Utility 26

No enemy can escape from you and your ally. All it takes is for one arrow to find its mark, and you can close in for the kill.

Encounter ♦ Primal, Teleportation

Minor Action **Ranged 5**

Target: One ally

Effect: You teleport yourself and the target to different squares within 5 squares of an enemy within 20 squares of you. You must have hit the enemy with a seeker attack during this turn.



RUNE MAKER

You no longer merely inscribe the runes of divine power. Now you create them.

Prerequisite: 21st level, runepriest

For you, the divine runes were never merely inert symbols that channeled divine magic. Instead, the runes have always been more like living creatures to you. You don't simply mark a rune on stone or paper or trace it in the air. You breathe life into it, carefully forming its curves and lines while drawing divine magic into it.

Your deep understanding of the runes and the power they represent marks you as one of the greatest runepriests ever. As you enter the final stage of your career, your understanding of your art grows still deeper. At first in small, tantalizing hints and later in insights that come upon you like bolts from the heavens, you understand the fundamental structures of the runes. You are no longer content to learn of the runes created by the gods. Your ambition and mastery push you to create new runes, to find the markings that catalog, and perhaps even create, entirely new aspects of the world.

Should you prove worthy of this task, the very fiber of the cosmos might bend and shift at your command. The power you seek is far greater than any you previously imagined you could control, but with diligence, bravery, and faith, you know that you can achieve anything. Soon you will take your place beside the gods.

IMMORTALITY

At the apex of your craft, you set aside mortal concerns and work alongside the gods to craft the runes of creation.

Rune Forge: You understand the deepest secrets of the runes, and you take your place among the gods as one who can forge reality. You create your own astral domain and from there gather some of the finest crafters from across the cosmos. Until the end of time, you build new divine runes.

RUNE MAKER FEATURES

Rune of Might (21st level): Your Strength score increases by 2. Once you are in a rune state, you can change the rune state as a minor action.

Lord of All Runes (24th level): Once per round, when you change your rune state on your turn, you or one adjacent ally can make a saving throw.

Rune of Immortality (30th level): When you fail your third death saving throw during an encounter, you don't die. You instead vanish, appearing in your god's dominion. All conditions and harmful effects on you end, you are considered to have failed no death saving throws, and you can spend a healing surge. At the start of your next turn, you reappear within 10 squares of the space you left.

RUNE MAKER POWER

Persistent Runes

Rune Maker Utility 26

As you master the secrets of rune crafting, you learn to forge runes that last longer than normal.

Encounter ♦ Divine

Free Action Personal

Trigger: You miss with a runepriest encounter attack power

Effect: The attack power's rune state takes effect despite the miss.



WAR MASTER

An army you lead will not suffer defeat. When you take the field, your foes have already lost.

Prerequisite: 21st level, ardent

It is one thing to excel at personal battlefield prowess. It is another to extend that skill to a group of allies, a phalanx of warriors, an entire army, or even an entire nation. You were always talented with a blade, but you learned early on that a dozen blades raised as one could defeat the mightiest lone warrior. Combining many individual efforts into one force is a daunting challenge, one surpassed only by the hazards of battle itself.

As a War Master, you seek to forge order from the chaos of battle. Under your command, your allies fight with unmatched coordination and skill. Your tactical skill and insight make you a daunting foe. Under your command, even a mob of ill-armed peasants is a daunting fighting force.

With each victory, you set your sights ever higher. As you grow in power, you seek to prove that no horde or army the cosmos can muster can best you and your forces on the field of battle.

IMMORTALITY

You pursue not an escape from death's bonds, but the very conquest of death itself, for death is the only force that can stand against you and bring your armies to ruin. With death conquered, you will live forever in glory, hailed as a savior—or perhaps cursed by those no longer allowed death's release from a life of suffering.

Conqueror of Death: At some point in your career, only one foe remains to you, and you set out to conquer what no one has ever been able to defeat. Perhaps you marshal an army and lay siege to the

Raven Queen's palace, or perhaps doing that would only install you as a new god of death. Instead, you might take only your trusted adventuring companions on a final quest to slay death itself. Your final conquest might be hopeless, but you stand forever as a shining example to those who rage against the bonds of mortality.

WAR MASTER FEATURES

Unmatched Tactician (21st level): You and allies within 5 squares of you gain a +5 bonus to initiative. When you make an attack, you gain a +1 bonus to the attack roll if at least one of your allies is adjacent to the target.

Unyielding Inspiration (24th level): Whenever you enable an ally to spend a healing surge, each ally adjacent to him or her gains 15 temporary hit points.

Boundless Morale (30th level): Whenever an ally within 5 squares of you drops to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt. You regain no hit points for doing so, but the ally regains hit points as if he or she had spent a healing surge and regains 20 additional hit points.

WAR MASTER POWER

Brilliant Strategy

War Master Utility 26

You weave a skein of psionic magic, combining your allies' talents into a single, unbeatable force.

Daily ♦ Psionic

Minor Action

Close burst 5

Target: One enemy you can see in burst

Effect: Until the end of your next turn, you and your allies gain a bonus to attack rolls against the target equal to the number of your allies adjacent to it. If the target drops to 0 hit points, you can use this power again during this encounter.

Sustain Minor: The effect persists.



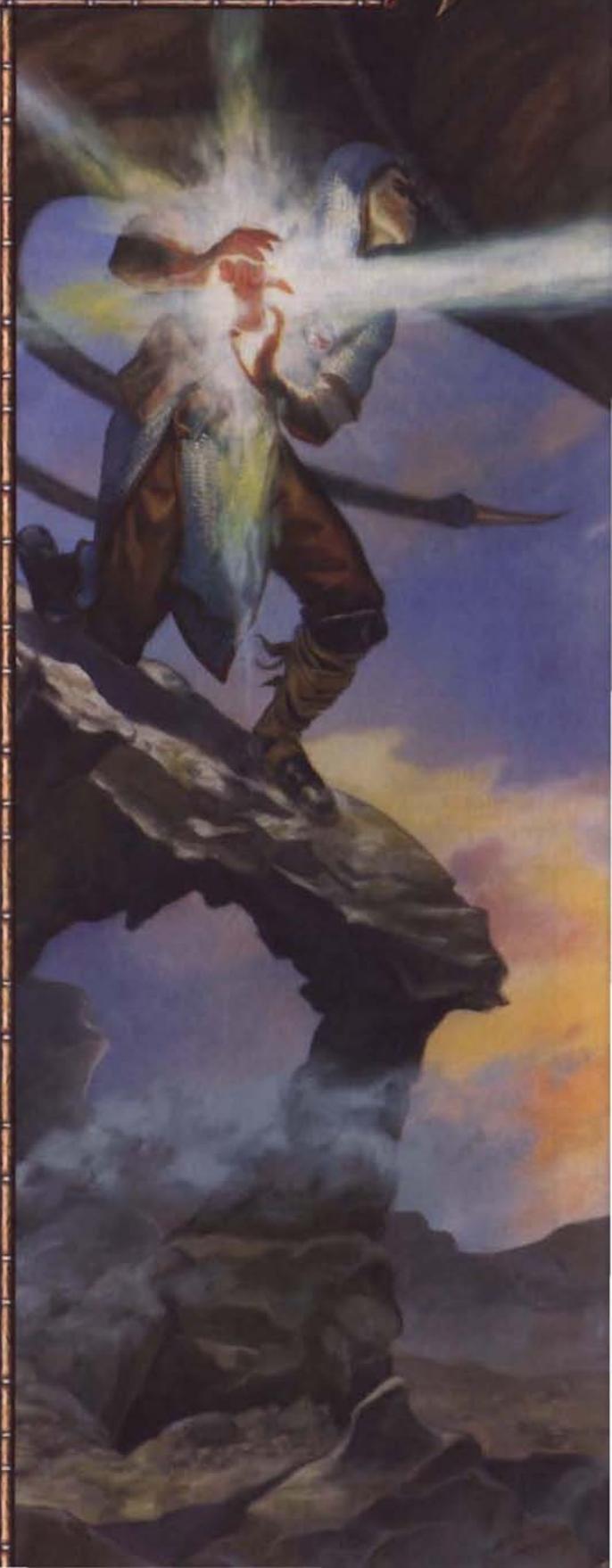
CHARACTER OPTIONS

THE D&D game is all about options, and the material in this chapter is designed to expand those options beyond your choice of class and race. Whether you're playing a character using the new classes and races in this book or using material from the previous *Player's Handbook* volumes, you'll find powers, feats, and equipment here to appeal to you.

This chapter includes the following sections.

- ◆ **Skill Powers:** This new category of utility powers gives new meaning to your skill training. Having training in a skill gives you the ability to choose a skill power associated with that skill instead of a utility power from your class, giving you a variety of new ways to put your skills to use.
- ◆ **Feats:** Dozens of new feats offer not only support for the new classes and races in this book, but also a wide array of options for any characters. Multi-class and hybrid characters in particular will find useful feats to help them make better use of both of their classes' capabilities.
- ◆ **Superior Implements:** Orbs, totems, staffs, and other implements made with special materials and techniques can offer implement-wielding characters a variety of benefits comparable to the special qualities of weapons.
- ◆ **Magic Items:** The new magic items in this chapter are designed specifically for characters making use of the new options in this book. Here you'll find magic armor, weapons, implements (including ki focus implements for monks), and rings that provide ways to enhance psionic powers, contain augmentable powers, and otherwise appeal to characters who use the new classes found in Chapter 2.

RANDY GALLECOS





SKILL POWERS

Mamindreth StarSong paused a moment as the Linked Portal ritual drew to an end. He had forgotten the powdered gatevine and couldn't remember the rest of the words. Of course, he couldn't stop now, so he scooped up some grass and dirt and intoned some mumbo jumbo, and the gate opened.

The ogre dealt Kraya a blow to the head that should have dropped her like a rag doll. She could barely see through the blood in her eyes but refused to fall. The dragonborn retaliated with a blast of icy breath and a charge, and then nearly collapsed from the pain.

Corrin brushed a hand past the duke's belt and stepped back. This act gave his companion the chance to run the man through while the duke was worrying about what had been stolen—which was nothing more than his attention.

A skill power is a utility power that represents a degree of skillfulness surpassing that conferred by normal training. Having a skill power is a sign of your mastery of that skill or a mark of your natural aptitude for it. You must be trained in a skill to gain and use its powers (see "Skill Training," Player's Handbook, page 178).

GAINING AND USING A SKILL POWER

You can gain and use only the skill powers associated with your trained skills. Whenever you reach a level that grants you a utility power from your class, you can choose a skill power in place of a class power. The skill power you choose must be of the same level as or lower in level than the class power you would have gained.

You can use retraining (Player's Handbook, page 28) to replace a class power with a skill power and vice versa, as long as the new power is of the same level as or lower in level than the replaced power.

You cannot replace a utility power from a paragon path or an epic destiny with a skill power.

ACROBATICS

You can combine your speed and agility to cross treacherous terrain, keep your balance even in the most difficult situations, and maneuver past enemies. Acrobatics powers enhance your maneuverability, allowing you to catch your enemy by surprise or to evade attacks by tumbling to safety.

You must be trained in Acrobatics to gain and use Acrobatics powers.

LEVEL 2

Agile Recovery

Acrobatics Utility 2

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

At-Will

Minor Action

Personal

Effect: You stand up.

LEVEL 6

Dodge Step

Acrobatics Utility 6

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

Encounter

Immediate Reaction Personal

Trigger: An enemy ends its turn adjacent to you

Effect: You shift 1 square.

Graceful Maneuver

Acrobatics Utility 6

You dodge past your enemies with speed and grace.

Encounter

Move Action

Personal

Effect: You shift half your speed.

Perfect Balance

Acrobatics Utility 6

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

At-Will

Move Action

Personal

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

Tumbling Dodge

Acrobatics Utility 6

You deftly tumble away from a strike.

Encounter

Immediate Interrupt Personal

Trigger: A melee attack hits you

Effect: You make an Acrobatics check and gain a bonus to all defenses against the triggering attack equal to the check result divided by 10. If the bonus causes the attack to miss, you shift 1 square.

LEVEL 10

Drop and Roll

Acrobatics Utility 10

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

At-Will

Immediate Reaction Personal

Trigger: You fall and take no damage

Effect: You shift 3 squares.

Rapid Escape

Acrobatics Utility 10

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

At-Will**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 turn.

LEVEL 16**Reflexive Dodge**

Acrobatics Utility 16

As the attack explodes toward you, your reflexes allow you to remain one step ahead of it.

Encounter**Immediate Interrupt** **Personal****Trigger:** An area or a close attack hits you

Effect: You make an Acrobatics check and reduce the damage you take from the triggering attack by half the check result. You then shift half your speed.

ARCANA

Long hours of studying magic and its related fields have prepared you well for a life of adventure. Ignorance is doom in dangerous situations; the correct bit of knowledge at the right time can save lives and turn sure defeat into a close victory. Arcana powers allow you to exploit critical lore about your enemies so that you can meddle in their attacks or have an edge in a fight.

You must be trained in Arcana to gain and use Arcana powers.

LEVEL 2**Arcane Senses**

Arcana Utility 2

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

Encounter**Minor Action** **Personal**

Effect: You make an Arcana check and learn the number of elemental, fey, and shadow creatures that are within a number of squares of you equal to the check result. You don't learn the creatures' locations, but you do learn separate counts for each type.

Arcane Mutterings

Arcana Utility 2

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

Encounter**Free Action** **Personal****Trigger:** You would make a Bluff, a Diplomacy, or an Intimidate check

Effect: You make an Arcana check in place of the Bluff, Diplomacy, or Intimidate check.

LEVEL 6**Experienced Arcana**

Arcana Utility 6

You have discovered how to perform your magic rituals with fewer alchemical reagents than other magicians require.

Daily**Free Action** **Personal****Trigger:** You are performing an Arcana ritual of one-half your level or lower

Effect: You expend only half of the ritual's gold piece component cost (any focus item must still meet the minimum cost), although you cannot use this power to reduce the component cost of the rituals Brew Potion and Enchant Magic Item. If you make an Arcana check as part of the ritual and dislike the result, you can reroll the check with a +4 power bonus and use either result.

Insightful Warning

Arcana Utility 6

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

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

Effect: You and each ally included as a target of the triggering attack gain a +2 power bonus to all defenses against it.

LEVEL 16**Elemental Countermeasures**

Arcana Utility 16

As magical energy streaks toward you, you use your knowledge of that magic to counter some of it.

Encounter**Immediate Interrupt** **Personal****Trigger:** You take acid, cold, fire, lightning, or thunder damage

Effect: You make an Arcana check. The damage is reduced by the check result divided by 2.

ATHLETICS

Your physical strength helps you overcome many obstacles, whether you are swimming across a roaring river, scrambling up a cliff, or smashing through a door. Athletics powers exploit your physical prowess to let you bull your way through any situation, relying on brawn to reach your enemies no matter how remote they might be.

You must be trained in Athletics to gain and use Athletics powers.

LEVEL 2**Bounding Leap**

Athletics Utility 2

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

Encounter**Move Action** **Personal**

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.



Scrambling Climb

Athletics Utility 2

You use your forward momentum to help pull yourself upward.

Encounter

Move Action Personal

Effect: You make an Athletics check to climb with a +5 power bonus. If the check succeeds, you climb a number of squares equal to $2 + \text{your speed}$.

LEVEL 6

Mighty Sprint

Athletics Utility 6

Your throw yourself forward at a breakneck pace, bounding over obstacles.

Encounter

Move Action Personal

Effect: You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.

Sudden Leap

Athletics Utility 6

You spring around your enemy too quickly for it to strike you.

Encounter

Move Action Melee 1

Target: One creature

Effect: You make an Athletics check against a DC determined by the target's size: 15 (Medium or smaller), 20 (Large), 25 (Huge), or 30 (Gargantuan). If the check succeeds, you jump to another square adjacent to the target, without provoking an opportunity attack from it.

LEVEL 10

Incredible Stride

Athletics Utility 10

You move with amazing swiftness.

Daily ♦ Stance

Minor Action

Personal

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

BLUFF

Lies have many shades, and your palette holds them all. As an accomplished liar, you make the implausible seem true and the impossible possible. Bluff powers give you new techniques for fooling those around you. You can fill in gaps in conversation with whatever words roll off your tongue, deceive enemies to give your side an edge in battle, and talk your way out of sticky situations with a few quick words and an honest expression.

You must be trained in Bluff to gain and use Bluff powers.

LEVEL 2

Battle Feint

Bluff Utility 2

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

Encounter

Minor Action

Melee 1

Target: One creature

Effect: You make a Bluff check opposed by the target's passive Insight check. If the check succeeds, one ally adjacent to you gains combat advantage against the target for that ally's next attack against it before the end of your next turn.

False Bravado

Bluff Utility 2

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

At-Will

Minor Action

Personal

Requirement: You must be marked.

Effect: You are no longer marked.

LEVEL 6

Confusing Blather

Bluff Utility 6

You spew a stream of nonsense, leaving your enemies puzzled.

Encounter

Minor Action

Close burst 1

Target: Each enemy in burst

Effect: You make a Bluff check opposed by each target's passive Insight check. If the check succeeds against a target, that target cannot make opportunity attacks against you until the end of your next turn.

Dirty Tricks

Bluff Utility 6

*Using trickery, you create opportunities to evade capture.***Encounter****Minor Action****Personal****Effect:** You make a Bluff check opposed by an adjacent enemy's passive Insight check. If the check succeeds, you move 1 square and don't provoke an opportunity attack from that enemy.**Fast Talk**

Bluff Utility 6

*During a negotiation, your misstep becomes an opportunity to find your opponent's weakness.***Encounter****Free Action****Personal****Trigger:** You make a Bluff, a Diplomacy, or an Intimidate check and dislike the result**Effect:** You make a Bluff check and use either result.**LEVEL 10****Improvisational Arcana**

Bluff Utility 10

*As you perform a ritual, you intersperse made-up words and improvise components, using odds and ends at hand.***Daily****Free Action****Personal****Trigger:** You are performing a ritual of one-half your level or lower**Effect:** You expend only half of the ritual's gold piece component cost (any focus item must still meet the minimum cost), although you cannot use this power to reduce the component cost of the rituals Brew Potion and Enchant Magic Item. You can also make a Bluff check in place of any skill check the ritual requires.**Stall Tactics**

Bluff Utility 10

*Your fast talking causes your enemies to hesitate for a crucial moment.***Daily****Free Action****Ranged sight****Trigger:** You roll initiative**Target:** Each enemy you can see**Effect:** Each target's initiative is reduced by 10.**DIPLOMACY**

You have a way with people, possessing the right mix of empathy and charm. Those who meet you are inclined to befriend you, doing as you wish or helping you and your cause. Diplomacy powers broaden your options. You force enemies to think twice about attacking, bargain to your best advantage, or inspire your allies to great heroics.

You must be trained in Diplomacy to gain and use Diplomacy powers.

LEVEL 2**Soothing Words**

Diplomacy Utility 2

*The battle done, your allies turn to you for words of encouragement and support.***Daily****Standard Action****Close burst 5****Requirement:** You must be taking a short rest.**Target:** Each ally who can hear you in burst**Effect:** When each target spends one or more healing surges at the end of the short rest, he or she regains additional hit points equal to your Charisma modifier.**LEVEL 6****Haggle**

Diplomacy Utility 6

*You are a practiced negotiator, sometimes able to turn a slip of the tongue to your advantage.***Encounter****Free Action****Personal****Trigger:** You make a Diplomacy check and dislike the result**Effect:** You reroll the Diplomacy check and use either result.**Stirring Speech**

Diplomacy Utility 6

*Reciting your allies' great deeds and talents, you fill them with the confidence they need to win a battle ahead.***Daily****Standard Action****Close burst 5****Requirement:** You must be taking a short rest.**Target:** Each ally who can hear you in burst**Effect:** Until the end of the next encounter, each target gains a +1 bonus to attack rolls and saving throws while not bloodied.**LEVEL 10****Befriend**

Diplomacy Utility 10

*You know the right things to say to make people like you.***Encounter ♦ Charm****Minor Action****Ranged 5****Target:** One nonhostile creature that has Intelligence 5 or higher**Effect:** Until the end of the encounter, you gain a +5 power bonus to Bluff checks and Diplomacy checks against the target.**Cry for Mercy**

Diplomacy Utility 10

*With pleading words and gestures, you discourage your enemies from striking down the wounded.***Encounter****Minor Action****Close burst 5****Target:** You or one ally in 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.

Noble Sacrifice

Diplomacy Utility 10

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

Encounter ♦ Charm

Immediate Interrupt Close burst 3

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

Target: The triggering enemy

Effect: The target's attack roll is against you instead of the bloodied ally. If the attack hits you, the ally gains temporary hit points equal to your Charisma modifier.

LEVEL 16

Indomitable Ally

Diplomacy Utility 16

When you are near, your allies refuse to give up.

Encounter

Immediate Interrupt Close burst 5

Trigger: An ally within 5 squares of you is reduced to 0 hit points or fewer by an attack

Target: The triggering ally in burst

Effect: Until the end of the target's next turn, the dying condition doesn't cause the target to fall unconscious.

DUNGEONEERING

Whether creeping through the Underdark or exploring dungeon depths, you possess exceptional skill in navigating the subterranean world. With Dungeoneering powers, you can react to underground dangers at a glance, retain your faculties when bereft of light, and uncover secrets about aberrant monsters.

You must be trained in Dungeoneering to gain and use Dungeoneering powers.

LEVEL 2

Deep Shadows

Dungeoneering Utility 2

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

Encounter

Minor Action Personal

Requirement: You must have cover or concealment underground.

Effect: You make a Dungeoneering check in place of a Stealth check to hide.

Otherworldly Lore

Dungeoneering Utility 2

Something about the aberrant horror's movements strikes a chord; you know just how to fight it.

Encounter

Minor Action Close burst 5

Target: One aberrant creature you can see in burst

Effect: You make a Dungeoneering monster knowledge check to determine the target's resistances and vulnerabilities. If the check succeeds, you or one ally who can hear you gains a +4 power bonus to his or her next attack roll against the target before the end of your next turn.

LEVEL 6

Eyes of the Deep Delver

Dungeoneering Utility 6

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

Encounter

Minor Action

Personal

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

Stonecunning

Dungeoneering Utility 6

The subterranean world keeps few secrets from you.

Encounter

Free Action

Personal

Trigger: You would make a Perception check underground

Effect: You make a Dungeoneering check in place of the Perception check.

LEVEL 10

Trap Sense

Dungeoneering Utility 10

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

Immediate Interrupt Personal

Trigger: A trap or a hazard makes a melee or a ranged attack roll against you

Effect: You gain a +4 power bonus to all defenses against the attack. If the attack misses you, the trap repeats the attack as a free action against an enemy adjacent to you.

ENDURANCE

Adventuring is not for the weak. Most who take up such a life are made of sterner stuff than the average mortal, yet you put even those bold souls to shame. Full of vigor, you do not succumb to the injuries that might hinder another. Endurance powers build on your natural hardiness, allowing you to shrug off injuries, ignore damage, and keep yourself and your allies fighting.

You must be trained in Endurance to gain and use Endurance powers.

LEVEL 2

Endure Pain

Endurance Utility 2

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

Daily

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: Until the end of your next turn, you gain resistance to all damage equal to 5 + your Constitution modifier.



Invigorating Presence Endurance Utility 2

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

Daily

Standard Action Close burst 5

Requirement: Your second wind must be available for you to use.

