



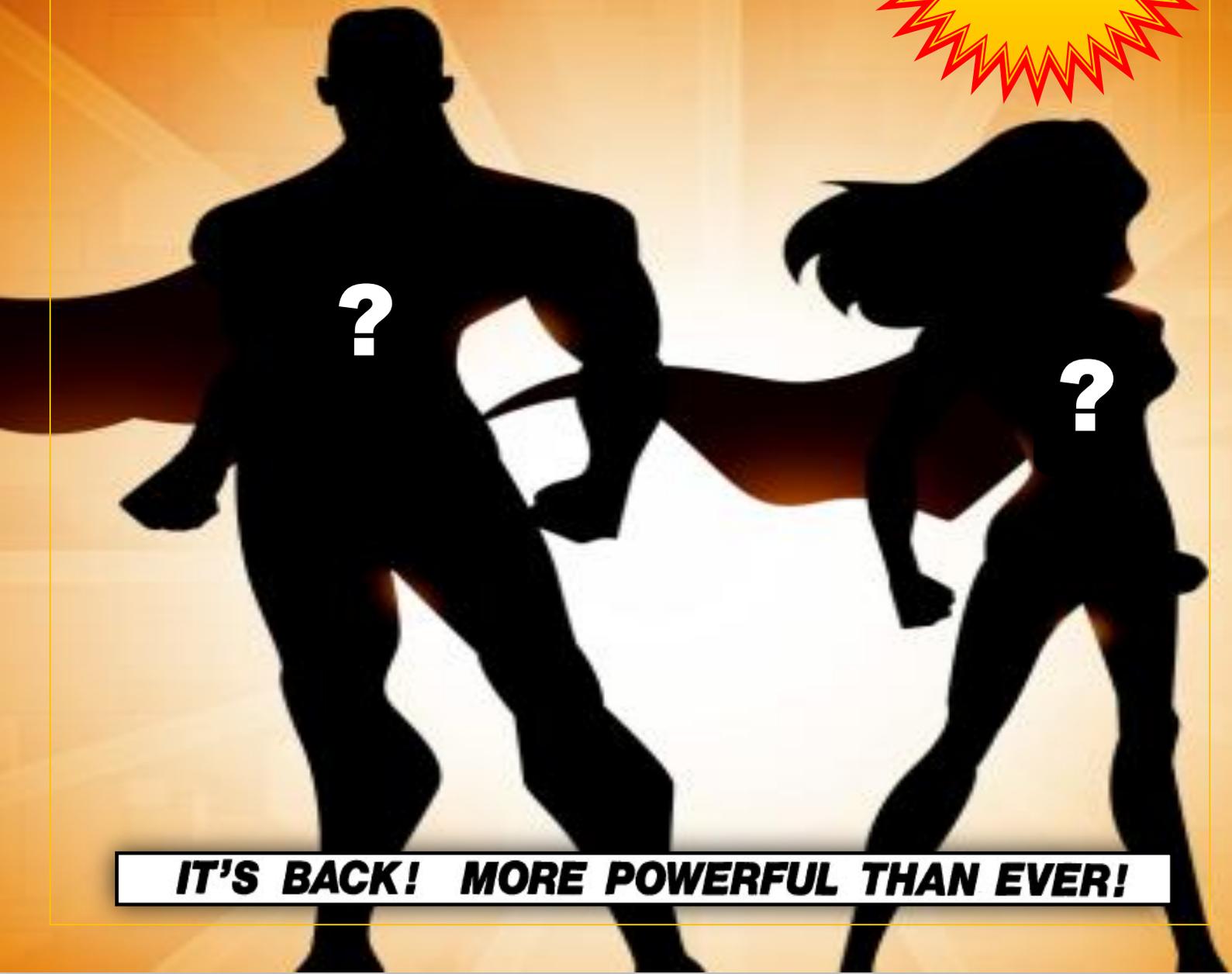
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VILLAINS AND VIGILANTES

REBORN

ROLE PLAYING GAME



IT'S BACK! MORE POWERFUL THAN EVER!



VILLAINS AND VIGILANTES™

REBORN

Introduction

New Terms:

Actions: Each round you may take a standard, move, and minor action. Shift--a 5' step--is a move action. To draw a weapon is a minor action. Some Powersets and races have lots of powers that are minor actions, some almost none. You may trade actions down (standard for a move or minor; move for a minor). You may get up to one immediate action per round, such as an opportunity attack, if the appropriate conditions occur.

Interrupt: An immediate interrupt lets you jump in when a certain trigger condition arises, acting before the trigger resolves. If an interrupt invalidates a triggering action, that action is lost. For example, an enemy makes a melee attack against you, but you use a power that lets you shift away as an immediate interrupt. If your enemy can no longer reach you, the enemy's attack action is lost.

Reaction: An immediate reaction lets you act in response to a trigger. The triggering action, event, or condition occurs and is completely resolved before you take your reaction, except that you can interrupt a creature's movement. If a creature triggers your immediate reaction while moving (by coming into range, for example), you take your action before the creature finishes moving but after it has moved at least 1 square.

Action Points: Using an action point gives you another action (standard, move, or minor) on your turn. You can use one per encounter. Start the day with one; gain one more every other encounter. Taking a full rest resets your AP to 1. Action points may also be used in place of a roll for an auto-critical once per game session.

Attacks: Roll 1d20 plus modifier against the appropriate Defense: AC, Fortitude, Reflex, or Will. Ranged attacks between normal and maximum range suffer -2 to hit.

Blast (X): This is all squares in an area (X) x (X) squares. A blast must be adjacent to the source of the effect, like a caster. Blast 5 would be 5x5 squares, adjacent to the source.

Bloodied: You are Bloodied at half your hit point total (round up). The Bloodied condition may allow special actions.

Bull Rush - To initiate a bull rush, you need to make a Strength Check vs. the target's Fortitude Defense. This does not provoke an Opportunity Attack (formerly AoO). If you succeed, you may push the target 1 space. The margin of success doesn't matter, and 1 space is the maximum that a target can be moved with Bull Rush (without taking special abilities).

Burst (X) within (Y) Square: This effect is an area including all squares within (X) squares from a center square placed within an (Y) distance. Burst effects that are close attacks (such as "close burst 2") always consider the caster to be the center of the effect. Bursts that are not *close attacks* can be centered anywhere within the powers range, rather than centered on the caster (like 3.5 fireballs). Unless a power description notes otherwise, a close burst you create does not affect you. However, an area burst you create does affect you. A burst affects a target only if there is line of effect from the burst's origin square to the target.

Charging - Charging in combat is a standard action that allows you to move up to your speed and attack. It grants a +1 to hit, and no penalty to AC.

Combat Advantage: You get a +2 to hit the target. Flanking a target allows you to have Combat Advantage against a target, as do most physical afflictions (such as being immobilized or prone). Being on fire, however, does not grant foes combat advantage.

Cover: If the enemy has cover, take a -2 penalty to attack rolls. Friendly creatures cannot provide the enemy cover, but other enemy creatures can. Total cover, such as an arrow slit, is a -5 penalty.

Critical Hits: Every natural 20 on a d20 attack roll is a critical hit. Confirmation roll no longer needed. All critical hits are confirmed by default. Critical hits apply to powers too, so long as there is an attack roll. Damage from critical hits is maximized. For example if your attack/power/spell would deal 2d6+3 on a normal hit, a critical hit will deal (2x 6)+3=15 damage.

Death and Dying: At 0 hit points, you are unconscious. You die if you reach negative Hit Points equal to your Bloodied value (half your hit points). At the end of your turn, if you haven't been stabilized, roll a d20:

1-9: You get worse. If you get this result 3 times before being stabilized, you die.

10-19: No change.

20: You stabilize.

As a Standard Action, an ally can make a Heal check to stabilize you. If they make DC 15, you are stabilized. If they make DC 20, you haven't used your Second Wind yet this encounter, and you have a Healing Surge remaining, your Second Wind is triggered. If anything heals you, you return to 0 HP before the healing is applied.

Defenses: This is in reference to the 4 defense values - Armor Powerset, Fortitude, Reflex, and Will

Extended Rest: An extended rest is similar to "Camping" and lasts 6 hours. After an extended rest you are fully healed and have a full day's worth of powers, healing surges, and your action points are reset to 1. You may only have 1 extended rest every 24 hours.

Full Defense - You don't take any actions, but you get a +2 to all defense scores until the start of your next turn.

Grapple - You can attempt a grapple check with anything that is within 1 size category of you. To initiate, you make a Strength Check vs. Reflex Defense. This also doesn't provoke an Opportunity Attack. If you fail, nothing happens. If you succeed, you cause your target to be "Immobilized" for one round. The target can escape his immobilized condition using an Acrobatics or Athletics check. You may move the target 1 square by succeeding on an additional grapple check in the following round.

Healing Surge & Second Wind: You have a number of healing surges, each of which may be used out of combat to restore a number of hit points. During combat, you may use Second Wind once per encounter as a standard action to use one of your healing surges to heal - and you receive a +2 bonus to all defenses until your next turn. Some powers are powered by healing surges. If you choose to spend a full round and a healing surge "Recharging", you regain the use of all encounter powers at the start of your next turn. During this round, however, your AC drops to 10 and you may only take free actions. If you are hit during this round, you must make a Fort save vs the amount of damage taken or the healing surge is lost and no hitpoints or powers are restored.

Immobilized: You cannot move on your own: your Speed is 0. Otherwise, you can act normally. Effects that push, pull, or otherwise transport you still work normally. Foes around an immobilized target get combat advantage against him.

Marked: You can only be marked by 1 creature at a time. If another creature marks you, you lose the old mark and gain the new one. You are at -2 on all attacks that do not include the creature that marked you as a target. You may suffer other penalties for attacking a creature other than the one that marked you, if that creature has such an ability.

Movement: Diagonal and upward aerial movement counts as 1 square. Difficult terrain doubles movement cost. Moving away from an adjacent opponent draws an opportunity attack, unless you Shift.

Ongoing Damage: At the start of each of your turns, you take a given amount of a given type of damage. Example: "ongoing 5 acid damage" deals you 5 acid damage at the start of each of your turns. If the duration of the effect is 'save ends', remember that saving throws are made at the end of your turn.

Opportunity Attacks: You can make up to one of these per each opponents turn. Moving away or by an opponent, or using a ranged attack adjacent triggers them. A fighter power allows the fighter to make an opportunity attack against an enemy that shifts (takes a 5' step).

[E]: Apply enhancement damage to rolls. 3[E] means 3x the characters' enhancement damage. Base damage is 1d6 if a character has no damage enhancements.

Powers: Powers are new abilities that can be used, **at will**, once **per encounter**, or once **per day**. Creatures that have powers are considered proficient with them and gain the +3 bonus to attack rolls made while using them.

Reach: Creatures with reach only threaten the squares immediately around them, unless they have a special ability. Their full reach is only active on their turn, and cannot be used for opportunity attacks.

Running: Add 2 to your speed as a move action when running. If you do a full movement involving nothing but running, your total distance covered is Movement+Movement+2. Running provides opponents Combat Advantage until the beginning of your next turn.

Saving Throws: To end an ongoing effect, you must make a successful saving throw. At the end of your turn, roll d20. If you roll 10 or higher, the effect ends. Some powers may apply modifiers to saving throws

Shift: You may move one square as a move action without drawing an opportunity attack.

Short Rest: A short rest lasts 5 minutes and allows you to regain your encounter powers.

Slowed - The movement of a slowed character drops to 2, and this applies to all movement types except for teleportation.

Stance: A stance power lasts until the end of the encounter, for 5 minutes, or until you use another stance power.

Stunned - If you are stunned, you can't take any actions for a round.

Sustain minor: use a minor action to keep doing it.

Character Generation!!!

GENERATE A PHYSICAL FORM.
GENERATE AN ORIGIN OF POWER.
DETERMINE ROLE.
DEFINE YOUR SPECIAL EFFECT.
CHOOSE ADVANTAGES <4, NO MORE THAN 2 FROM 1 CATEGORY>
GENERATE PRIMARY ABILITIES. <22 POINTS>
CHOOSE ENHANCEMENTS <4>
CHOOSE GENERAL FEATS <1>
GENERATE POWERS AND ASSIGN POWER FEATS. <1>
CHOOSE ENHANCEMENTS <4>
GIVE YOUR CHARACTER LIFE.

Physical Form

Your character's physical form is what he looks like now. Oh, he might have been born a relatively normal child in Cleveland, Ohio, but this category is how people see him now. The player can either select one of the body types below or be brave and let the dice do it for him. Deliberate selection is recommended if you have a character concept in mind from the beginning.



Physical Form		Roll
Normal Human		1-26
Mutant	Induced	26-30
Mutant	Random	31-33
Mutant	Breed	34-35
Android		36-38
Humanoid Race		39-46
Surgical Composite		47
Modified Human	Organic	48-49
Modified Human	Muscular	50-51
Modified Human	Skeletal	52-53
Demihuman	Equiman	54
Demihuman	Faun	55
Demihuman	Felinoid	56-59
Demihuman	Lupinoid	60-64
Demihuman	Avian	65-66
Demihuman	Chiropteran	67
Demihuman	Lamian	68
Demihuman	Merhuman	69
Demihuman	Other	70

Cyborg	Artificial limbs/organs	71-72
Cyborg	Exoskeleton	73-74
Cyborg	Mechanical Body	76-77
Cyborg	Mech Augmented	78-79
Robot	Human Shape	80-82
Robot	Usuform	83-84
Robot	Metamorphic	85-86
Angel/Demon		87-88
Deity		89
Animal		90
Vegetable		91
Abnormal Chemistry		92
Mineral		93
Liquid		94-95
Energy		96
Ethereal		97
Undead		98
Compound		99
Megamorph		00



Type Definitions

Normal Human: The body is completely normal and possesses no detectable abnormalities. Any Powers the hero possesses have left no visible mark on the body.

Character is immune to all types of paranormal detection and scans for alteration.

Speed: 6 squares

Vision: Normal

Bonus At-Will Power: One extra at-will power from your powerset.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Advantage: You gain a bonus Advantage at 1st level.

Bonus Skill: You gain +4 additional points for skills.

Human Defense Bonuses: +1 to Fortitude, Reflex, and Will defenses.



Induced Mutant: The hero started life as a Normal Human, “then something happened.” As a result of a freak happenstance, the hero has been physically and genetically altered. The Fantastic Four are examples of this type.

Speed: 6 squares

Vision: Normal

Group Diplomacy: You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

Bonus At-Will Power: One extra at-will power from your powerset.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat’s prerequisites.

Bonus Skill: +2 Perception, +2 Science

Surge

Encounter ♦ No Action ♦ Personal

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result

Effect: You add 1d6 to the triggering roll.

Random Mutation: The hero was born to Normal Humans, but a freak twist of genetic fate made him a mutant from birth. Most of the Mutants found in the Marvel Universe, such as the X-Men.

Speed: 7 squares

Vision: Normal

Bonus Advantage: You gain a bonus Advantage at 1st level. You must meet the Advantage’s prerequisites.

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat’s prerequisites.

Bonus Skill: +2 Intimidate, +2 Insight

My mind is a fortress ♦ Encounter ♦ Immediate Interrupt

Trigger: You are targeted by an attack that targets your Will defense.

Target: The creature that made the attack

Effect: You gain a bonus to your Will defense equal to your Charisma, Wisdom or Intelligence modifier until the end of your next turn. If the attack hits, you may make an immediate saving throw against each status effect it inflicted on you.

Special: Choose Cha, Wis or Int as the ability for the bonus at first level. You cannot change it later.

Breed Mutants: The hero’s parents were Mutants, as were any number of preceding generations. Breed Mutants form tribes and have close-knit families; this is a defense mechanism born from generations spent hiding their true selves from normal society. Examples of Breed Mutants include the Inhumans.

Speed: 6 squares

Vision: Normal

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat’s prerequisites.

Bonus Power Feat: You gain a bonus Power feat at 1st level.

Bonus Skill: +2 Bluff, +2 Thievery

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

Strength of the Clan: You gain a +2 racial bonus to saving throws against ongoing damage, dazed and fear effects while bloodied. In addition you have a +5 racial bonus to death saving throws.

Heritage: Your healing surge value is equal to one-quarter of your maximum hit points + your constitution modifier.

Androids: These are artificially created organic beings. An android is made of laboratory-created protoplasm and grows to maturity in an artificial womb. More intricately made Androids are capable of interbreeding with Normal Humans. One example is the Vision.

Androids generally resemble the race that created them; alien androids can be any shape.

Speed: 7 squares

Vision: Normal, Lowlight

Special: Roll d% to determine how human the android appears to be (with a roll of 00 indicating totally human appearance). A roll of 50% or less grants a +1 Con, but a -2 Charisma penalty due to the character's obvious mechanical plating or enhancements.

Bonus Power Feat: You gain a bonus 'body based' Power feat at 1st level.

Bonus Skill: +2 History, +2 Science

Construct Origin: You count as a construct for the purpose of effects that relate to creature origin. You gain a +2 bonus to saving throws against ongoing damage. You need only 4 hours to benefit from an extended rest. When you roll a death save, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.

Construct Physiology: You do not need to eat or breathe. This does not render you immune to any power's effect, but it does mean you will never starve or drown.

Backwards Compatibility: You can attach and embed crafted components.

Humanoid Race: The hero is a normal member of a human-like race from "somewhere else." This may be another world, era, dimension, or lost land hidden somewhere on the Earth. Most can pass as Normal Humans with little to no disguise. Superman is a prime example of this form.

Speed: 6 squares

Vision: Normal

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: +4 Bluff, +4 Insight

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

Targeted Blast ♦ Encounter

Minor Action Close blast 3

Targets: All creatures in area

Attack: Strength + 2 vs. Reflex, Constitution + 2 vs. Reflex, or Dexterity + 2 vs. Reflex

Hit: 1d6 + Constitution modifier damage. Increase to +4 bonus and 2d6 + Constitution modifier damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier damage at 21st level.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or cosmic. These two choices remain throughout your character's life and do not change the power's other effects.



Surgical Composites: The hero was created in an operating room. His body contains parts taken from several bodies. Close examination reveals the scars from his creation. The most famous example is Adam, the Frankenstein Monster. Because of the widespread knowledge of that story, Surgical Composites are feared more than Mutants.



The Composite initially possesses one contact: the hospital or person responsible for his creation.
Speed: 6 squares
Vision: Normal, Lowlight
Bonus Power Feat: You gain a bonus Power feat at 1st level.
Survivor: +5 on Endurance checks to resist the effects of starvation and during skill challenges.
Ferocity: When you drop to 0 hit points or fewer, you can make a melee basic attack as an immediate interrupt.
Hunger: If you eat a full day's worth of rations during a short rest, any healing you receive heals an additional number of hit points equal to your level.

Consume ♦ Encounter ♦ Standard Action ♦ Close Burst 5

Requirement: Must be standing adjacent to or in a square containing a dead or dying enemy.
Target: All Enemies in area
Attack: Constitution + 2 Vs. Will
Hit: Target is Weakened (save ends), and immediately moves 1d4 + Con mod away from you.
Effect: Regain Hit Points as though you had spent a healing surge. If a dying enemy was used to meet the requirement for this power, it takes damage equal to the amount you were healed by.

Modified Human: This is someone who started life as a Normal Human and was later altered by some means. The change affected his body on a physical level but did not alter his DNA. Genetically, the hero is still very much human and cannot pass on his Powers to his descendants. Organic Modification means the hero's internal organs and nervous system have been altered. Muscular Modification is easy to detect; just look for a person with outrageous muscular development. Captain America is a good example of this. Skeletal Modification means the hero's original skeletal structure has been replaced or augmented by artificial means. Although he is also a Random Mutant, Wolverine is a good example of this type of character. The new skeleton can be crammed with various things that can give the hero his Powers. Modified Humans heal their Con Mod in Hit points per hour but cannot regenerate limbs and nerve tissue without the proper power set.

At least one Contact should be the organization responsible for the modification.
Speed: 7 squares
Vision: Normal
Bonus Enhancement: You gain a bonus Enhancement at 1st level.
Bonus Skill: +4 Athletics, +4 Insight
Stand Your Ground: When an effect forces you to move – through a pull, a push, or a slide – you can move 1 square less than the effect specifies. This means an effect that normally pushes a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.
Tough as Iron: Add your constitution modifier to your healing surge value.

Demihumans: This covers a range of human-like beings who combine the physical traits of humans and animals. Demihumans can be unique individuals or members of a race that inhabits a different place or time. Because of the wealth of legends surrounding demihumans, a new character of this type finds that his Cha influenced by people's preconceived notions and biases toward things with his shape.

All demihumans possess the following characteristics:

Speed: 7 squares

Bonus Skill: +2 Athletics, +2 Endurance

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites

Equimen possess horse legs in place of human ones. They have a horse's mane and tail as well. Such beings are often confused with fauns, although equimen lack horns. An equiman is born from two equimen, or from a centaur mating with a human. By hiding the legs and tail, an equiman can pass for human.

Vision: Normal

Bonus Power Feat: You gain a bonus animal based Power feat at 1st level

FeyStep ♦ **Encounter** ♦ **Minor Action** ♦
Close burst 5

Target: One enemy in burst

Effect: You may shift up to 2 squares. You must end your shift closer to the target. If you end your shift adjacent to the target, you gain a +1 bonus to your next attack roll against the target.



Fauns possess the hairy legs, short tail, and horns of a goat. They are frequently confused with either equimen, who are taller, or with the traditional image of a devil. Because of the unfortunate resemblance to the latter, fauns have an initial CHA of -1. They possess mild Mental Domination over females of any human(oid) race (+2 to any seduction checks), which, coupled with their penchant for intoxication, causes them to gain trust more slowly than other Demihumans.

Vision: Normal

Bonus Power Feat: You gain a bonus animal based Power feat at 1st level

Harrying Attack ♦ **Encounter** ♦ **Standard Action** ♦ **Melee or Ranged Weapon**

Effect: You make a *basic attack*, shift 3 squares, and make another *basic attack*.

Pounce ♦ **Encounter** ♦ **Martial Standard Action**

Personal Effect: You shift up to seven squares and make a basic melee attack

Lupinoids are human-shaped, canine-like beings. They are often mistaken for the cinematic conception of a werewolf. The body is covered in hair and the face is definitely canine. The body has a tail, harmless claws, big teeth, and long pointed ears atop the head.

Vision: Lowlight

Bonus Skill: +2 Athletics, +2 Perception

Pack Master ♦ **Encounter** ♦ **Minor Action** ♦ **Melee 1**

Target: One creature

Effect: You gain a +1 bonus to the next attack roll you make against the target this turn for each ally adjacent to the target (including you).

Special: You cannot use this power on a creature that has combat advantage against you

Felinoids are human-shaped, cat-like beings. The overall body shape is human, but the skin is covered in fur and the face is that of a cat. A felinoid has a tail, claws, fangs, pointed ears on top of the head, and slitted pupils in the eyes. A felinoid can see in the dark as though it were dusk.

Vision: Lowlight

Bonus Skill: +2 Athletics, +2 Perception



Avians come in two basic types, angels and harpies. The angelic Avians resemble humans with wings sprouting from the shoulder blades.

Vision: Normal

Bonus Advantage: You gain a bonus Advantage at 1st level. You must meet the Advantage's prerequisites.

Aerial Assault

Encounter ♦ Standard Action ♦ Personal

Effect: You shift a number of squares equal to your move as if you are flying and can make a melee or ranged basic attack against a single target at any point during that movement. You can move through enemy squares during the shift but cannot end your move in one.

Chiropterans are similar to angelic humans except that they combine the human parts with those of a bat. Their arms also serve as leathery wings, their feet have elongated toes that can serve as hands, and in addition they possess large ears.

Vision: Darkvision

Bite ♦ Daily ♦ Standard Action ♦ Melee 1

Target: One creature.

Attack: Strength Vs. AC

Hit: 1d6 + Charisma modifier damage.

Effect: You may spend a healing surge. Increase damage to 2d6 + Cha modifier damage at 11th level and 3d6 + Cha modifier at 21st level.

Lamians are snake people. The legs have been replaced by a serpentine body, although the arms are normal. The skin is covered in fine scales. Lamians have lidless eyes and retractable fangs.

Vision: Normal

Bonus Power Feat: You gain a bonus animal based Power feat at 1st level

Snake Bite ♦ Encounter ♦ Poison ♦ Standard Action ♦ Melee 1

Target: One Creature

Attack: Dexterity +2 Vs. Fortitude

Hit: 1d6 + Constitution modifier poison damage

Increase to +4 bonus and 2d6 + Con modifier poison damage and 5 ongoing poison damage at 11th level, and to +6 bonus and 3d6 + Constitution mod poison damage and 10 ongoing poison damage at 21st level.

Merhumans are amphibious relatives of Lamians. The body is human from the waist up; the rest is a flexible fish-tail which transforms into a pair of legs while the character is on land. Merhumans possess both lungs and gills, but can only stay away from water a limited time because their bodies quickly dry out. Merhumans ignore rough water while swimming and never need to make Athletics checks to swim. Their speed is considered a 7 in either environ.

Vision: Low-light, can see clearly underwater

Aqualungs: You can breathe underwater in Merfolk form.

Siren Song ♦ Daily ♦ Psychic, Charm ♦ Standard Action ♦ Close Burst 3

Target: Each enemy in burst

Attack: Charisma Vs. Will

Hit: 1d6 + Charisma modifier Psychic damage, and the target is stunned (save ends)

There are numerous other Demihumans you could create. The player can combine any animal with a human to create a new Demihuman, then work with the Judge to provide it with reasonable statistics.



All Cyborgs possess the following characteristics:

Speed: 6 squares

Vision: Lowlight, Darkvision

Bonus Skill: +2 Athletics, +2 Science

Cyborg—Limb and Organ: The hero began as a Normal Human but has had parts of his body replaced by artificial devices. This may have been done to save the hero's life after a near-fatal accident or the hero may have voluntarily undergone the operation in order to gain Powers. The original Deathlok is an example of the former type. While most cyborgs are High Tech creations, there are also Magical Cyborgs. For example, the Celtic god Nuada had an arm made of silver. The player should determine what parts are artificial, using the randomly generated Abilities and Powers as a guide. For example, Vision Powers seem to require at least one man-made eye.

Bonus Power Feat: You gain a bonus Body based Power feat at 1st level.

Bonus Skill: +2 Intimidate, +2 Thievery

Cyborg Resilience: when you make a death saving throw, you can take the better result of your die roll or 10.

Cyborg Versatility: You know one extra second level utility power from your powerset.

Exoskeletons: The hero's body is intact but is encased in a mechanical suit that provides him with life-support and Powers. The natural and artificial bodies exist in symbiosis. Tony Stark/iron Man is the perfect example of this. The most common Exoskeletons are roughly the same size and shape as the being within; that is, the Exoskeleton resembles a clunky suit of armor. Exoskeletons can come in any size of shape, however. The giant robots of Japanese cartoons are actually immense Cyborg Exoskeletons.

Bonus Advantage: You gain a bonus Advantage at 1st level.

Backwards Compatibility: You can attach and embed crafted components and devices.

Rush

Encounter ♦ **Standard Action** ♦ **Melee 2**

Target: One Creature in range.

Attack: Strength Vs. AC

Hit: 1 [E] + Strength or Constitution modifier damage.

Increase damage to [2E] + chosen modifier at 11th level. Increase to [3E] + chosen modifier at 21st level

Effect: The target is pushed back one square and immobilized until after your next turn. If the space is occupied the target is knocked prone until after your next turn.

Special: When you create your character, choose Strength or Constitution as the ability score you use when making attack rolls with this power.



- Mechanical Body:** The only part of the hero's original body that remains is his brain and the nervous system. This is housed in a special life-support module that fills most of the brain's needs (oxygen, blood, nutrients). The life support module is mated with a mechanical form that serves the brain as its new body. The nervous system is directly linked with the machine's control circuits, allowing both control and sensory feedback. Mech bodied characters are often mistaken for Pure Robots. In fact, an internal examination is needed to clearly distinguish the two types. Mech bodies are even more morose than Mech Limb cyborgs; at least the latter retain some of their bodies. When creating the hero, the player must decide what his Mech Body looks like. For most campaigns, the Mech Body is basically human-shaped. It may even have a pseudo-flesh covering to disguise the body's true nature. Such coverings tend not to survive battles, though, so the hero must have a spare supply. Mech Bodies can come in other shapes. These can be anything the hero might find useful in his environment: spider-bots, baby tanks, starships, etc. Since specialized Mech Bodies are less adaptable, such characters tend to be NPCs. Mech Bodies are not limited to a single body, though. A lab with proper facilities can adapt the life-support module for easy transferal to other bodies. Thus, your hero can have as many bodies as his resources can provide. If the Mech Body has different forms, the player must generate the Physical Abilities and Powers of additional bodies as if they were separate characters.

Bonus Skill: +2 Endurance, +2 Intimidate
Bonus Feat: You gain a bonus 'body based' Feat at 1st level.
Construct Origin: You count as a construct for the purpose of effects that relate to creature origin. You gain a +2 bonus to saving throws against ongoing damage. You need only 4 hours to benefit from an extended rest. When you roll a death save, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.
Construct Physiology: You do not need to eat or breathe. This does not render you immune to any power's effect, but it does mean you will never starve or drown.
Backwards Compatibility: You can attach and embed crafted components and devices.

Enraged Charge ♦ **Encounter** ♦ **Immediate Reaction** ♦ **Personal**

Trigger: When bloodied

Effect: Heroic Tier: The Stone Golem is filled with rage, and unleashes it all. It can now move through enemy squares, pushing them aside 1, dealing Strength Modifier damage (No attack check). This condition is sustained until the end of the encounter.



- Mechanical Augmentation:** This is a Cyborg who still has all his original (presumably human) equipment but carries some options inside. Unused spaces in his body are now filled with various useful devices. These can be directly controlled through the nervous system. It is these devices that give the hero his Powers. They can be anything from a, tiny radio in the ear to a Disintegration gun concealed in the arm. Augmenteds chose their condition and do not suffer from the depression that affects most Cyborgs and Mech Bodies.

Bonus Skill: +2 Endurance, +2 Intimidate
Bonus Feat: You gain a bonus 'body based' Power Feat at 1st level.
Versatility: At first level, you can use one second level utility power of your choice from your powerset.

Pure Robot—Humanshape: This is a completely mechanical being that is patterned after the human body. The degree of similarity varies; specimens can include metallic skinned caricatures (Sentinels), metallic simulations (Jocasta), and pseudo-fleshed imitations (Delphine Courtney). Most are High Tech but rare specimens are Magical in nature, clockwork men given life by eccentric mages. While most Humanshapes are the size of Normal Humans, they are much heavier. The average specimen weighs 500 to 2,000 pounds. Player character robots possess self-repair facilities that simulate normal Healing. Robots are people too. Non-sentient robots are cannon fodder.

Bonus Skill: +2 Acrobatics, +2 Endurance

Construct Origin: You count as a construct for the purpose of effects that relate to creature origin. You gain a +2 bonus to saving throws against ongoing damage. You need only 4 hours to benefit from an extended rest. When you roll a death save, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.

Construct Physiology: You do not need to eat or breathe. This does not render you immune to any power's effect, but it does mean you will never starve or drown.

Status Healing ♦ **Encounter** ♦ **Healing** ♦ **Minor Action** ♦ **Close Burst 3**

Target: 1 ally in Burst

Effect: You and the target can spend a healing surge, in addition, if either of you are presently affected by an ongoing effect, you both may gain a saving throw with a +1 bonus.

- **Usuform Robot:** This is a robot that believes in the adage, "Form follows function." This robot's body is anything but humanshaped and is designed to best serve specific needs. For the game's purposes, needs refers to Powers the Usuform possesses. Example: A Usuform hero possesses Bio-physical Control, Cold Emission, and Levitation. His design might look like a metal egg supported and propelled by an induction field. The egg has two arms, a variety of sensors, a speaker grill, an underslung ray-projector (the Cold Power), and carries on its back an expandable life-support chamber (the Healing Power). Sentient Usuforms are often mistaken for mindless industrial robots; people usually look for a human controller hiding nearby.



Bonus Skill: +4 Endurance

Bonus Power Feat: You gain a bonus 'body based' Power Feat at 1st level.

Construct Origin: You count as a construct for the purpose of effects that relate to creature origin. You gain a +2 bonus to saving throws against ongoing damage. You need only 4 hours to benefit from an extended rest. When you roll a death save, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.

Construct Physiology: You do not need to eat or breathe. This does not render you immune to any power's effect, but it does mean you will never starve or drown.

Weeble-Fu: You lack a proper 'facing'. Enemies can't gain combat advantage against you when you're adjacent to an ally.

Backwards Compatibility: You can attach and embed crafted components and devices.

- **Metamorphic Robot:** This is a robot whose design is so flexible it can change into two or more forms, each possessing different Physical Powers. Most Metamorphs have a dual nature. The primary form is a humanshape; the secondary form may be a vehicle or Usuform. Both forms weigh the same, but may be different sizes. A Metamorph can change into a form that is up to three times larger than the smaller form, although this change will not affect the area of his attacks unless the character has purchased the Reach Power Feat. If the Metamorph possesses size-altering Powers, this can be used to increase the size different of either form. Metamorphs have a minimum of two forms. In the creation process, additional forms can be gained at a cost of a power feat slot for each additional form gained.

Special: Create two different character sheets. Int, wis, Cha, skills and feats remain the same in both forms, but each form has unique Str, Dex, Con and Power Feats that cannot be shared.

Vision: Normal, Lowlight

Bonus Skill: +2 Athletics, +2 Endurance

Construct Origin: You count as a construct for the purpose of effects that relate to creature origin. You gain a +2 bonus to saving throws against ongoing damage. You need only 4 hours to benefit from an extended rest. When you roll a death save, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.

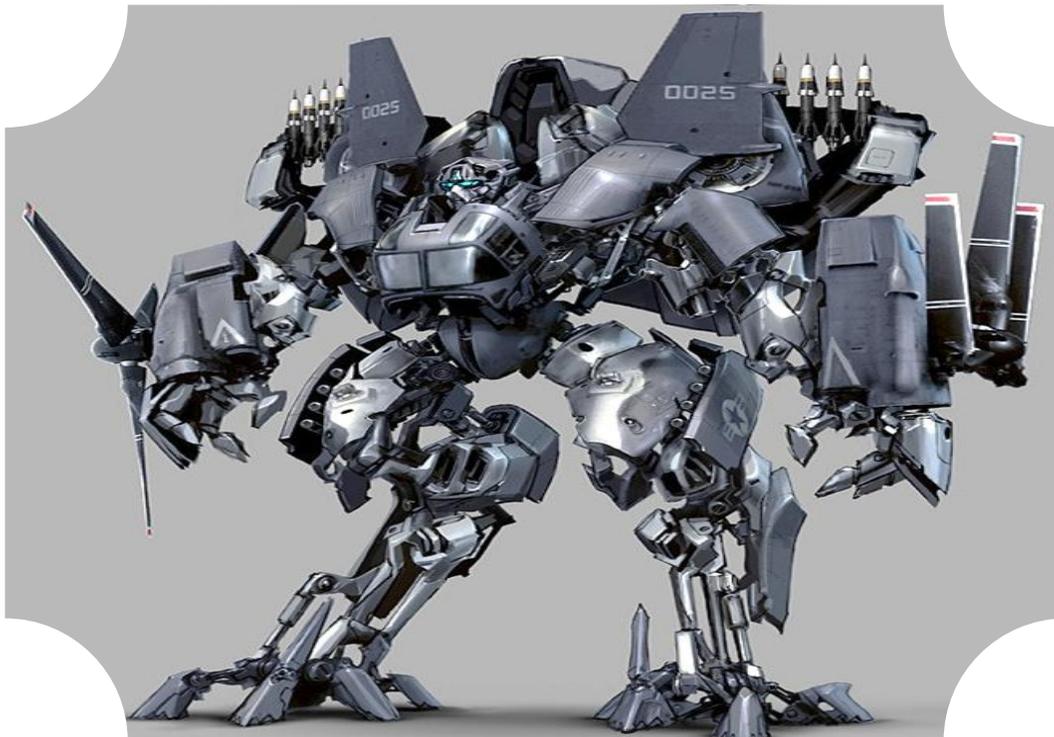
Construct Physiology: You do not need to eat or breathe. This does not render you immune to any power's effect, but it does mean you will never starve or drown.

Transform ♦ At will ♦ Polymorph

Effect: You change from your humanoid form to Usuform form or vice versa. When you change from Usuform back to your humanoid form, you shift 1 square. While you are in Usuform form, you can't use attack, utility, or feat powers that are not shared in both forms, although you can sustain such powers. You choose a specific form whenever you use *Transform* to change into Usuform form. The Usuform form resembles an unmodified Usuform of current level of technology in appearance and performance. Your equipment becomes part of your Usuform form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear.

You can use the properties and the powers of implements as well as items that you wear. While equipment is part of your Usuform form, it cannot be removed, and anything in a container that is part of your Usuform form is inaccessible.

Special: You can use this power once per round.



Angels and Demons: These are magical beings from other planes of existence. They are both supernatural and corporeal in nature. The main difference between these types is their inherent personality. “Angels” are benevolent “demons” are malevolent. Other than that, there isn’t much difference. These beings resemble characters from various mythologies. They do not necessarily follow the popular traditional behavior patterns. A heroic demon might be fighting a personal war against other, even more evil beings. A crazed angel might be a villain, seeking to purify the Earth at any cost.

Speed: 7 squares

Vision: Normal, Lowlight

Bonus Skill: +2 Insight, +2 Intimidate

Notice the Weakness: Your keen senses allow you to make an Insight vs. the Defense the attack targeted check every time you make a critical hit. If you succeed you increase the amount you can make a critical by one each time. This ability resets against each new target.

Flight ♦ **At Will** ♦ **Move Action**

Effect: You fly a number of squares equal to your speed, and you do not provoke opportunity attacks for the first square of this movement. You must move at least 2 squares in a turn, otherwise you crash at end of your turn. You cannot shift or make opportunity attacks while flying unless you are on the same plane as your opponent. If knocked prone, you crash.



Deity: This is an “Entity of Great Power” or rather, was such a being. The deity was an actual god, demigod, or close relative who was actually worshipped at some point in the past. Now his powers have waned because the religion which was devoted to him is no longer practiced. His followers have disappeared into the annals of history. Thor is an example of such a being. Now he is a god-on-Earth and locked into a mortal shell. He is still a formidable being, though. Deities cannot really die in the Earth Dimension unless the slayer is another deity. Each deity has a home dimension; on that plane the deity loses his special protection from death. Deities are usable as player characters Both Thor and Hercules are members of the Avengers. Snowbird, daughter of an Inuit goddess, is a member of Alpha Flight. The thing that permits their playability is their diminished Power. Once Odin formed the Earth from the blood and bones of a slain Ice Giant, but he can’t do things like that anymore. There are three reasons a deity might be found on Earth. One is that his Powers have diminished to such a point that the Earth Dimension is the only place he can survive. The second is that he has been sent to the Earth Dimension by other, more powerful Deities. Both Thor and Snowbird are in this category. The third reason is that the deity is bored with timeless infinity and is slumming it on Earth as a way of generating excitement. Hercules fits this bill. The deity might also be on Earth seeking Power, whether by regaining worshippers or establishing a portal between Earth and his home dimension, however, for game purposes, this option is restricted to NPC deities who are acting as villains in your campaign.



Roll	Pantheon
01-05	Sumerian pantheon
06-10	Egyptian pantheon
11-15	Armenian pantheon
16-20	Incan Pantheon
21-25	Greek pantheon
26-30	Roman pantheon
31-35	Germanic pantheon
36-40	Norse pantheon
41-45	Celtic pantheon
46-50	Slavic pantheon

51-55	Hindu pantheon
56-60	Rigvedic pantheon
61-65	Japanese pantheon
66-70	Japanese Buddhist pantheon
71-75	Aztec pantheon
76-80	Mayan pantheon
81-85	Native American pantheons
86-90	African pantheons
91-95	Guanche pantheon
96-100	Forgotten Pantheon

Speed: 7 squares

Vision: Normal, Lowlight

Bonus Skill: +2 History, +2 Insight

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Chronic Alleviation: Once per Encounter, Healing surge heals 1/2 hp instead of 1/4.

Timeless Choices: At 1st level, you may choose an at-will power from a powerset different from yours. You may use this power as an Encounter power.

Godlike Defense: You have resistance to frost damage and fire damage equal to 3 + one-half your level.

Past Remnants: You retain memories of past lifetimes, so you are considered an immortal creature for the purpose of effects that relate to creature origin.

Immortal Sand: Upon being bloodied for the first time during an encounter, add a +3 to AC for 3 Rounds. If brought above bloodied and bloodied again a second time or more during those 3 rounds, add an additional +1 to AC for each bloodied instance.



Animals: This is a catch-all category that includes fish, mammals, birds, reptiles, and the rest of Earth's fauna, in addition to aliens that do not fit into any other category. About the only example of this in the Marvel Universe is Lockheed, the dragon. Your campaign, on the other hand, might be filled with heroic Animals or really peculiar aliens (I'll fudge a little and include Lockjaw, the Inhumans' "dog" as an example of this). Animal PCs have three main

types of backgrounds. One is that the animal is a mutant. Another is that the animal was altered in ways that gave him intelligence and Power. The last is the animal is a relatively normal member of a race of animals like him (Lockheed, for example). The player can determine this in the Origins of Power section and embellish it to the best of his ability. People refuse initially to believe the animal is intelligent.

Animals have very few legal rights, but they also have few responsibilities. Animals risk death or capture from people who are ignorant of the animal's true nature, but can move about fairly freely, as most people don't recognize the hero as being a true threat

Speed: 7 squares

Vision: Normal, Lowlight

Skill Bonuses: +2 Nature, +2 Perception, +2 Acrobatics, +2 Stealth, +2 Endurance +2 Intimidate

Bonus Power Feat: Animals automatically have two Detection Power Feats

Wild Speech: Your animal spirit lets you understand all animals, both mundane and supernatural, and make them understand you as well. How much they can talk depends on their intelligence, and their *willingness* to talk depends on your persuasive power.

Bonus Power Feat: You gain 1 bonus 'body based' Power Feat at 1st level

Vegetable: The hero is an intelligent, mobile plant. He can be of any nature but for game purposes the hero is assumed to be a man-shaped plant. His physiology is based on photosynthesis. The plant-man doesn't need to eat anything except a bit of fertilizer occasionally. Prolonged deprivation of light and water reduces the hero's Con -1 per day after an initial three days. Plants have no legal rights. This can be a real problem. The Plant Hero may be a mutant, a modified plant, a member of a species of intelligent plant life, or a human or other being who was somehow transformed into a plant. A permanent result of Induced Vegetation could create such a character. Man-Thing is an example of the last type.

Plants have zero resources.

Speed: 6 squares

Vision: Normal, Lowlight

Bonus Power Feat: You gain a bonus Power feat at 1st level.

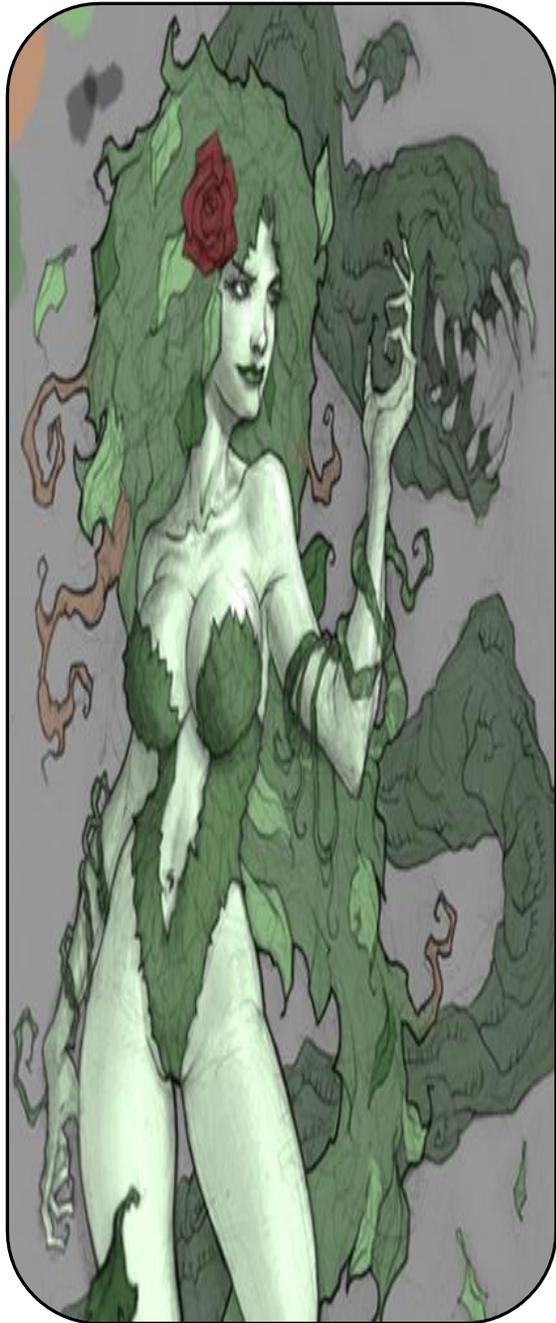
Plantlike Resistances: You are immune to disease and have resistance to poison damage and necrotic damage equal to 5 + one-half your level.

Plant Subtype: You gain a +2 bonus to saving throws against ongoing damage. You need only 4 hours in sunlight to benefit from an extended rest. When you roll a death save, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.

Wisdom of the Trees: When you aid an ally, the bonus to the ally's check adds your Wisdom modifier to the normal +2.

Spiny: You have spikes running down your spine and arms that deal 1d6+your Str mod Slashing damage with a basic attack. You can use these spikes in a grapple too.

Twilight Walk: You ignore difficult natural terrain restrictions.



Abnormal Biochemistry: The character's body is apparently normal but possesses a different chemical base than that of Normal Humans. A key element in the body's chemical makeup is replaced by another element. Copper produces green blood. Cobalt produces blue blood. Because of the different body chemistries, Abnormals cannot donate blood or body tissues for transfusion into Normal Humans. Likewise, anything foolish enough to try to feed on the abnormal, like a lion or a Bio-Vampire, takes the PC's level in damage as it tries to digest what, to its system, is poison.

Speed: 6 squares
Vision: Normal
Skill Bonuses: +2 Intimidate, +2 Endurance
Bonus Feat: You gain a bonus 'body based' Feat at 1st level
Bonus Power Feat: You gain a bonus Power feat at 1st level.
Abnormal Heritage: Your healing surge value is equal to one-quarter of your maximum hit points + your constitution modifier
Cast-Iron stomach: +5 bonus to saving throw against poison.
Abnormal Resilience: You can use your second wind as a minor action instead of a standard action.

Mineral Life: The body is composed of solid materials that normally do not sustain life. In fact, the body might not even have anything remotely resembling internal organs. The body can be of any single element or compound or a mixture of anything the player can think of. Examples of Mineral Life include golems and Warlock (of the New Mutants). Because Mineral Life is simpler, it is easier to feed and maintain. If food is needed, the Mineral Life can digest raw matter of its composition. Wounds can be bandaged by applications of the same matter as well.

Speed: 6 squares
Vision: Normal, Darkvision
Bonus Power Feat: You gain 1 bonus 'body based' Power Feat at 1st level
Skill Bonuses: +2 Athletics, +2 Endurance
Tough As Rock: Mineral Life is immune to all Poisons and Diseases that harm Normal Humans
Thick Hide: You have Resist acid 5+ one half your level

**Shove ♦ Encounter ♦ Standard Action ♦
 Melee 1**

Target: One creature
Attack: Strength +2 or Constitution +2 Vs. Fortitude, Increase to +4 at 11th level and to +6 at 21st level.
Hit: 1d8+ Strength modifier damage, and you push the target 1 square. If you scored a critical hit with this power, you instead push the target 2 squares and the target is knocked prone.
Special: When you create your character, choose Strength or Constitution. Use that ability for the attack rolls of this power. This choice remains throughout your character's life and can't be changed. Increase to 2d8 at 11th level and to 3d8 at 21st level.

Liquid Life: You know that the Normal Human body is 68% liquid? Well, this type is 100% liquid. However, it is composed of special liquids that remain together. The fluid body can be of any viscosity from gelatinous to watery. It can move at will by flowing through other liquids or along surfaces. It can even climb vertical surfaces. The Fluid Body can form an erect simulation of a human body. This can “walk” by sliding along the ground. Contrary to what you might think, a Fluid Body is actually dry to the touch. This is because none of the body’s liquids leave the body unless deliberately secreted. The Fluid Body can be housed in a naturally secreted sac or in an artificial container. If the Fluid Body is frozen, the hero is immobilized until he can melt. He takes no damage from such an attack, although sacs or body containers might be shattered by the cold.

Speed: 6 squares

Vision: Normal, Lowlight

Bonus Power Feat: You gain 1 bonus ‘body based’ Power Feat at 1st level

Skill Bonuses: +2 Acrobatics, +2 Stealth

Mutable Shape: The character can squeeze through spaces in combat as though it were one size smaller creature.

Discorporation ◆ **Encounter** ◆ **Move Action** ◆ **Personal**

Effect: Until the end of your next turn, you gain resistance to all damage equal to 10+your level and you are not affected by difficult terrain. In this form you cannot perform actions other than movement. You may freely move into spaces occupied by other characters, and fit through cracks as small as 2 inches in width. If the square where you end Discorporation does not have room for your normal form, you take 1d8 damage and move to the nearest open space (your choice).

Special: You may end this effect early as a minor action.



Energy Body: The hero is a field of coherent energy. The

Energy Body possesses an

Intensity rank of its own; this is how the Hit points apply to this being. Energy Bodies follow the same characteristics as normal energy of the same type. Energy Bodies composed of visible energy types can create a ghost-like image of a human. The only way to permanently destroy an Energy Body is to completely Negate or solidify its energy, although cohesion can be temporarily prohibited, simulating ‘death’

Speed: 6 squares

Vision: Normal, Lowlight

Bonus Power Feat: You gain 1 bonus ‘body based’ Power Feat at 1st level

Skill Bonuses: +2 Intimidate, +2 Stealth

Energy Construct: You are a living energy being.

You do not eat, drink or breathe. This does not render you immune to any power’s effect, but it does mean you will never starve or drown.

You never make Endurance checks to resist the effect of starvation, thirst, or suffocation. All other conditions and effects affect you normally.

Unsleeping Watcher: You do not sleep and instead enter a state of inactivity for 4 hours to gain the benefits of an extended rest. **Resilience:** When you make a death saving throw, you can take the better result of your die roll or 10.

Blink ◆ **Encounter** ◆ **Minor Action** ◆ **Personal**

Effect: You become invisible until you attack, or until the end of your next turn.

Ethereal: The hero is an intangible, disembodied spirit. He can be a ghost who once possesses a mortal shell, or belong to a race that always exists in this form. An Ethereal can drift about in any direction he chooses, and can pass through solid matter without any effort. The visibility of an Ethereal varies according to his whim; he can be invisible, transparent, translucent, or opaque. If the Ethereal is a ghost, his form resembles an idealized version of his old body. The ghost's appearance is actually based on his self-image and thus reflects the ghost's attitude toward himself. This is why ghosts are usually either very beautiful (or handsome) or quite pathetic.

While Ethereals are intangible on the Earth Dimension, they regain solidity in other Dimensions. If the Ethereal once had a solid body, he might not necessarily have died to reach his current state. He might have become an Ethereal by being directly transformed from solidity to ethereality. Such transformations can be magical, scientific, Power based, accidental, or deliberate.

Speed: 7 squares

Vision: Normal, Darkvision

Bonus Power Feat: You gain 1 bonus 'body based' Power Feat at 1st level

Skill Bonuses: +2 Endurance, +2 Stealth

Mental Being: Due to not having a real body, you gain these traits while in mental form:

You are insubstantial

You can't use weapons and implements.

All damage that you give is psychic damage.

Physical Being: As a standard action, you can take over a creature's dead or unconscious body. While possessing a body, you gain these traits:

You are dazed until the end of your next turn. The target is dominated. You have the height, weight, size, speed, and vision of the possessed creature. Select one at the time of each new possession: Str, Dex Con or AC. The selected stat is taken from the possessed creature. The other stats remain the characters', as they are more a representation of psychic control level than actual physical capacity.

You can only use weapons that the creature can use.

If you are bloodied, you are rejected by the body. You can't repossess until the end of the encounter.

When you are rejected, you are pushed into any adjacent square.

Possession typically ends at the end of each encounter, at which point, the possessed entity is rendered unconscious and the Ethereal is rejected. An ethereal may have a default possessed body that he can return to at the end of each encounter. This body would be considered the basis for all his physical stats.

Undead: The being in question had once been a Normal Human (or any other species) but has since died. Through some arcane and possibly disgusting means, the body has regained animation and ceased to decay. The being's life force is once again in residence (although the old house just isn't the same). Special means are required to maintain the reunion of mind and body. This can be anything from being frequently re-embalmed to utilizing any of the Vampiric Powers. If the Undead fails to follow his required – maintenance procedures, he begins to fall apart. In Undead terms, this is what Hit points are used for. Hitpoints is the measure of structural integrity of the Undead's own corpse. The nature of the Undead can vary.

The player and Judge must come up with a body maintenance procedure, unless the hero possesses a Vampiric Power.

Speed: 6 squares

Vision: Low-Light, Darkvision

Skill Bonuses: +2 Endurance, +2 Insight

Undead Traits: You do not need to eat, drink, breathe, or sleep. This does not provide you with any immunities. You only require 4 hours for an extended rest. During this time you are fully awake and aware.

Unnatural Resilience ♦ **At-will** ♦ **Standard Action** ♦ **Melee**

Special: This powers damage increases to 2d4's at 11th level and 3d4's at 21st

Target: One adjacent enemy

Attack: Strength +2 Vs. AC

Hit: 1d4 + constitution modifier damage

Special: You gain temporary hp equal to the damage dealt by this attack

Compound Form: The hero's body contains aspects of two or more of the preceding Body Types. As such, it possesses a mixture of the advantages and disadvantages of each type. The combination of advantages is unique to each Compound. When creating a Compound character, the player first generates the number of Body Types combined in his character, then the actual types, using the Body Type Table at the first of the chapter. The next step is determining the characteristics retained by the compound. Roll 1d6 to determine number of Body Types. Characters and GMs may choose to mix and match characteristics from each body type, but, in the end, the characters assets should be balanced against existing non-compound forms.

Bloodied Megamorph: The hero can transform into any of a number of possible Aspects shapes when bloodied. Each Aspect Type performs a different function which applies only when the hero is in that particular form. The number of potential Aspects is determined by the following table.

Die Roll	#
01-50	2
51-75	3
76-95	4
96-00	5

The character retains its statistics in its new form, and its clothing, armor, and possessions do not change and are not absorbed into the new form. The new form lasts until the character changes it or until it dies. The hero can transform himself from one Aspect to another a maximum of once every 6 turns and may only change Aspect Styles upon returning to a new bloodied state <meaning the character must have had some form of healing, and then been re-bloodied>. Changing shape requires a minor action unless otherwise specified. If while in one Aspect the hero loses all Hit points, he can save his life and remain conscious by shifting and making a standard Will Save. Success means he lives, but temporarily loses the ability to transform into that Aspect for 1d6 Days.

<p>Champion Speed: 6 squares Vision: Normal</p>
<p><i>Blessing</i> Aura 3; each bloodied ally within the aura deals an additional 1d6 damage with melee attacks.</p>
<p><i>Last Command</i> (immediate interrupt, when an ally within 10 squares of the character drops to 0 hit points; at-will) The triggering ally can make a melee basic attack as a free action with a +2 bonus to the attack roll.</p>
<p><i>Inspiring Courage (minor)</i> Close burst 3; targets allies; the target can make a melee basic attack as a free action.</p>

<p>Brute Speed: 7 squares Vision: Normal</p>
<p><i>Destructive Wake</i> Aura 5; each enemy within the aura takes a -5 penalty to saving throws against ongoing damage.</p>
<p><i>Resist 5</i> (1/encounter, Immediate interrupt)</p>
<p><i>Devastating Assault</i> Whenever a Brute hits with a charge attack or hits a creature granting combat advantage to it, the attack also deals ongoing 5 damage (save ends).</p>

<p>Cursed Speed: 6 squares Vision: Normal, Lowlight</p>
<p><i>Soul Void</i> Aura 1; free action, minor sustain; each enemy that starts its turn within the aura can't spend action points until the end of its next turn.</p>
<p><i>Beckoning Gaze</i> (minor 1/round; at-will) Gaze Ranged 3; level + 5 vs. Will; the target is pulled 3 squares and marked (save ends).</p>

Skirmisher**Speed:** 7 squares**Vision:** Normal**Dirty Trick** (minor 1/round; at-will)

No attack roll; the target grants combat advantage to the skirmisher until the end of the skirmisher's next turn.

Skirmisher's Retort (immediate reaction, when an enemy misses the skirmisher with a melee attack; at-will)

The skirmisher makes a melee basic attack against the triggering enemy.

Skirmisher's Luck (minor; encounter)

The skirmisher makes a saving throw against each effect on it that a save can end.

Combat Advantage

A skirmisher deals 1d6 extra damage against any target granting combat advantage to it, and after the attack, the skirmisher can shift 2 squares as a free action.

**Hellbound****Speed:** 6 squares; Fly 4**Vision:** Normal**Special:** This form requires no action for transformation.**Resist** 5 fire**Devilish Mark** (minor; at-will) • Fire

The target is marked until the end of the hellbound's next turn. If the marked target makes an attack that does not include the hellbound, it takes 5 fire damage.

Agonizing Smite (free, when the hellbound hits a target it has marked with a melee attack; • Fire

The attack deals ongoing 5 fire damage, and the target is dazed (save ends both).

Insane Alchemist**Speed:** 6 squares**Vision:** Normal**Resist** 5 poison**Toughening Concoction** (minor; encounter)

Close burst 3; targets allies; the target gains 1d6 temporary hit points (roll once and apply the temporary hit points to all allies) and a +2 bonus to AC and Fortitude until the end of the mad alchemist's next turn.

Unstable Admixtures

Each time the alchemist scores a critical hit or grants temporary hit points to three or more allies, it gains another random effect from its power. Roll a d6 and consult the following table. The effect applies to one enemy hit by the alchemist, or one enemy within the burst of the *Toughening Concoction* power. If multiple targets are available, the alchemist chooses which target is affected.

Roll Effect

- 1 The target is dazed (save ends).
- 2 The target takes 5 ongoing poison damage (save ends).
- 3 The target gains vulnerable 5 cold, fire, lightning, poison, or thunder (mad alchemist's choice) (save ends).
- 4 The target is immobilized (save ends).
- 5 The target is blinded (save ends).
- 6 The target is slowed and dazed, and cannot make attacks or use powers (save ends).

Spectral
Speed: 6 squares
Vision: Normal, Darkvision
Special: This form requires no action for transformation.

Placate (immediate interrupt, when an enemy makes a melee or ranged attack against the spectral)

The spectral becomes invisible until the end of its next turn, and it can shift 1 square as a free action.

Combat Advantage

A spectral deals 2d6 extra damage against any target granting combat advantage to it.



ORIGINS!!!



Origin of Power

Now that you've determined what your character looks like, the next question is how did he get that way? More importantly, how did he get the Powers that set him apart from mortal men (or cyborgs or centaurs or kitty cats)? This is the stage where you determine the Origin of Power. There are 11 possibilities here, each one a single event in your character's life that transformed him/her/it into a Super Hero.

The player can interpret the Origin two ways. The first way assumes that the character has always had approximately the same Physical Form that he now possesses. In that case, the Origin is the event in which his Powers first appeared. The second way of interpreting the Origin is to assume that the character began life as a perfectly Normal, Human, say a kid from Euclid, Ohio. In that case, the Origin was an event that not only gave him Power, it may have also drastically altered his Physical form.

To determine the Origin of Power, roll percentage dice once and compare the results with the following table.

Die Roll	Origin
01-10	Natal
11-20	Maturity
21-30	Self-Achievement
31-35	Endowment
36-50	Technical Mishap
51-60	Technical Procedure
61-65	Creation

66-76	Biological Exposure
77-87	Chemical Exposure
88-98	Energy Exposure
99-00	Rebirth

Natal: The hero was born in the Body Type he has, and possessed all his Powers from birth onward (although learning to control them took time). Note: If a character is a Cyborg, he was severely deformed at birth and required immediate emergency medical and scientific aid.

Ability Scores: Nats gain one +4 to ability score points to distribute as they choose.

Maturity: The hero gained his Powers sometime after reaching adulthood. Powers may have begun manifesting themselves sporadically during adolescence, or even childhood, but full control wasn't achieved until maturity. Most Random Mutants are in this Powerset.

Ability Scores: Mature characters +2 Intelligence, +2 Dexterity

Self-Achievement: The hero actively sought out a means of giving himself Power. He developed the methods, procedures, equipment, or whatever permits him to possess Power. This could be through scientific endeavors (Henry Pym/ Ant Man), arcane study (Dr. Strange), or physical training (Iron Fist). Anyone can gain Powers similar to the hero's by following this special training.

Ability Scores: Over-Achievers gain +2 Intelligence, +2 Wisdom

Endowment: The hero was given his Power by another being. This includes such diverse situations as being transformed (Tigra), being charged with Power (the Power Pack kids), and acquiring an item whose possession gives the hero Power (Black Knight, Vindicator).

Ability Scores: Well-Endowed Heroes gain +2 Strength, +2 Constitution

Technical Mishap: The hero was caught in an experiment or procedure gone awry, with the result that the hero gained Powers that were totally unexpected. Such freak conditions cannot be completely duplicated, although they can be simulated. Simulations produce slightly different results, though. Cloak and Dagger are examples of Mishap Origins. The late Sasquatch was an example of a Mishap Simulation, from trying to recreate the Gamma Blast that created the Hulk.

Ability Scores: Tech Freaks gain +2 Wisdom, +2 Constitution

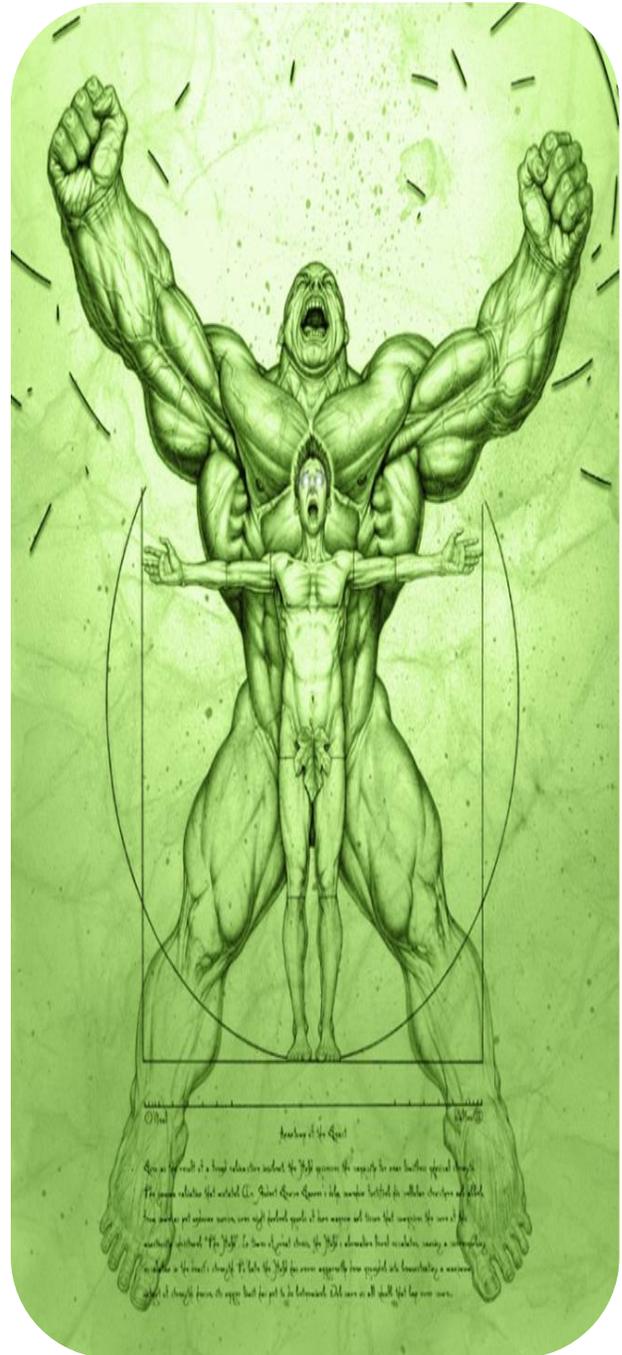
Technical Experiment: The hero was the subject of a controlled scientific or magical experiment.

Assuming that all the factors are reproduced, such a Technical Experiment should be "able to produce a steady supply of superpowered heroes.

Unfortunately, the geniuses behind such experiments often leave inadequate notes; if something happens to the genius, the experiment is irreproducible. Dr.

Reinstein, for example, never really wrote down the Super-Soldier Formula that transformed Steve Rogers into Captain America. Attempts to recreate it produced the Infinity Formula that has the simpler effect of increasing the subject's Hit points, Body, and lifespan.

Ability Scores: Gearheads gain +2 Intelligence, +2 Constitution



Creation: The hero was born in the form he now has, that of an adult who possesses Power and/or whatever the Body Type is. Most of the Artificial Body Types belong in this Powerset. Examples include the android Human Torch, all robots, angels, demons, and deities.

Ability Scores: Creations gain +2 to Wisdom, +2 Strength

Biological Exposure: The hero gained Power after exposure to a special lifeform or a substance secreted by that lifeform. Werewolves and Bio-Vampires are common examples of this. Normal Humans are transformed into those kinds of beings after being bitten by another Werewolf or Bio-Vampire. The hero can also gain Power from an experiment using bio-chemicals. For example, the late Whizzer gained his Power after consecutive injections of cobra venom and mongoose blood.

Ability Scores: Exhibitionists gain +2 Constitution, +2 Charisma



Chemical Exposure: The hero was transformed by exposure to an exotic element, compound, or mixture. This substance can be inhaled, ingested, injected, or just placed next to the hero for it to affect him. The chemicals involved in these incidents react in random ways with the hero's genetic structure and produce unique results. If another person is exposed to the same chemical, the results may be different or fatal. Madcap is an example of this.

Ability Scores: Juicers gain +2 Strength, +2 Constitution

Energy Exposure: The hero was exposed to a special form and Intensity of energy— anything out of the ordinary will do—and turned into his present self. Most of the Marvel Super Heroes from the early 1960s are examples of this. The Fantastic Four, the Hulk, and Daredevil, for examples, all received Powers after being subjected to hard radiation.

Ability Scores: ShockJocks gain +2 Dexterity, +2 Constitution

Rebirth: The hero was once a perfectly ordinary person. Then he died. Something happened to him that destroyed his old body and gave him a new one, complete with Power. Examples of this Powerset include Marc Spector/Moon Knight and Arthur Douglas/Drax the Destroyer. **Ability Scores:** BornAgains gain +2 Strength, +2 Dexterity

Generating Ability Scores

Although a balanced party is important, it is not required. With the addition of healing surges and full hitpoints after a rest, a party of 5 strikers, or 5 controllers can adventure fine, although may run into trouble without a leader to heal people or a fighter to soak up damage. After you've selected your Powerset, physical form and powers, you should generate the core stats for your character. We will be using the 22 point-buy system.

- Strength represents physical power.
- Constitution represents health and stamina.
- Dexterity represents agility and reflexes.
- Intelligence represents reasoning.
- Wisdom represents common sense.
- Charisma represents personality.



Assign the following numbers to each ability score any way you like: 16, 14, 13, 12, 11, 10. Or, alternately, the second method is a little more complicated. Start with the following scores: 8, 10, 10, 10, 10. You have 22 points to spend in order to increase the ability scores.

Generating Ability Scores	
8 costs 0	14 costs 7
9 costs 1	15 costs 9
10 costs 2	16 costs 11
11 costs 3	17 costs 13
12 costs 4	18 costs 18
13 costs 5	

Ability Modifier	
2, 3	-4
4, 5	-3
6, 7	-2
8, 9	-1
10, 11	0
12, 13	+1
14, 15	+2
16, 17	+3
18, 19	+4
20, 21	+5

Each Powerset has certain strengths in each ability score and should be assigned accordingly.

Calculate your Ability Modifiers

These modifiers will be applied anywhere a specific ability modifier is needed including skill modifiers, healing surges, starting hitpoints, etc.

Ability Checks = 1d20 + ability score modifier + ½ character level

Skill Checks = 1d20 + skill modifier + situational modifiers

Powerset Bonuses and Calculations

Then add your Powerset defense modifiers, calculate the number of healing surges, and your characters starting hitpoints. Choose your characters skills from the skills list. Add a +5 skill modifier to any skills you're trained in. Also add the appropriate ability modifier bonus to all your skills.

Powerset	Defense Modifiers	Healing Surges	Hitpoints
Controller	+2 Will	6 + Con Mod	(level × 4) + 6 + Con Score
Defender	+1 Fort, Ref, Will	10 + Con Mod	(level × 6) + 9 + Con Score
Leader	+2 Will	6+ Con Mod	(level × 5) + 7 + Con Score
Scrapper	+2 Ref	6 + Con Mod	(level × 5) + 7 + Con Score
Blaster	+1 Fort, Ref, Will	6 + Con Mod	(level × 5) + 7 + Con Score

Special Effect:



Just as important as the mechanics of a power is the “Special Effect” (also known as Descriptor), what it looks like and how it works. For instance, when a character buys an Energy Blast, the attack might come from the character's fingertips, eyes, or forehead. The energy may be lightning, fire, cold, sonics, radiation, rubber bullets, or whatever. Rather than trying to list each type of Energy Blast we could think of, we let the player choose what type of energy to project. The table below is provided for those looking for ideas.

Special	Random Effect Descriptor
01-02	Body Armor
03-04	Force Field Manipulation
05-06	Energy Reflection
07-08	Absorption Power
09-10	Coldshaping
11-12	Darkforce Manipulation
13-14	Electrical Control
15-16	Energy Conversion
17-18	Energy Solidification
19-20	Fire Control
21-22	Gravity Manipulation
23-24	Hard Radiation Control
25-26	Kinetic Control
27-28	Light Control
29-30	Magnetic Manipulation
30-31	Plasma Control
32-33	Radiowave Control
34-35	Sound Manipulation
36-37	Thermal Control
38-39	Vibration Control
40-41	Martial Supremacy
42-43	Natural Weaponry
44-45	Weapons Creation
46-47	Bionics
48-49	Animate Image
50-51	Illusion-Casting
52-53	Biophysical Control

54	Neural Manipulation
55-56	Plant Creation/ Control
57	Sense Alteration
58-59	Undead Control
60-61	Enchantment
62-63	Magic Control
64-65	Geoforce
66-67	Matter Animation
68-69	Machine Animation
70	Weather
71-72	Lifeform Creation
73-75	Psychic Powers
76-77	Telekinesis
78-79	Chemical Body
80-81	Super-Speed
82-83	Animal Transformation
84-85	Animal Mimicry
86-87	Body Adaptation
88-89	Chemical Mimicry
90-91	Elongation
92-93	Energy Body
94	Self-Evolution
95	Physical Gestalt
96-97	Plant Mimicry
98	Plasticity
99	Water Control
100	Shapeshifting



To enhance the impact of how Special Effects Properties work, characters are also granted 4 ADVANTAGE POWERS <UP TO 2 FROM EACH CATEGORY INITIALLY> at game start.

In some cases, there are specific conditions under which you can use the Advantage (for instance, only if you're bloodied), so be aware of those limitations when selecting these abilities. Advantages are considered, in general, to be Always On and a part of the character. For example, Attack powers that are At Will can be applied as an Advantage to any attack the character makes <hence the name>. They are typically not tied to any particular attack, Physical Form, or Role ability.