Target: Each ally in burst

Effect: You use your second wind, and each target gains temporary hit points equal to $10 + \text{your Constitution modifier}$.

LEVEL 6

Third Wind Endurance Utility 6

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

Daily ♦ Healing

Minor Action (Special) Personal

Effect: You spend a healing surge.

Special: As a standard action, an adjacent ally can make a DC 10 Heal check to allow you to use this power without spending an action yourself.

Walk It Off Endurance Utility 6

You take a deep breath to fight off a lingering wound.

Encounter

No Action Personal

Trigger: Your turn starts and you have ongoing damage

Effect: Make a saving throw against the ongoing damage before you take the damage.

LEVEL 10

Reactive Surge

Endurance Utility 10

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

Encounter ♦ Healing

Immediate Reaction Personal

Trigger: An attack bloodies you

Effect: You spend a healing surge.

LEVEL 16

Diehard

Endurance Utility 16

Though blood pours from a dozen wounds, you refuse to lie down and die.

Daily

Immediate Interrupt Personal

Trigger: You drop to 0 hit points or fewer

Effect: Until you aren't dying or until the end of the encounter, the dying condition doesn't cause you to fall unconscious, but you are dazed.

HEAL

Injuries are part of every adventurer's life. Sword cuts, arrow punctures, burns from flaming breath, and countless other afflictions arise over the course of a typical adventure. Your companions can usually take care of themselves, but in a crisis, your training provides a much-needed boost. Heal powers give you a wide range of methods to care for comrades, helping them draw on their inner strength and even return from the brink of death.

You must be trained in Heal to gain and use Heal powers.

LEVEL 2

Healer's Gift

Heal Utility 2

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

Encounter ♦ Healing

Standard Action Melee 1

Target: One dying creature

Effect: The target can spend a healing surge.

LEVEL 6

Delay Poison

Heal Utility 6

Your ministrations briefly protect your patient from poison.

Encounter

Minor Action Melee 1

Target: You or one creature

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

Physician's Care

Heal Utility 6

Your extensive training helps you get an ally back into the fight.

Encounter ♦ Healing

Standard Action Melee 1

Target: You or one ally

Effect: The target can spend a healing surge.

Swift Recovery

Heal Utility 6

You address a companion's most critical wounds to get him or her back into the battle.

Encounter

Minor Action

Melee 1

Target: One ally

Effect: The target can use his or her second wind without taking an action to do so.

LEVEL 10

Time Out

Heal Utility 10

You grant your comrade a moment of respite.

Encounter

Minor Action

Melee 1

Target: One ally

Effect: The target regains the use of second wind if he or she has already used it during this encounter.

LEVEL 16

Miraculous Treatment

Heal Utility 16

Your expert care mends some wounds instantly.

Daily ♦ Healing

Standard Action

Melee 1

Target: One ally

Effect: The target regains hit points as if he or she had spent a healing surge.

HISTORY

To some, history is nothing more than dusty tomes and useless trivia. But as the saying goes, those who ignore history are doomed to repeat it. From your studies you can recall useful facts that apply to everything from the magical to the mundane. History powers demonstrate your exceptional education, letting you remember useful details with perfect clarity or recall the tactics of historic battles while you are in combat.

You must be trained in History to gain and use History powers.

LEVEL 2

Legend Lore

History Utility 2

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

Encounter

Free Action

Personal

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

Effect: You make a History check in place of the knowledge check.

Perfect Recall

History Utility 2

Your mind is a steel trap; nothing escapes it.

At-Will

Free Action

Personal

Trigger: You would make an Intelligence check

Effect: You make a History check in place of the Intelligence check.

Strategist's Epiphany

History Utility 2

Recalling ancient battles, you find their echoes in your enemies' positions and use that knowledge to help your side in the battle.

Daily

Free Action

Close burst 5

Trigger: You roll initiative

Target: You and each ally in burst

Effect: You make a History check, and each target can use the check result as his or her initiative check result.

LEVEL 6

Historical Revelation

History Utility 6

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

Encounter

Immediate Reaction

Close burst 5

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

Target: The triggering ally in burst

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

LEVEL 10

Tactician's Measure

History Utility 10

The enemies' movements are similar to those used in a skirmish you once studied. You use knowledge of it to outmaneuver a foe.

Encounter

Immediate Reaction

Melee 1

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

Target: You or the ally

Effect: The target shifts 1 square and gains a +2 bonus to all defenses until the end of your next turn.

INSIGHT

You can strongly empathize with others and thus anticipate their actions and assess their motives. You might be a compassionate soul, who connects with everyone you meet, or a calculating plotter, who peers into others' hearts to learn how best to exploit them. Insight powers make you an expert observer, helping you guide negotiations as you see fit. These powers also have useful combat applications, letting you read your enemies and outmaneuver them.

You must be trained in Insight to gain and use Insight powers.

LEVEL 2**Anticipate Maneuver**

Insight Utility 2

*You read your opponent like an open book and outsmart it.***Encounter****Minor Action****Melee 1****Target:** One creature**Effect:** You make an Insight check opposed by a Bluff check that the target makes as a free action. If your check succeeds, the target grants combat advantage to you until the end of your next turn.**LEVEL 6****Empathic Read**

Insight Utility 6

*You sense where the conversation is headed and stop an ally from making a gaffe.***Encounter****Immediate Interrupt** Close burst 5**Trigger:** An ally fails a Bluff, a Diplomacy, or an Intimidate check**Target:** The triggering ally in burst**Effect:** The target rerolls the skill check and uses either result.**Insightful Counter**

Insight Utility 6

*You foresee your opponent's move and deny it the advantage.***Encounter****Minor Action****Personal****Effect:** You do not grant combat advantage until the end of your next turn.**Prescient Maneuver**

Insight Utility 6

*Your enemy moves, and you match its steps with a countermove.***Encounter****Immediate Interrupt** Personal**Trigger:** An enemy within 5 squares of you moves willingly**Effect:** You shift half your speed.**LEVEL 10****Insightful Comment**

Insight Utility 10

*You assess the situation and offer words of advice that guide the conversation in a fruitful direction.***Encounter****Minor Action****Close burst 5****Target:** You and each ally in burst**Effect:** Until the end of your next turn, each target gains a bonus to Bluff checks, Diplomacy checks, and Intimidate checks equal to your Wisdom modifier.

3

Prescient Defense

Insight Utility 10

*You anticipate your foe's attack and ably defend yourself.***Encounter****Immediate Interrupt** Personal**Trigger:** You are hit by a creature**Effect:** You gain a +2 power bonus to all defenses against the attack.**LEVEL 16****Insightful Riposte**

Insight Utility 16

*You predict how the enemy will react to your strike and account for it.***Encounter****Free Action****Personal****Trigger:** You miss with an attack**Effect:** You gain a +3 bonus to the attack roll.

INTIMIDATE

Intimidation is all about implied threat, a convincing promise of pain or deprivation. You can exude menace at will, making others nervous by your presence alone. Sometimes a whisper is enough to make people do as you wish. Intimidate powers allow you to hone your threatening presence into a potent tool, whether on the battlefield or over a sumptuous meal. You can rattle your enemies, urge your friends back into battle, and unnerve intractable adversaries.

You must be trained in Intimidate to gain and use Intimidate powers.

LEVEL 2

Ominous Threat

Intimidate Utility 2

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

Encounter

Free Action Melee 1

Trigger: You hit an enemy with a melee attack

Target: The enemy you hit

Effect: You mark the target until the end of your next turn.

In addition, one ally marked by the target is no longer marked.

LEVEL 6

Demoralize Foe

Intimidate Utility 6

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

Encounter ♦ Fear

Free Action Melee 1

Trigger: You hit an enemy with a melee attack

Target: The enemy you hit

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

Everybody Move

Intimidate Utility 6

You inspire terror in your enemies.

Encounter ♦ Fear

Minor Action Close blast 3

Target: Each enemy in blast

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

Try the Stick

Intimidate Utility 6

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

Encounter

Free Action Personal

Trigger: You would make a Diplomacy check

Effect: You make an Intimidate check in place of the Diplomacy check.

LEVEL 10

Snap out of It

Intimidate Utility 10

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

Encounter

Minor Action Melee touch

Target: One ally subject to a dazing, dominating, or stunning effect that a save can end

Effect: The target makes a saving throw against the effect.

NATURE

The world holds few secrets from a person who has your training and powers of observation. You can recognize plants and animals on sight, identify hazards, and find paths through the wild. Nature powers allow you to work more effectively with beasts, to find the most advantageous ground on which to begin a battle, and to guide your allies through perilous lands.

You must be trained in Nature to gain and use Nature powers.

LEVEL 2

Mounted Coordination

Nature Utility 2

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

Encounter

Minor Action Personal

Requirement: You must be mounted on a willing creature.

Effect: You gain a +2 bonus to the damage roll of your next attack before the start of your next turn.

Nature Sense

Nature Utility 2

The forest is quiet... too quiet.

Daily

Free Action Personal

Trigger: You would roll initiative in a natural environment

Effect: You make a Nature check in place of your initiative check. In addition, you and your allies gain a +4 bonus to all defenses until the end of the first round of the encounter.

LEVEL 6

Path of the Bounding Stag

Nature Utility 6

You easily pick a path through the underbrush.

Encounter

Move Action Personal

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

Practiced Rider

Nature Utility 6

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

At-Will

Minor Action Personal

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

LEVEL 10

Spot the Path

Nature Utility 10

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

Encounter

Minor Action

Close burst 5

Target: You and each ally in burst

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

PERCEPTION

Few details escape your keen senses. You can spot a falcon on a cloudy day, track prey through barren mountains, and hear the faintest noises through solid doors. Perception powers give you additional opportunities to apply your uncanny awareness. With them, you can pinpoint distant enemies, spot an ambush, or guide a companion's strike to an enemy's most vulnerable spot.

You must be trained in Perception to gain and use Perception powers.

LEVEL 2

Far Sight

Perception Utility 2

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

Encounter

Minor Action

Personal

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

LEVEL 6

Guided Shot

Perception Utility 6

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

Encounter

Immediate Interrupt Close burst 10

Trigger: An ally within 10 squares of you misses with an attack against AC

Target: The triggering ally in burst

Effect: The target's attack is made against Reflex instead of AC.

Trapfinding

Perception Utility 6

As a trap harries your allies, you swiftly scan the area, picking out the most likely location of the hidden control panel.

Encounter

Free Action

Personal

Trigger: You find a trap with a Perception check

Effect: Until the end of the encounter, you can reroll Thievery checks to disable the trap. You must use the second result.

Warning of Peril

Perception Utility 6

Your keen senses notice the tiniest details, which you relay to your allies with a quick word of warning.

Daily ♦ Stance

Minor Action

Personal

Effect: Until the stance ends, allies who can see or hear you can use your passive Perception check in place of their own while they are within 5 squares of you. You do not grant this benefit while you are unconscious.

LEVEL 10

Focused Sight

Perception Utility 10

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

Minor Action

Ranged 10

Target: One creature

Effect: When you attack the target, you take no penalties to attack rolls because of cover, superior cover, concealment, or total concealment. This benefit lasts until the end of your next turn.

Perfect Sight

Perception Utility 10

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

Encounter

Minor Action

Personal

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

Spot Weakness

Perception Utility 10

You pinpoint a weakness and direct your next attack toward it.

Encounter

Minor Action

Ranged sight

Target: One creature

Effect: Until the end of your next turn, you gain a +4 power bonus to damage rolls against the target when you hit it.

Uncanny Instincts

Perception Utility 10

Your keen senses guide your and your friend's reactions.

Daily

Free Action

Close burst 5

Trigger: You roll initiative and dislike the result

Target: You and one ally in burst

Effect: The targets can use your passive Perception check in place of their initiative checks.



RELIGION

Your extensive reading of religious texts gives you insight into cosmological concerns. You have studied the primeval struggles between the gods and the primordials, the role the gods play in the world, and even the perversion of the natural order embodied by undead. Religion powers enable you to apply theological principles to combating the world's ills. With these powers, you can aid your allies and use your faith as a shield.

You must be trained in Religion to gain and use Religion powers.

LEVEL 2

Faith Healing

Religion Utility 2

Your prayers help an ally recover from injury.

Daily ♦ Healing

Standard Action

Melee touch

Target: One creature

Effect: The target can spend a healing surge.

LEVEL 6

Censure the Unholy

Religion Utility 6

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

Encounter ♦ Zone

Minor Action

Close burst 1

Requirement: You must be wearing or holding a holy symbol.

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, your allies gain a +2 power bonus to all defenses against undead creatures. If an undead creature ends its turn within the zone, you push it 1 square as a free action.

Theologian's Shield

Religion Utility 6

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

Encounter

Immediate Interrupt Personal

Trigger: You are hit by a necrotic or a radiant attack

Effect: Until the end of your next turn, you gain resistance to necrotic damage and resistance to radiant damage equal to $5 +$ your Intelligence modifier.

LEVEL 10

Conviction

Religion Utility 10

You whisper a prayer for aid to overcome hardship.

Encounter

Minor Action

Personal

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

Recitation

Religion Utility 10

You echo your allies' prayers to give them strength.

Daily ♦ 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. While within the zone, your allies gain a +1 power bonus to attack rolls.

Sustain Minor: The zone persists.

STEALTH

You learned early on that the enemy that doesn't see you is the enemy least likely to repel your attacks. After honing your sneaky talents, you can slip through the shadows, avoiding attention until the right moment to attack presents itself. Stealth powers demonstrate your prowess at avoiding detection, letting you maximize concealment and cover, shadow enemies, and move without drawing notice.

You must be trained in Stealth to gain and use Stealth powers.

LEVEL 2

Obscured Avoidance

Stealth Utility 2

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

At-Will**Minor Action****Personal**

Requirement: You must be marked and have concealment from the creature that marked you.

Effect: The marked condition ends on you.

LEVEL 6

Concealed Shift

Stealth Utility 6

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

Encounter**Immediate Reaction** **Personal**

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

Effect: You shift 1 square.

Shrouding Gloom

Stealth Utility 6

Using the environment agilely, you disappear from view.

Encounter**Minor Action****Personal**

Requirement: You must have cover or concealment.

Effect: You make a Stealth check.

LEVEL 10

Crowd Cover

Stealth Utility 10

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

Encounter**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 attack. If the attack misses, the attacker rerolls it against one enemy that granted cover to you against it.

Persistent Tail

Stealth Utility 10

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

At-Will**Move Action****Close burst 20**

Target: One creature in burst that you can see and that you have cover or concealment against

Effect: The first time the target moves before the start of your next turn, you can move your speed as an immediate reaction. If you end the movement with cover or concealment against the target, you can make a Stealth check to become hidden.

LEVEL 16

Deepening Gloom

Stealth Utility 16

Using the surroundings, you obscure yourself from your attacker.

Encounter**Immediate Interrupt** **Personal**

Trigger: An enemy hits you with a melee or a ranged attack and you have cover or concealment against it

Effect: You become invisible to the triggering enemy until the start of your next turn.

STREETWISE

You are most at home in the city. Even if you have never been there before, as soon as you walk a city's streets, rub elbows with its citizens, and feel its pulse beneath your feet, you are on familiar ground. The Streetwise skill comprises more than just ferreting out a community's secrets; it's knowing where to look, how to look, and how to survive while doing so. Streetwise powers hone these survival techniques to let you avoid notice and evade pursuit in any urban area.

You must be trained in Streetwise to gain and use Streetwise powers.

LEVEL 2

City Rat

Streetwise Utility 2

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

Encounter**Free Action****Personal**

Trigger: You end a move action and have cover against at least one creature

Effect: You make a Streetwise check in place of a Stealth check to become hidden from any creature against which you have cover.

Nose for Trouble

Streetwise Utility 2

Many years of life in cities have taught you to keep a close eye on your surroundings. When trouble breaks out, you're ready for it.

Daily**Free Action****Personal**

Trigger: You roll initiative and dislike the result

Effect: You make a Streetwise check, and you use either that check result or your initiative check result as your initiative.

LEVEL 6

City Dweller

Streetwise Utility 6

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

Daily

Free Action **Personal**

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

Effect: You make a Streetwise check in place of the Acrobatics, Athletics, or Perception check.

Slow Pursuit

Streetwise Utility 6

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

Encounter

Move Action **Personal**

Requirement: You must be in an urban environment.

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

LEVEL 10

Navigate Crowds

Streetwise Utility 10

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

Encounter

Move Action **Personal**

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

THIEVERY

The larcenous arts are invaluable for navigating the world's perils. The Thievery skill is useful for dismantling traps, confounding enemies, or bypassing wards and locked doors to reach the best treasure. Most adventuring groups contain someone who at least dabbles in such training. With Thievery powers, you deftly maneuver objects and keep your opponents off balance with your distracting moves.

You must be trained in Thievery to gain and use Thievery powers.

LEVEL 2

Fast Hands

Thievery Utility 2

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

At-Will

Free Action (Special) **Personal**

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

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

Lock Tap

Thievery Utility 2

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

Encounter

Minor Action **Personal**

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

Quick Palm

Thievery Utility 2

Through sleight of hand, you make the object disappear.

Encounter

Minor Action **Personal**

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

LEVEL 6

Hasty Retreat

Thievery Utility 6

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

Encounter

Free Action **Personal**

Trigger: Your Thievery check triggers a trap

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

Quick Switch

Thievery Utility 6

You pull your friend closer and then slip away.

Encounter

Move Action **Melee 1**

Target: One ally

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

Stolen Defense

Thievery Utility 6

You make a move toward your foe, leading it to believe that you just robbed it and giving your ally a chance to get the jump on it.

Encounter

Minor Action **Melee touch**

Target: One creature

Effect: You make a Thievery check opposed by the target's passive Perception check. If your check succeeds, the next ally who attacks the target before the end of your next turn gains combat advantage against it for that attack.

LEVEL 10

Disruptive Stunt

Thievery Utility 10

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

Encounter

Move Action **Melee 1**

Target: One creature

Effect: You move your speed through the target's space to a square adjacent to it. This movement does not provoke an opportunity attack from the target. In addition, the target takes a -2 penalty to attack rolls until the start of your next turn.

FEATS

The feats presented in this section provide a wide array of options for all characters. Characters using the new classes and races in this book will find abundant feats aimed at improving their class and racial features. Multiclass and hybrid characters can make use of a range of feats designed to help them make better use of their class abilities. Other characters can choose from a number of feats that help them get maximum benefit from their strengths and cover their weaknesses.

RUNE FEATS

This category of feats (available to the runepriest class) includes effects that improve based on the number of rune feats you have. The word "Rune" in brackets after a feat's name designates that the feat is a rune feat.

HEROIC TIER FEATS

Feats in this section are available to characters of any level who meet the prerequisites.

ALHAHN'S MINDFUL RELOCATION

Prerequisite: Githzerai, Shifting Fortunes racial trait

Benefit: When you use your Shifting Fortunes, you can shift your speed, instead of 3 squares.

BATTLE HARDENED

Benefit: You gain a +5 feat bonus to saving throws against fear effects.

In addition, you gain a +2 feat bonus to initiative checks.

BATTLE CASTER DEFENSE

Benefit: You gain a +4 bonus to AC against opportunity attacks that you provoke when using a ranged or an area power.

BATTERING SHIELD

Prerequisite: Proficiency with heavy shields

Benefit: When you are wielding a heavy shield and push or slide a target with a melee attack, you can move that target 1 additional square.

BEGUILING ENCHANTMENT

Benefit: Whenever you hit an enemy with a charm power, that enemy takes a -2 penalty to attack rolls against you until the end of its next turn.

BLOODYD ELUSION

Prerequisite: Seeker, Bloodbond class feature

Benefit: When you are bloodied by any attack, you can shift 1 square as a free action.

BLOODYD FEROCITY

Prerequisite: Minotaur

Benefit: The first time you are bloodied during an encounter, you can make a melee basic attack as a free action. If you do so, you grant combat advantage until the end of your next turn.

BOLSTERING MANTLE

Prerequisite: Ardent, Ardent Mantle class feature

Benefit: Whenever you spend a healing surge, one ally within the radius of your Ardent Mantle can either gain 5 temporary hit points or make a saving throw.



HEROIC TIER FEATS

Any Class	Prerequisites	Benefit
Alhahn's Mindful Relocation	Githzerai, Shifting Fortunes	Shift your speed when using Shifting Fortunes
Battle Hardened	—	+5 to saving throws against fear, +2 to initiative checks
Battle Caster Defense	—	+4 AC against opportunity attacks after you use ranged or area power
Battering Shield	Proficiency with heavy shields	Push or slide target 1 additional square when using shield
Beguiling Enchantment	—	Enemy -2 to attacks after you hit it with charm power
Bloodied Ferocity	Minotaur	Make free melee basic attack when first bloodied
Brutal Ferocity	Minotaur, Ferocity	+2 attack and damage with attack granted by Ferocity
Burden of Guardianship	Wilden, Nature's Aspect	Temporary hp when you use racial power and ally is nearby
Burden of Rejuvenation	Wilden, Nature's Aspect	Unconscious ally you can see heals when you use racial power
Cascading Rush	—	Push adjacent enemy before or after bull rush
Cleanse the Madness	Shardmind or wilden	+2 or more damage against aberrant creatures
Combat Intuition	—	+2 to opportunity attacks against enemy you miss
Dakshai's Body-Mind Union	Githzerai, iron mind	Expend iron mind to gain saving throw with +5 bonus
Deadly Draw	—	Combat advantage against enemy you pull or slide adjacent
Directed Bull Rush	—	Slide your bull rush target instead of pushing
Focused Mind	—	+4 to saving throws against dazing and stunning effects
Goring Shove	Str 15, minotaur, goring charge	Push target 1 square after goring charge
Grounding Shot	—	Your ranged attacks hit and damage prone targets more easily
hafted Defense	—	+1 AC and Reflex while wielding polearm or staff in two hands
Hammering Iron	—	Push target after opportunity attack when using hammer
Headsman's Chop	—	5 extra damage to prone target when using axe or heavy blade
Hybrid Talent	Hybrid character	Gain a hybrid talent option for one of your hybrid class entries
Impending Victory	—	+1 attack with at-will powers against bloodied creatures
Improved Aspect of Nature	Wilden, Nature's Aspect	Gain additional benefit from use of your racial power
Iron Resolve of Zerthadlun	Githzerai	+2 to saving throws if you have at least 1 power point
Liberating Shard Swarm	Shardmind, shard swarm	Make saving throw when you use shard swarm
Low Crawl	—	You can shift while prone
Lucky Start	—	Make first attack roll twice if your initiative check is highest
Miryath's First Strike	Wis 13, githzerai	Extra damage against creature that has not yet acted
Nimble Runner	—	+2 Reflex when you run, and don't grant combat advantage
Opportunistic Shove	—	Bull rush when you make opportunity attack
Polearm Flanker	—	Flank from 1 square away when using polearm
Power Throw	Str 15	Trade -2 attack for damage bonus with heavy thrown weapon
Prime Burst	Prime Shot	Prime Shot benefit also applies to area burst attacks
Psychic Focus	Shardmind	+2 or more damage with psychic powers
Rapid Assault	—	+2 or more damage on your first attack during an encounter
Secret of Reawakening	Wilden, Nature's Aspect	Change aspect and regain racial power after you drop to 0 hp
Shifting Defense	—	Shift 1 square when you use total defense
Skill Power	2nd level	Gain skill power of your level or lower
Spring Step	—	Shift 1 square when you stand up
Springing Charge	Minotaur	Make second charge attack after critical on first charge attack
Steady Feet	—	Ignore 1 square of difficult terrain when you walk
Strike and Shove	—	Push target after critical hit with melee attack
Superior Implement Training	—	Use one superior implement of a type open to your class
Teamwork Defense	—	+1 AC when adjacent to ally who also has this feat
Unarmored Agility	—	+2 AC while wearing cloth armor or no armor
Unfailing Vigor	—	Spend a healing surge if you roll 18-20 on death saving throw
Versatile Expertise	—	Bonus to attacks with weapons and implements of your choice
Vicious Advantage	—	Gain combat advantage against slowed or immobilized targets
Warding Defense	—	Allies benefit when you use total defense and wield a shield

HEROIC TIER FEATS CONTINUED

Any Class	Prerequisites	Benefit
Warding Shard Swarm	Shardmind, shard swarm	+2 defenses when you use shard swarm
Watchful Redoubt	—	+1 attack when you use total defense
Zuwoth's Enlightened Step	Githzerai	You don't provoke from enemies that have not yet acted

Ardent	Other Prerequisites	Benefit
Bolstering Mantle	Ardent Mantle	Spend healing surge, ally gains temporary hp or saving throw
Clarified Instincts	Mantle of Clarity	Mantle's bonus to Insight and Perception equals Wis modifier
Elated Emotions	Mantle of Elation	Mantle's bonus to Diplomacy and Intimidate equals Con modifier
Heartening Surge	Ardent surge	Increase ardent surge bonus to defenses or attacks by 1
Mantle of Readiness	Ardent Mantle	You and nearby allies gain +2 speed at start of combat

Battlemind	Other Prerequisites	Benefit
Deceptive Mind	Battle resilience	+2 to all defenses when using battle resilience
Improved Speed of Thought	Speed of thought	Your speed of thought movement increases by 2 squares
Lure of Iron	Mind spike	Slide target of mind spike
Punishing Spike	Mind spike	Mind spike imposes -2 penalty to target's next saving throw
Pursuing Step	Blurred step	Triggering enemy grants combat advantage to you if adjacent

Monk	Other Prerequisites	Benefit
Crashing Tempest Style	Flurry of Blows	+2 to Flurry of Blows damage when wielding club
Improved Monk	Unarmed Combatant	Damage die of your unarmed strike improves to 1d10
Unarmed Strike	—	—
Pointed Step Style	Flurry of Blows	Attack from 2 squares away when using spear with Flurry of Blows

Psion	Other Prerequisites	Benefit
Controlling Advantage	—	Add 1 square to forced movement if you have combat advantage
Discipline Adept	Discipline Focus	Use each Discipline Focus power twice per encounter
Exchange Power	Send thoughts	Transfer 1 power point to ally when using send thoughts
Orbiting Object	Far hand	Sustain far hand for free if target is adjacent or in your space
Precise Mind	—	+1 attack with unaugmented psionic at-wills after you hit with augmented psionic attack power

Runepriest	Other Prerequisites	Benefit
Rune of Eloquence	—	Bonus to Bluff and Diplomacy equal to your number of rune feats
Rune of Hope	Rune of mending	Rune of mending target also gains temporary hp
Rune of Vengeance	—	Bonus to damage equal to your number of rune feats after you are first bloodied
Rune of Zeal	—	Bonus to Athletics and Endurance equal to your number of rune feats

Seeker	Other Prerequisites	Benefit
Bloody Elusion	Bloodbond	Shift 1 square when bloodied by any attack
Improved Inevitable Shot	Inevitable shot	Inevitable shot attack ignores cover and concealment
Inescapable Shot	Inevitable shot	Inevitable shot targets enemy within 10 squares of missed target
Spiritbond Defense	Spiritbond	Use second wind and grant bonus to defense to adjacent ally
Strengthened Bond	Seeker's Bond	Regain Seeker's Bond power when first bloodied

BRUTAL FEROCITY

Prerequisite: Minotaur, Ferocity racial trait
Benefit: You gain a +2 bonus to the attack rolls and damage rolls of the melee basic attack granted by your Ferocity.

BURDEN OF GUARDIANSHIP

Prerequisite: Wilden, Nature's Aspect racial trait
Benefit: When you use a wilden racial power and an ally is within 2 squares of you, you gain temporary hit points equal to $3 + \text{your Constitution or Wisdom modifier}$.

BURDEN OF REJUVENATION

Prerequisite: Wilden, Nature's Aspect racial trait

Benefit: When you use a wilden racial power, you can spend a healing surge to allow one unconscious ally you can see to regain hit points as if he or she had spent a healing surge.

CASCADING RUSH

Benefit: Whenever you push a target with a bull rush, you can also push one enemy adjacent to that target 1 square. The enemy can be adjacent to the target either before or after you resolve the bull rush.

CLARIFIED INSTINCTS

Prerequisite: Ardent, Mantle of Clarity class feature

Benefit: The bonus to Insight checks and Perception checks granted by your Mantle of Clarity equals your Wisdom modifier, instead of +2.

CLEANSE THE MADNESS

Prerequisite: Shardmind or warden

Benefit: You gain a +2 bonus to damage rolls against aberrant creatures. The bonus increases to +4 at 11th level and +6 at 21st level.

COMBAT INTUITION

Benefit: Whenever you miss an enemy with a melee attack, you gain a +2 bonus to opportunity attack rolls against that enemy until the start of your next turn.

CONTROLLING ADVANTAGE

Prerequisite: Psion

Benefit: When you pull, push, or slide a target that is granting combat advantage to you, you can increase the distance of the forced movement by 1 square.

CRASHING TEMPEST STYLE

Prerequisite: Monk, Flurry of Blows class feature

Benefit: While you are wielding a club, you gain a +2 bonus to damage dealt by your Flurry of Blows power.

DAKSHAI'S BODY-MIND UNION

Prerequisite: Githzerai, iron mind racial power

Benefit: When you are subjected to an effect that a save can end, you can expend the use of your iron mind as an immediate interrupt to make a saving throw with a +5 bonus against that effect, instead of gaining the normal effect of iron mind.

DEADLY DRAW

Benefit: Whenever you pull or slide an enemy to a square adjacent to you, you gain combat advantage against that enemy until the end of your next turn.

DECEPTIVE MIND

Prerequisite: Battlemind, battle resilience power

Benefit: You gain a +2 bonus to all defenses while your battle resilience is in effect.

DIRECTED BULL RUSH

Benefit: Whenever you hit a target with a bull rush, you can slide that target rather than push it.

DISCIPLINE ADEPT

Prerequisite: Psion, Discipline Focus class feature

Benefit: You can use each power granted by your Discipline Focus twice per encounter.

ELATED EMOTIONS

Prerequisite: Ardent, Mantle of Elation class feature

Benefit: The bonus to Diplomacy checks and Intimidate checks granted by your Mantle of Elation equals your Constitution modifier, instead of +2.

EXCHANGE POWER

Prerequisite: Psion, *send thoughts* power

Benefit: When you use *send thoughts* to deliver a message to an ally who has power points, you can transfer 1 power point of yours to that ally.

FOCUSED MIND

Benefit: You gain a +4 feat bonus to saving throws against dazing effects and stunning effects.

GORING SHOVE

Prerequisite: Str 15, minotaur, *goring charge* racial power

Benefit: Whenever you hit a target with your *goring charge*, you can also push that target 1 square.

GROUNDING SHOT

Benefit: Your ranged attacks ignore the penalty for attacking prone targets and deal 2 extra damage against them.

HAFTED DEFENSE

Benefit: While wielding a polearm or a staff in two hands, you gain a +1 shield bonus to AC and Reflex.



HAMMERING IRON

Benefit: Whenever you hit a target with an opportunity attack using a hammer, you can also push that target 1 square.

HEADSMAN'S CHOP

Benefit: Whenever you hit a prone target with an axe or a heavy blade, the target takes 5 extra damage.

HEARTENING SURGE

Prerequisite: Ardent, ardent surge power

Benefit: The bonus that your *ardent surge* grants to either defenses or attack rolls increases by 1.

HYBRID TALENT

Prerequisite: Hybrid character

Benefit: You gain a hybrid talent option for one of your hybrid class entries.

Special: You gain this feat at 11th level if you don't take a paragon path. If you gain this feat twice, you can't use it to choose an option that you already have.

IMPENDING VICTORY

Benefit: You gain a +1 bonus to attack rolls with at-will powers against bloodied creatures.

IMPROVED ASPECT OF NATURE

Prerequisite: Wilden, Nature's Aspect racial trait

Benefit: When you use your *voyage of the ancients* racial power, you can teleport 2 additional squares.

You gain a +2 bonus to the attack roll granted by your *wrath of the destroyer* racial power.

When you use your *pursuit of the hunter* racial power, you can shift 2 additional squares.

IMPROVED INEVITABLE SHOT

Prerequisite: Seeker, *inevitable shot* power

Benefit: When you make the ranged basic attack granted by your *inevitable shot*, the attack ignores cover and concealment, but not superior cover or total concealment.

IMPROVED MONK UNARMED STRIKE

Prerequisite: Monk, Unarmed Combatant class feature

Benefit: The damage die of your monk unarmed strike becomes 1d10, instead of 1d8.

IMPROVED SPEED OF THOUGHT

Prerequisite: Battlemind, *speed of thought* power

Benefit: When you use your *speed of thought*, you can move 2 additional squares.

INESCAPABLE SHOT

Prerequisite: Seeker, *inevitable shot* power

Benefit: When you use your *inevitable shot*, you can make the ranged basic attack against an enemy within 10 squares of the creature you missed, instead of an enemy within 5 squares.

IRON RESOLVE OF ZERTHADLUN

Prerequisite: Githzerai

Benefit: While you have at least 1 power point, you gain a +2 feat bonus to saving throws.

LIBERATING SHARD SWARM

Prerequisite: Shardmind, *shard swarm* racial power

Benefit: When you use your *shard swarm*, you can also make a saving throw.

LOW CRAWL

Benefit: You can shift while prone.

LUCKY START

Benefit: If your initiative is the highest of any combatant's at the start of an encounter, when you make your first attack roll of the encounter you can roll twice and use either result.

LURE OF IRON

Prerequisite: Battlemind, *mind spike* power

Benefit: You can slide the target of your *mind spike* 1 square.

MANTLE OF READINESS

Prerequisite: Ardent, Ardent Mantle class feature

Benefit: During surprise rounds and the first nonsurprise round of any encounter, you and each ally who starts his or her turn within the radius of your Ardent Mantle gain a +2 bonus to speed.

MIRYATH'S FIRST STRIKE

Prerequisite: Wis 13, githzerai

Benefit: The first time you hit a creature that has not yet acted during the encounter, that creature takes extra psychic damage equal to 1 + your Dexterity or Wisdom modifier. The extra damage increases to 2 + your Dexterity or Wisdom modifier at 11th level and 3 + your Dexterity or Wisdom modifier at 21st level.

NIMBLE RUNNER

Benefit: When you run, you gain a +2 bonus to Reflex until the start of your next turn, and running doesn't cause you to grant combat advantage.

OPPORTUNISTIC SHOVE

Benefit: When making an opportunity attack, you can bull rush in place of a melee basic attack. On a hit, the target also grants combat advantage until the start of your next turn.

ORBITING OBJECT

Prerequisite: Psion, *far hand* power

Benefit: While the target of your *far hand* is either in your space or adjacent to you, you can sustain the power as a free action on your turn.

POINTED STEP STYLE

Prerequisite: Monk, Flurry of Blows class feature

Benefit: When your Flurry of Blows power is triggered by an attack that you make with a spear, one target of that power can be up to 2 squares away from you.

POLEARM FLANKER

Benefit: When you make a melee attack with a polearm against a target that is not adjacent to you, choose an unoccupied square that is adjacent to both you and the target. You are considered to occupy that square for the purpose of determining if you flank the target for the attack.

POWER THROW

Prerequisite: Str 15

Benefit: When you make a ranged attack with a heavy thrown weapon, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll. The bonus increases to +4 at 11th level and +6 at 21st level.

PRECISE MIND

Prerequisite: Psion

Benefit: Whenever you hit with a psionic attack power that is augmented with 2 or more power points, you gain a +1 bonus to attack rolls with psionic at-will attack powers that are unaugmented until the end of your next turn.

PRIME BURST

Prerequisite: Prime Shot class feature

Benefit: The benefit of your Prime Shot also applies to your area burst attacks.

PSYCHIC FOCUS

Prerequisite: Shardmind

Benefit: You gain a +2 feat bonus to damage rolls with psychic powers. The bonus increases to +3 at 11th level and +4 at 21st level.

PUNISHING SPIKE

Prerequisite: Battlemind, *mind spike* power

Benefit: When you damage a target with your *mind spike*, that target takes a -2 penalty to the next saving throw it makes before the start of your next turn.

PURSUING STEP

Prerequisite: Battlemind, *blurred step* power

Benefit: When you use *blurred step*, if you end the shift adjacent to the triggering enemy, that enemy grants combat advantage to you until the end of your next turn.

RAPID ASSAULT

Benefit: On your first turn during an encounter, you gain a +2 bonus to damage rolls with melee attacks. The bonus increases to +4 at 11th level and +6 at 21st level.

RUNE OF ELOQUENCE [RUNE]

Prerequisite: Runepriest

Benefit: You gain a feat bonus to Bluff checks and Diplomacy checks equal to the number of rune feats you have.

RUNE OF HOPE [RUNE]

Prerequisite: Runepriest, *rune of mending* power

Benefit: The target of your *rune of mending* also gains temporary hit points equal to the number of rune feats you have.

RUNE OF VENGEANCE [RUNE]

Prerequisite: Runepriest

Benefit: The first time you are bloodied during an encounter, you gain a bonus to damage rolls equal to the number of rune feats you have. The bonus lasts until the end of your next turn.

RUNE OF ZEAL [RUNE]

Prerequisite: Runepriest

Benefit: You gain a feat bonus to Athletics checks and Endurance checks equal to the number of rune feats you have.

SECRET OF REAWAKENING

Prerequisite: Wilden, Nature's Aspect racial trait

Benefit: Once per day if you drop to 0 hit points or fewer, you can change your current aspect of nature when you are no longer dying, as if you had taken an extended rest. You also regain the use of your wilden racial power as if you had taken a short rest.

SHIFTING DEFENSE

Benefit: When you use the total defense action, you can also shift 1 square.

SKILL POWER

Prerequisite: 2nd level

Benefit: You gain a skill power of your level or lower from a skill in which you are trained.

SPIRITBOND DEFENSE

Prerequisite: Seeker, Spiritbond class feature

Benefit: When you use your second wind, one ally adjacent to you gains a +2 bonus to all defenses until the start of your next turn.

SPRING STEP

Benefit: You can shift 1 square as a free action when you stand up.

SPRINGING CHARGE

Prerequisite: Minotaur

Benefit: When you score a critical hit with a charge attack, you can charge a different creature as a free action once per round.

STEADY FEET

Benefit: When you use the walk action, you can ignore 1 square of difficult terrain during that movement.

STRENGTHENED BOND

Prerequisite: Seeker, Seeker's Bond class feature

Benefit: The first time you are bloodied during an encounter, you regain the use of your Seeker's Bond power if it is expended.

STRIKE AND SHOVE

Benefit: Whenever you score a critical hit with a melee attack, you can push the target 1 square.

SUPERIOR IMPLEMENT TRAINING

Benefit: You can use a single superior implement of your choice. The implement must be of a type you are already able to use.

Special: You can take this feat more than once. Each time you take this feat, choose a different superior implement.

TEAMWORK DEFENSE

Benefit: While you are adjacent to one or more allies who also have this feat, you gain a +1 bonus to AC.



UNARMORED AGILITY

Benefit: You gain a +2 feat bonus to AC while wearing either cloth armor or no armor.

UNFAILING VIGOR

Benefit: When you roll an 18 or higher on a death saving throw, you can spend a healing surge as if you had rolled a 20.

VERSATILE EXPERTISE

Benefit: Choose a weapon group and an implement type. You gain a +1 feat bonus to attack rolls both when using a weapon from the chosen group and when using an implement of the chosen type. The bonus increases to +2 at 15th level and +3 at 25th level.

Special: You can take this feat more than once. Each time you take this feat, choose a different weapon group and a different implement type.

VICIOUS ADVANTAGE

Benefit: You gain combat advantage against immobilized targets and slowed targets.

WARDING DEFENSE

Benefit: Whenever you use the total defense action while wielding a shield, allies adjacent to you gain a +2 bonus to AC and Reflex until the start of your next turn or until they are no longer adjacent to you.

WARDING SHARD SWARM

Prerequisite: Shardmind, shard swarm racial power

Benefit: When you use your shard swarm, you gain a +2 bonus to all defenses until the end of your next turn.

WATCHFUL REDoubT

Benefit: When you use the total defense action, you also gain a +1 bonus to attack rolls until the end of your next turn.

ZUWOTH'S ENLIGHTENED STEP

Prerequisite: Githzerai

Benefit: During the first round of an encounter, you don't provoke opportunity attacks from enemies that have not yet acted.

PARAGON TIER FEATS

Feats in this section are available to characters of 11th level or higher who meet the feats' other prerequisites.

ALACRITY OF FORTUNE

Prerequisite: 11th level, ardent, Mantle of Clarity class feature

Benefit: Whenever an ally within the radius of your Mantle of Clarity makes a save, he or she can shift 1 square as a free action.

ASPECT OF THE CULTIVATOR

Prerequisite: 11th level, warden, Nature's Aspect racial trait

Benefit: Replace one of your Nature's Aspect options with the aspect of the cultivator. You can use the *balm of the cultivator* power while you are in this aspect.

Balm of the Cultivator

Warden Racial Power

Your enemy's attack releases healing energy within you, which you use to aid your friend.

Encounter ♦ Healing

Immediate Reaction Close burst 5

Trigger: An enemy damages you with an attack

Target: One ally in burst

Effect: The target can spend a healing surge.



PARAGON TIER FEATS

Any Class	Prerequisites	Benefit
Aspect of the Cultivator	Wilden, Nature's Aspect	Trade one Nature's Aspect for aspect of the cultivator
Awaken Aspect	Wilden, Nature's Aspect	Change Nature's Aspect after short rest
Beast Within	Minotaur	+1 attack and damage while bloodied
Bloodborn Recovery	Minotaur, Ferocity	Spend healing surge after melee basic attack crit from Ferocity
Bloody Gore	Minotaur, <i>goring charge</i>	Regain <i>goring charge</i> when first bloodied
Burden of Liberty	Wilden, Nature's Aspect	Ally can teleport to you after you use racial power
Critical Reserve	Psionic Augmentation	Regain 1 power point when you crit with unaugmented at-will
Expanded Fragments	Shardmind, Telepathy	Range of your telepathy is 15 when you're not bloodied
Expansive Burst	—	Your close bursts and area bursts ignore cover
Eyes in the Back of Your Head	—	You don't grant combat advantage from being flanked
Githzerai Planewalker	Githzerai	Master and perform portal rituals more easily
Grazing Shot	—	You deal damage if your ranged basic attack misses
Gritty Determination	—	Gain temporary hp when you use daily attack power
Guarded Mind	Shardmind, Crystalline Mind	Add your Int or Wis modifier to your Crystalline Mind
Healing Fragments	Shardmind, Telepathy	Allies in telepathy range regain some hp when you spend healing surge
Iron Hands	Wis 13, githzerai, iron mind	Your melee attacks deal more damage while you use iron mind
Liberating Teleport	—	+2 to saving throws at end of turn after you teleport
Opportunistic Withdrawal	—	Moving doesn't provoke from adjacent enemy granting you combat advantage
Opportunity Sidestep	—	Shift 1 square after hitting with opportunity attack
Overwhelming Critical	—	Target of your critical hit is also knocked prone
Psionic Rejuvenation	Shardmind, Psionic Augmentation	Regain 1 power point when you use second wind
Repel Charge	—	Counter enemy's charge attack with your melee basic attack
Roll with It	—	Shift 1 square after undergoing forced movement
Secret of Escape	Wilden	Teleport to ally when you drop to 0 hp
Shared Danger Sense	Githzerai	Nearby allies gain +2 to initiative checks
Shield Mastery	Proficiency with light shields or heavy shields	Add shield bonus to Fortitude while wielding shield you have proficiency with
Vicious Ferocity	Minotaur, Ferocity	Substitute at-will attack for melee basic attack with Ferocity
Wind's Fortunes	Githzerai, Shifting Fortunes	Teleport instead of shift with Shifting Fortunes

AWAKEN ASPECT

Prerequisite: 11th level, wilden, Nature's Aspect racial trait

Benefit: When you complete a short rest, you can exchange your current aspect of nature for another one.

BEAST WITHIN

Prerequisite: 11th level, minotaur

Benefit: While bloodied, you gain a +1 bonus to attack rolls and damage rolls.

BLOODBOND WRATH

Prerequisite: 11th level, seeker, *engaging spirits* power

Benefit: The targets of your *engaging spirits* grant combat advantage to you until the end of your next turn.

BLOODBORN RECOVERY

Prerequisite: 11th level, minotaur, Ferocity racial trait

Benefit: When you score a critical hit with the melee basic attack granted by your Ferocity, you can spend a healing surge.

BLOODY GORE

Prerequisite: 11th level, minotaur, *goring charge* racial power

Benefit: The first time you are bloodied during an encounter, you regain the use of your *goring charge*.

BRUTAL FLURRY

Prerequisite: 11th level, monk, Flurry of Blows class feature

Benefit: Whenever you target only one creature with your Flurry of Blows power, the creature takes 2 extra damage. The extra damage increases to 4 at 21st level.

PARAGON TIER FEATS CONT.

STAB-BEAT-MOARAH

Ardent	Other Prerequisites	Benefit
Alacrity of Fortune	<i>Mantle of Clarity</i>	Ally within mantle can shift after making save
Elation of Fortune	<i>Mantle of Elation</i>	Ally within mantle gains +1 attack after making save
Improved Ardent Surge	<i>Ardent surge</i>	Add Charisma modifier to hp target regains from <i>ardent surge</i>
Widened Mantle	<i>Ardent Mantle</i>	Mantle affects you and allies within 10 squares
Battlemind	Other Prerequisites	Benefit
Defiant Fire	<i>Battle resilience</i>	Regain <i>battle resilience</i> when first bloodied
Demand's Reach	<i>Battlemind's demand</i>	<i>Battlemind's demand</i> becomes burst 5
Linebreaker	<i>Speed of thought</i>	End <i>speed of thought</i> move in enemy's space, then slide enemy
Steel Rebuke	<i>Mind spike</i>	Also damage enemies adjacent to target with <i>mind spike</i>
Monk	Other Prerequisites	Benefit
Brutal Flurry	<i>Flurry of Blows</i>	Single target of your <i>Flurry of Blows</i> takes extra damage
Effortless Motion	—	+1 AC after you use movement technique
Simple Precision	—	+1 to at-will attacks after you hit with at-will attack or melee basic attack
Starblade Flurry	<i>Flurry of Blows</i>	Throw dagger or shuriken to add one more target on your <i>Flurry of Blows</i> attack
Psion	Other Prerequisites	Benefit
Desperate Renewal	—	While bloodied, use second wind to regain power points instead of hit points
Dominating Mind	—	Target of your dazing, dominating, or stunning effect takes -2 penalty to first saving throw
Predictive Defense	—	+2 to defenses against melee attacks after you hit with unaugmented attack power
Targeting Force	—	+2 to force attack against immobilized or restrained target
Runepriest	Other Prerequisites	Benefit
Defiant Light	<i>Defiant Word</i>	Gain necrotic and radiant resistances, +1 attack against targets vulnerable to radiant
Rune of Escape	—	Nearby ally can shift after using second wind
Rune of Torment	—	Deal damage to nearby enemy that fails saving throw
Wrath of Defeat	<i>Wrathful Hammer</i>	Make melee basic attack when you drop to 0 hit points or fewer
Seeker	Other Prerequisites	Benefit
Bloodbond Wrath	<i>Engaging spirits</i>	Targets of your <i>engaging spirits</i> grant you combat advantage
Inevitable Volley	<i>Inevitable shot</i>	Attack two targets instead of one with <i>inevitable shot</i>
Primal Eye	—	Add Dex or Int modifier to damage with ranged basic attacks
Punishing Rebuke	<i>Spirit's rebuke</i>	1[W] extra damage with <i>spirit's rebuke</i>

BURDEN OF LIBERTY

Prerequisite: 11th level, warden, Nature's Aspect racial trait

Benefit: When you use a warden racial power, one ally within 5 squares of you can teleport to a square adjacent to you as a free action.