Advantage powers tend to follow the same rules as other powers (in that they have ranges, shapes, and so forth). Like Physical Form and Role powers, Advantage powers often can have keywords that indicate their damage or effect types. When you use an Advantage as part of a Physical Form power or a Role power, the keywords of the Advantage's power and the other powers stack. In some instances, multiples of a type of an Advantage's descriptor can be applied at once at no additional cost, but are determined at game start.

For instance, if Equinox, the Thermodynamic man buys *Elemental Strike* to attack with a power that conceptually originally only dealt Cold damage, but, purchased it twice, the power can then be decided, before game start, to deal both fire damage and cold damage <1d6 each> for the purposes of defeating resistances. Multiple purchases, however, do not stack the amount of Daily uses a power can have. Also, be mindful of Action Costs, as some of the additional abilities granted by these powers consume portions of actions to use.

Continuing the example, if Equinox also purchased *Elemental Strike<Fire>* and *Sticky Hit* to simulate a cold slowing effect, he could apply both effects to one hit, since *Elemental Strike* is a Minor Action and *Sticky Hit* is a Free Action. If both were Standard Actions, he would only be able to utilize one at a time, unless he spent a Hero Point, and each would require a separate To Hit roll.

Like other powers, Advantage powers are sometimes At-Will powers, sometimes Encounter Powers, and sometimes Daily powers. Healing surge powers are usable every time you spend a healing surge.

At-Will: These powers can be used as often as their action types allow.

Encounter: These powers can be used once per encounter and are renewed when their user takes a short rest.

Daily: A character can only use one daily power once per day unless he is renewed by taking an extended rest. In addition, each time you reach a milestone, you gain one additional use of an Advantages' daily power.

Healing Surge: You begin with one use of the power per day, like a daily power. You can renew an Advantage's power by taking a standard action to funnel your vitality into the item, spending a healing surge in the process. Spending a healing surge in this way doesn't restore hit points, and this standard action is separate from the action required to activate the power.

Armor Powerset Enhancements

Battleforged

Enhancement: AC

Property: If you use your second wind when you are bloodied, regain an extra 1d10 hit points.

Bloodcut

Enhancement: AC

Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.

Bloodthreat

Enhancement: AC

Property: When you are bloodied, you gain a +2 bonus to AC and saving throws.

Curseforged

Enhancement: AC

Power (Daily): Immediate Reaction. You can use this power when an enemy hits you with an attack. That enemy takes a -2 penalty to attack rolls (save ends). When the enemy saves against the penalty, the enemy takes a -1 penalty to attack rolls (save ends).

Elemental Damage Shield

Enhancement: AC

Property: You automatically succeed on saving throws against ongoing <Elemental type> damage.

Power (Daily ♦ Fire): Minor Action. Until the end of your next turn, any creature that hits you with a melee attack takes 1d8 + Charisma modifier <elemental> damage.

Enduring

Enhancement: AC

Property: Gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

Power (Daily ♦ Healing): Free Action. Regain hit points as if you had spent a healing surge.

Exalted

Enhancement: AC

Power (Daily ♦ Healing): Minor Action. Until the end of your turn, each character healed by one of your encounter powers or daily powers regains additional hit points equal to 1d10 + your Charisma modifier. Damage

ForceField

Enhancement: AC

Power (Daily): Minor Action. Gain a +4 power bonus to AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (min 0).

Razor

Enhancement: AC

Property: When an enemy scores a melee critical hit against you, that enemy takes 1d10 damage.



Ready For It

Enhancement: AC

Property: Gain a +2 item bonus to AC against the first attack made against you in each encounter.

Shake It Off

Enhancement: AC

Power (Daily): Free Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

Specialist

Enhancement: AC

Property: Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.

TPorter

Enhancement: AC

Property: Add 1 square to the maximum distance of any teleport you make.

Attack and Damage Adjustors

Anchor

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. Until the end of your next turn, any attack that hits a flying creature within 10 squares of you also forces that creature to gently fall 10 squares. If a descent of that distance would bring the creature to ground, it lands prone but takes no damage from the fall.

Boombastic

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily ♦Descriptor): Minor Action. The next attack you make before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the attack, but it attacks against Fortitude. Each target hit takes <Special effect descriptor> damage equal to the normal damage you would deal with a basic attack.



Carrier Attack

Enhancement: Attack rolls and damage rolls

Critical: +1d6 lightning damage per plus

Power (Daily ♦Descriptor): Free Action. Use this power when you hit with your next attack. The target and each enemy within 2 squares of the target take 1d6 <Special effect descriptor> damage.

Duelist

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus if you have combat advantage

Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.

Elemental Strike

Enhancement: Attack rolls and damage rolls

Critical: +1d6 elemental damage per plus

Power (Daily ♦Elemental): Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).

Enhanced Blast

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when using a power that has a blast or a burst effect. Increase the size of the blast or the burst by 1.

Extra Time

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. One of your powers that is due to end at the end of this turn instead lasts until the end of your next turn.

Hulk Smash

Enhancement: Attack rolls and damage rolls

Property: Gain a +1 bonus to Athletics checks and Strength ability checks (but not Strength attacks).

- **Power (Daily):** Free Action. Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.

Insult To Injury

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus against bloodied creatures

Power (Daily): Minor Action. Deal an additional 1d6 damage to each bloodied creature within 5 squares of you.

Life Stealer

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you drop an enemy to 0 hit points or fewer with a melee attack, gain 5 temporary hit points.

Make It Count

Enhancement: Attack rolls and damage rolls

Critical: 1d8 damage per plus

Power (Daily): Free Action. After rolling damage, you can reroll a number of damage dice equal to or less than the Advantage bonus. You must keep the new results, and you can't reroll any die more than once.

Nova

Enhancement: Attack rolls and damage rolls

Critical: +1d6 lightning or thunder damage per plus

Power (Daily ♦ Descriptor): Free Action. After resolving the power, deal 1d8 <Special effect descriptor> to every creature in a close blast 3.

Resounding

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn.

Vicious

Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus

Shock and Awe

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily ♦ Descriptor): Free Action. Use this power when you hit with your next attack. Deal an extra 1d8 <Special effect descriptor> damage and push the target 1 square.

Sticky Hit

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 additional damage and is slowed until the end of your next turn.



Strike To Kill

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack. Deal an extra 1d10 damage.

Strike True

Enhancement: Attack rolls and damage rolls

Power (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

Symbol of Life

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Minor Action. Until the end of your turn, any character healed by one of your encounter powers or daily powers regains an additional 1d6 hit points.

Terror

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily ♦ Fear): Free Action. Use this power when you hit with your next attack. The target takes a -2 penalty to all defenses (save ends).

Texas Hold Em

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. After you resolve the results of a ranged attack power, all enemies within 3 squares of you are immobilized (save ends).

Vicious

Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus

Walk It Off

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.

Weaken

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you deliver an effect that a save can end, the target takes a -2 penalty to saving throws against the effect.

**General Bonuses****Knockback**

Enhancement: General

Power (Daily): Free Action. Use this power when you hit an enemy with a melee attack. Push the enemy 1d4 squares after applying the attack's effects.

Melee Boost

Enhancement: General

Property: When you hit with a melee attack, you gain a +2 bonus to the damage roll.

Ranged Boost

Enhancement: General

Property: When you hit with a ranged basic attack, you gain a +2 bonus to the damage roll.

RopeADope

Enhancement: General

Power (Daily): Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt to you by the attack by 10.

Shield Arm

Enhancement: General

Power (Daily): Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.

Movement Bonuses

FeatherFall

Enhancement: Movement

Property: When you fall or jump down, you take no falling damage and always land on your feet.

- **Power (Daily):** Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.

Immovable Object

Enhancement: Movement

Property: When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

- **Power (Daily):** Immediate Interrupt. You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

Kickup

Enhancement: Movement

Property: Gain a +1 bonus to Acrobatics checks.

- **Power (At-Will):** Minor Action. Stand up from prone.

Upwardly Mobile

Enhancement: Movement

Property: If you begin your turn standing on a horizontal surface, you can move across a vertical surface as if it were normal terrain. If you are still vertical at the end of your turn, reduce your movement by one square every turn. When you run out of movement, you quite possibly plummet to your death.

Power (Daily): Minor Action. You can move across vertical surfaces as if they were normal terrain until the end of the encounter.

WaterWalk

Enhancement: Movement

Property: If you begin your turn standing on a solid surface, you can move across liquid as if it were normal terrain. If you are still on liquid at the end of your turn, reduce your movement by one square every turn. When you run out of movement, you fall in. Rapids or choppy seas are considered difficult terrain. The character can end this benefit as a free action, and can immerse himself or swim underwater if desired spending any extra movement.

- **Power (Daily):** Minor Action. You can move across liquid surfaces as if they were normal terrain until the end of the encounter.



Health Bonuses

Protection

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

Sacrifice

Property: Each ally within 5 squares of you gains a +1 bonus to his or her healing surge value.

- **Power (Daily ♦ Healing):** Minor Action. Lose two healing surges. An ally within 5 squares of you regains one healing surge.

ENHANCEMENTS!!!



Training in an Enhancement means that you have some combination of formal instruction, practical experience, and natural aptitude using that ability. All characters start with **4 ENHANCEMENT SLOTS**.



Accuracy:

- ◆ + 2
- ◆ + 3
- ◆ + 4
- ◆ + 6

- ◆ You can use your additional second wind as a minor action instead of a standard action and your first as a FREE action.
- ◆ You can immediately spend a free healing surge as an Interrupt action.



Armor Powerset: Base 10 1/2 level +Dex modifier

- ◆ 2 AC
- ◆ 4 AC
- ◆ 6 AC
- ◆ 8 AC



Initiative: Base 1/2 level +Dex modifier

- ◆ + 1
- ◆ + 2
- ◆ + 4
- ◆ + 6



Damage: Base 1d6 applies to all damage marked [E]

- ◆ 1d8
- ◆ 1d 10
- ◆ 1d12
- ◆ **Critical:** +1d10 damage



Range: Base 5/10

- ◆ 10/20
- ◆ 15/20
- ◆ 20/40
- ◆ Line of Sight
- ◆ **Critical:** You ignore the penalty to attack rolls for cover or superior cover.



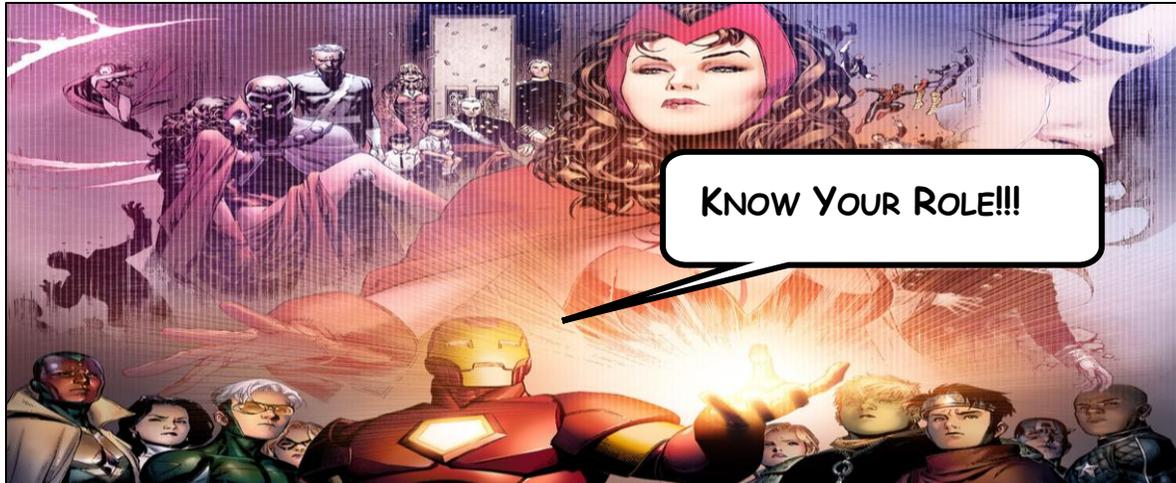
Healing: Base: You can use your second wind once per encounter and can use it again after you take a short rest or an extended rest.

- ◆ You can use your second wind as a minor action instead of a standard action.
- ◆ You gain a second use of second wind per encounter.



Movement: This applies to all non-combat movement speeds

- ◆ Movement speed x 10 <mph>
- ◆ Movement speed x 50 <mph>
- ◆ Movement speed x 100 <mph>
- ◆ Movement speed x 500 <mph>



Character Role

Each character Powerset specializes in one of four basic functions in combat: control and area offense, defense, healing and support, and focused offense. The roles embodied by these functions are **controller**, **defender**, **leader**, and **striker**. Roles also serve as handy tools for building adventuring parties. It's a good idea to cover each role with at least one character. If you have five or six players in your group, it's best to double up on defender first, then striker. If you don't have all the roles covered, that's okay too—it just means that the characters need to compensate for the missing function.

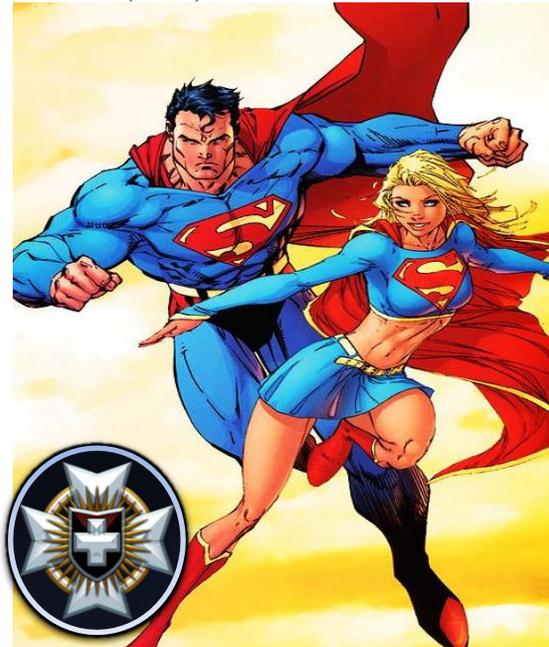
Choosing a Role:

Controller (01-25)



Controllers deal with large numbers of enemies at the same time. They favor offense over defense, using powers that deal damage to multiple foes at once, as well as subtler powers that weaken, confuse, or delay their foes.

Defender (26-50)



Defenders have the highest defenses in the game and good close-up offense. They are the party's front-line combatants; wherever they're standing, that's where the action is. Defenders have abilities and powers that make it difficult for enemies to move past them or to ignore them in battle.

Leader (51-75)



Leaders inspire, heal, and aid the other characters in an adventuring group. Leaders have good defenses, but their strength lies in powers that protect their companions and target specific foes for the party to concentrate on. Leaders encourage and motivate their adventuring companions, but just because they fill the leader role doesn't mean they're necessarily a group's spokesperson or commander. The party leader—if the group has one—might as easily be a charismatic warlock or an authoritative paladin. Leaders (the role) fulfill their function through their mechanics; party leaders are born through roleplaying.



Striker <Scrapper/Blaster> (76-100)

Strikers specialize in dealing high amounts of damage to a single target at a time. They have the most concentrated offense of any character in the game. Strikers rely on superior mobility, trickery, or magic to move around tough foes and single out the enemy they want to attack.



ROLE DESCRIPTIONS!!!



Roll	<i>Controllers (01-25)</i>	
01-20	Druid – Animal Man	Controller
21-40	Invoker – Green Lantern	Controller
41-60	Psion – Invisible Woman	Controller
61-80	Seeker - Punisher	Controller
81-100	Wizard – Green Arrow	Controller



<i>Defenders (26-50)</i>		
01-20	Battlemind – Jean Grey	Defender
21-40	Fighter - Superman	Defender
41-60	Paladin – Thor	Defender
61-80	Swordmage - NightCrawler <Excalibur>	Defender
81-100	Warden- Stature	Defender



<i>Leaders (51-75)</i>		
01-20	Bard - Longshot	Leader
21-40	Cleric – Iron Man	Leader
41-60	Rune priest - Colossus	Leader
61-80	Shaman - Doctor Strange	Leader
81-100	Warlord – Captain America	Leader



<i>Strikers (76-100)</i>		
01-20	Barbarian – Hulk	Striker
21-40	Monk - Flash	Striker
41-60	Ranger - Wolverine	Striker
61-80	Rogue - Batman	Striker
81-100	Sorcerer - Human Torch	Striker





Barbarian Template – Berzerker

POWERSET TRAITS

Role: Striker. You deal serious damage to your enemies. Your physical power and daunting presence can cause foes to cower before you, and you can temporarily increase your abilities by harnessing great bursts of terrifying rage. Depending on your choice of powerset features and powers, you lean toward either defender or leader as a secondary role.

Examples: Skaar, Hulk

Key Abilities: Strength, Constitution, Charisma

Superstat: SuperStrength

Bonus to Defense: +2 Fortitude

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 8 + Constitution modifier

Powerset Features

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain Berzerker powers, as detailed in those powers.

Rageblood Vigor: You gain the *swift charge* power. In addition, whenever your attack reduces an enemy to 0 hit points, you gain temporary hit points equal to your con modifier. The number of temporary hit points equals 5 + your Constitution modifier at 11th level and 10 + your Constitution modifier at 21st level.

Thaneborn Triumph: You gain the *roar of triumph* power. In addition, whenever you bloody an enemy, the next attack by you or an ally against that enemy gains a bonus to the attack roll equal to your Charisma modifier.

Rage Strike

Berzerker daily attack powers have the rage keyword. They allow you to unleash powerful bursts of emotion, willpower, and energy. Each rage power starts with a mighty attack, and then you enter a rage, which grants an ongoing benefit.

At 5th level, you gain the *rage strike* power, which lets you channel an unused rage power into a devastating attack while you're raging. Using *rage strike* is an alternative to using a second rage power in a climactic battle; it gives you the damage output of a daily power without forcing you to enter a different rage.

Rampage

Once per round, when you score a critical hit with a Berzerker attack power, you can immediately make a melee basic attack as a free action. You do not have to attack the same target that you scored a critical hit against.

Each Berzerker gains the power *rage strike*, usable only during a rage, **at 5th level**.

Rage Strike

Daily (Special)

Standard Action Melee

Requirement: You must be raging and have at least one unused Berzerker rage power.

Target: One creature

Attack: Strength vs. AC. To make this attack, you expend an unused Berzerker rage power.

Hit: You deal damage based on the level of the rage power you expend:

1st level	3[E] + Strength modifier
5th level	4[E] + Strength modifier
9th level	5[E] + Strength modifier
15th level	6[E] + Strength modifier
19th level	7[E] + Strength modifier
25th level	8[E] + Strength modifier
29th level	9[E] + Strength modifier

Miss: Half damage.

Special: You can use this power twice per day.

The Feral Might powerset feature grants each Berzerker one of the following powers.

Roar of Triumph Berzerker Feature

Encounter

Free Action **Close** burst 5

Trigger: Your attack reduces an enemy to 0 hit points

Target: Each enemy in burst

Effect: Each target takes a -2 penalty to all defenses until the end of your next turn.

Swift Charge Berzerker Feature

Encounter

Free Action **Personal**

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You charge an enemy.

Level 1 At-Will Powers

Devastating Strike Berzerker Attack 1

At-Will

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + 1d8 + Strength modifier damage.

Level 11: 1[E] + 2d8 + Strength modifier damage.

Level 21: 2[E] + 3d8 + Strength modifier damage.

Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

Howling Strike Berzerker Attack 1

At-Will

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + 1d6 + Strength modifier damage.

Level 11: 1[E] + 2d6 + Strength modifier damage.

Level 21: 2[E] + 3d6 + Strength modifier damage.

Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

Pressing Strike Berzerker Attack 1

At-Will

Standard Action **Melee**

Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.

Level 21: 2[E] + Strength modifier damage.

Recuperating Strike Berzerker Attack 1

At-Will

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage, and you gain temporary hit points equal to your Constitution mod.

If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier.

Level 11: 1[E] + 1d6 + Strength modifier damage.

Level 21: 2[E] + 2d6 + Strength modifier damage.

Level 1 Encounter Powers

Avalanche Strike Berzerker Attack 1

Encounter

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage.

Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier.

Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

Bloodletting Berzerker Attack 1

Encounter

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. If the target is bloodied, the attack deals extra damage equal to your Constitution modifier.

Great Cleave Berzerker Attack 1

Encounter

Standard Action **Close** burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage + 1 damage for each enemy adjacent to you.

Vault the Fallen Berzerker Attack 1

Encounter

Standard Action **Melee**

Target: One or two creatures

Attack: Strength vs. AC

Hit: 1[E] + 1d6 + Strength modifier damage.

Effect: If you target two creatures, you can shift 1 square after the first attack.

Thaneborn Triumph: The number of squares you can shift equals your Charisma modifier.

Level 1 Daily Powers

Bloodhunt Rage Berzerker Attack 1

Daily ♦ Rage

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the bloodhunt. Until the rage ends, you gain a bonus to melee damage rolls equal to your Constitution modifier if either you or your target is bloodied.

Macetail's Rage Berzerker Attack 1

Daily ♦ Rage

Standard Action

Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. Reflex

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

Miss: Half damage.

Effect: You enter the rage of the macetail behemoth. Until the rage ends, whenever you hit, you gain temporary hit points equal to your Strength modifier.

Rage Drake's Frenzy Berzerker Attack 1

Daily ♦ Rage

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC. If the target is bloodied, you gain a +2 bonus to the attack roll.

Hit: 3[E] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the rage drake. Until the rage ends, once per round when you reduce an enemy to 0 hit points, you can make a melee basic attack as a free action.

Swift Panther Rage Berzerker Attack 1

Daily ♦ Rage

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the swift panther. Until the rage ends, you gain a +2 bonus to speed and can shift 2 squares as a move action.

Level 2 Utility Powers

Combat Sprint Berzerker Utility 2

Encounter

Move Action

Personal

Effect: You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.



Vitality Berzerker Utility 2

Daily

Minor Action

Personal

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier. If you are raging, the number of temporary hit points you gain equals one-half your level + twice your Constitution modifier.

Stonebreaker Berzerker Utility 2

Encounter

Minor Action

Personal

Effect: Until the end of your next turn, you gain a +5 bonus to Strength checks to break objects, and you deal double damage against objects.

Tiger's Leap Berzerker Utility 2

Encounter

Move Action

Personal

Prerequisite: You must be trained in Athletics.

Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.

Level 3 Encounter Powers

Blade Sweep Berzerker Attack 3

Encounter

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier.

Rageblood Vigor: Each enemy adjacent to you that is not bloodied also takes damage equal to your Constitution modifier.

Blood Strike Berzerker Attack 3

Encounter

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. If you or the target is bloodied, the attack deals 1[E] extra damage.

Daring Charge Berzerker Attack 3

Encounter

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage.

Special: When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +2 bonus to the attack roll and the damage roll for each opportunity attack made against you while you charge.

Thaneborn Triumph: You gain a bonus to AC equal to your Charisma modifier against any opportunity attack you provoke during your charge.

GroundStomp Berzerker Attack 3

Encounter

Standard Action

Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[E] + Strength modifier damage, and you knock the target prone.

Shatterbone Strike Berzerker Attack 3**Encounter****Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and the target takes a –2 penalty to AC until the end of your next turn.**Thaneborn Triumph:** The penalty to AC equals your Charisma modifier.Level 5 Daily Powers**Frost Wolf Rage** Berzerker Attack 5**Daily ♦ Rage,****Standard Action**

Melee

Target: One creature**Effect:** Before the attack, the target can make a melee basic attack against you as a free action. If it does so, your attack deals 1[E] extra cold damage.**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier cold damage.**Miss:** Half damage.**Effect:** You enter the rage of the frost wolf. Until the rage ends, any enemy that hits you with a melee attack takes damage equal to 3 + your Constitution modifier.**Silver Phoenix Rage** Berzerker Attack 5**Daily ♦ Healing, Rage****Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier fire damage, and ongoing 5 damage (save ends).**Miss:** Half damage.**Effect:** You enter the rage of the silver phoenix. Until the rage ends, you gain regeneration 3. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.**Thunder Hawk Rage** Berzerker Attack 5**Daily ♦ Rage****Standard Action**

Melee

Primary Target: One creature**Primary Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier thunder damage, and the primary target is dazed (save ends).**Miss:** Half damage.**Effect:** You enter the rage of the thunder hawk. Until the rage ends, you can make the following secondary attack once during each of your turns.**Free Action**

Melee 1

Secondary Target: One creature**Secondary Attack:** Strength vs. Fortitude**Hit:** You knock the secondary target prone.**Vengeful Storm Rage** Berzerker Attack 5**Daily ♦ Rage****Standard Action**

Close burst 1

Target: Each enemy in burst**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier lightning damage.**Miss:** Half damage.**Effect:** You enter the rage of the vengeful storm. Until the rage ends, at the start of each of your turns, each enemy adjacent to you takes 3 damage.Level 6 Utility Powers**Combat Surge**

Berzerker Utility 6

Daily**Free Action**

Personal

Trigger: You miss with an attack**Requirement:** You must be raging.**Effect:** You reroll the attack.**Indomitable Shift**

Berzerker Utility 6

Daily**Minor Action**

Personal

Effect: You shift a number of squares equal to your Constitution modifier. You gain 1d10 temporary hit points plus 1 additional temporary hit point for each enemy within 2 squares of you.**Instinctive Charge**

Berzerker Utility 6

Daily**No Action**

Personal

Trigger: You roll initiative at the beginning of an encounter**Effect:** You gain a +5 power bonus to your initiative. You also gain a +2 power bonus to your first attack roll during the encounter.**Loss of Will**

Berzerker Utility 6

Encounter**Immediate Reaction**

Personal

Trigger: An enemy misses you with you an attack**Target:** The triggering enemy**Effect:** Until the end of the target's next turn, the target takes a penalty to attack rolls against you equal to your Charisma modifier.Level 7 Encounter Powers**Curtain of Steel**

Berzerker Attack 7

Encounter**Immediate Reaction**

Melee 1

Trigger: An enemy adjacent to you hits or misses you**Target:** The triggering enemy**Attack:** Strength vs. AC**Thaneborn Triumph:** You gain a bonus to the attack roll equal to your Charisma modifier.**Hit:** 3[E] + Strength modifier damage.**Great Clap**

Berzerker Attack 7

Encounter**Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and each enemy within 5 squares of you takes a –2 penalty to attack rolls until the end of your next turn.**Feast of Violence**

Berzerker Attack 7

Encounter**Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage.**Special:** You can choose to provoke opportunity attacks when you make this attack. If you do so, you gain a +1 bonus to the attack roll for each creature that attacks you, and the attack deals 1[E] extra damage.

Tide of Blood Berzerker Attack 7

Encounter

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. The attack deals 1 extra damage for each enemy adjacent to you.

Rageblood Vigor: The attack instead deals 1 extra damage for each enemy within a number of squares of you equal to your Constitution modifier.

Level 9 Daily Powers

Black Dragon Rage Berzerker Attack 9

Daily ♦ Rage

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

Effect: You enter the rage of the black dragon. Until the rage ends, at the start of each of your turns, each enemy adjacent to you is blinded until the end of your turn.

Oak Hammer Rage Berzerker Attack 9

Daily ♦ Rage

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

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

Miss: Half damage.

Effect: You enter the rage of the oak hammer. Until the rage ends, whenever you hit a target with a melee attack, you knock that target prone. If that target is already prone, the attack instead deals extra damage equal to your Constitution modifier.

Stone Bear Rage Berzerker Attack 9

Daily ♦ Rage

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the stone bear. Until the rage ends, you gain resistance to all damage equal to your Constitution modifier.

White Tiger Rage Berzerker Attack 9

Daily ♦ Rage

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: You enter the rage of the white tiger. Until the rage ends, any enemy that starts its turn adjacent to you is slowed until the end of its turn.

Level 10 Utility Powers

Deny Death Berzerker Utility 10

Daily

Immediate Interrupt Personal

Trigger: You drop to 0 hit points or fewer and don't die

Effect: You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.

Heart Strike Berzerker Utility 10

Daily ♦ Stance

Minor Action Personal

Effect: Until the stance ends, whenever you hit with an at-will attack power, the attack deals extra damage equal to your Charisma modifier.

Mountain Roots Berzerker Utility 10

Daily ♦ Stance

Immediate Interrupt Personal

Trigger: You are pulled, pushed, or slid

Effect: You negate the forced movement. Until the stance ends, you can negate forced movement against you.

Wellspring of Renewal Berzerker Attack 9

Encounter

Minor Action Personal

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier. In addition, if you are marked, that condition ends.





Bard Template – Seraph

POWERSET TRAITS

Role: Leader. You inspire and invigorate your allies. You also use significant control elements, making controller a natural secondary role.

Examples: Longshot

Key Abilities: Charisma, Intelligence, Constitution

Superstat: SuperCharisma

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

Powerset Features

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain Seraph powers, as detailed in those powers.

- **Virtue of Cunning:** Once per round, when an enemy attack misses an ally within a number of squares of you equal to 5 + your Intelligence modifier, you can slide that ally 1 square as a free action.
- **Virtue of Valor:** Once per round, when any ally within 5 squares of you reduces an enemy to 0 hit points or bloodies an enemy, you can grant temporary hit points to that ally as a free action. The number of temporary hit points equals 1 + your Constitution modifier at 1st level, 3 + your Constitution modifier at 11th level, and 5 + your Constitution modifier at 21st level.

Majestic Word

The arcane power of a Seraph's voice can heal allies. You gain the *majestic word* power.

Versatility

You can choose one Powerset feature multiclass feats from any other Powerset.

Skill Versatility

You gain a +1 bonus to untrained skill checks.

Contagious Resolve

When you take a short rest, you and each ally who can hear you are affected by your *Contagious Resolve*. When an affected character spends healing surges at the end of the rest, that character regains additional hit points equal to your Charisma modifier with each healing surge. A character can be affected by only one *Contagious Resolve* at a time.

Each Seraph has the powers *majestic word* and *words of friendship*.

Majestic Word Seraph Feature**Encounter (Special) ♦ Healing****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 and regain additional hit points equal to your Charisma modifier.

You also slide the target 1 square.

Level 6: 1d6 + Charisma modifier additional hit points.*Level 11:* 2d6 + Charisma modifier additional hit points.*Level 16:* 3d6 + Charisma modifier additional hit points.*Level 21:* 4d6 + Charisma modifier additional hit points.*Level 26:* 5d6 + Charisma modifier additional hit points.**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.**Words of Friendship** Seraph Feature**Encounter****Minor Action** Personal**Effect:** You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.Level 1 At-Will Powers**Guiding Strike** Seraph Attack 1**At-Will****Standard Action** Melee**Target:** One creature**Attack:** Charisma vs. AC**Hit:** 1[E] + Charisma modifier damage and the target takes a –2 penalty to the defense of your choice until the end of your next turn.*Level 21:* 2[E] + Charisma modifier damage.**Misdirected Mark** Seraph Attack 1**At-Will****Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 1d8 + Charisma modifier damage and the target is marked by an ally within 5 squares of you until the end of your next turn.*Level 21:* 2d8 + Charisma modifier damage.**Vicious Mockery** Seraph Attack 1**At-Will****Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Will**Hit:** 1d6 + Charisma modifier psychic damage and the target takes a –2 penalty to attack rolls until the end of your next turn.*Level 21:* 2d6 + Charisma modifier damage.**War Oath Strike** Seraph Attack 1**At-Will****Standard Action** Melee**Target:** One creature**Attack:** Charisma vs. AC**Hit:** 1[E] + Charisma modifier damage and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier.*Level 21:* 2[E] + Charisma modifier damage.Level 1 Encounter Powers**Blunder** Seraph Attack 1**Encounter ♦ Charm****Standard Action** Ranged 5**Target:** One creature**Attack:** Charisma vs. Will**Hit:** 1d6 + Charisma modifier damage and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.**Virtue of Cunning:** The power bonus to the attack roll equals 1 + your Intelligence modifier.**Fast Friends** Seraph Attack 1**Encounter ♦ Charm****Standard Action** Ranged 5**Target:** One creature**Attack:** Charisma vs. Will**Hit:** Choose yourself or an ally. The target cannot attack that character until the end of your next turn or until you or one of your allies attacks the target.**Inspiring Refrain** Seraph Attack 1**Encounter****Standard Action** Melee**Target:** One creature**Attack:** Charisma vs. AC**Hit:** 2[E] + Charisma modifier damage and each ally within 5 squares of you gains a +1 power bonus to attack rolls until the end of your next turn.**Shout of Triumph** Seraph Attack 1**Encounter****Standard Action** Close blast 3**Target:** Each enemy in blast**Attack:** Charisma vs. Fortitude**Hit:** 1d6 + Charisma modifier thunder damage and you push the target 1 square.**Effect:** You slide each ally in the blast 1 square.**Virtue of Valor:** The number of squares you push the target and slide the allies equals your Constitution modifier.

Level 1 Daily Powers

Echoes of the Guardian Seraph Attack 1

Daily

Standard Action Melee

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage and until the end of your next turn, the target is marked by an ally within 5 squares of you.

Miss: Half damage.

Effect: Until the end of the encounter, once during each of your turns, choose an ally within 5 squares of you when you hit an enemy. Until the end of your next turn, that enemy is marked by that ally.

Slayer's Oath Seraph Attack 1

Daily

Standard Action Melee

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage and the target grants combat advantage to you and your allies (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, whenever you hit an enemy, that enemy grants combat advantage to you and your allies until the end of your next turn.

Stirring Shout Seraph Attack 1

Daily ♦ Healing

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage.

Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier.

Mark of Triumph Seraph Attack 1

Daily ♦ Charm

Standard Action Melee

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and any ally within 5 squares of you gain a +1 power bonus to damage rolls and saving throws. In addition, whenever you or an ally reduces an enemy to 0 hit points with an attack, you and any ally within 5 squares of the enemy can shift 1 square as a free action.

Level 2 Utility Powers

Hunter's Brand Seraph Utility 2

Daily

Minor Action Ranged 10

Target: One ally

Effect: Until the end of your next turn, the target gains a +5 power bonus to Stealth checks and doesn't take a penalty to Stealth checks for moving more than 2 squares or running.

Sustain Minor: The effect persists if the target is within range.

Inspire Competence Seraph Utility 2

Encounter

Minor Action Close burst 5

Target: You and each ally in burst

Effect: Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.

Oath of Courage Seraph Utility 2

Daily ♦ Zone

Minor 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, any ally gains a +1 power bonus to attack rolls.

Sustain Minor: The zone persists.

Oath of Defense Seraph Utility 2

Daily ♦ Zone

Minor 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, any ally gains a +1 power bonus to AC.

Sustain Minor: The zone persists.

Level 3 Encounter Powers

Charger's Call Seraph Attack 3

Encounter

Standard Action Melee

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage and each ally within 5 squares of you gains a +2 bonus to attack rolls while charging until the end of your next turn.

Virtue of Valor: The bonus to attack rolls equals 1 + your Constitution modifier.