CRITICAL RESERVE

Prerequisite: 11th level, Psionic Augmentation class feature

Benefit: Once per encounter when you score a critical hit with an at-will psionic power that is unaugmented, you regain 1 power point.

DEFIANT FIRE

Prerequisite: 11th level, battlemind, *battle resilience* power

Benefit: The first time you are bloodied during an encounter, you gain a use of your *battle resilience* that you can use only the next time you are hit or missed during the encounter.

DEFIANT LIGHT

Prerequisite: 11th level, runepriest, *Defiant Word* class feature

Benefit: You gain resist 5 necrotic and resist 5 radiant. You also gain a +1 bonus to attack rolls with runepriest powers against targets that are vulnerable to radiant damage.

DEMAND'S REACH

Prerequisite: 11th level, battlemind, battlemind's demand power

Benefit: The burst of your battlemind's *demand* increases to 5.

DESPERATE RENEWAL

Prerequisite: 11th level, psion

Benefit: If you use your second wind while you are bloodied, you can spend the healing surge to regain 2 power points, instead of regaining hit points.

DOMINATING MIND

Prerequisite: 11th level, psion

Benefit: Whenever you daze, dominate, or stun a creature with a psionic effect that a save can end, the creature takes a -2 penalty to its first saving throw against that effect.

EFFORTLESS MOTION

Prerequisite: 11th level, monk

Benefit: Whenever you use a movement technique from a monk at-will power, you gain a +1 bonus to AC until the end of your next turn.

ELATION OF FORTUNE

Prerequisite: 11th level, ardent, Mantle of Elation class feature

Benefit: Whenever an ally within the radius of your Mantle of Elation makes a save, he or she gains a +1 bonus to attack rolls until the end of his or her next turn.

EXPANDED FRAGMENTS

Prerequisite: 11th level, shardmind, Telepathy racial trait

Benefit: While you are not bloodied, the range of your telepathy increases to 15.

EXPANSIVE BURST

Prerequisite: 11th level

Benefit: Your close burst and area burst attacks ignore cover, but not superior cover.

EYES IN THE BACK OF YOUR HEAD

Prerequisite: 11th level

Benefit: Being flanked doesn't cause you to grant combat advantage.



GITHZERAI PLANEWALKER

Prerequisite: 11th level, githzerai

Benefit: When you perform the ritual Linked Portal, Planar Portal, or True Portal, you halve the time required to perform it and gain a +5 bonus to any required skill check. In addition, you can master those rituals even if you don't have the Ritual Caster feat.

GRAZING SHOT

Prerequisite: 11th level

Benefit: If you miss with a ranged basic attack that doesn't deal damage on a miss, the target takes damage equal to your Dexterity modifier.

GRITTY DETERMINATION

Prerequisite: 11th level

Benefit: Whenever you use a daily attack power, you gain temporary hit points equal to one-half your level + your Constitution modifier.

GUARDED MIND

Prerequisite: 11th level, shardmind, Crystalline Mind racial trait

Benefit: Add your Intelligence or Wisdom modifier to the resistance granted by your Crystalline Mind.

HEALING FRAGMENTS

Prerequisite: 11th level, shardmind, Telepathy racial trait

Benefit: Whenever you spend a healing surge, each ally within your telepathy range regains hit points equal to your Wisdom modifier.

IMPROVED ARDENT SURGE

Prerequisite: 11th level, ardent, ardent surge power

Benefit: The target of your *ardent surge* regains additional hit points equal to your Charisma modifier.

INEVITABLE VOLLEY

Prerequisite: 11th level, seeker, inevitable shot power

Benefit: When you use your *inevitable shot*, you can make two ranged basic attacks instead of one, each against a different target.

IRON HANDS

Prerequisite: 11th level, Wis 13, githzerai, iron mind racial power

Benefit: While your *iron mind* is in effect, you gain a bonus equal to your Wisdom modifier to melee damage rolls.

LIBERATING TELEPORT

Prerequisite: 11th level

Benefit: If you teleport on your turn, you gain a +2 feat bonus to saving throws at the end of that turn.

LINEBREAKER

Prerequisite: 11th level, battlemind, *speed of thought* power

Benefit: When you use your *speed of thought*, you can enter an enemy's space. Doing so ends the movement. You must then slide the enemy 1 square.

OPPORTUNISTIC WITHDRAWAL

Prerequisite: 11th level

Benefit: While you are adjacent to an enemy granting combat advantage to you, your movement doesn't provoke opportunity attacks from that enemy.

OPPORTUNITY SIDESTEP

Prerequisite: 11th level

Benefit: When you hit with an opportunity attack, you can shift 1 square as a free action.

OVERWHELMING CRITICAL

Prerequisite: 11th level

Benefit: Whenever you score a critical hit, you also knock the target prone.

PREDICTIVE DEFENSE

Prerequisite: 11th level, psion

Benefit: Whenever you hit an enemy with a psionic at-will attack power that is unaugmented, you gain a +2 bonus to all defenses against melee attacks until the end of your next turn.

PRIMAL EYE

Prerequisite: 11th level, seeker

Benefit: You add your Dexterity or Intelligence modifier to damage rolls when you make ranged basic attacks.

PSIONIC REJUVENATION

Prerequisite: 11th level, shardmind, Psionic Augmentation class feature

Benefit: When you use your second wind, you also regain 1 power point.

PUNISHING REBUKE

Prerequisite: 11th level, seeker, *spirits' rebuke* power

Benefit: Your *spirits' rebuke* deals 1[W] extra damage.

REPEL CHARGE

Prerequisite: 11th level

Benefit: Whenever an enemy makes a charge attack against you, you can make a melee basic attack against that enemy as an opportunity action.

ROLL WITH IT

Prerequisite: 11th level

Benefit: Whenever an enemy pulls, pushes, or slides you, you can shift 1 square as a free action at the end of the forced movement.

RUNE OF ESCAPE [RUNE]

Prerequisite: 11th level, runepriest

Benefit: Whenever an ally within 5 squares of you uses his or her second wind, that ally can use a free action to shift a number of squares equal to the number of rune feats you have.

RUNE OF TORMENT [RUNE]

Prerequisite: 11th level, runepriest

Benefit: Whenever an enemy within 5 squares of you fails a saving throw against an effect caused by your runepriest powers, that enemy takes damage equal to the number of rune feats you have.

SECRET OF ESCAPE

Prerequisite: 11th level, warden

Benefit: Once per day when you drop to 0 hit points or fewer and don't die, you can teleport to a square adjacent to an ally within 10 squares of you.

SHARED DANGER SENSE

Prerequisite: 11th level, githzerai

Benefit: Allies within 5 squares of you gain a +2 racial bonus to initiative checks.

SHIELD MASTERY

Prerequisite: 11th level, proficiency with light shields or heavy shields

Benefit: While wielding a shield with which you have proficiency, your shield bonus also applies to your Fortitude.

SIMPLE PRECISION

Prerequisite: 11th level, monk

Benefit: Whenever you hit with a monk at-will attack power or a melee basic attack, you gain a +1 bonus to attack rolls for the attack techniques of your monk at-will attack powers until the end of your next turn.

STARBLADE FLURRY

Prerequisite: 11th level, monk, Flurry of Blows class feature

Benefit: When you use your Flurry of Blows power, you can add a single target within 5 squares of you by throwing a dagger or a shuriken that you have in hand. Doing so doesn't provoke opportunity attacks.

STEEL REBUKE

Prerequisite: 11th level, battlemind, *mind spike* power

Benefit: When you damage a target with your *mind spike*, enemies adjacent to the target take psychic damage equal to your Wisdom or Charisma modifier.

TARGETING FORCE

Prerequisite: 11th level, psion

Benefit: When you immobilize or restrain a target with a psionic power, you gain a +2 bonus to the next attack roll you make with a force power against that target before the end of your next turn.

VICIOUS FEROCITY

Prerequisite: 11th level, minotaur, Ferocity racial trait

Benefit: Whenever you would make the melee basic attack granted by your Ferocity, you can substitute any at-will attack you know for the basic attack.

WIDENED MANTLE

Prerequisite: 11th level, ardent, Ardent Mantle class feature

Benefit: The radius of your Ardent Mantle increases to 10.

WIND'S FORTUNES

Prerequisite: 11th level, githzerai, Shifting Fortunes racial trait

Benefit: When you use your Shifting Fortunes, you can instead teleport the number of squares you would have shifted.

WRATH OF DEFEAT

Prerequisite: 11th level, runepriest, Wrathful Hammer class feature

Benefit: When you drop to 0 hit points or fewer, you can use an immediate interrupt to make a melee basic attack with a +2 bonus to the attack roll.

EPIC TIER FEATS

Feats in this section are available to characters of 21st level or higher who meet the feats' other prerequisites.

ADAMANTINE MIND

Prerequisite: 21st level, githzerai, iron mind racial power

Benefit: When you use your *iron mind*, you gain a +4 bonus to all defenses, instead of +2.

BURDEN OF VISION

Prerequisite: 21st level, warden, Nature's Aspect racial trait

Benefit: Whenever you use a warden racial power, you gain blindsight 10 until the end of your next turn.

CENTERED MASTER

Prerequisite: 21st level, monk, *centered flurry of blows* power

Benefit: Your *centered flurry of blows* can slide each target 2 squares, instead of 1.

CHAMPION OF NATURE

Prerequisite: 21st level, warden, Nature's Aspect racial trait

Benefit: Whenever you reach a milestone, choose an aspect of nature available to you but that you aren't manifesting. You can use that aspect's racial power as well as the power of your current aspect. You can't use this feat to choose the same aspect more than once before your next extended rest.

CLARIFYING PRESENCE

Prerequisite: 21st level, shardmind, Telepathy racial trait

Benefit: When any ally within your telepathy range makes a saving throw against an effect that dazes or stuns, he or she can roll twice and use either result.

CLEAVING AXE

Prerequisite: 21st level

Benefit: Once per round when you reduce any enemy to 0 hit points with an axe, you can make a melee basic attack as a free action.

DEFT AIM

Prerequisite: 21st level

Benefit: Whenever you use a bow or a crossbow to make a ranged basic attack against AC, you can make the attack against Reflex instead.

DEVOURING DEMAND

Prerequisite: 21st level, battlemind, battlemind's *demand* power

Benefit: When you augment battlemind's *demand*, you can target up to three creatures in the burst.

ENDANGERING OUTRAGE

Prerequisite: 21st level, ardent, *ardent outrage* power

Benefit: Each enemy affected by your *ardent outrage* has vulnerability to all damage until the end of your next turn. The vulnerability equals your Constitution modifier.

EPIC ALACRITY

Prerequisite: 21st level, ardent, *ardent alacrity* power

Benefit: Each ally affected by your *ardent alacrity* can shift half his or her speed, instead of 1 square.

INEVITABLE ACCURACY

Prerequisite: 21st level, seeker, *inevitable shot* power

Benefit: When you use your *inevitable shot* and don't hit with it, you regain the use of the power.

IRON BODY

Prerequisite: 21st level, Wis 13, githzerai, *iron mind* racial power

Benefit: While your *iron mind* is in effect, you gain resistance to all damage equal to your Wisdom modifier.

LONG STEP

Prerequisite: 21st level

Benefit: Whenever you shift, you can shift 1 additional square.

MYTHIC SENSES

Prerequisite: 21st level, minotaur

Benefit: When you roll initiative, you can substitute a Perception check for your initiative check.

PEERLESS REACTION

Prerequisite: 21st level, githzerai, *iron mind* racial power

Benefit: When you are hit by an attack, you can expend the use of your *iron mind* as an immediate interrupt to use your second wind, instead of gaining *iron mind*'s normal effect.

PSYCHIC BASTION

Prerequisite: 21st level, psion

Benefit: Whenever you score a critical hit with a psionic psychic power, you gain a +4 bonus to all defenses until the end of your next turn.

RAPID REGENERATION

Prerequisite: 21st level

Benefit: While you have regeneration, the value of the regeneration increases by an amount equal to your Constitution modifier.

EPIC TIER FEATS

Any Class	Prerequisites	Benefit
Adamantine Mind	Githzerai, iron mind	+4 defenses instead of +2 when using iron mind
Burden of Vision	Wilden, Nature's Aspect	Gain blindsight after using racial power
Champion of Nature	Wilden, Nature's Aspect	Gain additional aspect power after reaching milestone
Clarifying Presence	Shardmind, Telepathy	Dazed or stunned ally in telepathy range rolls saving throw twice
Cleaving Axe	—	Make free melee basic attack after reducing foe to 0 hp with axe
Deft Aim	—	Basic attack with bow or crossbow is against Reflex instead of AC
Iron Body	Githzerai, iron mind	Gain resistance to all damage while using iron mind
Long Step	—	Add 1 square to any shift you make
Mythic Senses	Minotaur	Substitute Perception check for initiative check
Peerless Reaction	Githzerai, iron mind	Expend iron mind to use second wind after you are hit
Rapid Regeneration	—	Add your Con modifier to any regeneration you possess
Rejuvenating Shardswarm	Shardmind, shard swarm	Also spend healing surge when you use shard swarm
Secret of Enduring Vigor	Wilden	Spend healing surge when reduced to 0 hp or fewer 1/day
Superior Initiative	—	+8 bonus to initiative checks
Telepathic Sustenance	Shardmind, Telepathy	Allies in telepathy range don't need to breathe
Uncanny Scent	Minotaur, trained in Perception	Ignore all concealment of creatures within 2 squares, detect invisible creatures without Perception check
Vicious Stomp	Minotaur, goring charge	Free melee basic attack against foe knocked prone by goring charge

Ardent	Other Prerequisites	Benefit
Endangering Outrage	Ardent outrage	Ardent outrage gives enemies vulnerability to damage
Epic Alacrity	Ardent alacrity	Ardent alacrity allows allies to shift half their speed

Battlemind	Other Prerequisites	Benefit
Devouring Demand	Battlemind's demand	Target three creatures with augmented battlemind's demand
Vengeance Spike	Mind spike	+2 to additional attacks against target damaged by mind spike

Monk	Other Prerequisites	Benefit
Centered Master	Centered flurry of blows	Slide targets 2 squares instead of 1 with centered flurry of blows
Stone Fist Master	Stone fist flurry of blows	Targets of stone fist flurry of blows grant combat advantage for next attack
Unarmed Mastery	Unarmed Combatant	Crit on 19–20 when making melee attack with unarmed strike

Psion	Other Prerequisites	Benefit
Psychic Bastion	—	+4 defenses after you crit with psionic psychic power
Resilient Shield	—	Resist 10 all after you crit with psionic force power

Runepriest	Other Prerequisites	Benefit
Rune of Battle	—	Adjacent ally gains free attack after you crit with runepriest power
Rune of Health	Rune of mending	Other allies in rune of mending burst regain hit points

Seeker	Other Prerequisites	Benefit
Inevitable Accuracy	Inevitable shot	Regain use of power after missed inevitable shot attack
Ruthless Price	Engaging spirits	Engaging spirits immobilizes targets instead of slowing
Spiritbond Outrage	Spirit's rebuke	Targets damaged by spirit's rebuke also knocked prone

REJUVENATING SHARD SWARM

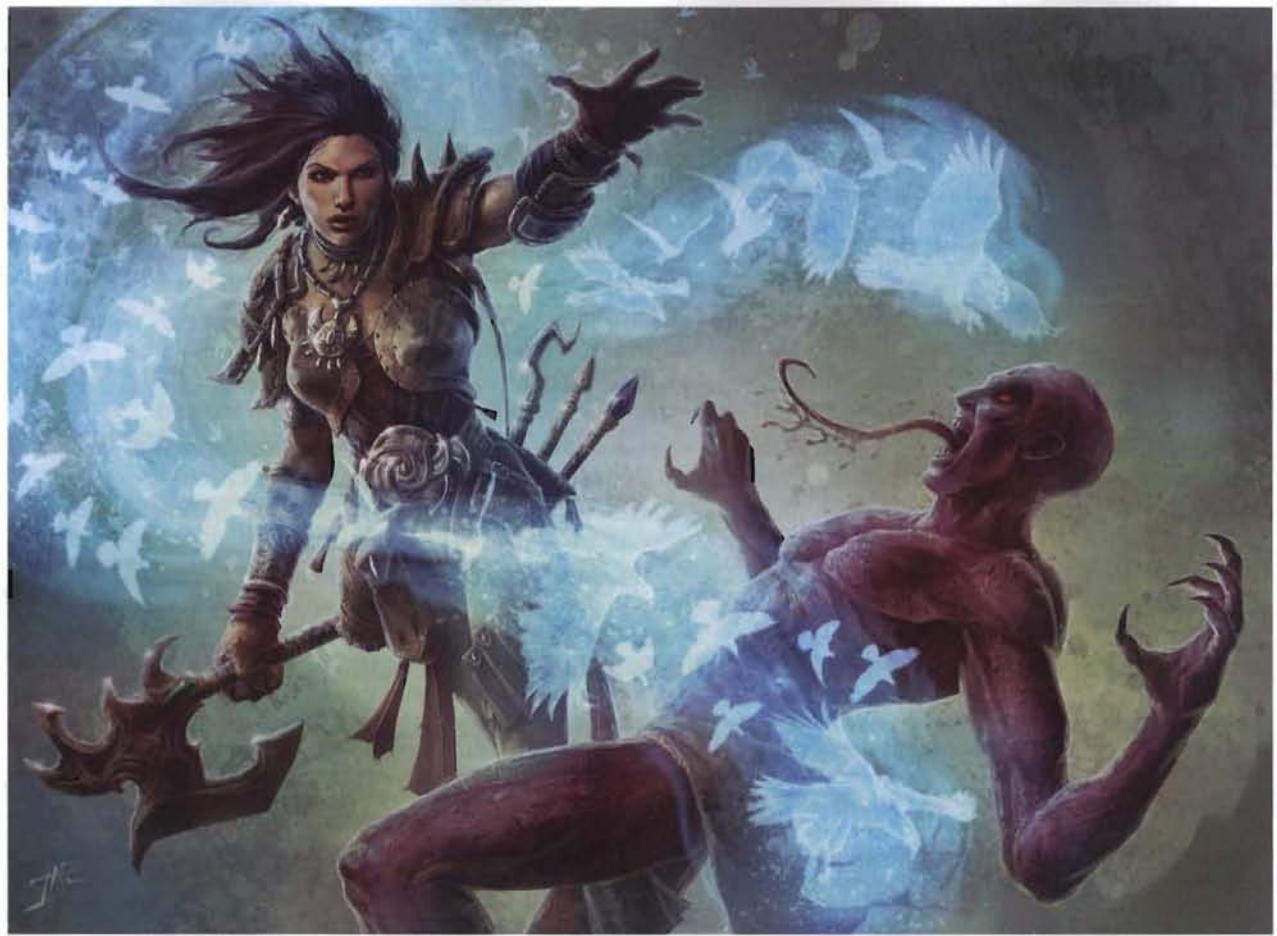
Prerequisite: 21st level, shardmind, shard swarm racial power

Benefit: When you use your shard swarm, you can also spend a healing surge.

RESILIENT SHIELD

Prerequisite: 21st level, psion

Benefit: Whenever you score a critical hit with a psionic force power, you gain resist 10 to all damage until the end of your next turn.



RUNE OF BATTLE [RUNE]

Prerequisite: 21st level, runepriest

Benefit: Whenever you score a critical hit with a runepriest power, one ally adjacent to the target can make a melee basic attack against that target as a free action. The ally gains a bonus to the attack roll and the damage roll equal to the number of rune feats you have.

RUNE OF HEALTH [RUNE]

Prerequisite: 21st level, runepriest, *rune of mending* power

Benefit: Each ally, other than the target, in the burst of your *rune of mending* regains hit points equal to $3 +$ the number of rune feats you have.

RUTHLESS PRICE

Prerequisite: 21st level, seeker, *encaging spirits* power

Benefit: When you use your *encaging spirits*, you can immobilize any of the targets, instead of slowing them.

SECRET OF ENDURING VIGOR

Prerequisite: 21st level, warden

Benefit: Once per day when you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.

SPIRITBOND OUTRAGE

Prerequisite: 21st level, seeker, *spirits' rebuke* power

Benefit: Targets damaged by your *spirits' rebuke* also fall prone.

STONE FIST MASTER

Prerequisite: 21st level, monk, *stone fist flurry of blows* power

Benefit: Each target of your *stone fist flurry of blows* grants combat advantage for the next attack against it before the end of your next turn.

SUPERIOR INITIATIVE

Prerequisite: 21st level

Benefit: You gain a +8 feat bonus to initiative checks.

TELEPATHIC SUSTENANCE

Prerequisite: 21st level, shardmind, Telepathy racial trait

Benefit: Allies within your telepathy range don't need to breathe.

UNARMED MASTERY

Prerequisite: 21st level, monk, Unarmed Combatant class feature

Benefit: Whenever you make a melee attack with your monk unarmed strike, you can score a critical hit on a roll of 19-20.

MULTICLASS FEATS

Name	Prerequisites	Benefit
Demanding Talent	Con 13	Battlemind: Skill training, battlemind's demand 1/encounter
Disciplined Talent	Int 13	Psion: Skill training, one 1st-level at-will power 1/encounter
Fervent Talent	Cha 13	Ardent: Skill training, ardent surge 1/day
Monastic Disciple	Dex 13	Monk: Skill training, one Flurry of Blows power 1/encounter
Primal Sharpshooter	Wis 13	Seeker: Nature skill, inevitable shot 1/day, one 1st-level at-will power 1/encounter
Student of Divine Runes	Str 13	Runepriest: Religion skill, rune of mending 1/day
Psionic Complement	See text	Swap augmentable at-will power and power points for encounter power
Psionic Conventionalist	See text	Swap augmentable at-will power for augmentable at-will power of new class
Psionic Dabbler	See text	Swap encounter power for augmentable at-will power, gain power points

UNCANNY SCENT

Prerequisite: 21st level, minotaur, trained in Perception

Benefit: You ignore concealment and total concealment when attacking creatures that are within 2 squares of you. You also don't need to make Perception checks to determine the location of invisible creatures that are within 2 squares of you.

VENGEANCE SPIKE

Prerequisite: 21st level, battlemind, *mind spike* power

Benefit: When you damage a target with your *mind spike*, you gain a +2 bonus to attack rolls against that target until the end of your next turn.

VICIOUS STOMP

Prerequisite: 21st level, minotaur, *goring charge* racial power

Benefit: When you knock a target prone with your *goring charge*, you can make a melee basic attack against the target as a free action.

MULTICLASS FEATS

The following multiclass feats allow you to dabble in the classes presented in this book. See pages 208 and 209 of the Player's Handbook for rules on multiclassing.

CLASS-SPECIFIC FEATS

If you take a class-specific multiclass feat, you count as a member of that class for the purpose of meeting prerequisites.

DEMANDING TALENT

[MULTICLASS BATTLEMIND]

Prerequisite: Con 13

Benefit: You gain training in one skill from the battlemind's class skills list.

Once per encounter, you can use the battlemind's *demand* power, but the mark lasts until the end of your next turn.

DISCIPLINED TALENT

[MULTICLASS PSION]

Prerequisite: Int 13

Benefit: You gain training in one skill from the psion's class skills list.

Choose one 1st-level psion at-will attack power. You can use that power once per encounter, and you can't augment it.

In addition, you can wield psion implements when using psion powers and psion paragon path powers.

FERVENT TALENT [MULTICLASS ARDENT]

Prerequisite: Cha 13

Benefit: You gain training in one skill from the ardent's class skills list.

Once per day, you can use the ardent's *ardent surge* power.

MONASTIC DISCIPLE

[MULTICLASS MONK]

Prerequisite: Dex 13

Benefit: You gain training in one skill from the monk's class skills list.

Choose one of the monk's Flurry of Blows powers. You can use that power once per encounter.

In addition, you can wield monk implements when using monk powers and monk paragon path powers.

PRIMAL SHARPSHOOTER

[MULTICLASS SEEKER]

Prerequisite: Wis 13

Benefit: You gain training in Nature.

Once per day, you can use the seeker's *inevitable shot* power. You don't regain the use of that power when you spend an action point.

Choose one 1st-level seeker at-will attack power. You can use that power once per encounter.

STUDENT OF DIVINE RUNES

[MULTICLASS RUNEPRIEST]

Prerequisite: Str 13

Benefit: You gain training in Religion.

Once per day, you can use the runepriest's *rune of mending* power.

POWER-SWAP FEATS

Because the ardent, the battlemind, and the psion don't have encounter attack powers, the power-swap feat Novice Power in the *Player's Handbook* doesn't do anything when those classes are involved. The following power-swap feats are alternatives for characters who multiclass into or out of classes that have the Psionic Augmentation class feature.

PSIONIC CONVENTIONALIST [MULTICLASS ENCOUNTER]

Prerequisite: 4th level, any class-specific multiclass feat for a class that doesn't have the Psionic Augmentation class feature, Psionic Augmentation class feature

Benefit: You can swap one of your augmentable at-will attack powers for an encounter attack power of the same level or lower from the class you multiclassed into. You lose a number of power points based on the level of the at-will attack power: level 1–10, 2 power points; level 11–20, 4 power points; and level 21–30, 6 power points.

PSIONIC COMPLEMENT [MULTICLASS ENCOUNTER]

Prerequisite: 4th level, any class-specific multiclass feat for a class that has the Psionic Augmentation class feature, Psionic Augmentation class feature

Benefit: You can swap one of your augmentable at-will attack powers for an augmentable at-will attack power of the same level or lower from the class you multiclassed into. You can use that power once per encounter.

PSIONIC DABBLER [MULTICLASS ENCOUNTER]

Prerequisite: 4th level, any class that doesn't have the Psionic Augmentation class feature, any class-specific multiclass feat for a class that has the Psionic Augmentation class feature

Benefit: You can swap one of your encounter attack powers for an augmentable at-will attack power of the same level or lower from the class you multiclassed into. You can use that power once per encounter. You gain a number of power points based on the level of the at-will attack power: level 1–10, 2 power points; level 11–20, 4 power points; and level 21–30, 6 power points.



PARAGON MULTICLASSING

This section expands on the paragon multiclassing rules on page 209 of the *Player's Handbook*.

Qualifying: To qualify for paragon multiclassing, you must have a multiclass encounter, a multiclass utility, and a multiclass daily feat, regardless of those feats' names. The three feats must be for the same class.

Psionic Augmentation: If either of your classes has the Psionic Augmentation class feature and you choose paragon multiclassing, the benefits you gain at 11th level are different from those noted in the *Player's Handbook*, whereas the benefits you gain at 12th level and 20th level are the same.

If your first and second classes both have the Psionic Augmentation class feature, at 11th level you gain 2 power points and an at-will attack power of 7th level or lower from your second class.

If your first class has the Psionic Augmentation class feature and your second class doesn't have it, at 11th level you gain an at-will attack power from your second class as well as an encounter attack power of 7th level or lower from that class.

If your first class doesn't have the Psionic Augmentation class feature and your second class does have it, at 11th level you lose one at-will attack power from your first class but gain 2 power points and an at-will attack power of 7th level or lower from your second class.

SUPERIOR IMPLEMENTS

Formed of exotic materials and created using magical crafting techniques, superior implements enhance a wielder's magic. Despite their magical origin, superior implements aren't magic items per se, but like non-superior implements, they can be enchanted with the Enchant Magic Item ritual. Each type of superior implement has one or more properties that enhance its wielder's attack powers, such as granting improved accuracy or increasing forced movement. These properties are comparable to the properties that many weapons have.

WIELDING A SUPERIOR IMPLEMENT

You need the Superior Implement Training feat (page 183) to gain the benefits of a specific superior implement. If you wield a superior implement and don't have the feat for it, you don't gain the benefits of its properties, but you can use it as a normal implement of its type, assuming you're able to use implements of that type.

SUPERIOR IMPLEMENTS

Holy Symbols	Price	Weight	Properties
Accurate symbol	25	1	Accurate
Astral symbol	18	1	Distant, energized (radiant)
Warding symbol	21	1	Shielding, unstoppable
Wrathful symbol	23	1	Empowered crit, undeniable

Orbs	Price	Weight	Properties
Accurate orb	30	2	Accurate
Crystal orb	27	2	Energized (psychic), undeniable
Greenstone orb	27	2	Energized (acid), unstoppable
Petrified orb	25	2	Energized (force), forceful

Rods	Price	Weight	Properties
Accurate rod	25	2	Accurate
Ashen rod	22	2	Energized (fire), unerring
Deathbone rod	22	2	Energized (necrotic), undeniable
Defiant rod	18	2	Energized (radiant), shielding

Staffs	Price	Weight	Properties
Accurate staff	20	4	Accurate
Guardian staff	13	4	Energized (force), shielding
Mindwarp staff	16	4	Distant, energized (psychic)
Quickbeam staff	15	4	Energized (thunder), forceful

Tomes	Price	Weight	Properties
Echo tome	15	3	Distant, unerring
Forbidden tome	15	3	Deadly, unstoppable
Unspeakable tome	15	3	Empowered crit, undeniable

Totems	Price	Weight	Properties
Accurate totem	20	2	Accurate
Farseeing totem	14	2	Deadly, distant
Icicle totem	15	2	Empowered crit, energized (cold)
Storm totem	18	2	Energized (thunder), unstoppable

Wands	Price	Weight	Properties
Accurate wand	20	—	Accurate
Cinder wand	18	—	Empowered crit, energized (fire)
Dragontooth wand	18	—	Deadly, unerring
Rowan wand	15	—	Distant, energized (lightning)

READING THE TABLE

An entry in the Superior Implements table contains the following information.

Name: The superior implement's name is in the lefthand column.

Price: The superior implement's cost in gold pieces. Magic superior implements include this cost.

Weight: The superior implement's weight in pounds.

Properties: The superior implement's properties.

SUPERIOR IMPLEMENT PROPERTIES

A superior implement's properties apply only to attacks made with the implement. They affect only implement powers, even if an implement can be used to make weapon attacks.

Accurate: You gain a +1 bonus to attack rolls made with an accurate implement.

Deadly: You gain a +1 bonus to damage rolls made with a deadly implement. The bonus increases to +2 at 11th level and +3 at 21st level.

Distant: The range of your area and ranged attack powers increases by 2 when they're used through a distant implement.

Empowered Crit: When you score a critical hit with an empowered crit implement, the attack deals 1d10 extra damage. The extra damage increases to 2d10 at 11th level and 3d10 at 21st level.

Energized: When you use an attack power through an energized implement, you gain a +2 bonus to damage rolls if the power has the keyword that matches the implement's damage type. The bonus increases to +3 at 11th level and +4 at 21st level.

Forceful: Whenever you pull, push, or slide a target with an attack power using a forceful implement, the distance of the forced movement increases by 1 square.

Shielding: Whenever you hit at least one target with an attack power using a shielding implement, you gain a +1 shield bonus to AC and Reflex until the start of your next turn.

Undeniable: You gain a +1 bonus to attack rolls against Will when attacking with an undeniable implement.

Unerring: You gain a +1 bonus to attack rolls against Reflex when attacking with an unerring implement.

Unstoppable: You gain a +1 bonus to attack rolls against Fortitude when attacking with an unstoppable implement.



SUPERIOR IMPLEMENT DESCRIPTIONS

Holy Symbols: An accurate symbol is carved with symbols of power that channel divine energy more precisely. An astral symbol is crafted of solidified mist from the Astral Sea and glows with a faint silvery light. A warding symbol has protective glyphs carved into its adamantine surface. A wrathful symbol is made from black iron mined in Chernoggar and engraved with runes of divine fury.

Orbs: An accurate orb is made of clear blown glass, with tiny runes engraved around its equator. A crystal orb looks similar, but has a faceted surface and might appear in any color. A greenstone orb is carved from a heavy metallic stone that has an affinity for acid magic. A petrified orb is made from petrified wood.

Rods: An accurate rod is made from a shaft of silver, bound with golden bands. An ashen rod is made from fire-blackened hardwood and laced with veins of crystallized red sap. A deathbone rod is formed from the bone of an undead creature that is no longer animate. A defiant rod is made of white gold and studded with crystals or gemstones.

Staffs: An accurate staff is smooth and straight, balanced for easy handling and made of polished hardwood. A guardian staff is formed from an uncut branch of a watcher tree, a variety of oak that grows only in the Feywild. A mindwarp staff is made of light, strong wood, smoothed and polished and topped with a many-faceted crystal. A quickbeam staff is made of rowan wood cut from a tree that has been struck by lightning.

Tomes: The cover of an echo tome is a plate of iron inlaid with silver, and its pages are thin sheets of mithral engraved with arcane secrets. A forbidden tome has a heavy cover and binding, with a lock to keep it closed to prying eyes. An unspeakable tome is bound in straps of iron so that it cannot be opened, but it imparts the knowledge it contains through sinister whispers in the night.

Totems: An accurate totem is a short rod of light wood wrapped in snakeskin. A farseeing totem consists of eagle feathers tied at one end of a roc's bone. An icicle totem is a shaft of unmelting ice, freezing cold to the touch but wrapped with white fur to protect the wielder's hand. A storm totem is made from wood scorched by lightning and adorned with a thunderhawk's feather.

Wands: An accurate wand is a smooth and straight length of light wood, honed to a point at the tip. A cinder wand, in contrast, is blackened and crooked, and warm to the touch. A dragontooth wand is smooth ivory that is bound with bands of gold. A rowan wand is polished wood engraved with lightning motifs.

MAGIC ITEMS

The magic items presented in this chapter use the same rules as those in the *Player's Handbook* and *Player's Handbook 2*. This chapter introduces a new kind of magic implement: the ki focus (page 203), which is used by monks.

ARMOR

Magic armor increases your Armor Class by adding an enhancement bonus to the armor's armor bonus. See the *Player's Handbook* and *Player's Handbook 2* for information on masterwork armor.

MAGIC ARMOR

Lvl	Name	Price (gp)	Categories
2	Armor of eyes +1	520	Scale, plate
2	Awakening armor +1	520	Hide, chain
2	Elusive armor +1	520	Cloth, leather
2	Gleaming armor +1	520	Chain, scale
3	Defensive armor +1	680	Any
3	Ironclad armor +1	680	Scale, plate
3	Thought eater armor +1	680	Leather, hide
4	Ectoplasmic armor +1	840	Leather, hide
4	Feedback armor +1	840	Cloth, leather
4	Flowform armor +1	840	Cloth, leather
4	Joyous armor +1	840	Chain, scale
5	Quicksilver armor +1	1,000	Chain
7	Armor of eyes +2	2,600	Scale, plate
7	Awakening armor +2	2,600	Hide, chain
7	Elusive armor +2	2,600	Cloth, leather
7	Gleaming armor +2	2,600	Chain, scale
8	Defensive armor +2	3,400	Any
8	Ironclad armor +2	3,400	Scale, plate
8	Thought eater armor +2	3,400	Leather, hide
9	Ectoplasmic armor +2	4,200	Leather, hide
9	Feedback armor +2	4,200	Cloth, leather
9	Flowform armor +2	4,200	Cloth, leather
9	Joyous armor +2	4,200	Chain, scale
10	Armor of transport +2	5,000	Chain, scale
10	Quicksilver armor +2	5,000	Chain
12	Armor of eyes +3	13,000	Scale, plate
12	Awakening armor +3	13,000	Hide, chain
12	Elusive armor +3	13,000	Cloth, leather
12	Gleaming armor +3	13,000	Chain, scale
13	Defensive armor +3	17,000	Any
13	Ironclad armor +3	17,000	Scale, plate
13	Thought eater armor +3	17,000	Leather, hide
14	Ectoplasmic armor +3	21,000	Leather, hide
14	Feedback armor +3	21,000	Cloth, leather
14	Flowform armor +3	21,000	Cloth, leather
14	Joyous armor +3	21,000	Chain, scale
15	Armor of transport +3	25,000	Chain, scale
15	Quicksilver armor +3	25,000	Chain
17	Armor of eyes +4	65,000	Scale, plate
17	Awakening armor +4	65,000	Hide, chain
17	Elusive armor +4	65,000	Cloth, leather

MAGIC ARMOR CONT.

Lvl	Name	Price (gp)	Categories
17	Gleaming armor +4	65,000	Chain, scale
18	Defensive armor +4	85,000	Any
18	Ironclad armor +4	85,000	Scale, plate
18	Thought eater armor +4	85,000	Leather, hide
19	Ectoplasmic armor +4	105,000	Leather, hide
19	Feedback armor +4	105,000	Cloth, leather
19	Flowform armor +4	105,000	Cloth, leather
19	Joyous armor +4	105,000	Chain, scale
20	Armor of transport +4	125,000	Chain, scale
20	Quicksilver armor +4	125,000	Chain
20	Temporal armor +4	125,000	Cloth
22	Armor of eyes +5	325,000	Scale, plate
22	Awakening armor +5	325,000	Hide, chain
22	Elusive armor +5	325,000	Cloth, leather
22	Gleaming armor +5	325,000	Chain, scale
23	Defensive armor +5	425,000	Any
23	Ironclad armor +5	425,000	Scale, plate
23	Thought eater armor +5	425,000	Leather, hide
24	Ectoplasmic armor +5	525,000	Leather, hide
24	Feedback armor +5	525,000	Cloth, leather
24	Flowform armor +5	525,000	Cloth, leather
24	Joyous armor +5	525,000	Chain, scale
25	Armor of transport +5	625,000	Chain, scale
25	Quicksilver armor +5	625,000	Chain
25	Temporal armor +5	625,000	Cloth
27	Armor of eyes +6	1,625,000	Scale, plate
27	Awakening armor +6	1,625,000	Hide, chain
27	Elusive armor +6	1,625,000	Cloth, leather
27	Gleaming armor +6	1,625,000	Chain, scale
28	Defensive armor +6	2,125,000	Any
28	Ironclad armor +6	2,125,000	Scale, plate
28	Thought eater armor +6	2,125,000	Leather, hide
29	Ectoplasmic armor +6	2,625,000	Leather, hide
29	Feedback armor +6	2,625,000	Cloth, leather
29	Flowform armor +6	2,625,000	Cloth, leather
29	Joyous armor +6	2,625,000	Chain, scale
30	Armor of transport +6	3,125,000	Chain, scale
30	Quicksilver armor +6	3,125,000	Chain
30	Temporal armor +6	3,125,000	Cloth

Armor of Eyes

Level 2+

The eyes carved on this heavy armor constantly watch for incoming attacks.

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp

Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp

Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Armor: Scale, plate

Enhancement: AC

Property: You gain a +2 item bonus to Perception checks.

Power (Encounter): Free Action. Trigger: An enemy targets you with an attack and you're granting combat advantage to it. Effect: You don't grant combat advantage to the triggering enemy for this attack.



Armor of Transport

Level 10+

Crystals woven into this armor flare when you're attacked, spiriting you a short distance away. By channeling more power to the crystals, you can take your friends with you.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Armor: Chain, scale

Enhancement: AC

Power (Daily ♦ Augmentable, Teleportation): Immediate Interrupt. Trigger: An enemy hits you. Effect: You teleport 5 squares.

Augment 1: You also teleport each ally adjacent to your starting space to different squares adjacent to your destination space.

Awakening Armor

Level 2+

This plain-looking armor lets you foresee ambushes.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Hide, chain

Enhancement: AC

Property: While bloodied, you gain a +1 bonus to Will.

Power (Daily): No Action. Trigger: You are surprised. Effect: You are no longer surprised.

Defensive Armor

Level 3+

This durable armor responds to your thoughts and reinforces itself to protect you.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Any

Enhancement: AC

Power (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy hits you. Effect: Until the start of your next turn, you gain a +2 bonus to the defense that the triggering enemy hit.

Augment 1: The bonus increases to +5.

Ectoplasmic Armor

Level 4+

This armor, covered in mottled patterns that shift with your mood, lets you take on the form of a spirit.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Leather, hide

Enhancement: AC

Property: You gain resist 5 psychic.

Level 14 or 19: Resist 10 psychic.

Level 24 or 29: Resist 15 psychic.

Power (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy hits you. Effect: You are insubstantial until the end of your next turn.

Augment 1: You are also phasing until the end of your next turn.

Elusive Armor

Level 2+

This armor offers no purchase to foes that would pin you down.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Cloth, leather

Enhancement: AC

Property: You gain a +2 bonus to escape checks.

Power (Daily ♦ Augmentable): Immediate Reaction.

Trigger: You are immobilized by an attack. Effect: You are no longer immobilized, and you shift 1 square.

Augment 1: The number of squares you shift equals half your speed.

Feedback Armor

Level 4+

Crackling psychic energy cascades around you, flaring outward when you make a mental assault on a foe.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Cloth, leather**Enhancement:** AC**Power (Daily ♦ Augmentable, Psychic):** Free Action.

Trigger: You use a psychic power. **Effect:** Each creature adjacent to you takes 1d6 psychic damage and is pushed 1 square.

Augment 2: The psychic damage increases to 2d6.**Augment 4:** The psychic damage increases to 3d6.**Flowform Armor**

Level 4+

This armor quickly adapts to changing environments, shielding you from adverse effects.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Cloth, leather**Enhancement:** AC**Power (Encounter ♦ Augmentable):** No Action. **Trigger:**

You're subjected to an effect that a save can end. **Effect:** You make a saving throw against the effect.

Augment 1: You gain a bonus to the saving throw equal to the armor's enhancement bonus.**Gleaming Armor**

Level 2+

When you're wounded, the energy infusing this crystalline armor flares, momentarily dazzling your enemies.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Chain, scale**Enhancement:** AC**Power (Encounter ♦ Augmentable):** Immediate Reaction.

Trigger: You take damage from an attack. **Effect:** You gain concealment until the end of your next turn.

Augment 1: You regain the use of this power.**Ironclad Armor**

Level 3+

When your enemy attacks, this armor forms hardened ridges and spikes that damage your foe.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Scale, plate**Enhancement:** AC**Power (Daily ♦ Augmentable):** Free Action. **Trigger:** An enemy misses you with a melee attack. **Effect:** The triggering enemy takes 1d6 damage per plus.**Augment 2:** The damage equals 1d10 per plus.**Joyous Armor**

Level 4+

Silver filigree on this armor shines when you heal yourself, renewing your allies' vigor.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Chain, scale**Enhancement:** AC**Power (Daily ♦ Augmentable):** Free Action. **Trigger:** You

spend a healing surge. **Effect:** Each ally adjacent to you gains temporary hit points equal to twice the armor's enhancement bonus.

Augment 1: The number of temporary hit points equals three times the armor's enhancement bonus.**Quicksilver Armor**

Level 5+

With chain links that have the consistency of cloth but the strength of steel, this silvery armor won't weigh you down.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Chain**Enhancement:** AC**Property:** While you have at least 1 power point, you gain a +1 item bonus to speed.**Power (Encounter):** Minor Action. You shift 1 square.**Temporal Armor**

Level 20+

This armor steals future moments to aid you in the present.

Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 25	+5	625,000 gp			

Armor: Cloth**Enhancement:** AC**Property:** You gain a +2 item bonus to initiative checks.**Power (Daily):** Minor Action. You can take an extra standard action during this turn. You can't use this power and spend an action point during the same encounter.**Thought-Eater Armor**

Level 3+

The gaze of your enemies slides off this nondescript armor, almost as if you weren't there.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Leather, hide**Enhancement:** AC**Property:** You gain a +2 item bonus to Stealth checks.**Power (Daily ♦ Augmentable, Illusion):** Minor Action.

Until the end of your next turn, you have concealment against enemies that are more than 2 squares away from you.

Augment 1: You have total concealment instead of concealment.

WEAPONS

For information on how magic weapons work and how to use them with your powers, see “Weapon,” page 219.

MAGIC WEAPONS

Lvl	Name	Price (gp)	Categories
2	Manifester weapon +1	520	Any
2	Psychokinetic weapon +1	520	Any melee
2	Weapon of shared wrath +1	520	Any melee
3	Anathema weapon +1	680	Any
3	Inertial weapon +1	680	Flail, hammer, mace
3	Ki weapon +1	680	Any
4	Dislocation weapon +1	840	Hvy blade, It blade
4	Retributive weapon +1	840	Bow, spear
4	Suppression weapon +1	840	Any ranged
4	Unraveling weapon +1	840	Bow, spear
5	Mindcrusher weapon +1	1,000	Hammer, mace
5	Thoughtspike weapon +1	1,000	Hvy blade, It blade, spear
7	Manifester weapon +2	2,600	Any
7	Psychokinetic weapon +2	2,600	Any melee
7	Weapon of shared wrath +2	2,600	Any melee
8	Anathema weapon +2	3,400	Any
8	Inertial weapon +2	3,400	Flail, hammer, mace
8	Ki weapon +2	3,400	Any
9	Dislocation weapon +2	4,200	Hvy blade, It blade
9	Retributive weapon +2	4,200	Bow, spear
9	Suppression weapon +2	4,200	Any ranged
9	Unraveling weapon +2	4,200	Bow, spear
10	Guarding weapon +2	5,000	Any melee
10	Mindcrusher weapon +2	5,000	Hammer, mace
10	Thoughtspike weapon +2	5,000	Hvy blade, It blade, spear
12	Manifester weapon +3	13,000	Any
12	Psychokinetic weapon +3	13,000	Any melee
12	Weapon of shared wrath +3	13,000	Any melee
13	Anathema weapon +3	17,000	Any
13	Inertial weapon +3	17,000	Flail, hammer, mace
13	Ki weapon +3	17,000	Any
14	Dislocation weapon +3	21,000	Hvy blade, It blade
14	Retributive weapon +3	21,000	Bow, spear
14	Suppression weapon +3	21,000	Any ranged
14	Unraveling weapon +3	21,000	Bow, spear
15	Guarding weapon +3	25,000	Any melee
15	Mindcrusher weapon +3	25,000	Hammer, mace
15	Thoughtspike weapon +3	25,000	Hvy blade, It blade, spear
17	Manifester weapon +4	65,000	Any
17	Psychokinetic weapon +4	65,000	Any melee

MAGIC WEAPONS CONT.