Cunning Ferocity Seraph Attack 3**Encounter****Standard Action** Melee**Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 1[E] + Charisma modifier damage and each ally within 5 squares of you gains a +2 bonus to damage rolls against the target until the end of your next turn.**Virtue of Cunning:** The bonus to damage rolls equals 1 + your Intelligence modifier.**Dissonant Strain** Seraph Attack 3**Encounter****Standard Action** Ranged 5**Target:** One creature**Attack:** Charisma vs. Will**Hit:** 2d6 + Charisma modifier psychic damage and the target takes a -2 penalty to attack rolls until the end of your next turn. In addition, an ally within 5 squares of you can make a saving throw.**Impelling Force** Seraph Attack 3**Encounter****Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 1d10 + Charisma modifier force damage and you slide the target 5 squares to a space adjacent to one of your allies.**Level 5 Daily Powers****Satire of Bravery** Seraph Attack 5**Daily****Standard Action** Close blast 3**Target:** Each enemy in blast**Attack:** Charisma vs. Will**Hit:** 2d6 + Charisma modifier psychic damage and the target is affected by your satire of bravery (save ends). While the target is affected by the satire, if the target ends its turn closer to you than where it started its turn, the target takes 1d6 + Charisma modifier psychic damage and is dazed until the end of its next turn.**Miss:** Half damage.**Effect:** You push the target 3 squares.**Oath of Discord** Seraph Attack 5**Daily** ♦ Charm**Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Will**Hit:** The target is dominated until the end of your next turn.**Effect:** The target makes a basic attack against an enemy of your choice as a free action.**Brand of Ice and Wind** Seraph Attack 5**Daily** ♦ Cold**Standard Action****Area** burst 1 within 10 squares**Target:** Each enemy in burst**Attack:** Charisma vs. Will**Hit:** 2d6 + Charisma modifier cold damage and the target is slowed (save ends).**Miss:** Half damage and the target is slowed until the end of your next turn.**Effect:** You slide each ally in the burst 3 squares.**Word of Mystic Warding** Seraph Attack 5**Daily****Standard Action****Melee****Target:** One creature**Attack:** Charisma vs. AC**Hit:** 3[E] + Charisma modifier psychic damage. Choose an ally within 5 squares of you. If the target moves closer to that ally during the target's turn, the target takes psychic damage equal to your Charisma modifier (save ends).**Miss:** Half damage.**Level 6 Utility Powers****Allegro** Seraph Utility 6**Daily****Minor Action****Close** burst 10**Target:** You and each ally in burst**Effect:** You slide each target 2 squares.**Ode to Sacrifice** Seraph Utility 6**Encounter****Minor Action****Close** burst 5**Target:** One ally in burst**Effect:** You transfer one effect on the target that a save can end to yourself or to another ally in the burst. The new subject of the effect gains a power bonus to saving throws against that effect equal to your Constitution modifier.**Oath of Conquest** Seraph Utility 6**Encounter****Minor Action****Personal****Effect:** Until the end of your next turn, any ally within 5 squares of you who hits an enemy gains temporary hit points equal to 3 + your Constitution modifier.**Trickster's Healing** Seraph Utility 6**Daily** ♦ Healing**Immediate Reaction****Close** burst 10**Trigger:** An attack misses an ally within 10 squares of you**Target:** Each ally in burst missed by the triggering attack**Effect:** Each target regains hit points equal to one-half your level + your Intelligence modifier.

Level 7 Encounter Powers

Deflect Attention Seraph Attack 7

Encounter

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage and you or an ally within 10 squares of you becomes invisible to the target until the end of your next turn.

Distracting Shout Seraph Attack 7

Encounter

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier thunder damage and the target takes a –5 penalty to opportunity attack rolls until the end of your next turn.

Virtue of Cunning: The penalty to opportunity attack rolls equals 4 + your Intelligence modifier.

Scorpion's Claw Strike Seraph Attack 7

Encounter

Standard Action Melee

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage and you slide an ally who is adjacent to the target to another space adjacent to it.

Virtue of Valor: Until the end of your next turn, the ally also gains a power bonus to AC equal to your Constitution modifier.

Unluck Seraph Attack 7

Encounter

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll a d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll a d20 and can replace the ally's roll with yours.

Level 9 Daily Powers

Forceful Conduit Seraph Attack 9

Daily

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage and the target is affected by a forceful conduit (save ends). Choose an ally within 10 squares of you. While the target is affected by this forceful conduit, that ally can make attacks during his or her turn as if occupying the target's space.

Miss: Half damage. Until the end of your next turn, an ally within 10 squares of you can make attacks during his or her turn as if occupying the target's space.

Hideous Laughter Seraph Attack 9

Daily

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage and the target can't take opportunity actions and takes a –2 penalty to attack rolls (save ends both).

Aftereffect: The target can't take opportunity actions (save ends).

Miss: Half damage and the target can't take opportunity actions until the end of your next turn.

Word of the Daring Rescue Seraph Attack 9

Daily ♦ Teleportation

Standard Action Melee

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3[E] + Charisma modifier damage.

Effect: Choose an ally within 5 squares of you. Until the end of the encounter, that ally can teleport to a space adjacent to you as a move action.

Thunder Blade Seraph Attack 9

Daily ♦ Thunder

Standard Action Melee

Target: One creature

Attack: Charisma vs. AC

Hit: 3[E] + Charisma modifier thunder damage and you slide the target 2 squares.

Effect: Until the end of the encounter, whenever you hit a target with an at-will attack power, you slide the target 2 squares to a space that must be adjacent to at least one of your allies.

Level 10 Utility Powers

Illusory Erasure Seraph Utility 10

Encounter

Minor Action Ranged 10

Target: One ally

Effect: The target becomes invisible until the end of your next turn, and you slide the target 2 squares.

Oath of Recovery Seraph Utility 10

Encounter

Minor Action Personal

Effect: Until the end of your next turn, any ally within 5 squares of you gains a +2 power bonus to saving throws.

Veil Seraph Utility 10

Daily

Minor Action Close burst 10

Target: You and each ally in burst

Effect: You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a minor action. A creature can recognize a target's form as illusory with an Insight check opposed by that target's Bluff check with a +5 power bonus.

Word of Life Seraph Utility 10

Daily ♦ Healing

Immediate Reaction Close burst 20

Trigger: An enemy attack reduces an ally within 20 squares of you to 0 hit points or fewer

Target: The triggering ally in burst

Effect: The target can spend a healing surge. In addition, the attacking enemy takes a -5 penalty to all defenses until the end of your next turn.





Battlemind Template – Psyker



POWERSSET TRAITS

Role: Defender. You are tough and fast. Your mastery of psionics 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.

Examples: Jean Grey

Key Abilities: Constitution, Charisma, Wisdom

Superstat: SuperCharisma

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

Powerset Features

Psykers learn to fight using their bodies as s. Choose one of these options. Your choice represents the focus of your studies.

- **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.

Augmentation:

Through careful study, 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 energy as you choose. You channel this energy into a reservoir of personal power—represented in 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 powerset feature, you acquire and use powers in a slightly different manner from how most other powersets do.

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

You gain new at-will attack powers from this powerset instead of new encounter attack powers as you increase in level. At 3rd level, you choose a new at-will attack power from this powerset. 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 powerset.

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)

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

Blurred Step Psyker Feature

At-Will **Personal**

Opportunity Action

Trigger: An adjacent enemy marked by you shifts

Effect: You shift 1 square.

Mind Spike Psyker Feature

At-Will ♦ 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.

Psyker's Demand Psyker Feature

At-Will ♦ Augmentable

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

Battle Resilience Psyker Feature

Encounter ♦ Psionic, Psychic

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 Psyker Feature

Encounter

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 Powers

Demon Dance Psyker Attack 1

At-Will ♦ Augmentable, Psionic, Psychic

Standard Action

Melee

Target: One creature

Attack: Constitution vs. AC

Hit: 1[E] + 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[E] + Constitution modifier psychic damage, and the target can't make opportunity attacks until the end of your next turn.

Iron Fist Psyker Attack 1

At-Will ♦ Augmentable, Psionic, Psychic

Standard Action

Melee

Target: One creature

Attack: Constitution vs. AC

Hit: 1 [E] + 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[E] + Constitution modifier damage.

Bull's Strength Psyker Attack 1

At-Will ♦ Augmentable, Psionic, Psychic

Standard Action

Melee

Target: One creature

Attack: Constitution vs. AC

Hit: 1 [E] + 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 Psyker Attack 1**At-Will** ♦ **Augmentable, Psionic, Psychic****Standard Action** Melee**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 1 [E] + 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[E] + Constitution modifier damage, and the target is blinded until the end of your next turn.**Whirling Defense** Psyker Attack 1**At-Will** ♦ **Augmentable, Psionic, Psychic****Standard Action** Melee**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 1 [E] + 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 Powers****Allies to Enemies** Psyker Attack 1**Daily** ♦ **Charm, Psionic, Psychic****Standard Action** Melee**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 2[E] + 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** Psyker Attack 1**Daily** ♦ **Healing, Psionic, Psychic****Standard Action** Melee**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 2[E] + 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 Psyker at-will attack powers that are augmentable. This augmentation is in addition to the effect 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** Psyker Attack 1**Daily** ♦ **Psionic, Psychic, Teleportation****Standard Action** Melee**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 2[E] + 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.**Unity Strike** Psyker Attack 1**Daily** ♦ **Psionic, Stance****Standard Action** Melee**Primary Target:** One creature**Primary Attack:** Constitution vs. AC**Hit:** 3[E] + 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[E] + Constitution modifier damage.**Level 2 Utility Powers****Feather Step** Psyker Utility 2**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** Psyker Utility 2**Encounter** ♦ **Psionic****Minor Action** Personal**Effect:** You gain temporary hit points equal to 5 + your Charisma modifier.**Telepathic Challenge** Psyker Utility 2**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 Powers

Mind Snare Psyker Attack 3

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

Target: One creature

Attack: Constitution vs. AC

Hit: 2[E] + 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[E] + 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 Psyker Attack 3

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

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1[E] + 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[E] + Constitution modifier damage, and the target doesn't benefit from being insubstantial until the end of your next turn.

Spectral Legion Psyker Attack 3

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

Target: One creature

Attack: Constitution vs. AC

Hit: 1 [E] + 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[E] + 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 Psyker Attack 3

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

Target: One creature

Attack: Constitution vs. AC

Hit: 1 [E] + 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[E] + 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 Powers

Aspect of Living Stone Psyker Attack 5

Daily ♦ **Polymorph, Psionic**

Standard Action

Close burst 1

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: 1 [E] + 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 Psyker 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 Psyker Attack 5

Daily ♦ **Psionic, Stance**

Standard Action

Melee

Primary Target: One creature

Primary Attack: Constitution vs. AC

Hit: 2[E] + 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[E] + 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 Psyker Attack 5

Daily ♦ Psionic

Standard Action Close burst 1

Target: Each enemy you can see in burst

Attack: Constitution vs. AC

Hit: 1 [E] + 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 Psyker Attack 5

Daily ♦ Psionic

Standard Action Melee

Target: One creature

Attack: Constitution vs. Will

Hit: 2[E] + 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 Powers

Psionic Ambust Psyker Utility 6

Encounter ♦ Psionic, Psychic, 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 Psyker Utility 6

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 Psyker Utility 6

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.

Reach Attack Psyker Utility 6

Encounter ♦ Psionic

Minor Action Personal

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

Level 7 At-Will Powers

Ego Crush Psyker Attack 7

At-Will ♦ Augmentable, Psionic, Psychic

Standard Action Melee

Target: One creature

Attack: Constitution vs. Reflex

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

Stop Hitting Yourself Psyker Attack 7

At-Will ♦ Augmentable, Psionic, Psychic

Standard Action Melee

Target: One creature

Attack: Constitution vs. AC

Hit: 1[E] + 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[E] + 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 Psyker Attack 7

At-Will ♦ Augmentable, Psionic, Psychic

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[E] + 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[E] + 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 Psyker Attack 7

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

Standard Action Melee

Target: One, two, or three creatures

Attack: Constitution vs. AC

Hit: 1[E] 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[E] + Constitution modifier damage.

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

Stone Squire Psyker Attack 7

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

Standard Action Melee

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[E] + Constitution modifier damage and you knock the target prone.

Level 9 Daily Powers

Aspect of Disembodiment Psyker Attack 5

Daily ♦ **Polymorph, Psionic**

Standard Action Melee

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2[E] + 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 Psyker 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 Psyker Attack 9

Daily ♦ **Psionic, Psychic, Stance**

Standard Action Melee

Primary Target: One creature

Primary Attack: Constitution vs. Will

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

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

Intellect Hammer Psyker Attack 9

Daily ♦ **Psionic, Psychic**

Standard Action Melee

Target: One creature

Attack: Constitution vs. AC

Hit: 1[E] + 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 Psyker Attack 9

Daily ♦ **Polymorph, Psionic**

Standard Action Melee

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 immune to all damage but psychic damage until the end of your next turn.

Whelm Psyker Attack 9

Daily ♦ **Psionic**

Standard Action Melee

Target: One creature

Attack: Constitution vs. Fortitude

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

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

Level 10 Utility Powers

Battle Aspect

Psyker Utility 10

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

Psyker Utility 10

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

Psyker Utility 10

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

Psyker Utility 10

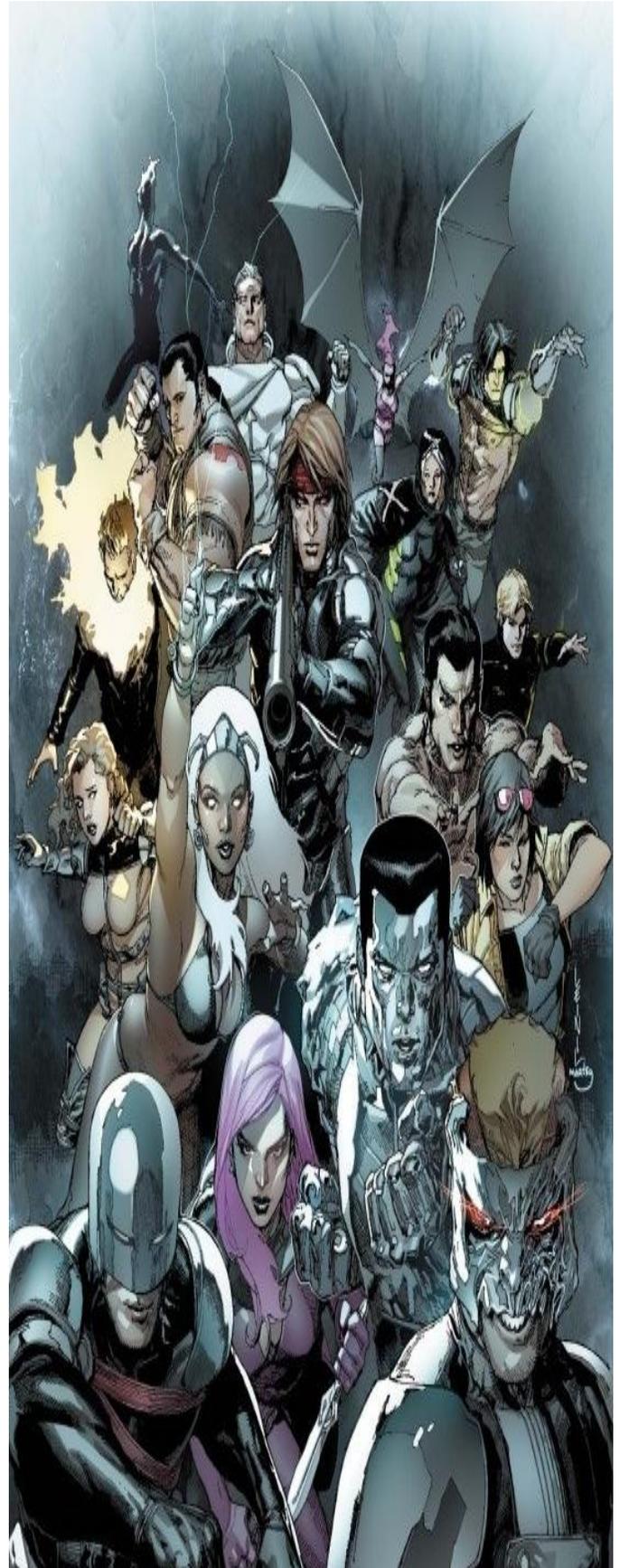
Daily ♦ **Psionic**

Minor Action

Ranged 5

Effect: You create 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.





Cleric Template – Prelate



POWERSET TRAITS

Role: Leader. You lead by shielding allies and using powers that improve your allies' attacks.

Examples: Iron Man

Key Abilities: Wisdom, Strength, Charisma

Superstat: Superintelligence

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

Powerset Features: **Power Surge:** When you grant healing with one of your powers that has the healing keyword, add your Wisdom modifier to the hit points the recipient regains.

Devices: You gain the SuperIntelligence Power feat, you also possess a design/ritual book that contains two devices/rituals you have mastered: the Gentle Repose ritual and one other 1st-level build of your choice. The creation of more devices, however, still requires a SuperIntelligence of Rank 2 or higher.

Powerset Features

The Prelate has two powerset features that work like powers: *PowerBurst* and *Power Surge*. The *PowerBurst* powerset feature encompasses multiple powers, two of which (*Fortune* and *Repulse*) are presented below.

PowerBurst: Fortune

Encounter ♦ **Radiant**

Free Action

Personal

Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

PowerBurst: Repulse

Encounter ♦ **Radiant**

Standard Action

Close burst 2 (5 at 11th level, 8 at 21st level)

Target: Each robotic or undead/daemonic creature in burst

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier. The target is immobilized until the end of your next turn.

Increase damage to 2d10 + Wisdom modifier at 5th level, 3d10 + Wisdom modifier at 11th level, 4d10 + Wisdom modifier at 15th level, 5d10 + Wisdom modifier at 21st level, and 6d10 + Wisdom modifier at 25th level.

Miss: Half-damage, and the target is not pushed or Immobilized.

Power Surge

Encounter (Special) ♦ **Healing**

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.

Minor Action Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally

Effect: The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Level 1 At-Will Powers

Ion Lance Prelate Attack 1
At-Will ♦ **Radiant**
Standard Action **Ranged 5**
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.
Increase damage to 2d8 + Wisdom modifier at 21st level.

Energy Shield Prelate Attack 1
At-Will
Standard Action **Melee**
Target: One creature
Attack: Strength vs. AC
Hit: 1[E] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.
Increase damage to 2[E] + Strength modifier at 21st level.

Targeting Brand Prelate Attack 1
At-Will
Standard Action **Melee**
Target: One creature
Attack: Strength vs. AC
Hit: 1[E] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier until the end of your next turn.
Increase damage to 2[E] + Strength modifier at 21st level.

Radiant Burst Prelate Attack 1
At-Will ♦ **Radiant**
Standard Action **Ranged 5**
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.
Increase damage to 2d6 + Wisdom modifier at 21st level.

Level 1 Encounter Powers

Shunt Prelate Attack 1
Encounter
Standard Action **Ranged 10**
Target: One creature
Attack: Wisdom vs. Will
Hit: The target moves its speed + your Charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Glow Prelate Attack 1
Encounter ♦ **Radiant**
Standard Action **Close blast 3**
Target: Each enemy in blast
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier radiant damage.
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Surge Strike Prelate Attack 1
Encounter ♦ , **Healing, Radiant,**
Standard Action **Melee**
Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

SurgeShock Prelate Attack 1
Encounter ♦ , **Thunder,**
Standard Action **Melee**
Target: One creature
Attack: Strength vs. AC
Hit: 1[E] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.

Level 1 Daily Powers

Surpressing Blast Prelate Attack 1
Daily ♦ **Radiant**
Standard Action **Melee**
Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier damage, and ongoing 5 radiant damage (save ends).
Miss: Half damage, and no ongoing fire damage.
Special: If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

Beacon Prelate Attack 1
Daily ♦ **Healing,**
Standard Action **Close burst 3**
Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Cascade of Light Prelate Attack 1
Daily ♦ **Radiant**
Standard Action **Ranged 10**
Target: One creature
Attack: Wisdom vs. Will
Hit: 3d8 + Wisdom modifier radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).
Miss: Half damage, and the target gains no vulnerability.

Guardian Prelate Attack 1
Daily ♦ **Radiant**
Standard Action **Ranged 5**
Effect: You deploy a guardian that occupies 1 square within range. Every round, you can move the guardian 3 squares as a move action. The guardian lasts until the end of the encounter. Any creature that ends its turn next to the deployed guardian is subject to a Wisdom vs. Fortitude attack.
On a hit, the attack deals 1d8 + Wisdom modifier radiant damage.

Level 2 Utility Powers

Enhance Prelate Utility 2

Daily
Standard Action **Close burst 20**
Targets: You and each ally in burst
Effect: Until the end of the encounter, all targets gain a +1 power bonus to attack rolls.

Restore Prelate Utility 2

Daily ♦ Healing
Standard Action **Melee touch**
Target: You or one creature
Effect: The target regains hit points as if it had spent a healing surge.

Aid Prelate Utility 2

Encounter
Standard Action **Ranged 5**
Target: You or one ally
Effect: The target makes a saving throw with a bonus equal to your Charisma modifier.

Forcewall Prelate Utility 2

Encounter
Standard Action **Ranged 10**
Target: You or one creature
Effect: The target receives a +5 bonus to all defenses. The effect lasts until the target attacks or until the end of your next turn.

Forcefield Prelate Utility 2

Daily
Standard Action **Close burst 5**
Targets: You and each ally in burst
Effect: The targets gain a +2 power bonus to AC until the end of the encounter.



Level 3 Encounter Powers

Enhanced Beacon Prelate Attack 3

Encounter ♦ Radiant,
Standard Action **Melee**
Target: One creature
Attack: Strength vs. AC
Hit: 1[E] + Strength modifier radiant damage, and all ranged attack rolls against the target gain a +4 power bonus until the end of your next turn.

Static Charge Prelate Attack 3

Encounter ♦ Charm
Standard Action **Ranged 10**
Target: One creature
Attack: Wisdom vs. Will
Hit: The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target a number of squares equal to 3 + your Charisma modifier.

Flares Prelate Attack 3

Encounter ♦ Radiant
Standard Action **Ranged 10**
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 2d10 + Wisdom modifier radiant damage.
Effect: One ally you can see gains combat advantage against the target until the end of your next turn.

Shockwave Burst Prelate Attack 3

Encounter ♦ Thunder
Standard Action **Melee**
Target: One creature
Attack: Strength vs. Fortitude
Hit: 1[E] + Strength modifier damage, and you push the target 2 squares and knock it prone.

Level 5 Daily Powers

Advance Forcewall Prelate Attack 5

Daily ♦ Healing, Radiant, Zone
Standard Action **Close burst 1**
Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Charisma modifier radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Charisma modifier.
Sustain Minor: The zone persists.

Localized Entangle Prelate Attack 5

Daily
Standard Action **Melee**
Target: One creature
Attack: Strength vs. Will
Hit: 1[E] + Strength modifier damage, and the target cannot attack (save ends).
Miss: The target cannot attack you until the end of your next turn.

AfterImage Prelate Attack 5

Daily
Standard Action **Ranged 10**
Target: One creature
Attack: Wisdom vs. AC
Hit: 1d10 + Wisdom modifier damage.
Effect: You deploy a figment that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the figment up to 10 squares to another enemy's square as a move action. The figment lasts until the end of your next turn.
Sustain Minor: When you sustain the power, repeat the attack. Your allies continue to gain combat advantage against the figment's target.

Advanced Boost Prelate Attack 5

Daily ♦ Radiant

Minor Action

Melee touch

Target: One held

Effect: Until the end of the encounter, all attacks made by the selected character deal an extra 1d6 radiant damage. When that character hits an enemy, the enemy takes a -2 penalty to AC until the end of the character's next turn.

Level 6 Utility Powers

Shock Him Again Prelate Utility 6

Encounter ♦ Healing

Minor Action

Ranged 10

Target: You or one ally

Effect: The target can spend a healing surge. Add your Charisma modifier to the hit points regained.

Cure Serious Wounds Prelate Utility 6

Daily ♦ Healing

Standard Action

Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent two healing surges.

Vigor Prelate Utility 6

Daily ♦ Healing

Minor Action

Close burst 5

Targets: You and each ally in burst

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

Searchlight Prelate Utility 6

At-Will ♦ Conjunction

Standard Action

Ranged 3

Effect: You deploy a lightsource that appears in 1 square within range and sheds light 5 squares in all directions. You and allies in the light gain a +2 power bonus to Perception and Insight checks. You can move the lightsource up to your speed as a minor action. The lightsource lasts for 10 hours, but you can have only a single one active at a time.

Level 7 Encounter Powers

Awe Strike Prelate Attack 7

Encounter ♦ Fear

Standard Action

Melee

Target: One creature

Attack: Strength vs. Will

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

Dazzling Strike Prelate Attack 7

Encounter ♦ Radiant

Standard Action

Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier radiant damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

Searing Light Prelate Attack 7

Encounter ♦ Radiant

Standard Action

Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Localized Enhance Prelate Attack 7

Encounter ♦ Healing

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage, and you and each ally adjacent to the target can spend a healing surge. Add your Charisma modifier to the hit points regained.

Level 9 Daily Powers



Automaton Defenders Prelate Attack 9

Daily ♦ Conjunction, Radiant

Standard Action

Ranged 10

Effect: You deploy two soldiers, each occupying 1 square within range. The deployed soldiers don't attack normally, but whenever an opportunity attack would be provoked from a deployed soldier, the soldier makes a Wisdom vs. Reflex attack. On a hit, the attack deals 1d10 + Wisdom modifier radiant damage.

You can move one soldier or both a total of 3 squares as a move action. Creatures can move through the spaces occupied by the soldiers. The soldiers last until the end of the encounter.

Barrier Prelate Attack 9

Daily ♦ Conjunction

Standard Action **Area** wall 5 within 10 squares
Effect: You deploy a wall of contiguous squares filled with damaging energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the barrier are difficult terrain.

If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wisdom modifier damage plus ongoing 5 damage (save ends).

Sustain Minor: The barrier persists.

Pulse Prelate Attack 9

Daily ♦ Healing, Radiant

Standard Action **Close** burst 2

Target: Each enemy in burst you can see

Attack: Strength vs. Fortitude

Hit: 2[E] + Strength modifier radiant damage, and you push the target 1 square.

Effect: Until the end of the encounter, you gain regeneration 5, and you and each ally within the burst gain a +2 power bonus to AC.

Airstrike Prelate Attack 9

Daily

Standard Action **Area** burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

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

Miss: Half damage, and no ongoing fire damage.

Level 10 Utility Powers

Vibratory Shunt Prelate Utility 10

Daily ♦ Healing, Teleportation

Standard Action **Melee** touch

Target: One willing ally

Effect: The target is whisked away to a place of safety in the for 3 rounds. While there, the target can spend a healing surge each round but cannot take any other actions. At the end of the effect, the target reappears in the space he or she left or, if the space is not vacant, in the nearest unoccupied space.

Mobile Barrier Prelate Utility 10

Daily ♦ Conjunction

Standard Action **Ranged** 10

Effect: You deploy four barriers, each occupying 1 square within range. As a move action, you can move any of the barriers 2 squares. They can't attack or be attacked or damaged, and they last until the end of the encounter. Enemies can't enter a square occupied by a deployed barrier, but allies can move through the spaces as if they were unoccupied. The deployed barriers grant cover to allies but not enemies.

Mass Cure Light Wounds Prelate Utility 10

Daily ♦ Healing

Standard Action **Close** burst 5

Targets: You and each ally in burst

Effect: The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier to the hit points regained.

Shielding Word Prelate Utility 10

Encounter

Immediate Interrupt **Ranged** 5

Trigger: An ally in range is hit by an attack

Effect: The ally gains a +4 power bonus to AC until the end of your next turn.





Druid Template – Primal



POWERSET TRAITS

Role: Controller. Your beast form gives you access to powers that provide control at close range, while your humanoid form allows you to hinder your opponents from a distance. Depending on your choice of powerset features and powers, you might lean toward either leader or striker as a secondary role.

Examples: Animal Man, Snowbird, Poison Ivy, Storm

Key Abilities: Wisdom, Dexterity, Constitution

Superstat: SuperWisdom

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

Balance of Nature

You begin with three at-will attack powers.

Throughout your career, at least one of those powers, and no more than two, must have the beast form keyword.

By this means, you have access to useful attacks in either beast form or humanoid form.

Primal Aspect

Choose one of these options. Your choice provides bonuses to certain Primal powers, as detailed in those powers.

- **Primal Guardian:** You can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.
- **Primal Predator:** You gain a +1 bonus to your speed.
- **Primal Swarm:** While you are in beast form melee attacks and ranged attacks deal less damage to you. When you take damage from either type of attack, the damage is reduced by your Constitution modifier.

Once per day, you can use Animal Messenger without expending components.

Animal Messenger

You whisper to the animal before you, and it bounds off in the direction you point to carry your message.

Level: 1

Category: Exploration

Time: 10 minutes

Duration: Special

Key Skill: Nature

You target a nonhostile Tiny animal, such as a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient,

the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal's mouth, conveying the message. When the animal delivers its message or the ritual's duration ends, your influence ends and the animal reverts to its natural behavior. Your Nature check determines how long the animal is affected by the ritual.

19 or lower	6 hours
20–29	12 hours
30–39	18 hours
40 or higher	24 hours

Powerset Features

Each Primal has the power *wild shape*.

Wild Shape Primal Feature

At-Will ♦ Polymorph, Primal
Minor Action (Special) **Personal**

Effect: You change from your humanoid form to beast form, vice versa, or simply completely take on beast traits while resuming your static appearance. When you change from beast form back to your humanoid form, you shift 1 square. While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.

You choose a specific form whenever you use *wild shape* to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics or movement modes. Your equipment becomes part of your beast form, but you drop anything you are holding. You continue to gain the benefits of the equipment you wear.

Special: You can use this power once per round.

Level 1 At-Will Powers

Call of the Beast Primal Attack 1

At-Will ♦ Charm, Primal, Psychic

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: The target can't gain combat advantage until the end of your next turn. In addition, on its next turn the target takes psychic damage equal to 5 + your Wisdom modifier when it makes any attack that doesn't include your ally nearest to it as a target.

Level 21: 10 + Wisdom modifier psychic damage.

Chill Wind Primal Attack 1

At-Will ♦ Cold, Primal

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d6 cold damage, and you slide the target 1 square.
Level 21: 2d6 cold damage.

Breathe Fire Primal Attack 1

At-Will ♦ Fire, Primal, Zone

Standard Action **Ranged** 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 fire damage, and the squares adjacent to the target become a fiery zone that lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier.

Level 21: 2d6 fire damage.

Grasping Claws Primal Attack 1

At-Will ♦ Beast Form, Primal

Standard Action **Melee** touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Level 21: 2d8 + Wisdom modifier damage.

Special: This power can be used as a melee basic attack.

Pounce Primal Attack 1

At-Will ♦ Beast Form, Primal

Standard Action **Melee** touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Level 21: 2d8 + Wisdom modifier damage.

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

Savage Rend Primal Attack 1

At-Will ♦ Beast Form, Primal

Standard Action **Melee** touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and you slide the target 1 square.

Level 21: 2d8 + Wisdom modifier damage.

Special: This power can be used as a melee basic attack.

Storm Spike Primal Attack 1**At-Will** ♦ **Lightning, Primal****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. Reflex**Hit:** 1d8 + Wisdom modifier lightning damage. If the target doesn't move at least 2 squares on its next turn, it takes lightning damage equal to your Wisdom modifier.*Level 21:* 2d8 + Wisdom modifier damage.**Thorn Whip** Primal Attack 1**At-Will** ♦ **Primal****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. Fortitude**Hit:** 1d8 + Wisdom modifier damage, and you pull the target 2 squares.*Level 21:* 2d8 + Wisdom modifier damage.**Level 1 Encounter Powers****Cull the Herd** Primal Attack 1**Encounter** ♦ **Beast Form, Charm, Primal****Psychic****Standard Action** Ranged 5**Target:** One creature**Attack:** Wisdom vs. Will**Hit:** 2d8 + Wisdom modifier psychic damage, and you pull the target 3 squares.**Darting Bite** Primal Attack 1**Encounter** ♦ **Beast Form, Primal****Standard Action** Melee touch**Target:** One or two creatures**Attack:** Wisdom vs. Reflex**Hit:** 1d10 + Wisdom modifier damage. If at least one of the attacks hits, you can shift 2 squares.**Primal Predator:** The number of squares you can shift equals your Dexterity modifier.**Entangling Flash** Primal Attack 1**Encounter** ♦ **Primal****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. Fortitude**Hit:** 1d6 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.**Primal Guardian:** The attack deals extra damage equal to your Constitution modifier.**Twisting Terrain** Primal Attack 1**Encounter** ♦ **Primal****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Wisdom vs. Reflex**Hit:** 1d8 + Wisdom modifier damage, and each square adjacent to the target becomes difficult terrain until the end of your next turn.**Level 1 Daily Powers****Faerie Fire** Primal Attack 1**Daily** ♦ **Primal, Radiant****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Wisdom vs. Will**Hit:** The target is slowed and grants combat advantage (save ends both).**Aftereffect:** 3d6 + Wisdom modifier radiant damage, and the target grants combat advantage until the end of your next turn.**Miss:** 1d6 + Wisdom modifier radiant damage, and the target grants combat advantage until the end of your next turn.**Fires of Life** Primal Attack 1**Daily** ♦ **Fire, Healing, Primal****Standard Action** Area burst 1 within 10 squares**Target:** Each enemy in burst**Attack:** Wisdom vs. Reflex**Hit:** 1d6 + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends). If the target drops to 0 hit points before it saves against the ongoing damage, one creature of your choice within 5 squares of the target regains hit points equal to 5 + your Constitution modifier.**Aftereffect:** One creature of your choice within 5 squares of the target regains hit points equal to your Constitution modifier.**Miss:** Half damage.**Savage Frenzy** Primal Attack 1**Daily** ♦ **Beast Form, Primal****Standard Action** Close burst 1**Target:** Each enemy in burst you can see**Attack:** Wisdom vs. Reflex**Hit:** 1d6 + Wisdom modifier damage, and the target is dazed and slowed (save ends both).**Miss:** Half damage, and the target is slowed until the end of your next turn.**Wind Prison** Primal Attack 1**Daily** ♦ **Primal****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. Reflex**Hit:** 2d10 + Wisdom modifier damage.**Effect:** The target grants combat advantage until it moves or until the end of the encounter. When the target first moves before the end of the encounter, each enemy within 5 squares of the target is knocked prone.

Level 2 Utility Powers

Barkskin Primal Utility 2

Encounter ♦ **Primal**

Minor Action

Ranged 5

Target: You or one ally

Effect: Until the end of your next turn, the target gains a power bonus to AC equal to your Constitution modifier.

Fleet Pursuit Primal Utility 2

Daily ♦ **Beast Form, Primal**

Minor Action

Personal

Effect: Until the end of the encounter, you gain a power bonus to your speed while you are in beast form equal to your Dexterity modifier.

Obscuring Mist Primal Utility 2

A thick fog coalesces from nowhere, hiding your allies.

Daily ♦ **Primal, Zone**

Standard Action

Area burst 1 within 10 squares

Effect: The burst creates a zone of lightly obscured squares that lasts until the end of your next turn.

Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

Skittering Sneak Primal Utility 2

Daily ♦ **Primal**

Free Action

Personal

Prerequisite: You must have the *wild shape* power.

Effect: Until the end of the encounter, you can use *wild shape* to assume the characteristics of a Tiny natural beast, such as a mouse, a house cat, or a large spider. In this form, you gain a +5 bonus to Stealth checks. You can't attack, pick up anything, or manipulate objects. Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

Level 3 Encounter Powers

Battering Claws Primal Attack 3

Encounter ♦ **Beast Form, Primal**

Standard Action

Melee touch

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and you slide the target 2 squares.

Call Lightning Primal Attack 3

Encounter ♦ **Lightning, Primal, Thunder, Zone**

Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier lightning damage.

Effect: The burst creates a zone of rumbling thunder that lasts until the end of your next turn. While within the

zone, any enemy takes a –2 penalty to attack rolls, and any enemy that leaves the zone takes 5 thunder damage.

Predator's Flurry Primal Attack 3

Encounter ♦ **Beast Form, Primal**

Standard Action

Melee touch

Primary Target: One creature

Primary Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage, and the primary target is dazed until the end of your next turn.

Effect: You shift 2 squares and then make a secondary attack.

Primal Predator: The number of squares you shift equals your Dexterity modifier.

Secondary Target: One creature other than the primary Target

Secondary Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage, and the secondary target is dazed until the end of your next turn.

Tundra Wind Primal Attack 3

Encounter ♦ **Cold, Primal**

Standard Action

Close blast 3

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier cold damage, and you knock the target prone.

Primal Guardian: You also push the target a number of squares equal to your Constitution modifier.

Level 5 Daily Powers

Hobbling Rend Primal Attack 5

Daily ♦ **Beast Form, Primal**

Standard Action

Melee touch

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and the target is slowed (save ends).