Lvl	Name	Price (gp)	Categories
17	Weapon of shared wrath +4	65,000	Any melee
18	Anathema weapon +4	85,000	Any
18	Inertial weapon +4	85,000	Flail, hammer, mace
18	Ki weapon +4	85,000	Any
19	Dislocation weapon +4	105,000	Hvy blade, It blade
19	Retributive weapon +4	105,000	Bow, spear
19	Suppression weapon +4	105,000	Any ranged
19	Unraveling weapon +4	105,000	Bow, spear
20	Guarding weapon +4	125,000	Any melee
20	Mindcrusher weapon +4	125,000	Hammer, mace
20	Thoughtspike weapon +4	125,000	Hvy blade, It blade, spear
22	Manifester weapon +5	325,000	Any
22	Psychokinetic weapon +5	325,000	Any melee
22	Weapon of shared wrath +5	325,000	Any melee
23	Anathema weapon +5	425,000	Any
23	Inertial weapon +5	425,000	Flail, hammer, mace
23	Ki weapon +5	425,000	Any
24	Dislocation weapon +5	525,000	Hvy blade, It blade
24	Retributive weapon +5	525,000	Bow, spear
24	Suppression weapon +5	525,000	Any ranged
24	Unraveling weapon +5	525,000	Bow, spear
25	Guarding weapon +5	625,000	Any melee
25	Mindcrusher weapon +5	625,000	Hammer, mace
25	Thoughtspike weapon +5	625,000	Hvy blade, It blade, spear
27	Manifester weapon +6	1,625,000	Any
27	Psychokinetic weapon +6	1,625,000	Any melee
27	Weapon of shared wrath +6	1,625,000	Any melee
28	Anathema weapon +6	2,125,000	Any
28	Inertial weapon +6	2,125,000	Flail, hammer, mace
28	Ki weapon +6	2,125,000	Any
29	Dislocation weapon +6	2,625,000	Hvy blade, It blade
29	Retributive weapon +6	2,625,000	Bow, spear
29	Suppression weapon +6	2,625,000	Any ranged
29	Unraveling weapon +6	2,625,000	Bow, spear
30	Guarding weapon +6	3,125,000	Any melee
30	Mindcrusher weapon +6	3,125,000	Hammer, mace
30	Thoughtspike weapon +6	3,125,000	Hvy blade, It blade, spear

Anathema Weapon

Level 3+

This weapon shines in the presence of an aberrant menace, dealing greater damage to such enemies.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus, or +1d8 damage per plus against aberrant creatures

Power (Daily ♦ Augmentable): Minor Action. Before the end of the encounter, your next attack with this weapon that hits an aberrant creature deals 1[W] extra damage to that creature.

Augment 2: The extra damage equals 2[W].

Dislocation Weapon

Level 4+

This weapon flickers as it strikes, transporting your enemy into a disadvantageous position among your allies.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Heavy blade, light blade**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus

Power (Daily ♦ Augmentable, Teleportation): Free Action. Trigger: You hit an enemy with an attack using this weapon. Effect: You teleport the enemy to a square adjacent to one of your allies.

Augment 2: The enemy grants combat advantage until the end of your next turn.

**Guarding Weapon**

Level 10+

This weapon, covered with imagery of shields, lets you make enemies pay dearly when they ignore you and attack your friends.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Weapon: Any melee**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus, or +1d12 damage per plus with opportunity attacks

Property: While adjacent to you, allies gain a +2 bonus to AC against opportunity attacks.

Power (Daily ♦ Augmentable): Free Action. Trigger: You hit an enemy with an opportunity attack using this weapon. Effect: The enemy is also dazed until the end of your next turn.

Augment 4: The enemy is stunned until the end of your next turn, instead of dazed.

Inertial Weapon

Level 3+

When you force your foe to move against its will, the solidified energy sheathing this weapon expends itself with an echoing snap, sending other enemies stumbling away.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Flail, hammer, mace**Enhancement:** Attack rolls and damage rolls**Critical:** +1d10 force damage per plus

Power (Daily ♦ Augmentable): Free Action. Trigger: You push or slide an enemy with an attack using this weapon. Effect: You push each enemy adjacent to you, other than the enemy you pushed or slid, 1 square.

Augment 2 (Force): Your attack deals 1d10 extra force damage.

Ki Weapon

Level 3+

This weapon seems to become one with your body, allowing you to deal more damage when you strike with multiple blows.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus

Property: Once per turn, when you use your Flurry of Blows power, it deals 2 extra damage to its targets.

Manifester Weapon

Level 2+

By focusing your mind on the psionic energy stored in this weapon, you can extract a measure of its power.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 psychic damage per plus

Power (Daily): Minor Action. You gain 1 power point until the end of your next turn. You can use this power point only to augment a psionic attack power.

Mindcrusher Weapon

Level 5+

This weapon channels psychic energy, empowering your mental attacks to continue resonating within your foe after you strike.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Weapon: Hammer, mace

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Property: You gain a +2 item bonus to damage rolls with psychic attacks using this weapon.

Power (Daily ♦ Psychic): Free Action. **Trigger:** You hit an enemy with a psychic attack using this weapon. **Effect:** The enemy takes ongoing 5 psychic damage (save ends). **Level 15 or 20:** Ongoing 10 psychic damage (save ends). **Level 25 or 30:** Ongoing 15 psychic damage (save ends).

Psychokinetic Weapon

Level 2+

A single thought sends this weapon leaping from your hand to strike a distant foe.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter ♦ Augmentable): Standard Action. Make a ranged basic attack using this weapon, even if it doesn't have the light thrown or the heavy thrown property. The weapon returns to your hand after the attack.

Augment 2: The attack deals 1[W] extra damage.

Retributive Weapon

Level 4+

Spirits of mighty warriors bound to this weapon become enraged when you're attacked, adding their strength to your attack to knock an enemy away.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Bow, spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Immediate Reaction. **Trigger:** An enemy hits you with a melee or a close attack. **Effect:** Make a ranged basic attack against the triggering enemy using this weapon. This attack doesn't provoke opportunity attacks. On a hit, you also push the target 2 squares.

Suppression Weapon

Level 4+

On your command, this weapon creates a shimmering field of energy around your foe that contains your enemies' attacks.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** You hit an enemy with a ranged attack using this weapon. **Effect:** Until the end of your next turn, enemies within 3 squares of the enemy you hit can't make ranged or area attacks against creatures more than 3 squares away from that enemy.

Thoughtspike Weapon

Level 5+

As you strike with this weapon, it fires spikes of mental energy into each foe that is focusing its attention on you.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Weapon: Heavy blade, light blade, spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Power (Daily ♦ Augmentable, Psychic): Free Action.

Trigger: You hit an enemy with an attack using this weapon. **Effect:** Each enemy marked by you takes psychic damage equal to the weapon's enhancement bonus.

Augment 2: The psychic damage equals 1d10 + the weapon's enhancement bonus.

Unraveling Weapon

Level 4+

Ancient oaths carved into this weapon flare with crimson light when you call on them, overcoming your enemy's protections.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Bow, spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Whenever you bloody an enemy with a seeker ranged attack using this weapon, you can shift 1 square.

Power (Daily): Free Action. **Trigger:** You hit an enemy with a seeker attack. **Effect:** The attack ignores the enemy's immunities and resistances.

Weapon of Shared Wrath

Level 2+

When you're injured, this weapon transfers your wrath to an ally, inspiring him or her to attack a foe.

Lvl 2	+1	840 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	4,200 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	21,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Immediate Reaction. **Trigger:** An enemy bloodies you. **Effect:** One ally within 5 squares of you can make a basic attack as a free action.



KI FOCUSES

A ki focus is an implement that certain classes use as a focus for their inner magical energy, known as their ki. A ki focus might take the form of a training manual, a scroll of ancient secrets, or a blunt training weapon. To use a ki focus, you must first attune yourself to it. Some characters study their ki focus to attune themselves to it. Others meditate with it or wield it as they practice their fighting techniques. Once you have attuned yourself to a ki focus, you must either wear or hold it to use it as an implement.

When you attune yourself to a ki focus, you draw on magic within it to shape your ki. This attunement is temporary, fading away if you attune yourself to a different ki focus or if you die. The ki focus that you're attuned to occupies your ki focus item slot.

To attune yourself to a ki focus, you must have the item on your person during a short or an extended rest. Whenever you take a rest, you can attune yourself to a ki focus in your possession, but you can be attuned to only one ki focus at a time. Also, only one creature at a time can be attuned to a particular ki focus. Once you attune yourself to a ki focus, no one else can attune to it until you are no longer attuned to it.

If you can use a ki focus as an implement, you follow the normal rules for implement use (see "Implement," page 219).

Being able to use a ki focus as an implement means you can also use it with your weapon attacks. You can add its enhancement bonus to the attack rolls and the damage rolls of weapon attacks you make using a weapon with which you have proficiency. However, you must choose to use the enhancement bonus, properties, and powers of the ki focus, rather than the weapon you're wielding, or vice versa. You can't use both when you use a power.

KI FOCUSES

Lvl	Name	Price (gp)
1	Magic ki focus +1	360
2	Cobra strike ki focus +1	520
2	Ghost strike ki focus +1	520
3	Blazing arc ki focus +1	680
3	Death strike ki focus +1	680
3	Impeding ki focus +1	680
3	Windsoul ki focus +1	680
4	Abduction ki focus +1	840
4	Elusive action ki focus +1	840
4	Mighty strike ki focus +1	840
4	Quick strike ki focus +1	840
5	Blurred strike ki focus +1	1,000
6	Magic ki focus +2	1,800
7	Cobra strike ki focus +2	2,600
7	Ghost strike ki focus +2	2,600
8	Blazing arc ki focus +2	3,400
8	Death strike ki focus +2	3,400
8	Impeding ki focus +2	3,400

KI FOCUSES CONT.

Lvl	Name	Price (gp)
8	Windsoul ki focus +2	3,400
9	Abduction ki focus +2	4,200
9	Elusive action ki focus +2	4,200
9	Mighty strike ki focus +2	4,200
9	Quick strike ki focus +2	4,200
10	Blurred strike ki focus +2	5,000
11	Magic ki focus +3	9,000
12	Cobra strike ki focus +3	13,000
12	Ghost strike ki focus +3	13,000
13	Blazing arc ki focus +3	17,000
13	Death strike ki focus +3	17,000
13	Impeding ki focus +3	17,000
13	Windsoul ki focus +3	17,000
14	Abduction ki focus +3	21,000
14	Elusive action ki focus +3	21,000
14	Mighty strike ki focus +3	21,000
14	Quick strike ki focus +3	21,000
15	Blurred strike ki focus +3	25,000
16	Magic ki focus +4	45,000
17	Cobra strike ki focus +4	65,000
17	Ghost strike ki focus +4	65,000
18	Blazing arc ki focus +4	85,000
18	Death strike ki focus +4	85,000
18	Impeding ki focus +4	85,000
18	Windsoul ki focus +4	85,000
19	Abduction ki focus +4	105,000
19	Elusive action ki focus +4	105,000
19	Mighty strike ki focus +4	105,000
19	Quick strike ki focus +4	105,000
20	Blurred strike ki focus +4	125,000
21	Magic ki focus +5	225,000
22	Cobra strike ki focus +5	325,000
22	Ghost strike ki focus +5	325,000
23	Blazing arc ki focus +5	425,000
23	Death strike ki focus +5	425,000
23	Impeding ki focus +5	425,000
23	Windsoul ki focus +5	425,000
24	Abduction ki focus +5	525,000
24	Elusive action ki focus +5	525,000
24	Mighty strike ki focus +5	525,000
24	Quick strike ki focus +5	525,000
25	Blurred strike ki focus +5	625,000
26	Magic ki focus +6	1,125,000
27	Cobra strike ki focus +6	1,625,000
27	Ghost strike ki focus +6	1,625,000
28	Blazing arc ki focus +6	2,125,000
28	Death strike ki focus +6	2,125,000
28	Impeding ki focus +6	2,125,000
28	Windsoul ki focus +6	2,125,000
29	Abduction ki focus +6	2,625,000
29	Elusive action ki focus +6	2,625,000
29	Mighty strike ki focus +6	2,625,000
29	Quick strike ki focus +6	2,625,000
30	Blurred strike ki focus +6	3,125,000

Abduction Ki Focus

Level 4+

This focus is a pair of adamantine chains that loop within each other. By untangling the loop, you focus your ki upon paths of space and time.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you hit an enemy with a melee basic attack using this ki focus, you can slide the target 1 square as a free action.

Power (Daily ♦ Teleportation): Free Action. **Trigger:** You hit an enemy with a melee attack using this ki focus.

Effect: You teleport 5 squares, and you teleport the enemy 5 squares to a square adjacent to you.

Blazing Arc Ki Focus

Level 3+

When you grasp this white rock and focus on its power by enduring the charring heat within it, you mold your ki into a thing of fire.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (At-Will ♦ Fire): Free Action. **Trigger:** You make a melee attack using this ki focus. **Effect:** The attack deals fire damage instead of any other damage type.



Blurred Strike Ki Focus

Level 5+

You can master the secret of speed by catching this small mechanical fly in your hands.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You can use your Flurry of Blows power an additional time during your turn, but the two uses of that power must be triggered by two different attacks that you make with this ki focus.

Power (Daily): Free Action. **Trigger:** You move at least half your speed during this turn. **Effect:** You gain a +2 bonus to all defenses until the end of your next turn.

Cobra Strike Ki Focus

Level 2+

This clay serpent drips with a strange venom. By pressing your finger into its fangs, you unlock the serpent's mysteries.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

Property: You gain a +2 item bonus to saving throws against poison.

Power (Daily ♦ Poison): Free Action. **Trigger:** You hit an enemy with a melee attack using this ki focus. **Effect:** The enemy also takes ongoing poison damage equal to 2 + your Strength or Wisdom modifier (save ends).

Level 12 or 17: Ongoing poison damage equal to 5 + your Strength or Wisdom modifier (save ends).

Level 22 or 27: Ongoing poison damage equal to 10 + your Strength or Wisdom modifier (save ends).

Death Strike Ki Focus

Level 3+

This small wooden box contains gray soil. As you work the soil into your hands, you focus your ki on matters of the grave.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 necrotic damage per plus

Power (At-Will ♦ Necrotic): Free Action. **Trigger:** You make a melee attack using this ki focus. **Effect:** The attack deals necrotic damage instead of any other damage type.

Elusive Action Ki Focus

Level 4+

As you practice with this blunt short sword, you mystically learn new defensive techniques.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus**Property:** You gain a +2 bonus to AC against opportunity attacks.

Power (Encounter): Free Action. **Trigger:** An enemy hits you with an opportunity attack. **Effect:** You use your Flurry of Blows power, even if you have already used it during this round.

Ghost Strike Ki Focus

Level 2+

This white orb seems little more than a worthless bauble, but when you focus on it, you see paths where the dead walk.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus

Property: Whenever you make a melee attack against an insubstantial creature granting combat advantage to you, the attack ignores the insubstantial quality.

Impeding Ki Focus

Level 3+

This jade figurine serves as a convenient target dummy, allowing you to focus your ki on making the most of a foe's vulnerabilities.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus

Property: You gain a +2 bonus to damage rolls using this ki focus with melee attacks against dazed or stunned enemies.

Level 13 or 18: +4 bonus to damage rolls.

Level 23 or 28: +6 bonus to damage rolls.

Power (Encounter): Free Action. **Trigger:** You use your Flurry of Blows power. **Effect:** During this turn, each bloodied enemy you damage with your Flurry of Blows power cannot regain hit points until the end of your next turn.

Magic Ki Focus

Level 1+

This ancient scroll looks as if it is about to crumble to dust, but the magic within its text keeps its form intact. By studying the writings, you focus your ki into a potent weapon.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus**Mighty Strike Ki Focus**

Level 4+

This leather bag contains a metal plate inscribed with runes. You focus your ki and strike at the plate, shattering it to pieces that turn to smoke. The plate then reappears in the bag.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus

Property: Your Flurry of Blows power deals 1 extra damage when it is triggered by an attack using this ki focus.

Power (Daily): Free Action. **Trigger:** You hit an enemy with a melee attack using this ki focus. **Effect:** Until the end of your next turn, you ignore the enemy's immunities and resistances.

Quick Strike Ki Focus

Level 4+

This long rope coils around your hands and feet, teaching you to strike with foot and hand as one.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus, and you shift 1 square per plus

Power (Daily): Free Action. **Trigger:** You damage an enemy with your Flurry of Blows power. **Effect:** You make a melee basic attack against that enemy.

Windsoul Ki Focus

Level 3+

This leather bag contains a dancing vortex of wind, which teaches you its secrets.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus, and you push the target 1 square per plus

Property: While flying, you gain a +1 bonus to damage rolls with melee attacks using this ki focus.

Power (Daily): Free Action. **Trigger:** You hit an enemy with a melee attack using this ki focus. **Effect:** You also push the enemy a number of squares equal to the ki focus's enhancement bonus.

Magic Ki Focus

Level 1+

This ancient scroll looks as if it is about to crumble to dust, but the magic within its text keeps its form intact. By studying the writings, you focus your ki into a potent weapon.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Ki Focus)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus

ORBS

Although orbs are a favored implement for users of arcane power, some psionic characters can also use these magical spheres. Many orbs are characterized by their ability to manipulate creatures.

If you can use an orb as an implement, you follow the normal rules for implement use (see “Implement,” page 219). Otherwise, you gain no benefit from an orb.

ORBS

Lvl	Name	Price (gp)
3	Orb of frustrated recovery +1	680
3	Orb of mental constitution +1	680
3	Orb of nimble thoughts +1	680
3	Orb of psychic conversion +1	680
4	Orb of psionic recovery +1	840
4	Orb of the canny liar +1	840
4	Orb of the deft negotiator +1	840
4	Orb of the furtive mind +1	840
4	Orb of the menacing impulse +1	840
4	Orb of the peerless artist +1	840
4	Orb of the sympathetic eye +1	840
4	Orb of unstoppable decline +1	840
5	Orb of life conversion +1	1,000
5	Orb of unfailing concentration +1	1,000
8	Orb of frustrated recovery +2	3,400
8	Orb of mental constitution +2	3,400
8	Orb of nimble thoughts +2	3,400
8	Orb of psychic conversion +2	3,400
9	Orb of psionic recovery +2	4,200
9	Orb of the canny liar +2	4,200
9	Orb of the deft negotiator +2	4,200
9	Orb of the furtive mind +2	4,200
9	Orb of the menacing impulse +2	4,200
9	Orb of the peerless artist +2	4,200
9	Orb of the sympathetic eye +2	4,200
9	Orb of unstoppable decline +2	4,200
10	Orb of life conversion +2	5,000
10	Orb of unfailing concentration +2	5,000
13	Orb of frustrated recovery +3	17,000
13	Orb of mental constitution +3	17,000
13	Orb of nimble thoughts +3	17,000
13	Orb of psychic conversion +3	17,000
14	Orb of psionic recovery +3	21,000
14	Orb of the canny liar +3	21,000
14	Orb of the deft negotiator +3	21,000
14	Orb of the furtive mind +3	21,000
14	Orb of the menacing impulse +3	21,000
14	Orb of the peerless artist +3	21,000
14	Orb of the sympathetic eye +3	21,000
14	Orb of unstoppable decline +3	21,000
15	Orb of life conversion +3	25,000
15	Orb of unfailing concentration +3	25,000
18	Orb of frustrated recovery +4	85,000
18	Orb of mental constitution +4	85,000
18	Orb of nimble thoughts +4	85,000
18	Orb of psychic conversion +4	85,000

ORBS CONT.

Lvl	Name	Price (gp)
19	Orb of psionic recovery +4	105,000
19	Orb of the canny liar +4	105,000
19	Orb of the deft negotiator +4	105,000
19	Orb of the furtive mind +4	105,000
19	Orb of the menacing impulse +4	105,000
19	Orb of the peerless artist +4	105,000
19	Orb of the sympathetic eye +4	105,000
19	Orb of unstoppable decline +4	105,000
20	Orb of life conversion +4	125,000
20	Orb of unfailing concentration +4	125,000
23	Orb of frustrated recovery +5	425,000
23	Orb of mental constitution +5	425,000
23	Orb of nimble thoughts +5	425,000
23	Orb of psychic conversion +5	425,000
24	Orb of psionic recovery +5	525,000
24	Orb of the canny liar +5	525,000
24	Orb of the deft negotiator +5	525,000
24	Orb of the furtive mind +5	525,000
24	Orb of the menacing impulse +5	525,000
24	Orb of the peerless artist +5	525,000
24	Orb of the sympathetic eye +5	525,000
24	Orb of unstoppable decline +5	525,000
25	Orb of life conversion +5	625,000
25	Orb of unfailing concentration +5	625,000
28	Orb of frustrated recovery +6	2,125,000
28	Orb of mental constitution +6	2,125,000
28	Orb of nimble thoughts +6	2,125,000
28	Orb of psychic conversion +6	2,125,000
29	Orb of psionic recovery +6	2,625,000
29	Orb of the canny liar +6	2,625,000
29	Orb of the deft negotiator +6	2,625,000
29	Orb of the furtive mind +6	2,625,000
29	Orb of the menacing impulse +6	2,625,000
29	Orb of the peerless artist +6	2,625,000
29	Orb of the sympathetic eye +6	2,625,000
29	Orb of unstoppable decline +6	2,625,000
30	Orb of life conversion +6	3,125,000
30	Orb of unfailing concentration +6	3,125,000

Orb of Frustrated Recovery

Level 3+

This scarlet sphere shines with an inner light when you use it to frustrate your enemy’s attempts to recover from your attack.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** An enemy within 5 squares of you saves against ongoing damage. **Effect:** The triggering enemy instead fails the saving throw.

**Orb of Life Conversion**

Level 5+

This black orb feeds on your life force instead of your psionic reserves to augment your powers.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 necrotic damage per plus

Power (Encounter): Free Action. **Trigger:** You use a psionic power through this orb. **Effect:** You lose a healing surge instead of spending power points to augment the power. The augmentation can cost no more than 2 power points.

Level 15 or 20: No more than 4 power points.

Level 25 or 30: No more than 6 power points.

Orb of Mental Constitution

Level 3+

This rough brown stone reinforces your hardness with your mental toughness.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You gain a +5 item bonus to Endurance checks.

Power (Encounter ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy attack targets your AC or Fortitude.

Effect: The attack instead targets your Will.

Augment 1: You gain a +4 bonus to Will until the end of your next turn.

Orb of Nimble Thoughts

Level 3+

This scarlet crystal lets you move across the battlefield at the speed of thought to avoid your foes' attacks.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You gain an item bonus to initiative checks equal to your Intelligence modifier.

Power (Encounter ♦ Augmentable): Move Action. You shift a number of squares equal to your Intelligence modifier.

Augment 1: You regain the use of this power.

Orb of Psionic Recovery

Level 4+

This pink sphere absorbs lingering psionic energy and harnesses it for your use.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. **Trigger:** An ally within 5 squares of you misses with an augmented psionic attack power. **Effect:** You regain 2 power points.