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

Primal Riposte Primal Attack 5

Daily ♦ **Beast Form, Primal**

Standard Action

Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, while you are in beast form and are able to take actions, any enemy that makes a melee attack against you takes damage equal to your Constitution modifier.

Roar of Terror Primal Attack 5**Daily** ♦ **Beast Form, Fear, Primal, Psychic**
Standard Action Close blast 5**Target:** Each creature in blast**Attack:** Wisdom vs. Will**Hit:** 2d6 + Wisdom modifier psychic damage, and the target is dazed (save ends).**Miss:** Half damage, and the target is dazed until the end of your next turn.**Wall of Pain** Primal Attack 5**Daily** ♦ **Conjuration, Primal**
Standard Action Area wall 8 within 10 squares**Effect:** You conjure a wall of descriptor environment. The wall can be up to 4 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides cover. A creature's line of sight through a wall square is blocked unless the creature is adjacent to that square.

Entering a wall square costs 3 extra squares of movement. If a creature enters the wall's space or starts its turn there, that creature takes 1d10 + your Wisdom modifier damage and ongoing 5 damage (save ends).

Sustain Minor: The wall persists.**Level 6 Utility Powers****Black Harbinger** Primal Utility 6**Daily** ♦ **Primal**
Free Action Personal**Prerequisite:** You must have the *wild shape* power.**Effect:** Until the end of the encounter, you can use *wild shape* to assume the characteristics of a Tiny raven. In this form, you gain a fly speed equal to your speed, and your walking speed becomes 2. You can't attack, pick up anything, or manipulate objects.Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.**Camouflage Cloak** Primal Utility 6**Encounter** ♦ **Primal**
Minor Action Ranged 5**Target:** You or one ally**Effect:** The target becomes invisible until he or she moves or until the end of your next turn.**Chant of Sustenance** Primal Utility 6**Daily** ♦ **Primal**
Minor Action Close burst 10**Target:** Each of your zones in burst**Effect:** You move each target 5 squares. If any of those targets will end at the end of your current turn, you can make those targets last until the end of your next turn.**Stalker's Eyes** Primal Utility 6**Daily** ♦ **Primal**
Minor Action Personal
Effect: You gain low-light vision and a +4 bonus to Perception checks until the end of the encounter.**Level 7 Encounter Powers****Feast of Fury** Primal Attack 7**Encounter** ♦ **Beast Form, Primal**
Standard Action Melee touch
Primary Target: One creature
Primary Attack: Wisdom vs. Reflex
Hit: 2d8 + Wisdom modifier damage.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier damage. The secondary attack deals 5 extra damage if the primary attack hit.**Latch On** Primal Attack 7**Encounter** ♦ **Beast Form, Primal**
Standard Action Melee touch
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 2d10 + Wisdom modifier damage, and you grab the target.
Primal Predator: The target takes a penalty to checks to escape the grab equal to your Dexterity modifier.**Swirling Winds** Primal Attack 7**Encounter** ♦ **Primal**
Standard Action Ranged 10
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier damage, and you pull each creature within 3 squares of the target 1 square.
Primal Guardian: If you pull one or more creatures that are adjacent to the target, the target takes extra damage equal to your Constitution modifier.**Tremor** Primal Attack 7**Encounter** ♦ **Primal**
Standard Action Ranged 10
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 2d8 + Wisdom modifier damage, and you knock the target and each enemy adjacent to it prone.

Level 9 Daily Powers

Entangle Primal Attack 9

Daily ♦ Primal, Zone

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of grasping descriptor environs that lasts until the end of the encounter. Any enemy that starts its turn within the zone is slowed until the end of your next turn. While you are in beast form, your melee attacks against enemies within the zone can score critical hits on rolls of 18–20.

Feral Mauling Primal Attack 9

Daily ♦ Beast Form, Primal

Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage, and the target takes a –2 penalty to attack rolls (save ends).

Miss: Half damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

Primal Wolf Primal Attack 9

Daily ♦ Beast Form, Primal

Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage. You knock the target prone, and it can't stand up (save ends).

Miss: Half damage, and you knock the target prone.

Effect: Until the end of the encounter, you gain a +2 bonus to attack rolls against prone targets. In addition, whenever you hit an enemy with a melee attack while you are in beast form, you can knock that enemy prone.

Sunbeam Primal Attack 9

Daily ♦ Primal, Radiant

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target is blinded (save ends).

Aftereffect: 1d10 + Wisdom modifier radiant damage.

Miss: 1d10 + Wisdom modifier radiant damage.

Level 10 Utility Powers

Armor of the Wild Primal Utility 10

Daily ♦ Beast Form, Primal

Minor Action Personal

Effect: Until the end of the encounter, while you are in beast form, you gain resistance to all damage equal to your Constitution modifier.

Feywild Sojourn Primal Utility 10

Encounter ♦ Primal, Teleportation

Move Action

Personal

Effect: You teleport to a safe place in the Feywild. While you are there, you can't take any actions other than using your second wind and *wild shape*. At the end of your next turn or as a move action before then, you reappear in an unoccupied space within 10 squares of the space you left.

Roots of Rescue Primal Utility 10

Encounter ♦ Primal

Immediate Interrupt

Ranged 10

Trigger: You or an ally within 10 squares of you is pulled, pushed, or slid

Target: The character affected by the forced movement

Effect: The target is unaffected by the forced movement.

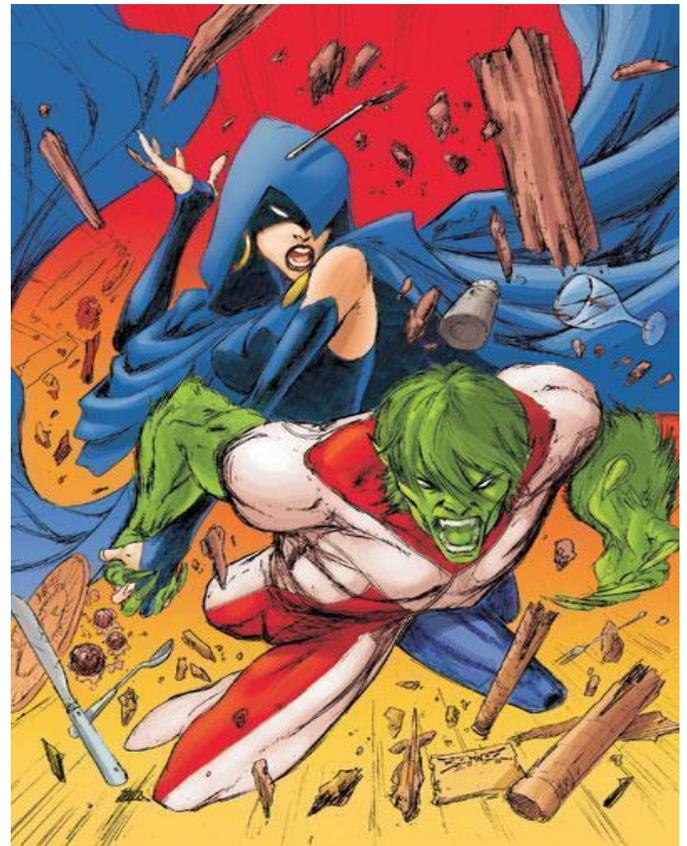
Winter Storm Primal Utility 10

Daily ♦ Primal, Zone

Standard Action Area burst 2 within 10 squares

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. While within the zone, any enemy gains vulnerable 5 cold. You can end the zone as a minor action.

Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.





Fighter Template – Tanker



POWERSET TRAITS

Role: Defender. You are very tough and have the exceptional ability to contain enemies in melee.

Examples: Superman, Invincible

Key Abilities: Strength, Dexterity, Wisdom, Constitution

SuperStat: SuperStrength

Bonus to Defense: +2 Fortitude

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier

Combat Challenge

In combat, it's dangerous to ignore a Tanker. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

Combat Superiority

You gain a bonus to opportunity attacks equal to your Wisdom modifier. An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

Select one of the following:

- **Tanker Power Talent**

When using a melee attack, you gain a +1 bonus to attack rolls.

- **Tanker Vigor:**

Each time an enemy hits you with a melee or a close attack, you gain temporary hit points equal to your Constitution modifier (after the attack is resolved). When you gain temporary hit points by hitting with an attack that has the invigorating keyword, those temporary hit points stack with any other temporary hit points you already have. You gain a +1 bonus to damage rolls with melee and close attacks whenever you have temporary hit points.

Level 1 At-Will Powers

Cleave Tanker Attack 1

At-Will ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage, and an enemy adjacent to you takes damage equal to your Strength modifier.

Increase damage to 2[E] + Strength modifier at 21st level.

Reaping Strike Tanker Attack 1

At-Will ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Increase damage to 2[E] + Strength modifier at 21st level.

Miss: Half Strength modifier damage. If you do not move, other than shift this action, you deal damage equal to your Strength modifier.

Sure Strike Tanker Attack 1

At-Will ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 1[E] damage.

Increase damage to 2[E] at 21st level.

Tide of Iron Tanker Attack 1

At-Will ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.

Increase damage to 2[E] + Strength modifier at 21st level.

Footwork Lure Tanker Attack 1

At-Will ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage. You can shift 1 square and slide the target into the space you left.

Crushing Surge Tanker Attack 1

At-Will ♦ Invigorating, Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.
Increase damage to 2[E] + Strength modifier at 21st level.

Level 1 Encounter Powers

Covering Attack Tanker Attack 1

Encounter ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage, and an ally adjacent to the target can shift 2 squares.

Passing Attack Tanker Attack 1

Encounter ♦ Martial

Standard Action Melee

Primary Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength + 2 vs. AC

Hit: 1[E] + Strength modifier damage.

Spinning Sweep Tanker Attack 1

Encounter ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

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

Steel Serpent Strike Tanker Attack 1

Encounter ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage, and the target is slowed and cannot shift until end of your next turn.

Bell Ringer Tanker Attack 1

Encounter ♦ Invigorating, Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. Fortitude

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

Distracting Spate Tanker Attack 1

Encounter ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.

Funneling Flurry Tanker Attack 1**Encounter** ♦ **Martial****Standard Action** Melee**Targets:** Two creatures**Attack:** Strength vs. AC, one attack per target**Hit:** 1[E] + Strength modifier damage, and you slide the target 1 square.**Insightful Strike** Tanker Attack 1**Encounter** ♦ **Martial****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage. If the target is bloodied, the attack deals extra damage equal to your Wisdom modifier.**Lunging Strike** Tanker Attack 1**Encounter** ♦ **Martial****Standard Action** Melee +1 reach**Target:** One creature**Attack:** Strength – 1 vs. AC**Hit:** 2[E] + Strength modifier damage.**Bash** Tanker Attack 1**Encounter** ♦ **Martial****Standard Action** Melee 1**Target:** One creature**Attack:** Strength + 2 vs. Reflex**Hit:** 1d10 + Strength modifier damage, and you push the target 1 square and knock it prone.**Special:** When charging, you can use this power in place of a melee basic attack.Level 1 Daily Powers**Brute Strike** Tanker Attack 1**Daily** ♦ **Martial, Reliable****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage.**Comeback Strike** Tanker Attack 1**Daily** ♦ **Healing, Martial, Reliable****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and you can spend a healing surge.**Villain's Menace** Tanker Attack 1**Daily** ♦ **Martial****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.**Miss:** Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.**Flanking Assault** Tanker Attack 1**Daily** ♦ **Martial****Standard Action** Melee**Target:** One creature you're flanking**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage. For each ally adjacent to the target, the attack deals extra damage equal to your Dexterity modifier.**Miss:** Half damage.**Harrier's Ploy** Tanker Attack 1**Daily** ♦ **Martial****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage.**Effect:** Until the end of the encounter, if the target moves, you can shift a number of squares equal to your Dexterity modifier as an immediate reaction.**Knee Breaker** Tanker Attack 1**Daily** ♦ **Invigorating, Martial****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).**Miss:** Half damage, and the target is not slowed or immobilized.**Lasting Threat** Tanker Attack 1**Daily** ♦ **Martial, Reliable****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage, and the target is marked until the end of the encounter or until you are knocked unconscious. No mark can supersede this one.

Tempest Dance Tanker Attack 1**Daily** ♦ Martial**Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 1[E] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.**Effect:** You can shift 1 square and repeat the attack against a second target. You can then shift 1 square and repeat the attack against a third target.**Level 2 Utility Powers****Boundless Endurance** Tanker Utility 2**Daily** ♦ Healing, Martial, Stance**Minor Action**

Personal

Effect: You gain regeneration 2 + your Constitution modifier when you are bloodied.**Get Over Here** Tanker Utility 2**Encounter** ♦ Martial**Move Action**

Melee 1

Target: One willing adjacent ally**Effect:** You slide the target 2 squares to a square that is adjacent to you.**No Opening** Tanker Utility 2**Encounter** ♦ Martial**Immediate Interrupt**

Personal

Trigger: An enemy attacks you and has combat advantage against you**Effect:** Cancel the combat advantage you were about to grant to the attack.**Unstoppable** Tanker Utility 2**Daily** ♦ Healing, Martial**Minor Action**

Personal

Effect: You gain temporary hit points equal to 2d6 + your Constitution modifier.**Create Opening** Tanker Utility 2**Encounter** ♦ Martial**Minor Action**

Melee 1

Target: One creature**Effect:** The target is marked until the end of your next turn. The target can then make a melee basic attack against you as a free action, with a –2 penalty to the attack roll. One ally adjacent to the target can shift its speed as a free action.**Defensive Stance** Tanker Utility 2**Daily** ♦ Martial, Stance**Minor Action**

Personal

Effect: Until the stance ends, you are slowed and gain a +2 power bonus to AC. Whenever an enemy misses you with a melee attack, you can shift 1 square as an

immediate reaction. You can end this stance as a free action.

Pass Forward Tanker Utility 2**At-Will** ♦ Martial**Move Action**

Personal

Effect: You pick an adjacent enemy and move up to your speed. As long as you end this movement in a square adjacent to that enemy, your movement does not provoke opportunity attacks from that enemy.**Shielded Sides** Tanker Utility 2**Encounter** ♦ Martial**Minor Action**

Personal

Effect: Until the end of your next turn, you gain a +2 power bonus to AC and Reflex and do not grant combat advantage to creatures flanking you.**Shrewd Repositioning** Tanker Utility 2**Encounter** ♦ Martial**Immediate Reaction**

Personal

Trigger: You are hit by an attack**Effect:** You can shift a number of squares equal to your Wisdom modifier.**Level 3 Encounter Powers****Armor-Piercing Thrust** Tanker Attack 3**Encounter** ♦ Martial**Standard Action**

Melee

Target: One creature**Attack:** Strength vs. Reflex

If you do not move, other than shift this action, you gain a bonus to the attack roll equal to your Dexterity modifier.

Hit: 1[E] + Strength modifier damage.

If you do not move, other than shift this action, you gain a bonus to the damage roll equal to your Dexterity modifier.

Crushing Blow Tanker Attack 3**Encounter** ♦ Martial**Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage.

If you do not move, other than shift this action, you gain a bonus to the damage roll equal to your Constitution modifier.

Dance of Steel Tanker Attack 3**Encounter** ♦ Martial**Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage.

If you do not move, other than shift this action, the target is slowed until the end of your next turn.

Precise Strike Tanker Attack 3**Encounter** ♦ **Martial****Standard Action****Melee****Target:** One creature**Attack:** Strength + 4 vs. AC**Hit:** 1[E] + Strength modifier damage.**Rain of Blows** Tanker Attack 3**Encounter** ♦ **Martial****Standard Action****Melee****Primary Target:** One creature**Attack:** Strength vs. AC, two attacks**Hit:** 1[E] + Strength modifier damage.

If you do not move, other than shift this action, and have Dexterity 15 or higher, make a secondary attack.

Secondary Target: The same or a different target**Secondary Attack:** Strength vs. AC**Hit:** 1[E] + Strength modifier damage.**Sweeping Blow** Tanker Attack 3**Encounter** ♦ **Martial****Standard Action****Close burst 1****Target:** Each enemy in burst you can see**Attack:** Strength vs. AC

If you do not move, other than shift this action, you gain a bonus to the attack roll equal to one-half your Strength modifier.

Hit: 1[E] + Strength modifier damage.**Advance Lunge** Tanker Attack 3**Encounter** ♦ **Martial****Standard Action****Melee****Effect:** Before the attack, you can shift 1 square.

If you do not move, other than shift this action, you can either shift 2 squares before the attack or shift 1 square before and 1 square after.

Attack: Strength vs. AC**Hit:** 2[E] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.**Blinding Smash** Tanker Attack 3**Encounter** ♦ **Invigorating, Martial****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. Fortitude**Hit:** The target is blinded until the end of your next turn.

If you do not move, other than shift this action, the attack deals damage equal to your Constitution modifier.

Parry and Riposte Tanker Attack 3**Encounter** ♦ **Martial****Immediate Reaction****Melee****Trigger:** An enemy misses you or an ally with a melee attack**Target:** The triggering enemy**Attack:** Strength vs. AC**Hit:** 1[E] + Strength modifier damage, and the target grants combat advantage to you and your allies until the end of your next turn.**Probing Attack** Tanker Attack 3**Encounter** ♦ **Martial****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. Reflex**Hit:** 1[E] + Strength modifier damage, and you gain a +4 power bonus to attack rolls against 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.**Rhino Strike** Tanker Attack 3**Encounter** ♦ **Martial****Standard Action****Melee****Requirement:** You must charge and use this power in place of a melee basic attack. The movement during this charge does not provoke opportunity attacks.**Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage.**Slam** Tanker Attack 3**Encounter** ♦ **Martial****Free Action****Melee 1****Trigger:** You hit an enemy with a melee attack**Target:** The triggering enemy**Attack:** Strength + 2 vs. Fortitude**Hit:** You push the target 1 square and knock it prone.Level 5 Daily Powers**Crack the Shell** Tanker Attack 5**Daily** ♦ **Martial, Reliable****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and the target takes ongoing 5 damage and a –2 penalty to AC (save ends both).**Dizzying Blow** Tanker Attack 5**Daily** ♦ **Martial, Reliable****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage, and the target is immobilized (save ends).**Rain of Steel** Tanker Attack 5**Daily** ♦ **Martial, Stance****Minor Action****Personal****Effect:** Any enemy that starts its turn adjacent to you takes 1[E] damage, as long as you are able to make opportunity attacks

Agonizing Assault Tanker Attack 5**Daily ♦ Martial****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and the target is dazed and immobilized (save ends both).

If you do not move, other than shift this action, the attack deals extra damage equal to your Dexterity modifier.

Miss: Half damage, and the target is not dazed or immobilized.**Bedeviling Assault** Tanker Attack 5**Daily ♦ Martial****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage.**Effect:** Until the end of the encounter, once per round when an ally hits the target with a melee attack, you can make a melee basic attack with combat advantage against the target as a free action.**Cometfall Charge** Tanker Attack 5**Daily ♦ Martial****Standard Action****Melee****Prerequisite:** You must be trained in Athletics.**Requirement:** You must charge and use this power in place of a melee basic attack.**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier + Constitution modifier damage.**Miss:** Half damage.**Hounding Longarm** Tanker Attack 5**Daily ♦ Martial****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. Fortitude**Hit:** 2[E] + Strength modifier damage, and you push the target 1 square.**Effect:** Until the end of the encounter, each time the target shifts or makes an attack that doesn't include you as a target, you can shift 1 square and make a melee basic attack against the target as an immediate interrupt.**Pinning Smash** Tanker Attack 5**Daily ♦ Invigorating, Martial****Standard Action****Melee 1****Target:** One creature**Attack:** Strength vs. AC**Hit:** 1[E] + Strength modifier damage, and the target is immobilized until you are not adjacent to it.

If you do not move, other than shift this action, the attack deals extra damage equal to your Constitution modifier.

Miss: Half damage, and the target is immobilized until the end of your next turn.**Subtle Cut** Tanker Attack 5**Daily ♦ Martial****Standard Action****Melee****Target:** One creature**Attack:** Strength vs. AC**Hit:** The target is slowed and takes ongoing damage equal to 10 + your Dexterity modifier (save ends both).**Miss:** The target takes ongoing damage equal to your Dexterity modifier (save ends).**Effect:** Before and after the attack, you can shift 1 square.**Level 6 Utility Powers****Battle Awareness** Tanker Utility 6**Daily ♦ Martial****No Action****Personal****Effect:** You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.**Defensive Training** Tanker Utility 6**Daily ♦ Martial, Stance****Minor Action****Personal****Effect:** Gain a +2 power bonus to your Fortitude, Reflex, or Will defense.**Unbreakable** Tanker Utility 6**Encounter ♦ Martial****Immediate Reaction****Personal****Trigger:** You are hit by an attack**Effect:** Reduce the damage from the attack by 5 + your Constitution modifier.**Agile Approach** Tanker Utility 6**Encounter ♦ Martial****Move Action****Personal****Effect:** You can shift 2 squares and must end adjacent to an enemy. If you aren't wearing heavy armor, you can shift 3 squares.**Rock Steady** Tanker Utility 6**Daily ♦ Martial, Stance****Minor Action****Personal****Effect:** Until the stance ends, you cannot be knocked prone, and if you are subject to a pull, a push, or a slide, you can reduce the forced movement by 1 square.**Settling the Score** Tanker Utility 6**Daily ♦ Martial****Immediate Reaction****Personal****Trigger:** An enemy hits you with an attack**Effect:** You gain a +2 power bonus to attack rolls against the triggering enemy until the end of the encounter.

Strong Focus Tanker Utility 6**Encounter ♦ Martial****Minor Action****Personal**

Effect: Until the end of your next turn, you gain a power bonus to Athletics checks and Strength ability checks equal to your Wisdom modifier.

Vigilant Protector Tanker Utility 6**Daily ♦ Martial, Stance****Minor Action****Personal**

Effect: Until the stance ends, you take a –1 penalty to AC and Reflex, but each ally gains a +2 power bonus to AC and Reflex while adjacent to you.

Special: If you do not move, other than shift this action, your adjacent allies instead gain a +3 power bonus to AC and Reflex.

Level 7 Encounter Powers**Come and Get It** Tanker Attack 7**Encounter ♦ Martial****Standard Action****Close burst 3**

Target: Each enemy in burst you can see
Effect: Each target must shift 2 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (close burst 1).
Attack: Strength vs. AC
Hit: 1[E] + Strength modifier damage.

Griffon's Wrath Tanker Attack 7**Encounter ♦ Martial****Standard Action****Melee**

Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier damage, and the target takes a –2 penalty to AC until the end of your next turn.

Iron Bulwark Tanker Attack 7**Encounter ♦ Martial****Standard Action****Melee**

Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier damage.
Effect: You gain a +2 power bonus to AC until the end of your next turn.

Reckless Strike Tanker Attack 7**Encounter ♦ Martial****Standard Action****Melee**

Target: One creature
Attack: Strength –2 vs. AC
Hit: 3[E] + Strength modifier damage.

Sudden Surge Tanker Attack 7**Encounter ♦ Martial****Standard Action****Melee**

Target: One creature
Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage.

Effect: Move a number of squares equal to your Dexterity modifier (minimum 1).

Hampering Flurry Tanker Attack 7**Encounter ♦ Martial****Standard Action****Melee**

Target: One creature

Attack: Strength vs. AC, two attacks

Hit: 1[E] + Strength modifier damage per attack, and the target is slowed until the end of your next turn. If both attacks hit, the second attack deals extra damage equal to your Dexterity modifier.

Not So Fast Tanker Attack 7**Encounter ♦ Martial****Immediate Interrupt****Melee 1**

Trigger: An adjacent enemy moves away from you

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage, and the target is slowed until the end of its next turn.

If you do not move, other than shift this action, the target is also immobilized until the end of its next turn.

Savage Parry Tanker Attack 7**Encounter ♦ Invigorating, Martial****Immediate Interrupt****Melee**

Trigger: An enemy hits an ally with a melee attack

Target: The triggering enemy

Attack: Strength vs. AC

Hit: Strength modifier damage, and the ally takes only half damage from the triggering attack.

If you do not move, other than shift this action, your attack deals extra damage equal to your Constitution modifier.

Stay Down Tanker Attack 7**Encounter ♦ Martial****Standard Action****Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. If the target is prone, the attack deals extra damage equal to your Dexterity modifier, and the target can't stand up until the end of your next turn.

Trip Up Tanker Attack 7**Encounter ♦ Martial****Free Action****Melee**

Trigger: You hit an enemy with a melee basic attack

Target: The triggering enemy

Attack: Strength vs. Reflex

Hit: 1[E] + Strength modifier damage, and the target is slowed until the end of your next turn. If you do not move, other than shift this action, you can knock the target prone instead of slowing it.

Twofold Torment Tanker Attack 7**Encounter ♦ Martial****Standard Action**

Melee

Targets: Two creatures**Attack:** Strength vs. AC, one attack per target**Hit:** 1[E] + Strength modifier damage, and you push the target a number of squares equal to 1 + your Dexterity modifier. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.**Level 9 Daily Powers****Shift the Battlefield** Tanker Attack 9**Daily ♦ Martial****Standard Action**

Close burst 1

Target: Each enemy in burst you can see**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and you slide the target 1 square.**Miss:** Half damage.**Thicket of Blades** Tanker Attack 9**Daily ♦ Martial, Reliable****Standard Action**

Close burst 1

Target: Each enemy in burst you can see**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage, and the target is slowed (save ends).**Victorious Surge** Tanker Attack 9**Daily ♦ Healing, Martial, Reliable****Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage, and you regain hit points as if you had spent a healing surge.**Tanker's Recovery** Tanker Attack 9**Daily ♦ Martial****Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage.**Effect:** If you have used all your encounter attack powers, you regain the use of a Tanker encounter attack power you have used during this encounter.**Jackal Strike** Tanker Attack 9**Daily ♦ Martial, Reliable****Free Action Melee****Trigger:** An enemy marked by you becomes bloodied**Target:** The triggering enemy**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage.**Pestering Wound** Tanker Attack 9**Daily ♦ Martial, Reliable****Standard Action Melee****Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage, and if the target moves before the end of your next turn, it takes extra damage equal to your Strength modifier. If you do not move, other than shift this action, the extra damage instead equals your Strength modifier + your Constitution modifier.**Piquing Dare** Tanker Attack 9**Daily ♦ Martial****Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 3[E] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.**Effect:** The target is marked (save ends). If the target does not attack you on its turn while it is marked by this power, you can either make a melee basic attack against it or shift 1 square closer to it as a free action.**Stop Thrust** Tanker Attack 9**Daily ♦ Martial, Reliable****Immediate Reaction**

Melee

Trigger: An enemy enters a square within 2 squares of you**Target:** The triggering enemy**Effect:** Before the attack, you can shift 2 squares.**Attack:** Strength vs. AC**Hit:** 1[E] + Strength modifier damage, and the target is immobilized until the start of your next turn.**Special:** If the target moved as part of a charge, it can attack you instead of the original target of its charge.**Terrifying Impact** Tanker Attack 9**Daily ♦ Invigorating, Martial****Standard Action**

Melee

Primary Target: One creature**Primary Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage.

If you do not move, other than shift this action, the primary attack deals extra damage equal to our Constitution modifier.

Effect: Make a secondary attack.**Secondary Target:** Each enemy within 3 squares of the primary target**Secondary Attack:** Constitution vs. Will**Hit:** You push the target 1 square.

Level 10 Utility Powers

Into the Fray Tanker Utility 10

Encounter ♦ Martial

Minor Action

Personal

Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy.

Last Ditch Evasion Tanker Utility 10

Daily ♦ Martial

Immediate Interrupt

Personal

Trigger: You are hit by an attack

Effect: You take no damage from the attack that just hit you. However, you are stunned and take a –2 penalty to all defenses until the end of your next turn.

Stalwart Guard Tanker Utility 10

Daily ♦ Martial

Minor Action

Close burst 1

Target: Each ally in burst

Effect: The targets gain a +1 shield bonus to AC until the end of the encounter. If you do not move, other than shift this action, increase the bonus to +2 and apply it to your allies' Reflex defense as well.

Defensive Resurgence Tanker Utility 10

Daily ♦ Healing, Martial

Minor Action

Personal

Effect: You can spend a healing surge. Until the start of your next turn, you gain a bonus to AC equal to your Dexterity modifier.

Hunker Down Tanker Utility 10

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Until the stance ends, you are slowed, but you gain cover against all attacks. You can end this stance as a free action.

Menacing Stance Tanker Utility 10

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Until the stance ends, whenever an enemy marked by you makes an attack that doesn't include you as a target, that enemy grants combat advantage to your allies until the start of its next turn.

Shooter's Nemesis Tanker Utility 10

Daily ♦ Healing, Martial

Immediate Reaction

Personal

Trigger: You are hit by a ranged attack

Effect: You spend a healing surge and regain additional hit points equal to twice your Wisdom modifier.

Strength from Pain

Tanker Utility 10

Daily ♦ Martial

Minor Action

Personal

Requirement: You must be bloodied.

Effect: You gain a +4 power bonus to melee damage rolls, Athletics checks, and Endurance checks until the end of the encounter or until you are no longer bloodied.





POWERSET TRAITS

Role: Controller. You blast your foes from a distance, leave them unable to defend themselves, and scatter them to the four winds. Depending on your choice of powerset features and powers, you lean toward either leader or striker as a secondary role.

Examples: Green Lantern, Songbird, Dr. Spectrum

Key Abilities: Wisdom, Constitution, Intelligence

Superstat: SuperIntelligence

Bonus to Defense: +1 Fort, +1 Reflex, +1 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Devices: You gain the SuperIntelligence Power feat, you also possess a design/ritual book that contains two devices/rituals you have mastered: the Forcewall device or Hallucinatory Item and one other 1st-level build of your choice. The creation of more devices, however, still requires a SuperIntelligence of Rank 2 or higher. Once per day, you can use Forcewall /Hallucinatory Item without expending components

Builder Powerset Features

Builders have the following Powerset features.

Channel Construct

Once per encounter, you can use a Channel Construct power. You start with two **Channel Construct** powers: **Rebuke Minion** and a power determined by your **Channeled Energy Power**. You can gain additional Channel Construct powers by taking Construct feats.

Channeled Energy Power

Choose one of the options described below. The Channeled Energy Power you choose provides you with a *Channel Construct* power and an *Energy Power Manifestation* that takes effect whenever you use a Channeled encounter or daily attack power. Your choice also provides bonuses to certain Builder powers, as detailed in those powers.

Energy Power of Preservation

- **Channel Construct:** You gain the Channel Construct power *Preserver's Rebuke*.
- **Energy Power Manifestation:** When you use a Channeled encounter or daily attack power on your turn, you can slide an ally within 10 squares of you 1 square.

Energy Power of Wrath

- **Channel Construct:** You gain the Channel Construct power *armor of wrath*.
- **Energy Power Manifestation:** When you use a Channeled encounter or daily attack power on your turn, you gain a bonus to the damage roll equal to 1 for each enemy you attack with the power.

Powerset Features

Each Builder has the Channel Construct power *Rebuke Minion*. Your choice of Channeled Energy Power determines the other Channel Construct power you start with.

Channel Construct: Builder Feature Armor of Wrath

Encounter ♦ **Channeled, Radiant**

Immediate Reaction **Close** burst 5

Trigger: An enemy within 5 squares of you hits you

Target: The triggering enemy in burst

Effect: The target takes radiant damage equal to your Constitution modifier, and you push the target 2 squares.

Level 11: 1d6 + Constitution modifier radiant damage.

Level 21: 2d6 + Constitution modifier radiant damage.

Channel Construct: Builder Feature Preserver's Rebuke

Encounter ♦ **Channeled**

Immediate Reaction **Personal**

Trigger: An enemy within 10 squares of you hits your ally

Effect: Before the end of your next turn, you gain a bonus to your next attack roll against the triggering enemy equal to your Intelligence modifier.

Channel Construct: Builder Feature Rebuke Minion

Encounter ♦ **Channeled, Radiant**

Standard Action **Close** blast 5

Target: Each minion creature in blast

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.

Level 5: 2d10 + Wisdom modifier radiant damage.

Level 11: 3d10 + Wisdom modifier radiant damage.

Level 15: 4d10 + Wisdom modifier radiant damage.

Level 21: 5d10 + Wisdom modifier radiant damage.

Level 25: 6d10 + Wisdom modifier radiant damage.

Miss: Half damage.

Level 1 At-Will Powers

Avenging Light Builder Attack 1

At-Will ♦ **Channeled, Radiant**

Standard Action **Ranged** 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier.

Level 21: 2d10 + Wisdom modifier radiant damage.

Special: You can use this power as a ranged basic attack.

Channeled Bolts Builder Attack 1

At-Will ♦ **Channeled**

Standard Action **Ranged** 10

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage.

Level 21: 2d6 + Wisdom modifier damage.

Grasping Shards Builder Attack 1

At-Will ♦ **Channeled, Radiant**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: Wisdom modifier radiant damage, and the target is slowed until the end of your next turn.

Level 21: 1d10 + Wisdom modifier radiant damage.

Sun Strike Builder Attack 1

At-Will ♦ **Channeled, Radiant**

Standard Action **Ranged** 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage, and you slide the target 1 square.

Level 21: 2d8 + Wisdom modifier radiant damage.

Special: You can use this power as a ranged basic attack.

Vanguard's Lightning Builder Attack 1

At-Will ♦ **Channeled**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes damage equal to your Intelligence modifier.

Level 21: 2d6 + Wisdom modifier lightning damage.

Level 1 Encounter Powers

Astral Terror Builder Attack 1

Encounter ♦ **Channeled**

Standard Action **Close** burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier damage, and you push the target 2 squares.

Blades of Astral Energy Builder Attack 1

Encounter ♦ **Channeled, Radiant**

Standard Action **Area** burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier radiant damage.

Effect: Each ally in the burst gains a +2 power bonus to AC until the end of your next turn.

Energy Power of Preservation: The bonus to AC equals 1 + your Intelligence modifier.

Spear of the Inquisitor Builder Attack 1**Encounter** ♦ **Channeled, Radiant****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. Reflex**Hit:** 1d10 + Wisdom modifier radiant damage, and the target is immobilized until the end of your next turn.**Thunder of Judgment** Builder Attack 1**Encounter** ♦ **Channeled****Standard Action** Ranged 10**Target:** One, two, or three creatures**Attack:** Wisdom vs. Fortitude**Hit:** 1d6 + Wisdom modifier thunder damage, or 2d6 + Wisdom modifier damage if you target only one creature. In addition, the target is dazed until the end of your next turn.**Energy Power of Wrath:** You also push the target a number of squares equal to your Constitution modifier.Level 1 Daily Powers**Angelic Echelon** Builder Attack 1**Daily** ♦ **Channeled** Radiant**Standard Action** Close burst 3**Target:** Each enemy in burst**Attack:** Wisdom vs. Will**Hit:** 1d6 + Wisdom modifier radiant damage. Whenever the target attacks before the end of your next turn, the target takes 5 radiant damage.**Miss:** Half damage.**Binding Invocation of Chains** Builder Attack 1**Daily** ♦ **Channeled, Implement****Standard Action** Close burst 10**Target:** Each enemy in burst**Attack:** Wisdom vs. Reflex**Hit:** The target is slowed (save ends).**Miss:** The target is slowed until the end of your next turn.**Purging Flame** Builder Attack 1**Daily** ♦ **Channeled,****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. Reflex**Hit:** 1d10 + Wisdom modifier descriptor damage, and ongoing 10 descriptor damage (save ends).**Miss:** Half damage, and ongoing 5 descriptor damage (save ends).**Summon Angel of Energy** Builder Attack 1**Daily** ♦ **Channeled,****Minor Action** Ranged 5**Effect:** You deploy a Medium construct of energy in an unoccupied square within range. The construct has speed 6 and fly 6 (hover). You can give the angel the following special commands.**Standard Action:** Close burst 1; targets each creature in burst; Wisdom vs. Reflex; 1d8 + Wisdom modifier energy damage.**Opportunity Attack:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier energy damage.Level 2 Utility Powers**Channeled Call** Builder Utility 2**Encounter** ♦ **Channeled****Minor Action** Ranged 10**Target:** One or two allies**Effect:** You pull each target 3 squares.**Emissary of the Gods** Builder Utility 2**Daily** ♦ **Channeled****Minor Action** Personal**Effect:** You gain a +5 power bonus to your next Diplomacy check or Intimidate check during this encounter. If you make this check as part of a skill challenge, you gain 2 successes if the check is successful and don't gain a failure if the check fails.**Shroud of Awe** Builder Utility 2**Encounter** ♦ **Channeled****Minor Action** Personal**Effect:** You can speak with a thunderous voice that allows creatures within 500 feet of you to hear you clearly. Before the end of your turn, you gain a power bonus to your next Intimidate check equal to your Constitution modifier.**Shroud of Warning** Builder Utility 2**Daily** ♦ **Channeled****No Action** Close burst 10**Trigger:** You and your allies roll initiative at the beginning of an encounter**Target:** You and each ally in burst**Effect:** Each target gains a bonus to the initiative check equal to 2 + your Intelligence modifier.**Wall of Light** Builder Utility 2**Daily** ♦ **Conjuration, Channeled****Minor Action** Area wall 5 within 10 squares**Effect:** You conjure a wall of Channeled energy. The wall is 1 square high, and it lasts until the end of your next turn. While within the wall, any ally gains a +1 power bonus to AC, and each ally who starts his or her turn in the wall gains 5 temporary hit points.**Sustain Minor:** The wall persists.

Level 3 Encounter Powers

Chains of Binding Builder Attack 3

Encounter ♦ **Channeled**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Glyph of Imprisonment Builder Attack 3

Encounter ♦ **Channeled, Radiant**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier radiant damage. If the target moves before the end of its next turn, the target takes 5 radiant damage.

Strange Scales Builder Attack 3

Encounter ♦ **Channeled, Radiant**

Standard Action Ranged 10

Target: One creature

Effect: If the target attacks you or your allies before the end of its next turn, the target takes 2d10 + your Wisdom modifier radiant damage at the end of that turn. If the target doesn't attack you or your allies before the end of its next turn, the target instead gains 5 temporary hit points at the end of that turn.

Sun Hammer Builder Attack 3

Encounter ♦ **Channeled, Radiant**

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier radiant damage. If any bloodied allies are in the burst, the attack deals 2 extra radiant damage.

Level 5 Daily Powers

Blade of Vengeance Builder Attack 5

Daily ♦ **Conjuration, Channeled**

Standard Action Ranged 10

Effect: You conjure a blade of vengeance in an unoccupied square within range. The blade lasts until the end of your next turn. The blade occupies 1 square. Enemies cannot move through its space, but allies can. The blade can flank enemies with you and your allies. In addition, you can make the following attack with the blade.

Immediate Interrupt Melee 1

Trigger: An enemy within 10 squares of the blade hits your ally

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

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage.

Sustain Minor: The blade persists, and you can move it 5 squares.

Grasping Chains Builder Attack 5

Daily ♦ **Channeled, Force**

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier force damage, and the target is immobilized (save ends).

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

Icon of Terror Builder Attack 5

Daily ♦ **Channeled**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage, and you push the target 2 squares.

Energy Power of Wrath: The number of squares you push the target equals your Constitution modifier.

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

Searing Orb Builder Attack 5

Daily ♦ **Channeled, Radiant**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier radiant damage, and the target is blinded (save ends).

Energy Power of Preservation: The target is also dazed until the end of your next turn.

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

Level 6 Utility Powers

Astral Step Builder Utility 6

Daily ♦ **Channeled, Teleportation**

Move Action Close burst 5

Target: You and each ally in burst

Effect: You teleport each target 3 squares.

Energy Power of Preservation: The number of squares you teleport each target equals 3 + your Intelligence modifier.

Demand Justice Builder Utility 6

Encounter ♦ **Channeled**

Immediate Interrupt Ranged 10

Trigger: A creature within 10 squares of you makes a saving throw

Target: The triggering creature

Effect: The target rerolls the saving throw and must use the new result.

Shared Endurance Builder Utility 6

Daily ♦ Channeled

Immediate Interrupt Ranged 10

Trigger: An ally within 10 squares of you takes damage from an attack

Target: The triggering ally

Effect: You or an ally within 10 squares of you takes the damage from the triggering attack instead of the target, but the target takes any other effect caused by the attack.

Shield of Light Builder Utility 6

Encounter ♦ Channeled

Immediate Interrupt Ranged 10

Trigger: An enemy within 10 squares of you makes an attack roll against your ally

Target: The triggering enemy

Effect: The target takes a –3 penalty to the triggering attack roll. If the attack hits and deals damage, you slide the ally 1 square after the damage is dealt.

Symbol of Hope Builder Utility 6

Daily ♦ Conjunction, Channeled

Minor Action Ranged 10

Effect: You conjure a symbol of hope in an unoccupied square within range. The symbol lasts until the end of your next turn. Any ally within 5 squares of the symbol gains a +2 power bonus to saving throws, and any ally who starts his or her turn within 5 squares of the symbol gains 5 temporary hit points.

Sustain Minor: The symbol persists.

Level 7 Encounter Powers

Baleful Eye of Judgment Builder Attack 7

Encounter ♦ Channeled, Fear, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier psychic damage, and the target takes a –2 penalty to attack rolls until the end of its next turn.

Bolt of the Rising Sun Builder Attack 7

Encounter ♦ Channeled, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier radiant damage. Until the end of your next turn, the target doesn't have line of sight to any creature more than 3 squares away from it.

Invoke Obedience Builder Attack 7

Encounter ♦ Channeled, Psychic

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Effect: Before the attack, each target can fall prone as a free action. The attack automatically misses a prone target.

Energy Power of Wrath: Each prone target takes 1d6 psychic damage.

Attack: Wisdom + 5 vs. Will

Hit: 2d6 + Wisdom modifier psychic damage.

Thunderbolt of the Heavens Builder Attack 7

Encounter ♦ Channeled, Thunder

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier thunder damage, and you push the target 1 square.

Energy Power of Preservation: The number of squares you push the target equals 1 + your Intelligence modifier.

Level 9 Daily Powers

Cerulean Flames Builder Attack 9

Daily ♦ Channeled, Radiant, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier radiant damage.

Miss: Half damage.

Effect: The burst creates a zone of cerulean light that lasts until the end of your next turn. Any creature that starts its turn within the zone and leaves it is blinded (save ends).

Sustain Minor: The zone persists.

Fourfold Invocation of Doom Builder Attack 9

Daily ♦ Channeled, Fear, Psychic

Standard Action Close burst 10

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target is dazed (save ends).

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

Effect: Until the end of the encounter, any creature that hits or misses you takes 5 psychic damage.

Summon Blade Angel Builder Attack 9

Daily ♦ Channeled

Minor Action Ranged 5

Effect: You deploy a Medium blade construct in an unoccupied square within range. The construct has speed 6 and fly 6 (hover). It has a +4 bonus to AC. You can give the construct the following special commands.

Minor Action: Melee 1; targets one creature; Wisdom vs. Fortitude; 1d8 + Wisdom modifier damage.

Opportunity Attack: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is slowed until the end of its turn.

Visions of Paradise Builder Attack 9

Daily ♦ **Charm, Channeled**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is unable to make attacks (save ends). Whenever the target is attacked, it can make a saving throw against this effect.

Miss: The target is unable to make attacks until the end of its next turn. If the target is attacked before the end of its next turn, this effect ends.

Level 10 Utility Powers

Angelic Visage Builder Utility 10

Encounter ♦ **Channeled, Fear**

Immediate Interrupt Close burst 5

Trigger: An enemy within 5 squares of you makes an attack roll against you

Target: The triggering enemy

Effect: The target takes a –2 penalty to the triggering attack roll. After the attack is resolved, you push the target 3 squares.

Energy Power of Endurance Builder Utility 10

Daily ♦ **Channeled**

Minor Action Personal

Effect: Until the end of the encounter, whenever an ally within 10 squares of you has an opportunity to spend a healing surge, you can spend a healing surge on that ally's behalf as a free action. You spend the healing surge but regain no hit points, and the ally regains hit points as if he or she had spent a healing surge.

Channeled Renewal Builder Utility 10

Daily ♦ **Channeled**

Standard Action Ranged 10

Target: One or two allies who each have two healing surges or fewer

Effect: Each target regains a healing surge.

Martyr's Ward Builder Utility 10

Daily ♦ **Channeled**

Immediate Interrupt Close burst 10

Trigger: An ally within 10 squares of you is hit by an area or a close attack

Effect: The triggering attack hits you instead of the ally.





Monk Template – Speedster



POWERSET TRAITS

Role: Striker. No one 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. Depending on your choice of Powerset features and powers, you might lean toward controller as a secondary role.

Examples: Flash, Quicksilver

Key Abilities: Dexterity. Strength. Wisdom

Superstat: SuperDexterity

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

Powerset Features

Choose one of the following options. Each Speedster chooses a Style, either *Centered* or *Stone*. The choice you make gives you the benefit described below and also provides bonuses to certain Speedster powers, as detailed in those powers.

Centered Style

- **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.

Stone Style

- **Flurry of Blows:** You gain the *stone flurry of Blows* power.
- **Mental Equilibrium:** You gain a +1 bonus to Will. This bonus increases to +2 at 11th level and +3 at 21st level.

Speedster Combatant

You can make unarmed attacks with much greater effectiveness than most combatants. When you make an unarmed attack, you can use the Speedster unarmed strike. Speedster unarmed combat has an off-hand property, a reach of 1, a +3 proficiency bonus, and the damage die is 1d8 (which simulates multiple strikes from the same hit). You must have a hand free to use your Speedster unarmed strike, even if you're kicking, kneeing, elbowing, or head-butting a target.

Flash Defense

Speedsters gain a +2 bonus to AC.

Full Discipline

Many Speedster powers have the *full discipline* keyword. A full discipline power gives you two or more 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 Speedster, a full discipline power represents a fighting style, a unique combination of a move and an attack.

You can use only one full discipline power per round. However, if you spend an action point to take an extra action, you can switch to a different full discipline power. You can use the techniques of a full discipline power in whatever order you like, and you can choose to use one of the techniques and not the other during a particular round.

The number of times you can use a full discipline power's techniques during a round is determined by the power's type—at-will or encounter—and by the actions you have available 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, but you can use the techniques of an encounter full discipline power once during a round.

Centered Flurry of Blows Speedster Feature

At-Will

Free Action (Special) Melee touch

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 Flurry of Blows Speedster Feature

At-Will

Free Action (Special) Melee touch

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 Powers

Crane's Wings Speedster Attack 1

At-Will ♦ Full Discipline

Attack Technique

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. AC

Hit: 1d10 + Dexterity modifier damage, and you push the target 1 square.

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 Speedster Attack 1

At-Will ♦ Full Discipline

Attack Technique

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1d10 + Dexterity modifier damage. The attack deals extra damage equal to your Wisdom modifier if the target made an opportunity attack against you during this turn.

Movement Technique

Move Action Personal

Effect: You move your speed + 2.

Dragon's Tail Speedster Attack 1

At-Will ♦ Full Discipline

Attack Technique

Standard Action

Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

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

Movement Technique

Move Action Personal

Effect: You swap places with an adjacent ally or an adjacent prone enemy.

Five Storms Speedster Attack 1

At-Will ♦ Full Discipline

Attack Technique

Standard Action

Close burst 1

Target: Each enemy 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 Powers

Surgical Strike Speedster Attack 1

Encounter ♦ **Full Discipline**

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 Speedster Attack 1

Encounter ♦ **Full Discipline**

Attack Technique

Standard Action

Melee touch

Target: One creature

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 an 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 triggered by the movement. The power bonus equals your Wisdom modifier.

Open the Gate of Battle Speedster Attack 1

Encounter ♦ **Full Discipline**

Attack Technique

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. AC

Hit: 2d10 + Dexterity modifier damage. If the target was undamaged before the attack, the attack deals +1d10 extra damage.

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 adjacent to.

Rising Storm Speedster Attack 1

Encounter ♦ **Full Discipline**

Attack Technique

Standard Action

Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d8 + Dexterity modifier damage, and each enemy adjacent to the target takes 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 Powers

Split the Difference Speedster Attack 1

Daily

Standard Action

Melee touch

Target: One or two creatures

Attack: Dexterity vs. Fortitude

Hit: 3d6 + Dexterity modifier damage.

Miss: Half damage.

Effect: When one of the targets takes damage, the other target takes 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 Speedster Attack 1

Daily ♦ **Stance**

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 2d6 + Dexterity modifier force damage.

Miss: Half damage.

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

Spinning Maneuver Speedster Attack 1

Daily

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 Step Speedster Attack 1

Daily

Standard Action

Melee touch

Effect: You shift your speed. If you enter a square adjacent to an enemy during this shift, you slide that enemy 1 square. You can slide an enemy only once in this manner. 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 Powers

Stride Speedster Utility 2

Encounter

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.

Leaf On The Wind Speedster Utility 2

Encounter

Minor Action

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.

F10at Like A Butterfly Speedster Utility 2

Encounter

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 rolls of your next melee attack before the end of the encounter. The bonus equals your Wisdom modifier.

Supreme Flurry Speedster Utility 2

Daily

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 Powers

Dance of Swords Speedster Attack 3

Encounter ♦ Full Discipline

Attack Technique

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage. The attack deals extra damage equal to twice the number of enemies adjacent to you.

Movement Technique

Move Action Personal

Effect: You move your speed + 2. If any enemy makes an opportunity attack provoked by this movement and misses you, you gain combat advantage against that enemy until the end of your turn.

Enduring Champion Speedster Attack 3

Encounter ♦ Full Discipline

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.

Fan Hand Speedster Attack 3

Encounter ♦ Full Discipline

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 Speedster Attack 3

Encounter ♦ Full Discipline

Attack Technique

Standard Action

Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

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

Movement Technique

Move Action Personal

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

Level 5 Daily Powers

Vibratory Hit Speedster Attack 5

Daily

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Fortitude

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

Miss: Half damage.

Mach One Punch Speedster Attack 5

Daily

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 with your Flurry of Blows power.

Steel Warrior Technique Speedster Attack 5

Daily

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.

Combination Speedster Attack 5

Daily

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 'square instead of sliding the target' square.

Level 6 Utility Powers

Centered Defense Speedster Utility 6

Daily ♦ **Stance**

Minor Action Personal

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

Echoing Thunder Speedster Utility 6

Encounter

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.

Hopscotch Speedster Utility 6

Encounter

Move Action

Personal

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

Hyper-Metabolism Speedster Utility 6

Encounter

Minor Action

Personal

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

Level 7 Encounter Powers

Fist of One Hundred Strikes Speedster Attack 7

Encounter ♦ **Full Discipline**

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 Speedster Attack 7

Encounter ♦ **Full Discipline**

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.

Strike the Avalanche Speedster Attack 7

Encounter ♦ **Full Discipline**

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. Then make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: The secondary target is knocked 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 Speedster Attack 7

Encounter ♦ Full Discipline

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.

Level 9 Daily Powers

Crane Dance Speedster Attack 9

Daily

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 Speedster Attack 9

Daily

Standard Action

Melee touch

Target: One creature

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 Speedster Attack 9

Daily

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).

Why He's Called "Flash" Speedster Attack 9

Daily

Standard Action

Melee touch

Target: One, two, or three creatures

Attack: Dexterity vs. Reflex

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

Miss: Half damage.

Level 10 Utility Powers

Internal Power Speedster Utility 10

Daily ♦ Healing

Minor Action

Personal

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

Too Fast, No Pain Speedster Utility 10

Encounter

Immediate Interrupt

Personal

Trigger: You take damage

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

Spider Technique Speedster Utility 10

At-Will

Move Action

Personal

Effect: You climb a number of squares equal to your speed. During this movement, you can move across a ceiling, but you must end your turn on the ground or on a vertical surface. Otherwise, you fall.

Spring Up Speedster Utility 10

Encounter

Free Action

Personal

Trigger: You are prone at the start of your turn

Effect: You stand up.



Paladin Template – Templar



POWERSSET TRAITS

Role: Defender. You are extremely durable, with high hit points and you can issue bold challenges to foes and compel them to fight you rather than your allies.

Examples: Thor, DC's Captain Marvel

Key Abilities: Strength, Charisma, Wisdom

Superstat: SuperConstitution

Bonus to Defense: +1 Fort, +1 Reflex, +1 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 10 + Constitution

Powerset Features:

Channel Enhancement

Once per encounter you can invoke an Enhanced power, filling yourself with might of superhuman ability. With the Enhanced Might you invoke you can wield special powers, such as **Enhanced Mettle** and **Enhanced Strength**. Some Templars learn other uses for this feature; for instance, the Enhancement feats grant characters with access to the Channel Enhancement powerset feature the ability to use additional special powers.

Regardless of how many different uses for Channel Enhancement you know, you can use only one such ability per encounter. The special ability or power you invoke works just like your other powers.

Channel Enhancement: Enhanced Mettle

Templar Feature

Encounter

Minor Action

Close burst 10

Target: One creature in burst

Effect: The target makes a saving throw with a bonus equal to your Charisma modifier.

Channel Enhancement: Enhanced Strength

Templar Feature

Encounter

Minor Action

Personal

Effect: Apply your Strength modifier as extra damage on your next attack this turn.

Enhanced Challenge Templar Feature

At-Will ♦ Enhanced, Radiant

Minor Action

Close burst 5

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target.

Also, it takes radiant damage equal to 3 + your Charisma modifier the first time it makes an attack that doesn't include you as a target before the start of your next turn.

The damage increases to 6 + your Charisma modifier at 11th level, and to 9 + your Charisma modifier at 21st level.

On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use *Enhanced challenge* on your next turn.

You can use *Enhanced challenge* once per turn.

Special: Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place an Enhanced challenge on a creature that is already affected by your or another character's Enhanced challenge.

Lay on Hands Templar Feature

At-Will (Special) ♦ Enhanced, Healing

Special: You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

Minor Action **Melee touch**

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

Level 1 At-Will Powers

Bolstering Strike Templar Attack 1

At-Will ♦ Enhanced

Standard Action **Melee**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[E] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier. Increase damage to 2[E] + Charisma modifier at 21st level.

Enfeebling Strike Templar Attack 1

At-Will ♦ Enhanced

Standard Action **Melee**

Target: One creature

Attack: Charisma vs. AC

Hit: 1[E] + Charisma modifier damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

Increase damage to 2[E] + Charisma modifier at 21st level.

Holy Strike Templar Attack 1

At-Will ♦ Enhanced, Radiant

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.

Increase damage to 2[E] + Strength modifier at 21st level.

Valiant Strike Templar Attack 1

At-Will ♦ Enhanced

Standard Action **Melee**

Target: One creature

Attack: Strength + 1 per enemy adjacent to you vs. AC

Hit: 1[E] + Strength modifier damage.

Increase damage to 2[E] + Strength modifier at 21st level.

Level 1 Encounter Powers

Fearsome Smite Templar Attack 1

Encounter ♦ Enhanced, Fear

Standard Action **Melee**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier.

Piercing Smite Templar Attack 1

Encounter ♦ Enhanced

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[E] + Strength modifier damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier are marked until the end of your next turn.

Radiant Smite Templar Attack 1

Encounter ♦ Enhanced, Radiant

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier + Wisdom modifier radiant damage.

Shielding Smite Templar Attack 1

Encounter ♦ Enhanced

Standard Action **Melee**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage.

Effect: Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wisdom modifier.

Level 1 Daily Powers

On Pain of Death Templar Attack 1

Daily ♦ **Enhanced**

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).

Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).

Templar's Judgment Templar Attack 1

Daily ♦ **Enhanced, Healing**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage, and one ally within 5 squares of you can spend a healing surge.

Miss: One ally within 5 squares of you can spend a healing surge.

Radiant Delirium Templar Attack 1

Daily ♦ **Enhanced, Implement, Radiant**

Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

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

Level 2 Utility Powers

Astral Speech Templar Utility 2

Daily ♦ **Enhanced**

Minor Action **Personal**

Effect: You gain a +4 power bonus to Diplomacy, Bluff or Intimidate checks until the end of the encounter.

Martyr's Blessing Templar Utility 2

Daily ♦ **Enhanced**

Immediate Interrupt **Close burst 1**

Trigger: An adjacent ally is hit by a melee or a ranged attack

Effect: You are hit by the attack instead.

Sacred Circle Templar Utility 2

Daily ♦ **Enhanced, Zone**

Standard Action **Close burst 3**

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.



Level 3 Encounter Powers

Arcing Smite Templar Attack 3

Encounter ♦ **Enhanced**

Standard Action **Melee**

Targets: One or two creatures

Attack: Strength vs. AC, one attack per target

Hit: 1[E] + Strength modifier damage, and the target is marked until the end of your next turn.

Invigorating Smite Templar Attack 3

Encounter ♦ **Enhanced, Healing**

Standard Action **Melee**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[E] + Charisma modifier damage. If you are bloodied, you regain hit points equal to 5 + your Wisdom modifier. Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wisdom modifier.

Righteous Smite Templar Attack 3

Encounter ♦ **Enhanced, Healing**

Standard Action **Melee**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[E] + Charisma modifier damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier.

Staggering Smite Templar Attack 3**Encounter** ♦ **Enhanced****Standard Action** **Melee****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier.**Level 5 Daily Powers****Hallowed Circle** Templar Attack 5**Daily** ♦ **Enhanced, Implement, Zone****Standard Action** **Close burst 3****Target:** Each enemy in burst**Attack:** Charisma vs. Reflex**Hit:** 2d6 + Charisma modifier damage.**Effect:** The burst creates a zone of bright light. You and each ally within the zone gain a +1 power bonus to all defenses until the end of the encounter.**Martyr's Retribution** Templar Attack 5**Daily** ♦ **Enhanced, Radiant****Standard Action** **Melee****Target:** One creature**Attack:** Strength vs. AC, and you must spend a healing surge without regaining any hit points**Hit:** 4[E] + Strength modifier radiant damage.**Miss:** Half damage.**Sign of Vulnerability** Templar Attack 5**Daily** ♦ **Enhanced, Radiant****Standard Action** **Ranged 5****Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 3d8 + Charisma modifier radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter.**Miss:** Half damage, and the target gains no vulnerability.**Level 6 Utility Powers****Enhanced Bodyguard** Templar Utility 6.**Daily** ♦ **Enhanced****Minor Action** **Ranged 5****Effect:** Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.**One Heart, One Mind** Templar Utility 6**Daily** ♦ **Enhanced****Minor Action** **Close burst 6****Targets:** You and each ally in burst**Effect:** Until the end of the encounter, targets can communicate telepathically with each other out to a range of 20 squares, and your aid another actions give a +4 bonus instead of +2.**Wrath of the Gods** Templar Utility 6**Daily** ♦ **Enhanced****Minor Action** **Close burst 1****Targets:** You and each ally in burst**Effect:** The targets add your Charisma modifier to damage rolls until the end of the encounter.**Level 7 Encounter Powers****Beckon Foe** Templar Attack 7**Encounter** ♦ **Enhanced****Standard Action** **Ranged 5****Target:** One creature**Attack:** Charisma vs. Will**Hit:** 2d10 + Charisma modifier damage, and you pull the target a number of squares equal to your Wisdom modifier.**Benign Transposition** Templar Attack 7**Encounter** ♦ **Enhanced, Teleportation****Standard Action** **Melee****Primary Target:** One ally within a number of squares equal to your Wisdom modifier**Effect:** You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it.**Secondary Target:** One enemy**Secondary Attack:** Charisma vs. AC**Hit:** 2[E] + Charisma modifier damage.**Enhanced Reverence** Templar Attack 7**Encounter** ♦ **Enhanced, Radiant****Standard Action** **Close burst 1****Target:** Each enemy in burst**Attack:** Charisma vs. Will**Hit:** 1d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn.**Thunder Smite** Templar Attack 7**Encounter** ♦ **Enhanced****Standard Action** **Melee****Target:** One creature**Attack:** Strength vs. AC (can score a critical hit against a marked enemy on a roll of 19–20)**Hit:** 2[E] + Strength modifier thunder damage, and the target is knocked prone.**Level 9 Daily Powers****Crown of Glory** Templar Attack 9**Daily** ♦ **Enhanced, Radiant****Standard Action** **Close burst 1****Target:** Each enemy in burst**Attack:** Charisma vs. Will**Hit:** 2d8 + Charisma modifier radiant damage.**Effect:** Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.**Sustain Minor:** You can sustain the power's effect.

One Stands Alone Templar Attack 9

Daily ♦ **Enhanced, Radiant**

Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage.

Effect: The targets are weakened (save ends).

Special: You cannot use this power if any allies are within 5 squares of you.

Radiant Pulse Templar Attack 9

Daily ♦ **Enhanced, Radiant**

Standard Action **Ranged** 10

Primary Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier radiant damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier radiant damage, and you push the target 3 squares.

Sustain Minor: When you sustain this power, you can repeat the secondary attack (the primary target is the same each time).

Miss: Half damage, and no secondary attack.

Level 10 Utility Powers

Cleansing Spirit Templar Utility 10

Encounter ♦ **Enhanced**

Minor Action **Ranged** 5

Target: You or one ally

Effect: The target makes a saving throw with a +2 bonus.

Noble Shield Templar Utility 10

Daily ♦ **Enhanced**

Immediate Interrupt **Personal**

Trigger: You are targeted by a close attack or an area attack

Effect: A close attack or an area attack targeting you automatically hits you, and any of your allies who are also hit take only half damage. This power does not change other effects the attack might cause.

Turn the Tide Templar Utility 10

Daily ♦ **Enhanced**

Standard Action **Close** burst 3

Targets: You and each ally in burst

Effect: The targets make saving throws against every effect that a save can end.





Psion Template – PrimeMover



POWERSSET TRAITS

Role: Controller. You can mentally influence the actions of your foes, and you can toss your enemies around the battlefield with psionic descriptor.

Examples: Invisible Woman

Key Abilities: Intelligence, Charisma, Wisdom

Superstat: SuperCharisma

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

Powerset Features

PrimeMovers have the following powerset features.

Discipline Focus:

Choose one of these options. Your choice represents the focus of your studies.

- **Telekinesis Focus:** You gain the powers *Far Hand* and *Descriptorful Push*.
- **Telepathy Focus:** You gain the powers *Distract* and *Send Thoughts*.

Augmentation:

Through careful study, 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 energy as you choose. You channel this energy into a reservoir of personal power—represented in 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 powerset feature, you acquire and use powers in a slightly different manner from how most other powersets do.

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

You gain new at-will attack powers from this powerset instead of new encounter attack powers as you increase in level. At 3rd level, you choose a new at-will attack power from this powerset. 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 powerset.

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)

Descriptor Discretion: You gain the ability granted by the either the *Floating Disk* or the *Descriptor Wall* device as an innate power. You can use this ability without expending components or time once per day. When using this ability in this method, PrimeMovers may substitute $<Cha \text{ mod} + \text{One-half level} + 5, \text{ as a trained skill}>$ as a **Descriptor Skill** roll in place of a **Key Skill** check. If they gain these abilities through other means, the standard rules for **Key Skill** checks apply.

Floating Disk

Category: Exploration
Duration: 24 hours

Key Skill Check Result	Maximum Load
9 or lower	250 pounds
10–24	500 pounds
25–39	1,000 pounds
40 or higher	2,000 pounds

You create a slightly concave, circular plane of descriptor or energy that floats a foot off the ground and can carry what you lay upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move, in which case it moves with your base speed once per round until it catches up with you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk loses integrity, dropping whatever it was carrying. Your Key Skill check result determines the maximum load the disk can carry. This can be coupled with the Hover Disk movement power to allow it to carry additional cargo.

Descriptor Wall

Category: Binding
Duration: Until broken

You erect a circle on the ground of a specific energy Descriptor type, designed for your protection. This field of energy $<\text{or possible matter}>$ makes it difficult for creatures to enter or pass. The circle takes 1 round to form per square inside the circle (and it must be a circle). An affected creature whose level is lower than your **Key Skill check result minus 10** cannot pass through the circle, affect creatures through the circle's boundary, or affect the boundary in any way. Other creatures take descriptor damage equal to your Key Skill check result

when passing through the boundary, but doing so breaks the circle. Unaffected creatures can take a standard action to the circle.

Each PrimeMover has two encounter powers granted by the **Discipline Focus** powerset feature. A telepathic PrimeMover has *Distract* and *Send Thoughts*. A telekinetic PrimeMover has *far hand* and *descriptorful push*.

Distract PrimeMover Feature

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 PrimeMover Feature

Encounter ♦ **Psionic**

Minor Action **Ranged 5**

Target: One object that weighs 20 pounds or less **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 PrimeMover Feature

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 PrimeMover Feature

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 Powers

Dishearten PrimeMover Attack 1

At-Will ♦ Augmentable

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier descriptor 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 descriptor damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

Descriptor Punch PrimeMover Attack 1

At-Will ♦ Augmentable

Standard Action Melee 1

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier 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 damage, and you knock the target prone. In addition, you push the target and each enemy adjacent to you 1 square.

Kinetic Trawl PrimeMover Attack 1

At-Will

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier descriptor 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 descriptor damage, and you pull the target a number of squares equal to your Wisdom modifier.

Augment 2

Hit: 2d10 + Intelligence modifier descriptor damage, and you pull the target a number of squares equal to your Wisdom modifier.

Memory Hole PrimeMover Attack 1

At-Will ♦ Augmentable

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier 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 descriptor damage, and you become invisible to the target until the start of your next turn.

Mind Thrust PrimeMover Attack 1

At-Will ♦ Augmentable

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier descriptor 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 descriptor 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 Powers

Hand of Caution PrimeMover Attack 1

Daily ♦ Descriptor

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier descriptor 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.

Trauma PrimeMover Attack 1

Daily ♦ Descriptor

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier descriptor damage.

Miss: Half damage.

Effect: The target gains vulnerable 5 (save ends).

Ravening Thought PrimeMover Attack 1

Daily ♦ **Descriptor**

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier descriptor damage, and ongoing 5 descriptor damage (save ends).

Miss: Half damage and ongoing 3 descriptor damage (save ends).

Effect: Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Will

Hit: 1 d6 + Intelligence modifier descriptor damage and ongoing 5 descriptor damage (save ends).

Telekinetic Anchor PrimeMover Attack 1

Daily ♦ **Descriptor**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier descriptor damage.

Miss: Half damage.

Effect: Each target takes 5 descriptor damage the first time it moves on its next turn.

Level 2 Utility Powers

Intellect Fortress PrimeMover Utility 2

Encounter ♦ **Descriptor**

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 PrimeMover Utility 2

Daily ♦ **Descriptor**

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 PrimeMover Utility 2

Daily ♦ **Descriptor**

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 PrimeMover Utility 2

Encounter ♦ **Teleportation**

Move Action Personal

Effect: You teleport a number of squares equal to 1 + your Wisdom modifier.

Level 3 At-Will Powers

Betrayal PrimeMover Attack 3

At-Will ♦ **Augmentable**

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 PrimeMover Attack 3

At-Will ♦ **Augmentable** ♦ **Descriptor, Zone**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier descriptor 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 descriptor 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 + 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 descriptor damage equal to your Wisdom modifier.

Descriptor Hammer PrimeMover Attack 3**At-Will ♦ Augmentable****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Intelligence vs. Fortitude**Hit:** 1d6 + Intelligence modifier descriptor 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 + Intelligence modifier descriptor damage, and you knock the target prone.**Id Insinuation** PrimeMover Attack 3**At-Will ♦ Augmentable****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Intelligence vs. Will**Hit:** 1d6 + Intelligence modifier descriptor 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 + Intelligence modifier descriptor 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 Powers****Crisis of Identity** PrimeMover Attack 5**Daily ♦ Descriptor****Standard Action** Ranged 10**Primary Target:** One creature**Attack:** Intelligence vs. Will**Hit:** 3d6 + Intelligence modifier descriptor 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** PrimeMover Attack 5**Daily ♦ Descriptor****Standard Action** Area burst 1 within 10 squares**Target:** Each enemy in burst**Attack:** Intelligence vs. Will**Hit:** 2d6 + Intelligence modifier descriptor damage, and the target is dazed (save ends). **Miss:** The target is dazed until the end of your next turn.**Shredding Ribbons** PrimeMover Attack 5**Daily ♦ Descriptor, Zone****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier descriptor 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 descriptor damage equal to your Wisdom modifier.**Sustain Minor:** The zone persists.**Telekinetic Maul** PrimeMover Attack 5**Daily ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 3d12 + Intelligence modifier descriptor 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 Powers****Mind Shadow** PrimeMover Utility 6**Daily ♦ Descriptor****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** PrimeMover Utility 6**Daily ♦ Descriptor****Standard Action****Personal****Effect:** You become immune to descriptor movement until the end of your next turn. In addition your allies are immune to descriptor movement while within 5 squares of you. If you move, the effect ends.**Sustain Minor:** The effect persists.**Telekinetic Screen** PrimeMover Utility 6**Encounter****Immediate Interrupt****Personal****Trigger:** An enemy scores a critical hit against you**Effect:** The attack's damage is reduced by 10 + your Wisdom modifier.

Level 7 At-Will Powers

Cranial Disturbance PrimeMover Attack 7

At-Will ♦ **Augmentable**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier descriptor damage, and you knock the target prone.

Augment 1

Hit: As above. and each creature adjacent to the target takes descriptor damage equal to your Wisdom modifier.

Augment 2

Hit: 1d8 + Intelligence modifier descriptor damage, and the target is dazed until the end of your next turn. In addition, each creature adjacent to the target takes descriptor damage equal to 5 + your Wisdom modifier.

Dread Spiral PrimeMover Attack 7

At-Will ♦ **Augmentable**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier descriptor 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: 1d10 + Intelligence modifier descriptor damage and you slide the target a number of squares equal to your *Wisdom* modifier.

Force Grasp PrimeMover Attack 7

At-Will ♦ **Augmentable**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier descriptor 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: 1d8 + Intelligence modifier descriptor damage, and the target is immobilized until the end of your next turn.

MindBreak PrimeMover Attack 7

At-Will ♦ **Augmentable**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier descriptor damage, and the target gains vulnerability to descriptor 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 + your Charisma modifier.

Augment 2

Hit: 2d8 + Intelligence modifier descriptor damage and the target gains vulnerability to descriptor damage equal to 5 + your Charisma modifier until the end of your next turn.

Level 9 Daily Powers

Clear the Slate PrimeMover Attack 9

Daily ♦ **Descriptor**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d6+ Intelligence modifier descriptor damage, and you slide the target a number squares equal to 3 + your Wisdom modifier.

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

Mind Blast PrimeMover Attack 9

Daily ♦ **Descriptor**

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 PrimeMover Attack 9

Daily ♦ **Descriptor**

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier descriptor 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 + Wisdom modifier thunder damage. **Miss:** Half damage.

Sensory Onslaught PrimeMover Attack 9

Daily ♦ **Descriptor**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier psychic damage, and ongoing 5 descriptor 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 Powers

Descriptor Bubble PrimeMover Utility 10

Encounter ♦ **Descriptor**

Minor Action **Close** burst 1

Target: You and each ally in burst

Effect: Until the end of your next turn, each target gains resistance to damage, but only when the damage is from ranged or area attacks. The resistance equals 5 + your Intelligence modifier.

Intellect Leech PrimeMover Utility 10

Daily ♦ **Descriptor**

Minor Action **Ranged** 20

Target: One creature

Effect: Until the end of the encounter, whenever the target takes descriptor damage while within 10 squares of you, you gain temporary hit points equal to 5 + your Charisma modifier.