Level 14 or 19: Regain 4 power points.

Level 24 or 29: Regain 6 power points.

Orb of Psychic Conversion

Level 3+

This clear crystal orb imbues your attacks with psychic energy and channels the pain of psychic damage you take, sending it to your enemies.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Encounter ♦ Psychic): Free Action. **Trigger:** You make an attack using this orb. **Effect:** The attack deals psychic damage instead of any other damage type.

Power (Daily ♦ Psychic): Immediate Reaction. **Trigger:** You take psychic damage from an attack. **Effect:** Each enemy that is affected by one of your effects that a save can end takes 5 psychic damage.

Orb of the Canny Liar

Level 4+

This smoky gray orb enhances your ability to bluff, making your foe more vulnerable to sudden attacks.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You gain an item bonus to Bluff checks equal to the orb's enhancement bonus.

Power (Daily ♦ Augmentable): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** The enemy grants combat advantage until the end of your next turn.

Augment 2: The enemy is also dazed until the end of your next turn.

Orb of the Deft Negotiator

Level 4+

This pale white stone emits feelings of calm and goodwill, making your enemies willing to attack those you choose.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You gain an item bonus to Diplomacy checks equal to the orb's enhancement bonus.

Power (Daily ♦ Augmentable, Charm): Free Action.

Trigger: You hit an enemy with an attack using this orb.

Effect: The enemy makes a melee basic attack as a free action against a creature of your choice that is adjacent to it.

Augment 2: The enemy gains a power bonus to the attack roll equal to your Wisdom modifier.

Orb of the Furtive Mind

Level 4+

You can use this black crystal to conceal yourself after an attack.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You gain an item bonus to Stealth checks equal to the orb's enhancement bonus.

Power (Daily ♦ Augmentable, Illusion): Free Action.

Trigger: You hit an enemy with an attack using this orb.

Effect: You are invisible to the enemy until the end of your next turn.

Augment 1: You are invisible to all enemies until the end of your next turn.



Orb of the Menacing Impulse

Level 4+

This red stone transmits feelings of uneasiness to your enemy, forcing it to flee from you.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You gain an item bonus to Insight checks equal to the orb's enhancement bonus.

Power (Daily ♦ Fear): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** The enemy moves its speed away from you as a free action.

Orb of the Peerless Artist

Level 4+

This blue stone lets you shape psionic magic as you wish.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: You gain an item bonus to Insight checks equal to the orb's enhancement bonus.

Power (Encounter ♦ Augmentable): Free Action. **Trigger:** You make an area or a close attack with a psionic power using this orb. **Effect:** You can exclude a number of squares from the attack's blast or burst equal to your Wisdom modifier.

Augment 2 (Psychic): On a hit, a target takes 2 extra psychic damage for each square excluded.

Orb of the Sympathetic Eye

Level 4+

This crystal orb, which changes color to fit the moods of those around you, lets you transmit your enemy's pain to another foe.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 psychic damage per plus**Property:** You gain an item bonus to Insight checks equal to the orb's enhancement bonus.

Power (Daily ♦ Psychic): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** A creature that is both adjacent to that enemy and not included as a target of your attack takes psychic damage equal to the damage you dealt to the enemy.

Orb of Unfailing Concentration

Level 5+

This oval orb helps you maintain your concentration, absorbing any psionic energy that escapes when your focus is broken.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Orb)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus

Power (Encounter): Free Action. **Trigger:** You miss with an augmented attack power using this orb. **Effect:** You regain the power points you spent to augment the power.

Orb of Unstoppable Decline

Level 4+

You can use this purple crystal sphere to capture your foe's image and subject it to a psychic assault when it unsuccessfully tries to shrug off harmful effects.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 psychic damage per plus

Power (Daily ♦ Psychic): Free Action. **Trigger:** You hit an enemy with a psychic attack using this orb. **Effect:** Until the end of the encounter, whenever the enemy fails a saving throw, it takes psychic damage equal to the orb's enhancement bonus.

Augment 2: The psychic damage equals 1d10 + this orb's enhancement bonus.

STAFFS

A number of classes, including the psion, use staffs as implements. Often made of wood, staffs can also be crafted from metal and other materials. Many staffs are set with gems or crystals to focus magical energy from various sources.

If you can use a staff as an implement, you follow the normal rules for implement use (see "Implement," page 219).

You can use melee weapon powers through a staff. When you do so, the staff functions as a magic quarterstaff (see "Weapon," page 219).

STAFFS

Lvl	Name	Price (gp)
2	Aversion staff +1	520
2	Staff of insightful detection +1	520
2	Staff of the discerning watcher +1	520
2	Staff of tongues +1	520
2	Staff of unfailing talent +1	520
3	Staff of the evader +1	680
3	Staff of the impregnable mind +1	680
4	Staff of forceful rebuking +1	840
4	Staff of psychic knives +1	840
4	Staff of the adaptable mind +1	840
4	Staff of the temporal juggler +1	840
4	Staff of the third eye +1	840
5	Harvester's staff +1	1,000
5	Staff of psicraft +1	1,000
5	Staff of the renewing source +1	1,000
5	Staff of the traveler +1	1,000
7	Aversion staff +2	2,600
7	Staff of insightful detection +2	2,600
7	Staff of the discerning watcher +2	2,600
7	Staff of tongues +2	2,600
7	Staff of unfailing talent +2	2,600
8	Staff of the evader +2	3,400
8	Staff of the impregnable mind +2	3,400
9	Staff of forceful rebuking +2	4,200
9	Staff of psychic knives +2	4,200
9	Staff of the adaptable mind +2	4,200
9	Staff of the temporal juggler +2	4,200
9	Staff of the third eye +2	4,200
10	Harvester's staff +2	5,000
10	Staff of psicraft +2	5,000
10	Staff of the renewing source +2	5,000
10	Staff of the traveler +2	5,000
12	Aversion staff +3	13,000
12	Staff of insightful detection +3	13,000
12	Staff of the discerning watcher +3	13,000
12	Staff of tongues +3	13,000
12	Staff of unfailing talent +3	13,000
13	Staff of the evader +3	17,000
13	Staff of the impregnable mind +3	17,000
14	Staff of forceful rebuking +3	21,000
14	Staff of psychic knives +3	21,000
14	Staff of the adaptable mind +3	21,000

STAFFS CONT.

Lvl	Name	Price (gp)
14	Staff of the temporal juggler +3	21,000
14	Staff of the third eye +3	21,000
15	Harvester's staff +3	25,000
15	Staff of psicraft +3	25,000
15	Staff of the renewing source +3	25,000
15	Staff of the traveler +3	25,000
17	Aversion staff +4	65,000
17	Staff of insightful detection +4	65,000
17	Staff of the discerning watcher +4	65,000
17	Staff of tongues +4	65,000
17	Staff of unfailing talent +4	65,000
18	Staff of the evader +4	85,000
18	Staff of the impregnable mind +4	85,000
19	Staff of forceful rebuking +4	105,000
19	Staff of psychic knives +4	105,000
19	Staff of the adaptable mind +4	105,000
19	Staff of the temporal juggler +4	105,000
19	Staff of the third eye +4	105,000
20	Harvester's staff +4	125,000
20	Staff of psicraft +4	125,000
20	Staff of the renewing source +4	125,000
20	Staff of the traveler +4	125,000
22	Aversion staff +5	325,000
22	Staff of insightful detection +5	325,000
22	Staff of the discerning watcher +5	325,000
22	Staff of tongues +5	325,000
22	Staff of unfailing talent +5	325,000
23	Staff of the evader +5	425,000
23	Staff of the impregnable mind +5	425,000
24	Staff of forceful rebuking +5	525,000
24	Staff of psychic knives +5	525,000
24	Staff of the adaptable mind +5	525,000
24	Staff of the temporal juggler +5	525,000
24	Staff of the third eye +5	525,000
25	Harvester's staff +5	625,000
25	Staff of psicraft +5	625,000
25	Staff of the renewing source +5	625,000
25	Staff of the traveler +5	625,000
27	Aversion staff +6	1,625,000
27	Staff of insightful detection +6	1,625,000
27	Staff of the discerning watcher +6	1,625,000
27	Staff of tongues +6	1,625,000
27	Staff of unfailing talent +6	1,625,000
28	Staff of the evader +6	2,125,000
28	Staff of the impregnable mind +6	2,125,000
29	Staff of forceful rebuking +6	2,625,000
29	Staff of psychic knives +6	2,625,000
29	Staff of the adaptable mind +6	2,625,000
29	Staff of the temporal juggler +6	2,625,000
29	Staff of the third eye +6	2,625,000
30	Harvester's staff +6	3,125,000
30	Staff of psicraft +6	3,125,000
30	Staff of the renewing source +6	3,125,000
30	Staff of the traveler +6	3,125,000

Aversion Staff

Level 2+

While you wield this staff, any foe afflicted by your powers is reluctant to attack you.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You gain a +2 bonus to all defenses against attacks from enemies that are subject to effects caused by you.

Harvester's Staff

Level 5+

This bone staff converts the life energy of your comrades into psionic energy.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 necrotic damage per plus

Property: You gain a +3 item bonus to Intimidate checks.

Power (Daily): Standard Action. One ally adjacent to you loses a healing surge, and you regain 2 power points.

Level 15 or 20: Regain 4 power points.

Level 25 or 30: Regain 6 power points.

Staff of Forceful Rebuking

Level 4+

Your foes can't resist the power of this crystal-capped staff when you forcibly move them.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 force damage per plus

Property: When you pull or push a creature with a power using this staff, the forced movement increases by 1 square.

Power (Daily): Free Action. Trigger: You hit an enemy with a force attack using this staff. Effect: The enemy falls prone.

Staff of Insightful Detection

Level 2+

Armed with this delicate staff, you can intuit secrets and perceive those who wish to remain hidden.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to Insight checks.

Level 12 or 17: +2 item bonus.

Level 22 or 27: +3 item bonus.

Power (Encounter): Minor Action. Until the end of your next turn, enemies don't benefit from concealment or total concealment against your attacks.

Sustain Minor: The effect persists if you spend 1 power point.

Staff of Psicraft

Level 5+

This crystal staff shapes psionic energy and reveals arcane secrets. By channeling energy into the staff, you can recover your own expended psionic energy.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus**Property:** You gain a +1 item bonus to Arcana checks.

Level 15 or 20: +2 item bonus.

Level 25 or 30: +3 item bonus.

Power (Daily ♦ Augmentable): Free Action. **Trigger:** You make a psionic area or close attack using this staff. **Effect:** The size of the attack's blast or burst increases by 1.

Augment 2: You regain the use of this power.**Staff of Psychic Knives**

Level 4+

This light metal staff lets you form a mental link to your foe. Through this connection, you can disorient the foe by sending jolts of pain into its mind.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 psychic damage per plus**Property:** You gain a +1 item bonus to Intimidate checks.

Level 14 or 19: +2 item bonus.

Level 24 or 29: +3 item bonus.

Power (Daily ♦ Fear): Free Action. **Trigger:** You hit an enemy with a psionic attack using this staff. **Effect:** You slide the enemy 1 square. Until the end of your next turn, whenever the enemy takes damage from an attack, you can slide it 1 square as a free action.

Staff of the Adaptable Mind

Level 4+

This staff lets your body move at the instant you perceive a threat, allowing you and your friends to avoid harm.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus**Property:** You gain a +1 item bonus to Perception checks.

Level 14 or 19: +2 item bonus.

Level 24 or 29: +3 item bonus.

Power (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy hits you. **Effect:** You gain resistance to all damage equal to 5 + the staff's enhancement bonus until the start of your next turn.

Augment 1: Each ally adjacent to you also gains the resistance until the start of your next turn.

**Staff of the Discerning Watcher**

Level 2+

This crystalline staff focuses your senses to help you perceive your surroundings better.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus

Power (Daily): Free Action. **Trigger:** You roll initiative. **Effect:** You and each ally within 5 squares of you can take 10 on the initiative check.

Staff of the Evader

Level 3+

This green wooden staff ensures that you can slip out of harm's way when you're held in place.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus

Property: You gain a +2 item bonus to saving throws against being immobilized or slowed.

Power (Daily ♦ Teleportation): Immediate Reaction.

Trigger: You are immobilized by an attack. **Effect:** The effect that immobilized you ends, and you teleport 5 squares.



Staff of the Impregnable Mind

Level 3+

This adamantine staff protects you from mental attacks. By channeling power into it, you can increase the protection it offers to include all attacks.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Property: You gain resist 5 psychic.

Level 13 or 18: Resist 10 psychic.

Level 23 or 28: Resist 15 psychic.

Power (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy targets you with an attack against Will.

Effect: Until the start of your next turn, you gain a bonus to Will equal to the staff's enhancement bonus.

Augment 1: You instead gain the bonus to all defenses.

Staff of the Renewing Source

Level 5+

This staff draws on residual psionic energy, allowing you to expend less energy when you strike a foe.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Trigger: You hit an enemy with an augmented psionic attack power. **Effect:** You regain 2 power points.

Level 15 to 20: Regain 4 power points.

Level 25 to 30: Regain 6 power points.

Staff of the Temporal Juggler

Level 4+

This multicolored staff allows you to steal bits of time from your enemies to accomplish more than you normally could.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to History checks.

Level 14 or 19: +2 item bonus.

Level 24 or 29: +3 item bonus.

Power (Daily): Free Action. Trigger: You daze or stun an enemy with a psionic attack using this staff. **Effect:** You can take an additional move action or minor action during this turn.

Staff of the Third Eye

Level 4+

This staff has a capstone carved to resemble a closed eye. The eye opens when you channel a power through an ally's location.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): Free Action. Trigger: You make a ranged attack using this staff. **Effect:** Choose an ally within 5 squares of you. You use a square in that ally's space as the attack's origin square.

Staff of the Traveler

Level 5+

This ruddy staff looks as if it has seen many lands and many times, and it offers you the same opportunities for travel.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: You teleport the target 2 squares per plus

Property: Whenever you shift, you can instead teleport the number of squares you would have shifted.

Power (Encounter ♦ Teleportation): Free Action. Trigger: You teleport using a psionic teleportation power. **Effect:** You teleport the same number of squares that you teleported using the triggering power.

Staff of Tongues

Level 2+

Language is no barrier while you wield this staff.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: You gain a +1 item bonus to Diplomacy checks.

Level 12 or 17: +2 item bonus.

Level 22 or 27: +3 item bonus.

Property: You can speak, read, and write Supernal.

Staff of Unfailing Talent

Level 2+

This staff is charged with psychic energy as long it remains in contact with you while you have a reserve of psionic energy.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Staff)**Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 psychic damage per plus, or +1d10 psychic damage per plus if you have at least 1 power point**RINGS**

These rings are best used by characters who have access to the Psionic Augmentation class feature.

RINGS

Lvl	Name	Price (gp)
12	Psychic's ring	13,000
14	Ring of mental power	21,000

Psychic's Ring

Level 12

This crystalline ring glitters with psionic energy, allowing you to communicate telepathically.

Item Slot: Ring 13,000 gp**Power (Encounter):** Free Action. You use the psion's send thoughts power (page 82).

If you have reached at least one milestone today, the messages that you and the target exchange can be up to 50 words long.

Ring of Mental Power

Level 14

This brushed silver band pulses with a catalyst for psionic minds, allowing you to expend energy when your reserves are gone.

Item Slot: Ring 21,000 gp**Power (Encounter):** Free Action. **Trigger:** You have no power points remaining. **Effect:** You regain 1 power point.**Power (Daily):** Free Action. **Trigger:** You miss with an augmented psionic attack power. **Effect:** You regain the power points you spent to augment the power.

If you have reached at least one milestone today, you can instead reroll the attack roll and use either result.

CONSUMABLES

In addition to the consumable items presented in the Player's Handbook, many psionic adventurers utilize unusual consumable items to help focus their minds and bolster their powers. The items are considered other consumables for the purpose of categorization.

CONSUMABLES

Lvl	Name	Price (gp)
3	Talent shard	30
4	Cognizance crystal	40
8	Talent shard	125
13	Talent shard	650
14	Cognizance crystal	800
18	Talent shard	3,400
23	Talent shard	17,000
24	Cognizance crystal	21,000
28	Talent shard	85,000

Cognizance Crystal

Level 4+

This multicolored crystal captures unspent psionic power. It crumbles to dust after releasing that energy.

Lvl 4 40 gp Lvl 24 21,000 gp
 Lvl 14 800 gp

Other Consumable

Power (Consumable): Free Action. **Trigger:** You miss all targets with an augmented psionic attack power. **Effect:** You regain 1 power point.

Level 14: Regain 2 power points.

Level 24: Regain 4 power points.

Talent Shard

Level 3+

This crystal shard contains the essence of a specific talent.

When you extract it, you gain insight into that talent for a short time.

Lvl 3	30 gp	Lvl 18	3,400 gp
Lvl 8	125 gp	Lvl 23	17,000 gp
Lvl 13	650 gp	Lvl 28	85,000 gp

Other Consumable

Power (Consumable): Minor Action. Choose one skill. You gain a +1 bonus to checks with that skill until the end of the encounter.

Level 8: +2 bonus.

Level 13: +3 bonus.

Level 18: +4 bonus.

Level 23: +5 bonus.

Level 28: +6 bonus.

APPENDIX: READING A POWER

The *Player's Handbook* introduces how to read a power, starting on page 54 of that book. This appendix summarizes that information and defines keywords introduced in this book.

THE POWER FORMAT

Player character powers are formatted to be easily referenced during play.

Sequence: The order of information in a power description is a general guide to the sequence in which the power's effects occur. For example, an "Effect" entry might appear above attack information in a power description to indicate that something happens before you make the attack.

Indentation: When information is indented in a power description, that means the information is contingent on the information directly above it. For example, a "Secondary Attack" entry indented right below a "Hit" entry is a reminder that you can make the secondary attack only if you hit with the primary attack.

ENTRIES IN A POWER

A power description contains various entries, some of which appear in every power description, whereas other entries appear only when needed by a particular power. Here are explanations of the various entries, presented in their typical order.

Power Name and Level: The name of a power and the power's level appear in a colored bar on the first line of the power's description. The color of the bar indicates how often you can use the power; green means the power is an at-will power, red means it's an encounter power, and black means it's a daily power.

Flavor Text: The next entry, in italic text, briefly explains what the power does, from the perspective of your character in the world. The rest of the power description is rules text, but this flavor material is intended to help you narrate what your character is doing.

Usage: The first word on the next line tells you how often you can use the power, that is, whether it is an at-will, an encounter, or a daily power.

Keywords: The power's keywords appear next. The keywords tell you the power source, any damage types associated with the power, accessories you can use with it, and other associated effects. If "Varies" appears among the keywords, that means the power has variable damage types, which you or circumstances determine. See "Keywords" below for keyword definitions.

Action Type: The next line begins with the type of action required to use the power: standard, move, minor, free, immediate reaction, immediate interrupt, or opportunity. Some powers require no action to use. See page 267 of the *Player's Handbook* for more information about action types.

Attack Type and Range: The power's attack type and range appear on the same line as its action type. The attack types are melee, ranged, area, and close. Each attack type has rules for range and targeting, detailed on pages 270–273 of the *Player's Handbook*.

Trigger: Powers that are immediate actions (interrupts or reactions) or opportunity actions have a trigger, which defines when you're allowed to use the power. Some powers that are free actions, or that require no action to use, have a trigger as well.

Prerequisite or Requirement: Some powers are usable only if you meet a precondition. You must meet a prerequisite to select a power. You must meet a requirement to use a power.

Target: If a power directly affects one or more creatures or objects, it has a "Target" entry, specifying whom or what the power affects.

Attack: A power's attack entry specifies the ability score you use to make the attack, any special modifiers that apply to the attack roll, and which of the target's defenses you check against.

Hit: This entry describes what happens to each target that you hit with the power's attack.

Miss: This entry describes what happens to each target that you miss with the power's attack. In contrast to the *Player's Handbook*, the "Miss" entries in this book specify only what happens when you miss, not what doesn't happen.

"Half damage" in this entry refers to rolled damage. Roll the damage specified in the "Hit" entry and deal half of that damage to each target you miss. "Half damage" does not apply to ongoing damage or any other damaging effects in the "Hit" entry.

Effect: Anything that appears in an "Effect" entry occurs when you use the power, whether or not you hit with it.

Secondary Target and Secondary Attack: Some powers allow you to make secondary (or even tertiary) attacks. A "Hit," a "Miss," or an "Effect" entry tells you when to make a secondary attack. Unless otherwise noted, the attack type and the range of a secondary attack are the same as the power's, and the secondary attack doesn't require a separate action.

Some powers give you the ability to make a secondary attack at a point later in an encounter. These powers include information about the secondary attack's action type, attack type, range, and effect.

Sustain: If a power has a “Sustain” entry, you can keep that power active by taking a specified action during your turn. See “Durations,” page 278 of the *Player’s Handbook*, for more about sustaining a power.

Class Feature Names: When a class feature name appears as a header in a power description, the associated entry describes an additional or a replacement effect that applies if you have that class feature.

Aftereffect: An aftereffect automatically occurs after another effect ends. An “Aftereffect” entry is beneath the effect it applies to, which is typically in a “Hit” or an “Effect” entry.

A target is sometimes subjected to an aftereffect after a save. If that save occurs when the target is making multiple saving throws, the aftereffect takes effect after the target has made all of them.

Failed Saving Throw: Sometimes an effect changes as a target fails saving throws against it. The new effect, specified in a “Failed Saving Throw” entry, takes effect after the target fails a saving throw against the previous effect at the end of the target’s turn. The effect doesn’t change if the creature fails a saving throw against it at a time other than the end of its turn.

Level: This entry tells you if some part of the power—often its damage—increases when you reach a specific level.

Special: Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a “Special” entry.

KEYWORDS

This book uses keywords from the standard four categories: power source, damage type, effect type, and accessory.

POWER SOURCE

The source of a power is identified by its power source keyword: arcane, divine, martial, primal, psionic, or shadow. If a power has more than one power source keyword, the power counts as belonging to each of those power sources.

DAMAGE TYPE

Many attacks deal a specific type of damage: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each of these damage types has a keyword associated with it. If a power has such a keyword, the power deals that type of damage (the exception is poison, the keyword for which refers to damage, a nondamaging effect, or both).

Changing Damage Types: If the damage types in a power change, the power both loses the keywords for any damage types that are removed and gains the keywords for any damage types that are added (the poison keyword is removed from a power only if that power neither deals poison damage nor has any nondamaging effects).



For example, if a sorcerer casts *dragonfrost* through a flaming dagger and uses the dagger's ability to change the damage to fire, *dragonfrost* gains the fire keyword and loses the cold keyword for that use, since the power is dealing fire damage instead of cold damage. That use of the power can therefore benefit from effects, like feats, that affect fire powers, but not from effects that affect cold powers.

EFFECT TYPE

Effect type keywords signify the presence of particular effects in powers, and many of these keywords have special rules that govern how their powers are used. Whether or not an effect type keyword has special rules, other effects in the game refer to that keyword. For example, the charm keyword has no special rules, but some creatures gain a bonus to saving throws against charm powers.

Three effect type keywords are introduced in this book: augmentable, full discipline, and runic. This section contains the definitions of all the effect type keywords used in this book.

AUGMENTABLE

A power that has the augmentable keyword has optional augmentations, which you can use at the cost of power points. Characters gain power points from sources such as Psionic Augmentation, a class feature of ardent, battleminds, and psions.

AUGMENTABLE

You use these rules when you use an augmentable power.

- ◆ **Decide First:** You must decide whether and how to augment an augmentable power when you choose to use the power, before you make any attack rolls or apply any of the power's effects.
- ◆ **Power Point Cost:** An augmentation specifies its cost in power points. For example, "Augment 1" means you must spend 1 power point to use an augmentation. You must spend the required power points when you decide to use the augmentation.
- ◆ **One at a Time:** You can use only one augmentation on a power at a time, so you can't, for example, spend 3 power points to use both a 1-point and a 2-point augmentation on a single power.
- ◆ **Replace Base Effects:** When you augment a power, changes to the power are noted in the augmentation. If an augmentation includes a specific power entry, such as "Hit" or "Effect," that entry replaces the entry in the base power that has the same name. An augmented version of a power is otherwise identical to the base power.

◆ **Unaugmented:** When you use an augmentable power without augmenting it, the power is referred to as unaugmented for that use (some effects apply only when a power is unaugmented). A power that doesn't have the augmentable keyword is never considered unaugmented.

◆ **At-Will Attack Powers:** When a power or some other effect lets you use an at-will attack power, you can choose to use one of your augmentable at-will attack powers, but you must use it unaugmented.

When a racial trait grants you an at-will attack power of your choice and you choose an augmentable at-will attack power, the power loses both the augmentable keyword and its augmentations.

CHARM

A charm power controls a creature's actions in some way. This control is often represented by the creature being forced to attack its ally or being subjected to the dominated condition.

CONJURATION

A conjuration power creates a conjuration, which is a thing of magical energy that resembles a creature or an object. Even if a conjuration looks like a creature or displays some degree of sentience, it is not considered a creature.

CONJURATION

A conjuration you create uses these rules, unless a power description says otherwise.

- ◆ **Occupies No Squares:** The conjuration occupies no squares.
- ◆ **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- ◆ **Your Defenses:** Normally, a conjuration cannot be attacked or physically affected. If your conjuration can be attacked or physically affected, it uses your defenses. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing damage) affects the conjuration.
- ◆ **Attacking with a Conjuration:** Normally, a conjuration cannot attack. If your conjuration can attack, you make the attack. You determine line of sight normally, but you determine line of effect from the conjuration, as if you were in its space.

- ◆ **Movable Conjurations:** If the power you use to create a conjuration allows you to move it, it's a movable conjuration. At the end of your turn, the movable conjuration ends if you are not within range of at least 1 square it's in (using the power's range) or if you don't have line of effect to at least 1 square it's in.

When you move a conjuration, you can't move it through blocking terrain.

- ◆ **Death Ends:** If you die, the conjuration ends immediately.

FEAR

A fear power inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls, or granting combat advantage.

FULL DISCIPLINE

A full discipline power contains what are effectively two mini-powers, an attack technique and a movement technique.

FULL DISCIPLINE

You use these rules when you use a full discipline power.

- ◆ **One per Round:** You can use only one full discipline power per round, unless you spend an action point. If you spend an action point to take an extra action, you can switch to a different full discipline power.
- ◆ **Separate Actions:** Each of the techniques in a full discipline power requires a separate action to use. The action types are specified in the power. You can use the techniques in whatever order you like during a round, and you can use one of the techniques and not the other during a particular round.

The number of times you can use a technique during a round is determined by the power's type—at-will or encounter—and by the actions you have available in that round. For example, you can use the techniques of an at-will full discipline power as many times during a round as you like, provided you have enough of the required actions. If you use an encounter full discipline power, you can use both techniques, but can use each technique only once during that round.

HEALING

A healing power restores hit points, usually either by restoring hit points immediately or by granting regeneration.

ILLUSION

An illusion power deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion power deals damage, the damage itself is not an illusion.

POISON

A poison power delivers a nondamaging poisonous effect, deals poison damage (see “Damage Type” above), or both.

POLYMORPH

Polymorph powers change a creature's physical form in some way.

POLYMORPH

You use these rules when you're affected by a polymorph power.

- ◆ **One Polymorph at a Time:** If you are affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on you and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to you. For example, if you are a druid under the effect of *wild shape* and a monster uses a polymorph power on you, the effect of your *wild shape* is suppressed until the monster's polymorph effect ends on you.
- ◆ **Changing Size:** If a polymorph power reduces your space, you do not provoke opportunity attacks for leaving squares as you shrink.
If a polymorph effect would make you too large to fit in the available space, the effect fails against you, but you are stunned (save ends). For example, if you are crawling through a narrow tunnel and a polymorph effect tries to turn you into a creature that is too large for the tunnel, the effect fails, but you are stunned until you save.
- ◆ **Death Ends:** If you die, polymorph effects end on you immediately.

RELIABLE

If you miss every target with a reliable power, you don't expend the use of that power.

RUNIC

A runic power channels the magic of runes that are specified in the power.

RUNIC

You use these rules when you use a runic power.

- ◆ **Choose First:** When you are going to use a runic power, you first choose one of the runes in the power and then use the power, applying the chosen rune's effects.
- ◆ **Rune State:** You are then in the rune state associated with the chosen rune until you enter a new rune state or until the end of the encounter. Certain effects rely on you being in a particular rune state.

SLEEP

Sleep powers knock creatures unconscious. Unless a power says otherwise, this unconsciousness is not normal sleep, so a creature that is subjected to it cannot be simply awakened; the power specifies how the unconsciousness ends.

STANCE

When you use a stance power, you assume a stance that lasts until you assume another stance or until the end of the encounter. You can assume no more than one stance per turn.

SUMMONING

Powers that have the summoning keyword bring creatures magically from elsewhere, often from other planes, to serve you.

SUMMONED CREATURE

A creature you summon uses these rules, unless a power description says otherwise.

- ◆ **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- ◆ **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties.
- ◆ **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.
- ◆ **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature, rather than you, then gains the benefit of the healing surge.
- ◆ **Speed:** The summoning power determines the summoned creature's speed.
- ◆ **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.

As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.

- ◆ **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- ◆ **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.

TELEPORTATION

A teleportation power transports creatures or objects instantaneously from one location to another.

TELEPORTATION

You use these rules when you use a teleportation power on a target, which might be yourself, another creature, or an object.

- ◆ **Instantaneous:** Teleportation is instantaneous. The target disappears and immediately appears in the destination space you choose. The movement is unhindered by intervening creatures, objects, or terrain.
- ◆ **Destination Space:** The destination of the teleportation must be an unoccupied space that the target can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.
- ◆ **Line of Sight:** You must have line of sight to the destination space.
- ◆ **No Line of Effect:** Neither you nor the target needs line of effect to the destination space.
- ◆ **No Opportunity Actions:** The target doesn't provoke opportunity actions for leaving its starting position.
- ◆ **Immobilized or Restrained:** Being immobilized or restrained doesn't prevent a target from teleporting. If a target teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the target is no longer immobilized or restrained. Otherwise, the target teleports but is still immobilized or restrained when it reaches the destination space.

ZONE

Powers that have the zone keyword create zones, magical areas that last for a round or more.

ZONE

A zone you create uses these rules, unless a power description says otherwise.

- ◆ **Fills an Area of Effect:** The zone is created within an area of effect and fills each square in the area that is within line of effect of the origin square.
- ◆ **Unaffected by Attacks and the Environment:** The zone cannot be attacked or physically affected, and terrain and environmental phenomena have no effect on it. For example, a zone that deals fire damage is unaffected by cold damage.
- ◆ **Movable Zones:** If the power you use to create a zone allows you to move it, it's a movable zone. At the end of your turn, the movable zone ends if you are not within range of at least 1 square of it (using the power's range) or if you don't have line of effect to at least 1 square of it.
- When you move a zone, you can't move it through blocking terrain.
- ◆ **Overlapping Zones:** If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping zones is subjected to the worst penalty. Similarly, a creature in the overlapping area takes damage only from the zone that deals the most damage, regardless of damage type.
- ◆ **Death Ends:** If you die, the zone ends immediately.

ACCESSORY

The two accessory keywords—implement and weapon—indicate whether a power can be used with an implement or a weapon.

IMPLEMENT

Implements are items wielded by certain characters to channel their powers. Your class description or a feat tells you which implements you can wield, if any.

The implement keyword identifies a power that can be used through an implement, and the implement must be a type wielded by the power's class or paragon path. For example, to use an implement with a wizard power, the implement must be a type used by wizards, such as an orb or a wand, and you must be able to wield it. If a power, like one from a racial paragon path, has this keyword but isn't associated with a class or a class paragon path, you can use any implement with that power, as long as you're able to wield the implement.

Magic Implements: To use a magic implement—including its properties and powers—you must be able to wield that kind of implement. If you can

wield a magic implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through it. See “Magic Items,” starting on page 223 of the *Player’s Handbook*, for more about magic implements.

Using a Weapon as an Implement: If you’re able to use a weapon as an implement, the weapon works like a normal implement for you, but you use neither the weapon’s proficiency bonus nor its non-magical weapon properties with your implement powers.

When you use a magic version of the weapon as an implement, you can use the magic weapon’s enhancement bonus, critical hit effects, properties, and powers. However, some magic weapons have properties and powers that are worded in such a way that they work only with weapon attacks. Also, a weapon’s range and damage die are usually irrelevant to implement powers, since such powers have their own ranges and damage expressions.

WEAPON

The weapon keyword identifies a power that is used with a weapon, including an improvised weapon such as an unarmed strike (see “Weapons,” *Player’s Handbook*, page 215). The range and the damage of a weapon power is usually determined by the weapon you use with it. A [W] in a power’s damage expression stands for your weapon’s damage dice (see “Damage,” *Player’s Handbook*, page 276).

If you use a weapon power with a weapon with which you have proficiency, you add the weapon’s proficiency bonus to the attack rolls of that power. Your class and feats determine your weapon proficiencies.

Magic Weapons: If you use a weapon power with a magic weapon, you can add the magic weapon’s enhancement bonus to the power’s attack rolls and damage rolls. See “Magic Items,” starting on page 223 of the *Player’s Handbook*, for more about magic weapons.

Using an Implement as a Weapon: Most implements cannot be used as weapons. However, a few implements, like staffs, are expressly usable as both implements and weapons. When you wield such an implement as a weapon, you follow the normal rules for using a weapon.

When you use a magic version of the implement as a weapon, you can use the magic implement’s enhancement bonus and critical hit effects. To use its properties and powers, you must be able to wield it as an implement (see “Implement” above). Also, some magic implements have properties and powers that are worded in such a way that they work only with implement attacks.

GLOSSARY

This glossary defines some of the game terms used in this book, as well as terms related to them. The material here assumes you're familiar with the skill and combat chapters in the *Player's Handbook*. The glossary supersedes previous sources and incorporates clarifications and new rules.

aberrant [origin]: Aberrant creatures are native to or shaped by the Far Realm.

acid [keyword]: A damage type (page 215).

altitude limit: If you have a specified altitude limit while flying, you crash at the end of your turn if you are flying higher than that limit. See also **fly speed**.

augmentable [keyword]: An effect type. See also page 216.

blinded [condition]: While you are blinded, you can't see, which means your targets have total concealment against you, and you take a -10 penalty to Perception checks. You also grant combat advantage and can't flank.

blindsight: If you have blindsight, you can clearly see creatures or objects within a specified range and within line of effect, even if they are invisible or obscured. You otherwise rely on your normal vision.

blocking terrain: A type of terrain that blocks squares, often by filling them. Examples: Walls, doors, and large pillars. Blocking terrain provides cover, interferes with movement around it, and blocks line of effect. It also blocks line of sight, unless it's transparent. See also "Terrain and Obstacles," *Player's Handbook*, page 283.

bonus: See "Bonuses and Penalties," *Player's Handbook*, page 275, and **untypes bonus**.

charm [keyword]: An effect type. See also page 216.

cold [keyword]: A damage type (page 215).

conjunction [keyword]: An effect type. See also page 216.

darkvision: If you have darkvision, you can see in dim light and darkness without penalty. This means you ignore the -2 penalty to attack rolls when you attack a target that has concealment as a result of dim light and the -5 penalty to attack rolls when you attack a target that has total concealment as a result of darkness.

dazed [condition]: While you are dazed, you can take either a standard, a move, or a minor action on your turn. You can still take free actions, but you can't take immediate or opportunity actions. You also grant combat advantage and can't flank.

deafened [condition]: While you are deafened, you can't hear, and you take a -10 penalty to Perception checks.

dominated [condition]: While you are dominated, you can't take actions. Instead, the dominating creature chooses a single action for you to take on your turn: a standard, a move, or a minor action. The only powers it can make you use are at-will powers. You also grant combat advantage and can't flank.

dying [condition]: Dropping to 0 hit points or fewer causes you to have this condition, which ends if you regain hit points. While you are dying, you are unconscious and must make death saving throws. See also "Death and Dying," *Player's Handbook*, page 295. See also **unconscious**.

elemental [origin]: Elemental creatures are native to the Elemental Chaos.

extra damage: Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage. This means an attack that deals no damage, such as the wizard power *sleep*, can't deal extra damage.

fear [keyword]: An effect type. See also page 217.

fey [origin]: Fey creatures are native to the Feywild.

fire [keyword]: A damage type (page 215).

fly speed: If you have a fly speed, you can fly a number of squares up to that speed as a move action. To remain in the air, you must move at least 2 squares during your turn, or you crash at the end of your turn. While flying, you can't shift or make opportunity attacks, and you crash if you are knocked prone. See also "Flying," *Dungeon Master's Guide*, page 47.

force [keyword]: A damage type (page 215).

full discipline [keyword]: An effect type. See also page 217.

grab: See "Escape" and "Grab," *Player's Handbook*, pages 288 and 290.

half damage: When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half.

healing [keyword]: An effect type. See also page 217.

heavily obscured: A measure of visibility and a type of obscured terrain. You have total concealment when you are in a heavily obscured square, although you have only concealment against an enemy adjacent to you. Examples: Heavy fog, smoke, or foliage. Contrast with **lightly obscured** and **totally obscured**.

helpless [condition]: While you are helpless, you grant combat advantage and can be the target of a coup de grace (*Player's Handbook*, page 288).

hidden: When you are hidden from an enemy, you are silent and invisible to that enemy. You normally use the Stealth skill to become hidden. See also **invisible**.

hindering terrain: A type of terrain that hinders creatures, usually by damaging them. Examples: Pits, lava, and deep water. You can make a saving throw when you are pulled, pushed, slid, or teleported into hindering terrain. See also “Teleportation,” page 218, and “Falling,” *Player’s Handbook*, page 284.

hover: If you can hover, you can remain in the air without moving during your turn. You can also shift and make opportunity attacks while flying. See also **fly speed**.

illusion [keyword]: An effect type. See also page 217.

immobilized [condition]: When you are immobilized, you can’t move, unless you teleport or are pulled, pushed, or slid.

immortal [origin]: Immortal creatures are native to the Astral Sea. Unless they are killed, they live forever.

immune: If you are immune to a damage type (such as cold or fire), you don’t take that type of damage. If you are immune to a condition or another effect (such as the dazed condition or

forced movement), you are unaffected by it. If you are immune to charm, fear, illusion, poison, or sleep, you are unaffected by the nondamaging effects of a power that has that keyword.

Immunity to one part of a power does not make you immune to other parts of the power. For example, if you are immune to thunder, a power can deal no thunder damage to you, but the power could push you.

implement [keyword]: An accessory type. See also page 219.

insubstantial: When you are insubstantial, you take half damage from any damage source, including ongoing damage. See also **half damage**.

invisible: If you are invisible, you have several advantages against creatures that can’t see you: You have total concealment against them, you don’t provoke opportunity attacks from them, and they grant combat advantage to you.

knowledge check: A skill check used to remember a useful bit of information in a particular field of knowledge. Arcana, Dungeoneering, History, Nature, and Religion are the skills most commonly used to make knowledge checks. See also “Knowledge Checks,” *Player’s Handbook*, page 179.

lightly obscured: A measure of visibility and a type of obscured terrain. You have concealment when you are in a lightly obscured square. Examples: Dim light, foliage, fog, smoke, and heavy rain or falling snow. Contrast with **heavily obscured** and **totally obscured**.



lightning [keyword]: A damage type (page 215).

low-light vision: If you have low-light vision, you can see in dim light without penalty. This means you ignore the -2 penalty to attack rolls when you attack a target that has concealment as a result of dim light.

marked [condition]: When you mark a creature, that creature takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes an old one.

move: Whenever a creature, an object, or an effect leaves a square to enter another, it is moving, whether that move is done willingly or is forced. This means shifting, teleporting, and being pushed are all moves, for example.

If a power notes a distance that you or an ally moves willingly (for example, "you shift 2 squares"), the character allowed to move can decide to move all, some, or none of that distance. Similarly, if a power forcibly moves an enemy (for example, "you push the target 3 squares"), you can decide to move the enemy all, some, or none of that distance.

If a power notes the destination for your or an ally's move (for example, "a square adjacent to the target"), the character allowed to move decides either to move to that destination or not. You can't move partway. Similarly, if a power specifies where you force an enemy to move, you decide either to move the enemy there or not.

See also "Movement and Position," *Player's Handbook*, page 282.

natural [origin]: Natural creatures are native to the natural world.

necrotic [keyword]: A damage type (page 215).

once per round: Some effects are usable only once per round. If you use such an effect, you can't use it again until the start of your next turn.

penalty: See "Bonuses and Penalties," *Player's Handbook*, page 275.

phasing: When you are phasing, you ignore difficult terrain and can move through objects and other creatures, but you must end your movement in an unoccupied space.

poison [keyword]: A damage and effect type. See also page 217.

polymorph [keyword]: An effect type. See also page 217.

prone [condition]: When you are prone, you are lying down. You take a -2 penalty to attack rolls, and the only way you can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, you grant combat advantage to enemies making melee attacks against you, but you gain

a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to you.

If you're flying when you fall prone, you safely descend a distance equal to your fly speed. If you don't reach a solid surface, you fall.

You can drop prone as a minor action.

psychic [keyword]: A damage type (page 215).

radiant [keyword]: A damage type (page 215).

regeneration: See the *Player's Handbook*, page 293.

reliable [keyword]: An effect type. See also page 217.

removed from play: Some effects can temporarily remove you from play. While you are removed from play, your turns start and end as normal, but you can't take actions, unless specified otherwise. In addition, you have neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to you.

resist: If you have resistance, you take less damage from a specific damage type. For example, if you have resist 10 fire, you take 10 less damage when an attack deals fire damage to you or when you take ongoing fire damage. See also "Damage Type," page 215.

Against Combined Damage Types: Your resistance is ineffective against combined damage types unless you have resistance to each of the damage types, and then only the weakest of the resistances applies. For example, if you have resist 10 lightning and resist 5 thunder and an attack deals 15 lightning and thunder damage to you, you take 10 damage, because the resistance to the combined damage types is limited by the lesser of the two resistances.

Not Cumulative: Resistances against the same damage type are not cumulative. Only the highest resistance applies. For example, if you have resist 5 cold and then gain resist 10 cold, you have resist 10 cold, not resist 15 cold. Similarly, if you have resist 5 cold and then gain resist 2 to all damage, you still have resist 5 cold, not resist 7 cold.

restrained [condition]: While you are restrained, you are immobilized, and you can't be pulled, pushed, or slid. You also take a -2 penalty to attack rolls, and you grant combat advantage. See also **immobilized**.

runic [keyword]: An effect type. See also page 217.

save: A successful saving throw. A save ends an effect that includes one of the following notations in parentheses: "save ends," "save ends both," or "save ends all." See also "Saving Throws," *Player's Handbook*, page 279.

Identical Effects That a Save Can End: If you are subjected to identical effects that a save can end, including ongoing damage, you ignore all but one of those effects. For example, if you are dazed (save

ends) and then you are attacked and again dazed (save ends), you ignore the second effect, since it is identical to the effect you are already subject to.

You never make multiple saving throws against identical effects. You do, however, make separate saving throws against effects that aren't identical, even if they contain the same condition. For example, dazed (save ends) and dazed and immobilized (save ends both) are not identical effects, so you must make separate saving throws against them. See also "Ongoing Damage," *Player's Handbook*, page 278.

Overlapping Durations: When you are subjected to identical effects that end at different times, you ignore all the effects but the one that has the most time remaining. Effects that a save can end work differently, since you don't know when they're going to end. You, therefore, track effects that a save can end separately from effects that end at specific times. See also "Durations," *Player's Handbook*, page 278.

shadow [origin]: Shadow creatures are native to the Shadowfell.

sleep [keyword]: An effect type. See also page 218.

slowed [condition]: When you are slowed, your speed becomes 2 if it was higher than that. This speed applies to all your movement modes (walking, flying, and so on), but it applies to neither forced movement against you nor teleportation. You also cannot benefit from bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed. If you are subjected to this condition while you're moving, you must stop if you have already moved at least 2 squares.

solid obstacle: See **blocking terrain**.

stance [keyword]: An effect type. See also page 218.

stunned [condition]: While you are stunned, you can't take actions. You also grant combat advantage and can't flank.

summoning [keyword]: An effect type. See also page 218.

surprised [condition]: While you are surprised, you can't take actions. You also grant combat advantage and can't flank.

teleportation [keyword]: An effect type. See also page 218.

threatening reach: If you have threatening reach, you can make an opportunity attack against any enemy within your reach that provokes an opportunity attack.

thunder [keyword]: A damage type (page 215).

totally obscured: A measure of visibility and a type of obscured terrain. You have total concealment

when you are in a totally obscured square.

Example: Total darkness. Contrast with **heavily obscured** and **lightly obscured**.

tremorsense: If you have tremorsense, you can clearly see creatures and objects within a specified range, even if they are invisible, obscured, or outside line of effect, but both you and they must be in contact with the ground or the same substance, such as water or a web. You otherwise rely on your normal vision.

unconscious [condition]: While you are unconscious, you are helpless, you can't take actions, and you take a -5 penalty to all defenses. You also can't flank. When you are subjected to this condition, you fall prone, if possible. See also **helpless** and **prone**.

untyped bonus: A bonus that has no type. Bonuses that have no type add together. However, if you gain multiple untyped bonuses from the same named game element (a power, a feat, a class feature, and the like), only the highest bonus applies, unless stated otherwise. For example, if you spend an action point and can see two warlords who have the Tactical Presence class feature, you gain the bonus to attack rolls from only one of the warlords, whichever one provides the higher bonus. See also "Bonuses and Penalties," *Player's Handbook*, page 275.

vulnerable: If you are vulnerable to a particular damage type, you take a specific amount of extra damage when you take damage of that type. For example, if you have vulnerable 10 radiant, you take 10 extra radiant damage when an attack deals radiant damage to you or when you take ongoing radiant damage. See also "Damage Type," page 215.

Against Combined Damage Types: Vulnerability to a specific damage type applies even when that damage type is combined with another. For example, if you have vulnerable 5 fire, you take 5 extra damage when you take ongoing fire and radiant damage.

Not Cumulative: Vulnerabilities to the same damage type are not cumulative. Only the highest vulnerability applies. For example, if you have vulnerable 5 psychic and then gain vulnerable 10 psychic, you have vulnerable 10 psychic, not vulnerable 15 psychic.

weakened [condition]: While you are weakened, your attacks deal half damage, but ongoing damage that you deal is not affected. See also **half damage**.

weapon [keyword]: An accessory type. See also page 219.

zone [keyword]: An effect type. See also page 219.



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