Mind Over Matter PrimeMover Utility 10

Encounter ♦ **Descriptor**

Immediate Interrupt **Personal**

Trigger: An effect dazes, dominates, or stuns you

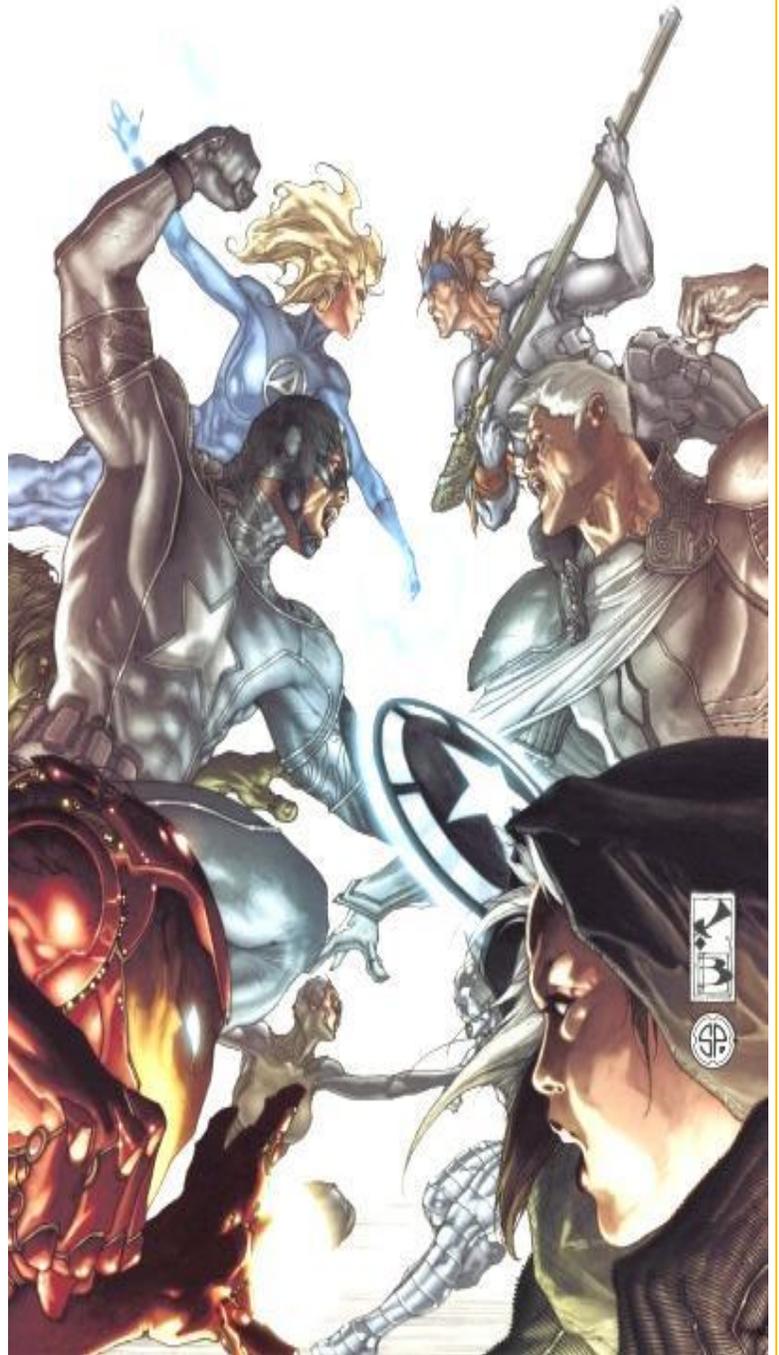
Effect: You make a saving throw against the triggering effect. If you save, the triggering effect doesn't affect you.

SkyHook PrimeMover Utility 10

Daily ♦ **Descriptor**

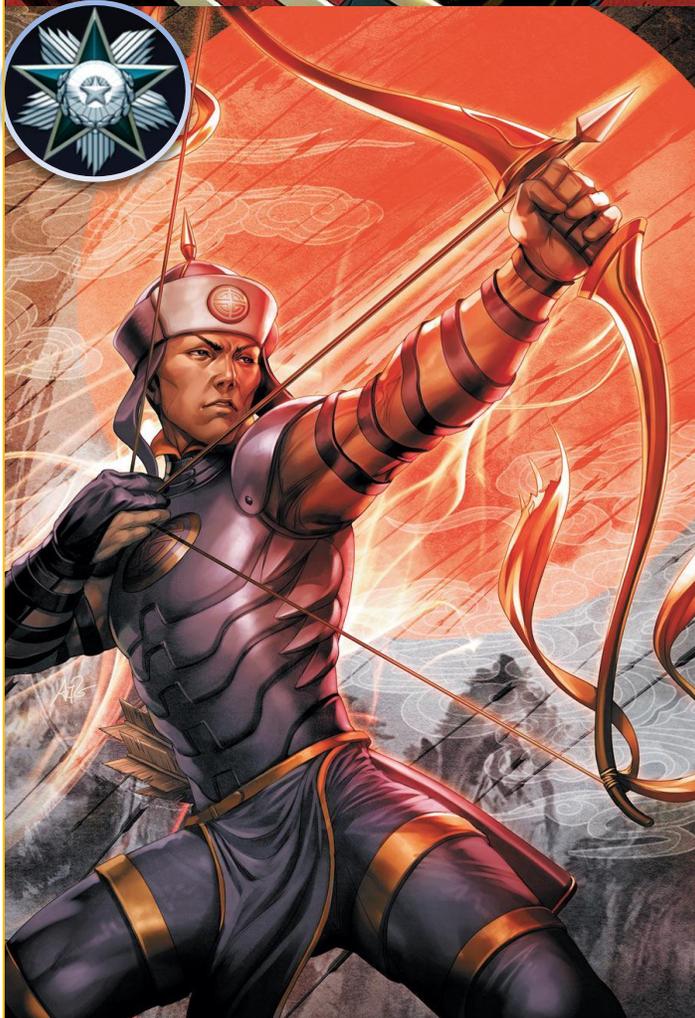
Minor Action **Personal**

Effect: Until the end of the encounter, you have a fly speed equal to your speed (hover; altitude limit 2).





Ranger Template – Scrapper / Blaster



POWERSSET TRAITS

Role: Striker. You concentrate on either ranged attacks or two-attack melee fighting to deal a lot of damage to one enemy at a time. Your attacks rely on speed and mobility, since you prefer to use hit-and-run tactics whenever possible.

Examples: Wolverine, Deadpool

Key Abilities: Strength, Dexterity, Wisdom

Superstat: SuperDexterity

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Powerset Features

Your Powerset features depend largely on the build and fighting style you choose.

Fighting Style

Choose one of the following fighting styles and gain its benefit (Although you may select powers from either category).

- **Blaster Fighting Style:** Because of your focus on ranged attacks, you gain Defensive Mobility as a bonus feat.
- **Scrapper Fighting Style:** Because of your focus on melee attacks, you wield a second attack with your off hand. In addition, you gain Toughness as a bonus feat.

Hunter's Quarry

Once per turn as a minor action, you can designate the enemy nearest to you as your quarry. Once per round, you deal extra damage to your quarry. The extra damage is based on your level. If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled. The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry. You can designate one enemy as your quarry at a time.

Level	Hunter's Quarry Extra Damage
1st–10th	+1d6
11th–20th	+2d6
21st–30th	+3d6

Prime Shot

If none of your allies are nearer to your target than you are, you receive a +1 bonus to attack rolls against that target.

Level 1 At-Will Powers

Careful Attack Scrapper/Blaster Attack 1

At-Will ♦ Martial

Standard Action Melee or Ranged

Target: One creature

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[E] damage (melee) or 1[E] damage (ranged). Increase damage to 2[E] (melee) or 2[E] (ranged) at 21st level.

Hit and Run Scrapper Attack 1

At-Will ♦ Martial

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage

Increase damage to 2[E] + Strength modifier at 21st level.

Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Nimble Strike Blaster Attack 1

At-Will ♦ Martial

Standard Action Ranged

Target: One creature

Special: Shift 1 square before or after you attack

Attack: Dexterity vs. AC

Hit: 1[E] + Dexterity modifier damage.

Increase damage to 2[E] + Dexterity modifier at 21st level.

Twin Strike Scrapper/Blaster Attack 1

At-Will ♦ Martial

Standard Action Melee or Ranged

Targets: One or two creatures

Attack: Strength vs. AC (melee; main and off-hand) or Dexterity vs. AC (ranged), *two attacks*

Hit: 1[E] damage per attack.

Increase damage to 2[E] at 21st level.

Level 1 Encounter Powers

Dire Wolverine Strike Scrapper Attack 1

Encounter ♦ Martial

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Evasive Strike Scrapper/Blaster Attack 1

Encounter ♦ Martial

Standard Action

Melee or Ranged

Target: One creature

Special: You can shift a number of squares equal to 1 + your Wisdom modifier either before or after the attack.

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[E] + Strength modifier damage (melee) or 2[E] + Dexterity modifier damage (ranged).

Fox's Cunning Scrapper/Blaster Attack 1

Encounter ♦ Martial

Immediate Reaction

Melee or Ranged

Trigger: An enemy makes a melee attack against you

Attack: You can shift 1 square, then make a basic attack against the enemy.

Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier.

Two-Fanged Strike Scrapper/Blaster Attack 1

Encounter ♦ Martial

Standard Action

Melee or Ranged

Target: One creature

Attack: Strength vs. AC (melee; main and off-hand) or Dexterity vs. AC (ranged), *two attacks*

Hit: 1[E] + Strength modifier damage (melee) or 1[E] + Dexterity modifier damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.

Level 1 Daily Powers

Hunter's Bear Trap Scrapper/Blaster Attack 1

Daily ♦ Martial

Standard Action

Melee or Ranged

Target: One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[E] + Strength modifier damage (melee) or 2[E] + Dexterity modifier damage (ranged), and the target is slowed and takes ongoing 5 damage (save ends both).

Miss: Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

Jaws of the Wolf Scrapper Attack 1

Daily ♦ Martial

Standard Action Melee

Target: One creature

Attack: Strength vs. AC (main and off-hand), *two attacks*

Hit: 2[E] + Strength modifier damage per attack.

Miss: Half damage per attack.

Split the Tree Blaster Attack 1**Daily** ♦ Martial**Standard Action** Ranged**Targets:** Two creatures within 3 squares of each other**Attack:** Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.**Hit:** 2[E] + Dexterity modifier damage.**Sudden Strike** Scrapper Attack 1**Daily** ♦ Martial**Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC (off-hand)**Hit:** 1[E] damage (off-hand).**Effect:** You shift 1 square and make a secondary attack against the target.**Secondary Attack:** Strength vs. AC (main)**Hit:** 2[E] + Strength modifier damage (main), and the target is weakened until the end of your next turn.Level 2 Utility Powers**Crucial Advice** Scrapper/Blaster Utility 2**Encounter** ♦ Martial**Immediate Reaction**

Ranged 5

Trigger: An ally within range that you can see or hear makes a skill check using a skill in which you're trained**Effect:** Grant the ally the ability to reroll the skill check, with a power bonus equal to your Wisdom modifier.**Unbalancing Parry** Scrapper/Blaster Utility 2**Encounter** ♦ Martial**Immediate Reaction**

Melee 1

Trigger: An enemy misses you with a melee attack**Effect:** Slide the enemy into a square adjacent to you and gain combat advantage against it until the end of your next turn.**Yield Ground** Scrapper/Blaster Utility 2**Encounter** ♦ Martial**Immediate Reaction**

Personal

Trigger: An enemy damages you with a melee attack**Effect:** You can shift a number of squares equal to your Wisdom modifier. Gain a +2 power bonus to all defenses until the end of your next turn.Level 3 Encounter Powers**Cut and Run** Scrapper/Blaster Attack 3**Encounter** ♦ Martial**Standard Action**

Melee or Ranged

Target: One or two creatures**Attack:** Strength vs. AC (melee; main and off-hand) or Dexterity vs. AC (ranged), two attacks**Special:** After the first or the second attack, you can shift a number of squares equal to 1 + your Wisdom modifier.**Hit:** 1[E] + Strength modifier damage (melee) or 1[E] + Dexterity modifier damage (ranged) per attack.**Disruptive Strike** Scrapper/Blaster Attack 3**Encounter** ♦ Martial**Immediate Interrupt**

Melee or Ranged

Trigger: You or an ally is attacked by a creature**Target:** The attacking creature**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)**Hit:** 1[E] + Strength modifier damage (melee) or 1[E] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier.**Shadow Wasp Strike** Scrapper/Blaster Attack 3**Encounter** ♦ Martial**Standard Action**

Melee or Ranged

Target: One creature that is your quarry**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged)**Hit:** 2[E] + Strength modifier damage (melee) or 2[E] + Dexterity modifier damage (ranged).**Thundertusk Boar Strike** Scrapper/Blaster Attack 3**Encounter** ♦ Martial**Standard Action**

Melee or Ranged

Targets: One or two creatures**Attack:** Strength vs. AC (melee; main and off-hand) or Dexterity vs. AC (ranged), two attacks**Hit:** 1[E] + Strength modifier damage (melee) or 1[E] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wisdom modifier.Level 5 Daily Powers**Excruciating Shot**

Blaster Attack 5

Daily ♦ Martial**Standard Action**

Ranged

Target: One creature**Attack:** Dexterity vs. AC**Hit:** 3[E] + Dexterity modifier damage, and the target is weakened (save ends).**Miss:** Half damage, and the target is not weakened.**Frenzied Skirmish**

Scrapper Attack 5

Daily ♦ Martial**Standard Action**

Melee

Targets: One or two creatures**Attack:** Strength vs. AC (main and off-hand), two attacks**Special:** Before or after these attacks, you can move your speed without provoking opportunity attacks.**Hit:** 1[E] + Strength modifier damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn.

Splintering Shot Blaster Attack 5**Daily ♦ Martial****Standard Action** Ranged**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 3[E] + Dexterity modifier damage, and the target takes a –2 penalty to attack rolls until the end of the encounter.**Miss:** Half damage, and the target takes a –1 penalty to attack rolls until the end of the encounter.**Two-Wolf Pounce** Scrapper/Blaster Attack 5**Daily ♦ Martial****Standard Action** Melee**Special:** You can shift 2 squares before making this attack.**Primary Target:** One creature**Attack:** Strength vs. AC, two attacks (main and off-hand)**Hit:** 2[E] + Strength modifier damage (main) and 1[E] + Strength modifier damage (off-hand).**Effect:** After attacking the primary target, you can shift 2 squares and make a secondary attack.**Secondary Target:** One creature other than the primary target**Secondary Attack:** Strength vs. AC (off-hand)**Hit:** 2[E] damage (off-hand).**Level 6 Utility Powers****Evade Ambush** Scrapper/Blaster Utility 6**Daily ♦ Martial****No Action** Ranged sight**Effect:** At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wisdom modifier to avoid being surprised.**Skilled Companion** Scrapper/Blaster Utility 6*Your allies benefit from the things that you have learned.***Daily ♦ Martial****Minor Action** Ranged 10**Target:** One ally**Effect:** Any ally within 10 squares of you who attempts an untrained check with a skill in which you are trained gains a power bonus to checks with a single skill of your choice equal to your Wisdom modifier. The ally must be able to see or hear you to gain this bonus. The benefit lasts until the end of the encounter or for 5 minutes.**Weave through the Fray** Scrapper/Blaster Utility 6**Encounter ♦ Martial****Immediate Interrupt** Personal**Trigger:** An enemy moves adjacent to you**Effect:** You can shift a number of squares equal to your Wisdom modifier.**Level 7 Encounter Powers****Claws of the Griffon** Scrapper/Blaster Attack 7**Encounter ♦ Martial****Standard Action** Melee**Target:** One or two creatures**Attack:** Strength vs. AC (main and off-hand), two attacks**Hit:** 2[E] + Strength modifier damage (main) and 1[E] + Strength modifier damage (off-hand).**Hawk's Talon** Scrapper/Blaster Attack 7**Encounter ♦ Martial****Standard Action** Melee or Ranged**Target:** One creature**Attack:** Strength vs. AC (melee) or Dexterity vs. AC (ranged).

Gain a power bonus to this attack equal to your Wisdom modifier. Ignore any penalties from cover or concealment (but not superior cover or total concealment).

Hit: 2[E] + Strength modifier damage (melee) or 2[E] + Dexterity modifier damage (ranged).**Spikes of the Manticore** Blaster Attack 7*You unleash two arrows in rapid succession.***Encounter ♦ Martial****Standard Action** Ranged**Target:** One or two creatures**Attack:** Dexterity vs. AC, one attack per target**Hit:** 2[E] + Dexterity modifier damage (first shot) and 1[E] + Dexterity modifier damage (second shot).**Sweeping Whirlwind** Scrapper Attack 7**Encounter ♦ Martial****Standard Action** Close burst 1**Target:** Each enemy in burst**Attack:** Strength vs. AC**Hit:** 1[E] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier and it is knocked prone.**Level 9 Daily Powers****Attacks on the Run** Scrapper/Blaster Attack 9**Daily ♦ Martial****Standard Action** Melee or Ranged**Target:** One or two creatures**Attack:** You can move your speed. At any point during your move, you can make two Strength vs. AC attacks or two Dexterity vs. AC attacks.**Hit:** 3[E] + Strength modifier damage (melee) or 3[E] + Dexterity modifier damage (ranged) per attack.**Miss:** Half damage per attack.

Close Quarters Shot Blaster Attack 9

Daily ♦ Martial

Standard Action Ranged 1

Target: One adjacent enemy

Attack: Dexterity vs. AC. This attack does not provoke opportunity attacks.

Hit: 4[E] + Dexterity modifier damage.

Miss: Half damage.

Spray of Arrows Scrapper/Blaster Attack 9

Daily ♦ Martial

Standard Action Close blast 3

Target: Each enemy in blast you can see

Attack: Dexterity vs. AC

Hit: 2[E] + Dexterity modifier damage.

Miss: Half damage.

Swirling Leaves of Steel Scrapper Attack 9

Daily ♦ Martial

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC, one attack per target

Hit: 2[E] + Strength modifier damage.

Miss: Half damage.

Level 10 Utility Powers

Expeditious Stride Scrapper/Blaster Utility 10

Encounter ♦ Martial

Minor Action Personal

Effect: Until the end of your next turn, your speed increases by 4, and when you shift, you can shift 1 additional square.

Open the Range Scrapper/Blaster Utility 10

Daily ♦ Martial

Immediate Interrupt Personal

Trigger: An enemy moves adjacent to you

Effect: You can shift 1 square and then move a number of squares equal to 1 + your Wisdom modifier. You can't end your move adjacent to the triggering enemy.

Undaunted Stride Scrapper/Blaster Utility 10

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Your movement is not hindered by terrain.





Rogue Template – Stalker



POWERSET TRAITS

Role: Striker. You dart in to attack, do massive damage, and then retreat to safety. You do best when teamed with a defender to flank enemies.

Examples: Batman, Bullseye

Key Abilities: Dexterity, Strength, Charisma

Superstat: SuperWisdom

Bonus to Defense: +2 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Powerset Features

All Stalkers share these Powerset features.

First Strike

At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Stalker Tactics

Stalkers operate in a variety of ways. Some Stalkers use their natural charm and cunning trickery to deceive foes. Others rely on brute strength to overcome their enemies. Choose one of the following options.

- **Artful Dodger:** You gain a bonus to AC equal to your Charisma modifier against opportunity attacks.
- **Brutal Scoundrel:** You gain a bonus to Sneak Attack damage equal to your Strength modifier.

The choice you make also provides bonuses to certain Stalker powers. Individual powers detail the effects (if any) your Stalker Tactics selection has on them.

Stalker Talent

When you wield a thrown weapon, your damage die increases by one size. In melee, you gain a +1 bonus to attack rolls.

Sneak Attack

Once per round, when you have combat advantage against an enemy, an attack you make against that enemy deals extra damage if the attack hits. You decide whether to apply the extra damage after making the damage roll. As you advance in level, your extra damage increases.

Level	Sneak Attack Damage
1st–10th	+2d6
11th–20th	+3d6
21st–30th	+5d6

Level 1 At-Will Powers

Deft Strike Stalker Attack 1

At-Will ♦ Martial
Standard Action **Melee or Ranged**
Target: One creature
Special: You can move 2 squares before the attack.
Attack: Dexterity vs. AC
Hit: 1[E] + Dexterity modifier damage.
Increase damage to 2[E] + Dexterity modifier at 21st level.

Piercing Strike Stalker Attack 1

At-Will ♦ Martial
Standard Action **Melee**
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 1[E] + Dexterity modifier damage.
Increase damage to 2[E] + Dexterity modifier at 21st level.

Riposte Strike Stalker Attack 1

At-Will ♦ Martial
Standard Action **Melee**
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[E] + Dexterity modifier damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[E] + Strength modifier damage.
Increase damage to 2[E] + Dexterity modifier and riposte to 2[E] + Strength modifier at 21st level.

Sly Flourish Stalker Attack 1

At-Will ♦ Martial
Standard Action **Melee or Ranged**
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[E] + Dexterity modifier + Charisma modifier damage.
Increase damage to 2[E] + Dexterity modifier + Charisma modifier at 21st level.

Level 1 Encounter Powers

Dazing Strike Stalker Attack 1

Encounter ♦ Martial
Standard Action **Melee**
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[E] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

King's Castle Stalker Attack 1

Encounter ♦ Martial
Standard Action **Melee or Ranged**
Target: One creature
Attack: Dexterity vs. Reflex

Hit: 2[E] + Dexterity modifier damage.
Effect: Switch places with a willing adjacent ally.

Positioning Strike Stalker Attack 1

Encounter ♦ Martial
Standard Action **Melee**
Target: One creature
Attack: Dexterity vs. Will
Hit: 1[E] + Dexterity modifier damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Charisma modifier.

Torturous Strike Stalker Attack 1

Encounter ♦ Martial
Standard Action **Melee**
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[E] + Dexterity modifier damage.
Brutal Scoundrel: You gain a bonus to the damage roll equal to your Strength modifier.

Level 1 Daily Powers

Blinding Barrage Stalker Attack 1

Daily ♦ Martial
Standard Action **Close blast 3**
Target: Each enemy in blast you can see
Attack: Dexterity vs. AC
Hit: 2[E] + Dexterity modifier damage, and the target is blinded until the end of your next turn.
Miss: Half damage and the target is not blinded.

Easy Target Stalker Attack 1

Daily ♦ Martial
Standard Action **Melee or Ranged**
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[E] + Dexterity modifier damage, and the target is slowed and grants combat advantage to you (save ends both).
Miss: Half damage and the target grants combat advantage to you until the end of your next turn.

Trick Strike Stalker Attack 1

Daily ♦ Martial
Standard Action **Melee or Ranged**
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[E] + Dexterity modifier damage, and you slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.

Level 2 Utility Powers

Fleeting Ghost Stalker Utility 2

At-Will ♦ Martial

Move Action

Personal

Prerequisite: You must be trained in Stealth.

Effect: You can move your speed and make a Stealth check. You do not take the normal penalty from movement on this check.

Great Leap Stalker Utility 2

At-Will ♦ Martial

Move Action

Personal

Prerequisite: You must be trained in Athletics.

Effect: Make a high jump or a long jump. Determine the DC of the Athletics check as though you had a running start. The distance you jump can exceed your speed.

Master of Deceit Stalker Utility 2

Encounter ♦ Martial

Free Action

Personal

Trigger: You roll a Bluff check and dislike the result

Prerequisite: You must be trained in Bluff.

Effect: Reroll the Bluff check. You decide whether to make the reroll before the DM announces the result.

Quick Fingers Stalker Utility 2

Encounter ♦ Martial

Minor Action

Personal

Prerequisite: You must be trained in Thievery.

Effect: Make a Thievery check as part of this action, even if the check is normally a standard action.

Tumble Stalker Utility 2

Encounter ♦ Martial

Move Action

Personal

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift a number of squares equal to one-half your speed.

Level 3 Encounter Powers

Bait and Switch Stalker Attack 3

Encounter ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. Will

Hit: 2[E] + Dexterity modifier damage. In addition, you switch places with the target and can then shift 1 square.

Artful Dodger: You can shift a number of squares equal to your Charisma modifier.

Setup Strike Stalker Attack 3

Encounter ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[E] + Dexterity modifier damage and the target grants combat advantage to you until the end of your next turn.

Topple Over Stalker Attack 3

Encounter ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. AC

Brutal Scoundrel: You gain a bonus to the attack roll equal to your Strength modifier.

Hit: 1[E] + Dexterity modifier damage and the target is knocked prone.

Trickster's Blade Stalker Attack 3

Encounter ♦ Martial

Standard Action

Melee or Ranged

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[E] + Dexterity modifier damage. Add your Charisma modifier to your AC until the start of your next turn.

Level 5 Daily Powers

Clever Riposte Stalker Attack 5

Daily ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[E] + Dexterity modifier damage.

Effect: Until the end of the encounter, the target takes damage equal to your Dexterity modifier each time it attacks you, and you can shift as an immediate reaction after such an attack.

Deep Cut Stalker Attack 5

Daily ♦ Martial

Standard Action

Melee

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[E] + Dexterity modifier damage and ongoing damage equal to 5 + your Strength modifier (save ends).

Miss: Half damage, and no ongoing damage.

Walking Wounded Stalker Attack 5

Daily ♦ Martial

Standard Action

Melee or Ranged

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[E] + Dexterity modifier damage and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.

Miss: Half damage and the target is not knocked prone.

Level 6 Utility Powers

Chameleon Stalker Utility 6

At-Will ♦ Martial

Immediate Interrupt **Personal**

Trigger: You are hidden and lose cover or concealment against an opponent

Prerequisite: You must be trained in Stealth.

Effect: Make a Stealth check. Until the end of your next turn, you remain hidden if a creature that has a clear line of sight to you does not beat your check result with its Perception check. If at the end of your turn you do not have cover or concealment against a creature, that creature automatically notices you.

Ignoble Escape Stalker Utility 6

Encounter ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: If you are marked, end that condition. You can shift a number of squares equal to your speed.

Mob Mentality Stalker Utility 6

Encounter ♦ Martial

Standard Action **Close burst 10**

Prerequisite: You must be trained in Intimidate.

Targets: You and each ally in burst

Effect: The targets gain a +2 power bonus to Charisma based skills and ability checks until the end of your next turn.

Nimble Climb Stalker Utility 6

At-Will ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Athletics.

Effect: Make an Athletics check to climb a surface. You can move at your full speed during this climb.

Slippery Mind Stalker Utility 6

Encounter ♦ Martial

Immediate Interrupt **Personal**

Trigger: You are hit by an attack against your Will defense

Prerequisite: You must be trained in Bluff.

Effect: Gain a +2 power bonus to your Will defense against the triggering attack.

Level 7 Encounter Powers

Cloud of Steel Stalker Attack 7

Encounter ♦ Martial

Standard Action **Close blast 5**

Target: Each enemy in blast you can see

Attack: Dexterity vs. AC

Hit: 1[E] + Dexterity modifier damage.

Imperiling Strike Stalker Attack 7

Encounter ♦ Martial

Standard Action **Melee**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[E] + Dexterity modifier damage and the target takes a –1 penalty to AC and Reflex defense until the end of your next turn.

Brutal Scoundrel: The penalty to AC and Reflex defense is equal to your Strength modifier.

Stalker's Luck Stalker Attack 7

Encounter ♦ Martial

Standard Action **Melee or Ranged**

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[E] + Dexterity modifier damage.

Miss: Make a secondary attack against the target.

Secondary Attack: Dexterity vs. AC

Artful Dodger: You gain a bonus to the attack roll for the secondary attack equal to your Charisma modifier.

Hit: 1[E] + Dexterity modifier damage.

Sand in the Eyes Stalker Attack 7

Encounter ♦ Martial

Standard Action **Melee**

Target: One creature

Attack: Dexterity vs. Reflex

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

Level 9 Daily Powers

Crimson Edge Stalker Attack 9

Daily ♦ Martial

Standard Action **Melee**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[E] + Dexterity modifier damage, and the target takes ongoing damage equal to 5 + your Strength modifier and grants combat advantage to you (save ends both).

Miss: Half damage, and no ongoing damage.

Deadly Positioning Stalker Attack 9

Daily ♦ Martial

Standard Action **Melee 1**

Target: One creature

Attack: You slide the target to any other square adjacent to you, and then make a Dexterity vs. AC attack.

Hit: 3[E] + Dexterity modifier damage.

Effect: Until the end of the encounter, as long as you are adjacent to the target, you slide the target 1 square before making a melee attack against it.

Knockout

Stalker Attack 9

Daily ♦ Martial**Standard Action****Melee****Target:** One creature**Attack:** Dexterity vs. Fortitude**Hit:** 2[E] + Dexterity modifier damage and the target is knocked unconscious (save ends). If the unconscious target takes any damage, it is no longer unconscious.**Miss:** Half damage and the target is dazed until the end of your next turn.**Level 10 Utility Powers****Certain Freedom**

Stalker Utility 10

Daily ♦ Martial**Move Action****Personal****Prerequisite:** You must be trained in Acrobatics.**Effect:** You automatically succeed on an Acrobatics check to escape from a grab or to escape from restraints.**Close Quarters**

Stalker Utility 10

Daily ♦ Martial**Move Action****Personal****Prerequisite:** You must be trained in Acrobatics.**Effect:** Move into the space of an adjacent creature larger than you and at least Large in size. (It gets its usual opportunity attack against you as you leave an adjacent square.)

You gain combat advantage against the creature, and it takes a –4 penalty to attack rolls against you. When the creature moves, you move along with it, staying in the same portion of the creature's space. The creature can make a Strength or Dexterity vs. Reflex attack (as a standard action with no penalty) to slide you into an adjacent square and end this effect.

Special: Allies of the target creature can attack you without penalty.**Dangerous Theft**

Stalker Utility 10

Encounter ♦ Martial**Free Action****Personal****Prerequisite:** You must be trained in Thievery.**Effect:** On your next action, ignore the –10 penalty when you make a Thievery check to pick a pocket during combat.**Shadow Stride**

Stalker Utility 10

At-Will ♦ Martial**Move Action****Personal****Prerequisite:** You must be trained in Stealth.**Effect:** You must be hiding to use this power. You can move your speed. At the end of that movement, if you have cover, you can make a Stealth check with no penalty for moving. If you make the Stealth check, you stay hidden during your movement.



RunePriest Template – Advocate



POWERSET TRAITS

Role: Leader. You 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.

Examples: Colossus

Key Abilities: Strength. Constitution. Wisdom

Superstat: SuperConstitution

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.

Powerset Features

You have the following Powerset features.

Some of your powers have the Aspect keyword. When you are going to use an Aspect power, you first choose one of the Aspects noted in the power -either the *Aspect of Destruction* or the *Aspect of Protection* -and then use the power, applying the chosen Aspect's effects. The moment you choose the Aspect you enter its Aspect state. You remain in that Aspect state until you enter another Aspect state or until the end of the encounter. Whenever you enter the Aspect state of the Aspect of Destruction or the Aspect of Protection, you gain an additional benefit, specified below. The benefit lasts while you're in the Aspect state.

Aspect Set

Choose one of the following options at the start of each encounter. The choice you make gives you the benefit described below and also provides bonuses to certain powers, as detailed in those powers.

- **Aspect of Destruction:** Allies gain a +1 bonus to attack rolls against enemies that are adjacent to you or to any other Aspects who are in this Aspect state.
- **Aspect 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.

Aspect of Mending: You gain the *Aspect of Mending* power. This Aspect restores your allies' health and grants them additional powers based on your Aspect state.

Aspect Focus: Many Aspects follow one of the two major traditions: the path of the Wrathful Hammer or the way of the Defiant Word. **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: 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.

Each Advocate has the *Aspect of Mending* power.

Aspect of Mending Advocate Feature

Encounter (Special) ♦ Healing, Aspect

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.

Aspect of Destruction: You and each ally in the burst gain a +1 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.

Aspect 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.

Level 1 At-Will Powers

Word of Binding Advocate Attack 1

At-Will ♦ Aspect

Standard Action

Melee

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.

Aspect 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.

Aspect 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 Advocate Attack 1

At-Will ♦ Aspect

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Aspect 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.

Aspect 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 Advocate Attack 1

At-Will ♦ Aspect

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Aspect 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.

Aspect 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 Advocate Attack 1

At-Will ♦ Aspect

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Aspect 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.

Aspect 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 Powers

Anvil of Battle Advocate Attack 1

Encounter ♦ **Aspect**

Standard Action Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1[E] + Strength modifier damage. Until the start of your next turn, you have resist 5 to all damage against the target's attacks.

Aspect 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.

Aspect 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.

Aspect of Thunder Advocate Attack 1

Encounter ♦ **Aspect**

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Aspect of Destruction: Add your Wisdom modifier to the damage roll. The target grants combat advantage until the end of your next turn.

Aspect 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 Advocate Attack 1

Encounter ♦ **Aspect**

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage. Your allies gain a +1 bonus to damage rolls against the target until the end of your next turn.

Aspect 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.

Aspect of Protection: The target takes a -1 penalty to attack rolls until the end of your next turn.

Flames of Purity Advocate Attack 1

Encounter ♦ **Aspect**

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier fire damage.

Aspect of Destruction: Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.

Aspect of Protection: Each ally in the blast regains 3 hit points.

Level 1 Daily Powers

Aspect of Endless Fire Advocate Attack 1

Daily ♦ **Aspect**

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier 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 +1 bonus to damage rolls, and the number of hit points and temporary hit points granted by your powers increases by 4.

Aspect of Iron's Rebuke Advocate Attack 1

Daily ♦ **Aspect**

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + 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.

Aspect of the Dawn Advocate Attack 1

Daily ♦ **Aspect, Radiant, Zone**

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[E] + 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 +1 power bonus to all defenses while within the zone.

Sustain Minor: The zone persists.

Aspect of Twilight's Beacon Advocate Attack 1

Daily ♦ **Varies**

Standard Action Melee

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[E] + 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 Powers

Icon of Victory Advocate Utility 2

Daily ♦ 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 Advocate Utility 2

Encounter

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.

Aspect of the Final Effort Advocate Utility 2

Encounter

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 Advocate Utility 2

Daily ♦ 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 Powers

Beacon of Vengeance Advocate Attack 3

Encounter ♦ Radiant, Aspect

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier radiant damage, and one ally adjacent to the target becomes invisible to it until the end of your next turn.

Aspect 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.

Aspect of Protection: The ally can use a free action to shift a number of squares equal to your Wisdom modifier.

Symbol of Wrath Reversed Advocate Attack 3

Encounter ♦ Healing, Aspect

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Aspect of Destruction: The target's first attack during its next turn provokes an opportunity attack from you or an ally of your choice.

Aspect 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 Advocate Attack 3

Encounter ♦ Aspect

Standard Action

Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E]+ Strength modifier damage.

Aspect 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.

Aspect 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 Advocate Attack 3

Encounter ♦ Radiant, Aspect

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.

Aspect of Destruction: The target also takes radiant damage equal to your Constitution modifier.

Aspect of Protection: The ally gains temporary hit points equal to your Constitution modifier.

Level 5 Daily Powers

Cage of Light Advocate Attack 5

Daily ♦ Radiant, Zone, Aspect

Standard Action

Close blast 3

Target: Each enemy in blast

Attack: Strength vs. Will

Hit: 2[E] + 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 1 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.

Aspect of Accuracy Advocate Attack 5**Daily** ♦ **Aspect****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. Will**Hit:** 2[E] + 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.**Aspect of the Ember of Wrath** Advocate Attack 5**Daily** ♦ **Fire****Standard Action** Melee**Target:** One or two creatures**Attack:** Strength vs. AC**Hit:** 1[E] + 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.**Aspect of the Final Act** Advocate Attack 5**Daily** ♦ **Varies****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. Fortitude**Hit:** 2[E] ♦ Strength modifier necrotic or radiant damage.**Miss:** Half damage.**Effect:** The target is affected by a deathly Aspect (save ends). Until the Aspect ends, you and your allies gain a +1 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 Powers**Banner of Alliance** Advocate Utility 6**Daily****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** Advocate Utility 6**Encounter****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.**Aspect of Alacrity** Advocate Utility 6**Daily****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.**Aspect of Unyielding Steel** Advocate Utility 6**Encounter****Standard Action** Melee 1**Target:** One ally**Effect:** The target gains a +1 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 Powers**Gathering Storm Intonation** Advocate Attack 7**Encounter** ♦ **Radiant, Aspect****Standard Action** MeleePrimary **Target:** One creaturePrimary **Attack:** Strength vs. Reflex**Hit:** 1[E] + 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 radiant damage.**Aspect of Destruction:** The primary target takes radiant damage equal to your Constitution modifier.**Aspect of Protection:** You slide the secondary target 2 squares.**Aspect of Roaring Fire** Advocate Attack 7**Encounter** ♦ **Fire, Aspect****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E]+ Strength modifier fire damage.**Aspect of Destruction:** Until the end of your next turn, the target takes fire damage equal to 5+ your Con modifier whenever it makes an opportunity attack.**Aspect 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 Advocate Attack 7**Encounter** ♦ **Fear, Aspect****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. Will**Hit:** 2[E]+ Strength modifier damage.**Aspect 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.**Aspect 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** Advocate Attack 7**Encounter** ♦ **Aspect****Standard Action****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. Will**Hit:** 2[E]+ Strength modifier damage.**Aspect 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.**Aspect 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 Powers**Aspect of Boundless Fury** Advocate Attack 9**Daily** ♦ **Aspect****Standard Action** Melee**Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[E]+ 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.**Aspect of Death's Verge** Advocate Attack 9**Daily** ♦ **Varies****Standard Action** Melee**Primary Target:** One creature Primary**Attack:** Strength vs. Fortitude**Hit:** 2[E]+ 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).**Aspect of Shielding** Advocate Attack 9**Daily** ♦ **Aspect****Standard Action**

Melee

Target: One creature**Attack:** Strength vs. AC**Hit:** 3[E]+ 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** Advocate Attack 9**Daily** ♦ **Radiant, Zone****Standard Action**

Close blast 5

Target: Each enemy in blast**Attack:** Strength vs. Fortitude**Hit:** 1[E] + 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 Powers**Banner of Resolution** Advocate Utility 10**Daily** ♦ **Aspect****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.**Aspect of Daunting Light** Advocate Utility 10**Encounter** ♦ **Aspect****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.**Aspect of Shared Lore** Advocate Utility 10**Daily** ♦ **Aspect****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.**Aspect of the Astral Winds** Advocate Utility 10**At-Will** ♦ **Aspect****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.



Seeker Template – Hunter



POWERSET TRAITS

Role: Controller. You are a primal hunter. Depending on your choice of Powerset features, you lean toward either defender or striker as a secondary role

Examples: Punisher

Key Abilities: Wisdom, Strength, Dexterity

Superstat: SuperWisdom

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

Powerset Features:

Hunters have the following Powerset features.

Inevitable Shot

You gain the *Inevitable Shot* power. You can use this power to send your projectile hurling toward another enemy when you miss with a ranged attack.

Hunter's Bond

Choose one of these options. Your choice provides bonuses to certain Hunter powers, as detailed in those powers.

- **Bloodbond:** You gain the *Grenade Burst* power. In addition, you can shift as a minor action.
- **Spiritbond:** You gain the *Rebuke* power. You also gain a +1 bonus to attack rolls. In addition, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC.

Each Hunter has the *Inevitable Shot* power. You also have either the *Grenade Burst* or the *Rebuke* power, depending on the Hunter's Bond option you select.

Grenade Burst

Hunter Feature

Hunter Feature

Encounter

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

Hunter Feature

Hunter Feature

Encounter

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.

Rebuke Hunter Feature

Hunter Feature

Encounter**Immediate Reaction****Personal****Trigger:** An enemy misses you with a melee attack**Target:** The triggering enemy **Effect:** The target takes 1 [E] + your Strength modifier damage, and you push it 1 square.**Level 1 At-Will Powers****Biting Swarm** Hunter Attack 1**At-Will ♦ Descriptor****Standard Action****Ranged 10****Target:** One creature**Attack:** Wisdom vs.AC**Hit:** 1 [E]+ Wisdom modifier damage, and the target and each enemy adjacent to it takes a -2 penalty to attack rolls until the start of your next turn.*Level 21:* 2[E] + Wisdom modifier damage.**Special:** You can use this power as a ranged basic attack.**Elemental Hunter** Hunter Attack 1**At-Will ♦ Descriptor, Varies****Standard Action****Ranged 10****Target:** One creature**Special:** Choose descriptor, descriptor, lightning, or thunder whenever you use this power. Your choice determines the power's damage type.**Attack:** Wisdom vs. AC**Hit:** 1[E] + 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[E] + Wisdom modifier damage of the chosen type.**Grappling Spirits** Hunter Attack 1**At-Will ♦ Descriptor****Standard Action****Ranged 10****Target:** One creature**Attack:** Wisdom vs.AC**Hit:** 1[E] + Wisdom modifier damage, and the target is slowed and can't shift until the end of its next turn.*Level 21:* 2 [E]+ Wisdom modifier damage.**Special:** You can use this power as a ranged basic attack.**Guardian Harrier** Hunter Attack 1**At-Will ♦ Descriptor****Standard Action****Ranged 10****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1 [E]+ 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[E] + Wisdom modifier damage.**Special:** You can use this power as a ranged basic attack.**Trap Grenade** Hunter Attack 1**At-Will ♦ Descriptor, Zone****Standard Action****Ranged 10****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1 [E] + 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 descriptor damage equal to your Wisdom modifier.*Level 21:* 2[E] + Wisdom modifier damage.**Level 1 Encounter Powers****Painted Target** Hunter Attack 1**Encounter****Standard Action****Ranged 10****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1[E]+ 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.**Sticky Grenade** Hunter Attack 1**Encounter ♦ Descriptor****Standard Action****Ranged 10****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1[E]+ 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.**Smoke Gets In Your Eyes** Hunter Attack 1**Encounter ♦ Descriptor****Standard Action****Ranged 10****Target:** One creature**Attack:** Wisdom vs. Will**Hit:** 1[E] + 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.

Blast Radius Hunter Attack 1**Encounter ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1[E]+ 1 d6 + 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.**Tear Gas** Hunter Attack 1**Encounter ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1[E]+ 1d8 + Wisdom modifier descriptor damage, and the target is slowed and takes a -2 penalty to all defenses until the end of your next turn.**Level 1 Daily Powers****Burst Attack** Hunter Attack 1**Daily ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1[E]+ Wisdom modifier damage, and the primary target is immobilized (save ends).**Effect:** You deploy four obscuring burst in four different squares adjacent to the primary target. A burst can make the following secondary attack, using the burst's square as the origin square. Once a burst attacks, it disappears. It otherwise lasts until the end of the encounter.**Opportunity Action** Close burst 1**Trigger:** An enemy enters the burst's square**Secondary Target:** Each enemy in burst Secondary**Attack:** Wisdom vs. Fortitude**Hit:** Wisdom modifier poison damage.**Terrain Grenade** Hunter Attack 1**Daily ♦ Descriptor, Zone****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1 [E]+ Wisdom modifier descriptor 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 descriptor damage. As a minor action, you can end the zone.**Spike Grenade** Hunter Attack 1**Daily ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[E] + 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.**Shrapnel** Hunter Attack 1**Daily ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit** 1[E]+ 2d6 + Wisdom modifier damage.**Miss:** Half damage.**Hostile Environment** Hunter Attack 1**Daily ♦ Descriptor, Zone****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Wisdom vs. Reflex**Hit:** 1 [E]+ 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 Powers****Lingering Daze** Hunter Utility 2**Daily ♦ Descriptor****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.**Dogfight In An Elevator** Hunter Utility 2**Daily ♦ Stance****Minor Action** Personal**Effect:** Until the stance ends, when you make a ranged attack against any creature within 2 squares of you, you can score a critical hit on a roll of 19-20.

Designated Target Hunter Utility 2**Encounter****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.

Roll With It Hunter Utility 2**Encounter****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 Powers**Resounding Shot** Hunter Attack 3**Encounter ♦ Descriptor****Standard Action****Ranged 10**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1 [E]+ 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 descriptor damage.

Backwards Shot Hunter Attack 3**Encounter ♦ Descriptor****Standard Action****Ranged 10**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1 [E]+ Wisdom modifier 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.

Sticking Trap Hunter Attack 3**Encounter ♦ Descriptor****Standard Action****Melee or Ranged 10**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[E] + Wisdom modifier descriptor damage. You deploy a sticking trap in an unoccupied square adjacent to the target. The trap lasts until the end of your next turn. Any enemy that starts its turn adjacent to the trap takes 5 damage if it ends its turn not adjacent to the trap.

Bouncing Blast Hunter Attack 3**Encounter ♦ Descriptor****Standard Action****Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[E]+1d6 + Wisdom modifier damage, and you push the target 1 squares, then push each enemy adjacent to it 1 squares.

Spiritbond: The number of squares you push the target equals your Strength modifier.

Binding Shot Hunter Attack 3**Encounter ♦ Descriptor****Standard Action****Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[E]+1d6 + Wisdom modifier 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 Powers**Corralling Shot** Hunter Attack 5**Daily ♦ Descriptor, Reliable****Standard Action****Ranged 10**

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: 1[E]+ 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 [E] damage, and you slide the secondary target 5 squares to a square adjacent to the primary target.

Ensnaing Shot Hunter Attack 5**Daily ♦ Descriptor, Zone****Standard Action****Ranged 10**

Target: One creature

Primary Target: One creature

Primary Attack: Wisdom vs. Reflex

Hit: 1 [E]+ 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.

Plucky Sidekick Hunter Attack 5

Daily ♦ **Descriptor**

Standard Action Melee or Ranged 10

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[E]+ 1d6 + Wisdom modifier damage.

Effect: You deploy a descriptor drone in an unoccupied square adjacent to the target. The drone occupies its square and lasts until the end of your next turn. Your allies can flank enemies with the drone and deal 1d6 extra damage when they hit enemies flanked by it.

Sustain Minor: The drone persists, and each enemy adjacent to it takes a -1 penalty to attack rolls until the end of your next turn.

This Side Toward Enemy Hunter Attack 5

Daily ♦ **Descriptor**

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom vs Will

Hit: 1[E]+ 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 Hunter Attack 5

Daily ♦ **Descriptor**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[E] + Wisdom modifier descriptor damage, and ongoing 5 descriptor damage (save ends). Whenever the target takes this ongoing damage, each *enemy* adjacent to the target takes ongoing 5 descriptor damage (save ends).

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

Level 6 Utility Powers

Moving Target Hunter Utility 6

Daily

Minor Action Personal

Target: One creature

Attack: Wisdom vs. Reflex

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.

Brass Knuckles Hunter Utility 6

Daily

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.

Sustain Minor: The form persists.

Superior Scope Hunter Utility 6

Daily

Minor Action Personal

Effect: Until the end of your next turn, you take no penalty to attack rolls for attacking at long range.

Sustain Minor: The form persists.

Adrenaline Injector Hunter Utility 6

Encounter

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 an immediate saving throw against a single effect on you that is weakening you.

Level 7 Encounter Powers

Scramble Shot Hunter Attack 7

Encounter ♦ **Descriptor, Teleport**

Standard Action Ranged 10

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: 1[E] + 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.

Flash/Bang Hunter Attack 7

Encounter ♦ **Descriptor**

Standard Action Ranged 10

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: 1[E]+ 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 descriptor damage equal to your Dexterity modifier and is deafened until the end of your next turn.

Shockwave Hunter Attack 7

Encounter ♦ **Descriptor**

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Wisdom vs. AC

Hit: 1[E]+ 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.

Razor Cloud Hunter Attack 7**Encounter ♦ Descriptor, Zone****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1 [E]+ 1d6 + Wisdom modifier descriptor 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 descriptor damage equal to your Wisdom modifier.

Special: You can use this power as a ranged basic attack.**Sustain Minor:** The zone persists.**Razor Cloud** Hunter Attack 7**Encounter ♦ Descriptor****Standard Action** Area burst 1 within 10**Target:** Each enemy in burst**Attack:** Wisdom vs. Fortitude**Hit:** 1 [E] + 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 Powers****Shackle Shot** Hunter Attack 9**Daily ♦ Descriptor****Standard Action** Ranged 10**Target:** Two creatures within 5 squares of each other**Attack:** Wisdom vs. AC**Hit:** 1 [E]+ 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 (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.

Cautionary Tale Hunter Attack 9**Daily ♦ Descriptor, Zone****Standard Action** Melee or Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1 [E]+ 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.**Cue Burning Man Stunt** Hunter Attack 9**Daily ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. AC

Hit: 1 [E]+ Wisdom modifier descriptor damage. Choose either the target or one creature adjacent to it. The creature you choose takes ongoing 5 descriptor damage and is immobilized (save ends both). Whenever that creature takes this ongoing damage, each enemy adjacent to it takes 5 descriptor damage.

Miss: Half damage, and the target takes ongoing 5 descriptor damage (save ends).**They Call This A Stun Gun** Hunter Attack 9**Daily ♦ Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Wisdom vs. Fortitude

Hit: 1 [E]+ 2d8 + Wisdom modifier lightning damage, and each enemy adjacent to the target takes 5 descriptor damage.

Miss: Half damage.

Level 10 Utility Powers

Make A Hole

Hunter Utility 10

Daily ♦ Descriptor, 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.

Hidden From View

Hunter Utility 10

Daily ♦ Descriptor

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.

Fast Emergency Shunt

Hunter Utility 10

Daily ♦ Descriptor

Immediate Reaction Personal

Trigger: You are damaged by an attack

Effect: You assume a quickened form until the start of your next turn, and you fly your speed without provoking opportunity attacks. While in this form, 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.

Covering Fire

Hunter Utility 10

Daily ♦ Descriptor, 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 persist





Shaman Template – Mystic



POWERSET TRAITS

Role: Leader. Your spirit companions bolster and heal your nearby allies, and you can evoke other spirits to aid your allies and harm your foes. Depending on your choice of Powerset features and powers, you lean toward either defender or striker as a secondary role.

Examples: Dr. Strange, Brother Voodoo

Key Abilities: Wisdom, Constitution, Intelligence

Superstat: SuperCharisma

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

Note: Technical versions of this Powerset simply replace the word “Spirit” with “Robot” or another appropriate descriptor. Technical Shaman are still referred to as “Mystics”, regardless of their descriptor.

Powerset Features

Choose one of the Companion Spirit options. Your choice provides you with a Spirit Boon as well as a special attack made through your spirit companion, and your choice determines one of your at-will attack powers.

Protector Spirit

You draw on the strength of a protective spirit to defend and bolster your allies.

Spirit Boon: Any ally adjacent to your spirit companion regains additional hit points equal to your Constitution modifier when he or she uses second wind or when you use a healing power on him or her.

Spirit’s Shield: You gain the *spirit’s shield* power, an attack you make through your spirit companion as an opportunity action.

At-Will Attack Power: You gain the *Protecting Strike* power. You choose a second at-will attack power as normal.

Stalker Spirit

You call on the stealth and cunning of a stalking spirit to empower and position your allies.

Spirit Boon: Any ally adjacent to your spirit companion gains a bonus to damage rolls against bloodied enemies equal to your Intelligence modifier.

Spirit’s Fangs: You gain the *Spirit’s Fangs* power, an attack you make through your spirit companion as an opportunity action.

At-Will Attack Power: You gain the *Stalker’s Strike* power. You choose a second at-will attack power as normal.

Speak with Spirits

You gain the *Speak with Spirits* power.

Each Mystic has the powers *Call Spirit Companion*, *Healing Spirit*, and *Speak with Spirits*. Your choice of Companion Spirit determines whether you have the power *Spirit's Fangs* or *Spirit's Shield*.

Call Spirit Companion Mystic Feature

At-Will ♦ Conjuraction

Minor Action **Close** burst 20

Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

Healing Spirit Mystic Feature

Encounter (Special) ♦ Healing

Minor Action **Close** burst 5

Target: You or one ally in burst

Effect: The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.

Level 6: 2d6 hit points.

Level 11: 3d6 hit points.

Level 16: 4d6 hit points.

Level 21: 5d6 hit points.

Level 26: 6d6 hit points.

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.

Speak with Spirits Mystic Feature

Encounter

Minor Action **Personal**

Effect: During this turn, you gain a bonus to your next skill check equal to your Wisdom modifier.

Spirit's Fangs Mystic Feature

At-Will ♦ Spirit

Opportunity Action **Melee** spirit 1

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage.

Level 21: 2d10 + Wisdom modifier damage.

Spirit's Shield Mystic Feature

At-Will ♦ Healing, Spirit

Opportunity Action **Melee** spirit 1

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: Wisdom modifier damage.

Effect: One ally within 5 squares of your spirit companion regains hit points equal to your Wisdom modifier.

Level 1 At-Will Powers

Defending Strike Mystic Attack 1

At-Will ♦ Spirit

Standard Action **Melee** spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +1 power bonus to AC while adjacent to your spirit companion.

Level 21: 2d8 + Wisdom modifier damage.

Haunting Spirits Mystic Attack 1

At-Will ♦ Psychic

Standard Action **Ranged** 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.

Level 21: 2d6 + Wisdom modifier psychic damage.

Protecting Strike Mystic Attack 1

At-Will ♦ Spirit

Standard Action **Melee** spirit 1

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier damage, and each ally adjacent to your spirit companion gains temporary hit points equal to your Constitution modifier.

Level 21: 2d8 + Wisdom modifier damage.

Stalker's Strike Mystic Attack 1

At-Will ♦ Spirit

Standard Action **Melee** spirit 1

Target: One creature

Attack: Wisdom vs. Fortitude. If the target is bloodied, you gain a bonus to the attack roll equal to one-half your Intelligence modifier.

Hit: 1d10 + Wisdom modifier damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

Level 21: 2d10 + Wisdom modifier damage.

Watcher's Strike Mystic Attack 1**At-Will ♦ Spirit****Standard Action**

Melee spirit 1

Target: One creature**Attack:** Wisdom vs. Reflex**Hit:** 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +1 bonus to attack rolls and a +5 bonus to Perception checks while adjacent to your spirit companion.*Level 21:* 2d8 + Wisdom modifier damage.**Wrath of Winter** Mystic Attack 1**At-Will ♦ Cold, Teleportation****Standard Action**

Ranged 5

Target: One creature**Attack:** Wisdom vs. Fortitude**Hit:** 1d10 + Wisdom modifier cold damage. You can teleport your spirit companion to a space adjacent to the target.*Level 21:* 2d10 + Wisdom modifier cold damage.**Level 1 Encounter Powers****Call to the Ancestral Warrior** Mystic Attack 1**Encounter ♦ Spirit****Standard Action**

Melee spirit 1

Target: One creature**Attack:** Wisdom vs. Reflex**Hit:** 1d10 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +2 power bonus to all defenses while adjacent to your spirit companion.**Call to the Ancient Defender** Mystic Attack 1**Encounter ♦ Spirit****Standard Action**

Melee spirit 1

Target: One creature**Attack:** Wisdom vs. Fortitude**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +5 bonus to all defenses against opportunity attacks while adjacent to your spirit companion.**Thunder Bear's Warding** Mystic Attack 1**Encounter ♦ Thunder****Standard Action**

Ranged 5

Target: One creature**Attack:** Wisdom vs. Fortitude**Hit:** 1d6 + Wisdom modifier thunder damage. Until the end of your next turn, you and your allies gain resistance to all damage equal to your Constitution modifier while adjacent to your spirit companion.**Protector Spirit:** You or an ally within 5 squares of you gains temporary hit points equal to your Constitution modifier.**Twin Panthers** Mystic Attack 1**Encounter****Standard Action**

Ranged 5

Target: One creature**Attack:** Wisdom vs. Reflex**Stalker Spirit:** If the target is bloodied, you gain a bonus to the attack roll equal to your Intelligence modifier.**Hit:** 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies have combat advantage when making melee attacks against any enemy adjacent to your spirit companion.**Effect:** Make the attack one more time against the same target or a different one.**Level 1 Daily Powers****Blessing of the Seven Winds** Mystic Attack 1**Daily ♦ Zone****Standard Action**

Ranged 5

Target: One creature**Attack:** Wisdom vs. Fortitude**Hit:** 2d10 + Wisdom modifier damage, and you slide the target 2 squares.**Miss:** Half damage.**Effect:** The attack creates a zone of swirling winds in a burst 1 centered on the target. The zone lasts until the end of the encounter. As a move action, you can move the zone 5 squares. As a minor action, you can slide each creature within the zone 1 square.**Cleansing Wind of the North** Mystic Attack 1**Daily ♦ Cold****Standard Action**

Close blast 5

Target: Each enemy in blast**Attack:** Wisdom vs. Fortitude**Hit:** 1d10 + Wisdom modifier cold damage.**Miss:** Half damage.**Effect:** Each ally in the blast makes a saving throw with a +5 power bonus.**Spirit of the Healing Flood** Mystic Attack 1**Daily ♦ Healing****Standard Action**

Close burst 5

Target: Each enemy in burst**Attack:** Wisdom vs. Fortitude**Hit:** 1d8 + Wisdom modifier damage.**Miss:** Half damage.**Effect:** Until the end of the encounter, you and each ally in the burst gain regeneration 2 while bloodied. As a minor action, a character can end this effect on himself or herself to regain 10 hit points.**Wrath of the Spirit World** Mystic Attack 1**Daily ♦ Psychic****Standard Action Close** burst 2**Target:** Each enemy in burst and each enemy adjacent to your spirit companion**Attack:** Wisdom vs. Will

Hit: 3d6 + Wisdom modifier psychic damage, and you knock the target prone.

Miss: Half damage.

Level 2 Utility Powers

Bonds of the Clan Mystic Utility 2

Encounter

Immediate Interrupt Ranged 10

Trigger: An ally within 10 squares of you takes damage

Target: The triggering ally

Effect: You and the target each take half of the damage.

Spirit Call Mystic Utility 2

Encounter

Minor Action Close burst 10

Target: Each of your Mystic conjurations and zones in burst

Effect: You move each target 5 squares.

Spirit of Life Mystic Utility 2

Daily ♦ **Healing**

Standard Action Close burst 10

Target: One ally in burst

Effect: The target regains hit points as if he or she had spent a healing surge.

Spirits of Battle Mystic Utility 2

Daily ♦ **Zone**

Minor Action Area burst 5 within 10 squares

Effect: The burst creates a zone filled with ancestral spirits that lasts until the end of the encounter. While within the zone, your allies gain a +1 bonus to attack rolls.

Level 3 Encounter Powers

Call to the Savage Elder Mystic Attack 3

Encounter ♦ **Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a power bonus to the damage rolls of melee attacks equal to your Wisdom modifier.

Lightning Panther Spirit Mystic Attack 3

Encounter ♦ **Lightning**

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier lightning damage. Until the end of your next turn, any ally adjacent to your spirit companion can shift as a minor action.

Stalker Spirit: Until the end of your next turn, any ally ignores difficult terrain in your spirit companion's space and in squares adjacent to it.

Rimefire Spirit Mystic Attack 3

Encounter ♦ **Cold, Fire**

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier cold and fire damage. Until the end of your next turn, any enemy adjacent to your spirit companion gains vulnerable 5 cold and vulnerable 5 fire.

Spring Renewal Strike Mystic Attack 3

Encounter ♦ **Healing, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage, and one ally adjacent to your spirit companion can spend a healing surge.

Protector Spirit: The ally regains additional hit points equal to your Constitution modifier.

Level 5 Daily Powers

Earthrage Spirit Mystic Attack 5

Daily

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: Each target drops prone whenever it is hit by an attack (save ends).

Spirit of the Hawk's Wind Mystic Attack 5

A wind sweeps over the area as a shining hawk spirit

Daily ♦ **Radiant, Zone**

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Miss: Half damage.

Effect: The attack creates a zone of uplifting winds in a burst 3 centered on the target. The zone lasts until the end of the encounter. While within the zone, any ally can use a move action to shift 4 squares and ignore difficult terrain during the shift. As a move action, you can move the zone 5 squares.

Spirit of the Shielding Fire Mystic Attack 5

Daily ♦ **Fire**

Standard Action Close burst 5

Primary Target: One ally in burst

Effect: The primary target gains 10 temporary hit points. Until the end of the encounter, the primary target gains resist 5 fire, and you can make the following attack.

Immediate Interrupt Ranged 5

Trigger: An enemy hits the primary target with a melee attack

Secondary Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier fire damage.

War Chieftain's Blessing Mystic Attack 5

Daily

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and your allies gain a +2 bonus to attack rolls against the target.

Level 6 Utility Powers

Blessing of the Iron Tree Mystic Utility 6

Daily

Minor Action Close burst 5

Target: One bloodied ally in burst

Effect: The target gains resist 5 to all damage until the end of the encounter.

Spirit of Dawn Mystic Utility 6

Daily ♦ Zone

Minor Action Area burst 5 within 10 squares

Effect: The burst creates a zone of bright light that lasts until the end of your next turn. You and your allies ignore cover, superior cover, concealment, and total concealment when attacking any enemy that is within the zone.

While within the zone, any enemy takes a –5 penalty to Stealth checks.

Spirit of the Keeper Mystic Utility 6

Daily ♦ Healing

Minor Action Close burst 5

Target: One creature in burst

Effect: The target can spend a healing surge and regain 1d6 additional hit points. Until the end of the encounter, any ally adjacent to your spirit companion doesn't grant combat advantage.

Sudden Restoration Mystic Utility 6

Encounter

Minor Action Ranged 10

Target: One or two allies

Effect: Each target makes a saving throw.

Level 7 Encounter Powers

Call to the Blood Dancer Mystic Attack 7

Encounter ♦ Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier damage. Until the end of your next turn, any ally can score a critical hit on a roll of 18–20 while adjacent to your spirit companion.

Stalker Spirit: Until the end of your next turn, any ally gains a bonus to damage rolls equal to your Intelligence modifier while adjacent to your spirit companion.

Call to the Howling Storm Mystic Attack 7

Encounter ♦ Lightning, Spirit, Thunder

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier lightning and thunder damage, and one ally adjacent to your spirit companion can shift 5 squares as a free action.

Thunderstorm Spirit Mystic Attack 7

Encounter ♦ Lightning, Thunder

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d12 + Wisdom modifier lightning and thunder damage. Until the end of your next turn, when you and your allies hit any enemy adjacent to your spirit companion, that enemy takes 1d6 extra lightning and thunder damage.

Winter Wind Spirit Mystic Attack 7

Encounter ♦ Cold

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier cold damage. Before the end of your next turn, as an immediate interrupt, you can grant an ally adjacent to your spirit companion a +4 bonus to AC against an attack that hits.

Protector Spirit: The bonus to AC equals 3 + your Constitution modifier.

Level 9 Daily Powers

Ancient Warlord's Inspiration Mystic Attack 9

Daily ♦ Conjunction

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage.

Effect: You conjure an ancient warlord spirit in an unoccupied square adjacent to the target. The spirit lasts until the end of the encounter. If an ally starts his or her turn adjacent to the spirit or in its space, as an immediate reaction you can allow that ally to make a basic attack as a free action. As a move action, you can move the spirit 5 squares.

Clever Trickster Spirit Mystic Attack 9

Daily ♦ Psychic

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier psychic damage.

Miss: Half damage.

Effect: The target is slowed and grants combat advantage (save ends both).

Aftereffect: The enemy nearest to the target is slowed and grants combat advantage (save ends both).

Raging Storm Spirit Mystic Attack 9

Daily ♦ Lightning, Thunder, Zone

Standard Action Area burst 5 within 10 squares

Target: One creature in burst

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier lightning damage.

Effect: The burst creates a zone of thunder that lasts until the end of the encounter. Any ally deals 1d6 extra thunder damage when he or she hits an enemy that is within the zone.

Spirit of Autumn's Reaping Mystic Attack 9

Daily ♦ Healing, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier necrotic damage, and the target gains vulnerable 5 to all damage (save ends).

Miss: Half damage, and the target gains vulnerable 2 to all damage (save ends).

Effect: You and each ally within 10 squares of you regain 5 hit points.

Level 10 Utility Powers



Primal Gust Mystic Utility 10

A gust moves an ally or an enemy into position.

Encounter

Minor Action Ranged 10

Target: One creature

Effect: You slide the target 3 squares.

Rock Shield Spirits Mystic Utility 10

Spirits of earth rise up to protect your allies.

Daily ♦ Zone

Minor Action Area burst 1 within 5 squares

Effect: The burst creates a zone filled with rock spirits that lasts until the end of the encounter. While within the zone, any ally gains a +2 power bonus to AC and Fortitude. As a move action, you can move the zone 5 squares.

Spirits of the Shadowed Moon Mystic Utility 10

Daily ♦ Zone

Minor Action Close burst 3

Effect: The burst creates a zone of glimmering lights and shadows that lasts until the end of the encounter. While within the zone, you and your allies gain concealment and can make Stealth checks to become hidden. As a move action, you can move the zone 5 squares.

Spirit Summons Mystic Utility 10

Daily

Free Action Personal

Effect: Until the end of the encounter, you can use your *call spirit companion* power to conjure a second spirit companion. When you attack with a spirit power, you choose which spirit companion to use for the attack. When an effect applies to creatures adjacent to your spirit companion, that effect applies to creatures adjacent to both spirit companions. The second spirit companion disappears at the end of the encounter.



Sorcerer Template – Burner

POWERSET TRAITS

Role: Striker. You channel powerful energy through your body, exerting control over wild forces to blast foes. You lean toward controller as a secondary role.

Examples: Human Torch, IceMan

Key Abilities: Charisma, Dexterity, Strength

Superstat: SuperDexterity

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Burner Powerset Features

Burners have the following powerset features.

Source

As a Burner, you gain power through an instinctive or inborn connection to a primal elemental power source. Choose either *Personal Forces* or *External Forces*. The choice you make grants you specific features and also provide bonuses to certain Burner powers, as detailed in those powers.

Personal Forces

Focused Power: You gain a bonus to the damage rolls of your powers equal to your Strength modifier. The bonus increases to your Strength modifier + 2 at 11th level and your Strength modifier + 4 at 21st level.

Focused Resilience: You can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC.

Descriptor Form: Choose a damage type: examples include acid, cold, fire, lightning, poison, or thunder. You gain resist 5 to that damage type. The resistance increases to 10 at 11th level and 15 at 21st level. Your powers ignore any target's resistance to that damage type up to the value of your resistance.

Elemental Field: The first time you become bloodied during an encounter, you gain a +2 bonus to AC until the end of the encounter.

External Forces

Chaos Burst: Your first attack roll during each of your turns determines a benefit you gain in that round. If you roll an even number, you gain a +1 bonus to AC until the start of your next turn. If you roll an odd number, you make a saving throw.

Chaos Power: You gain a bonus to the damage rolls of Elemental powers equal to your Dexterity modifier. The bonus increases to your Dexterity modifier + 2 at 11th level and your Dexterity modifier + 4 at 21st level.

Unfettered Power: When you roll a natural 20 on an attack roll for an Elemental power, you slide the target 1 square and knock it prone after applying the attack's other effects.

When you roll a natural 1 on an attack roll for an Elemental power, you must push each creature within 5 squares of you 1 square.

Elemental Soul: You gain resist 5 to your personal descriptor's damage type. The resistance increases to 10 at 11th level and 15 at 21st level. In addition, your powers ignore any target's resistance to that damage type up to the value of your resistance.

Level 1 At-Will Powers

Elemental Orb Burner Attack 1

At-Will ♦ Elemental

Standard Action Ranged 20

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier damage.

Level 21: 2d10 + Charisma modifier damage.

Special: This power can be used as a ranged basic attack.

Burning Spray Burner Attack 1

At-Will ♦ Elemental

Standard Action Close blast 3

Target: Each creature in blast

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage.

Level 21: 2d8 + Charisma modifier damage.

Personal Forces: The next enemy that hits you with a melee attack before the end of your next turn takes damage equal to your Strength modifier.

Chaos Bolt Burner Attack 1

At-Will ♦ Elemental,

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier damage.

Level 21: 2d10 + Charisma modifier damage.

External Forces: If you rolled an even number for the primary attack roll, make a secondary attack.

Secondary Target: One creature within 5 squares of the target last hit by this power

Secondary Attack: Charisma vs. Will

Hit: 1d6 damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.

ForceBurst Burner Attack 1

At-Will ♦ Elemental

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier damage, and you push the target 1 square.

Level 21: 2d8 + Charisma modifier damage.

Special: This power can be used as a ranged basic attack.

Storm Walk Burner Attack 1

At-Will ♦ Elemental

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier damage.

Level 21: 2d8 + Charisma modifier damage.

Effect: Before or after the attack, you shift 1 square.

Level 1 Encounter Powers

Bedeviling Burst Burner Attack 1

Encounter ♦ Elemental

Standard Action Close burst 3

Target: One or two creatures in burst

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier damage, and you push the target a number of squares equal to your Dexterity modifier.

External Forces: If you rolled an even number on the attack roll, you slide the target instead of pushing it.

Explosive Pyre Burner Attack 1

Encounter ♦ Elemental,

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier damage. Until the start of your next turn, any enemy that enters a square adjacent to the target or starts its turn there takes 1d6 damage.

Forcebind Burner Attack 1**Encounter** ♦ **Elemental****Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 3d6 + Charisma modifier damage, and the target takes a –2 penalty to Reflex until the end of your next turn.**Tempest Obscura** Burner Attack 1**Encounter** ♦ **Elemental****Standard Action** Close blast 3**Target:** Each creature in blast**Attack:** Charisma vs. Reflex**Hit:** 2d6 + Charisma modifier damage, and the target can't gain combat advantage against any creature until the end of your next turn.**Personal Forces:** You gain concealment until the end of your next turn.**Slam** Burner Attack 1**Encounter** ♦ **Elemental****Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 2d10 + Charisma modifier damage, and you push the target 3 squares.**Level 1 Daily Powers****Bursting Orb** Burner Attack 1**Daily** ♦ **Elemental; Varies****Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 3d10 + Charisma modifier damage. Roll a d6 to determine the attack's damage type and effect.

- Daze:** The target is dazed (save ends).
- Burst:** Each creature adjacent to the target takes damage equal to your Dexterity modifier.
- Burning:** Ongoing 5 damage (save ends).
- Positioning:** You slide the target a number of squares equal to your Dexterity modifier.
- Caged:** The target is immobilized (save ends).
- Flare:** The target takes a –2 penalty to AC (save ends).

Miss: 1d10 damage. Roll a d6 to determine the attack's damage type and effect, as above.**Dazzling Ray** Burner Attack 1**Daily** ♦ **Elemental, Radiant****Standard Action** Ranged 10**Target:** One creature**Attack:** Charisma vs. Will**Hit:** 6d6 + Charisma modifier radiant damage.**External Forces:** If you rolled an even number on the attack roll, the target takes a penalty to attack rolls against you equal to your Dexterity modifier (save ends).**Miss:** Half damage.**Debilitating Bolt** Burner Attack 1**Daily** ♦ **Elemental****Standard Action** Ranged 10**Target:** One or two creatures**Attack:** Charisma vs. Fortitude**Hit:** 2d8 + Charisma modifier damage, and ongoing 5 damage (save ends).**Miss:** 2d8 + Charisma modifier damage.**Repelling Field** Burner Attack 1**Daily** ♦ **Elemental****Standard Action** Close blast 3**Target:** Each creature in blast**Attack:** Charisma vs. Reflex**Hit:** 3d8 + Charisma modifier damage.**Miss:** Half damage.**Effect:** Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square.**Personal Forces:** The enemy also takes 5 damage.**Sustain Minor:** The effect persists.**Level 2 Utility Powers****Elemental Mantle** Burner Utility 2**Encounter** ♦ **Elemental****Immediate Interrupt** Personal**Trigger:** You are hit by an attack**Effect:** Until the end of your next turn, you gain a +1 power bonus to all defenses, and any creature that hits you with a melee attack takes 1d6 damage.**Elemental Shift** Burner Utility 2**Daily** ♦ **Elemental****Minor Action** Personal**Effect:** You can change the resistance granted by your descriptor to one of the other damage types for the rest of the encounter. In addition, one ally adjacent to you gains resist 5 to the damage type that you resist until the end of the encounter.*Level 11:* Resist 10.*Level 21:* Resist 15.**Extend Power** Burner Utility 2**Encounter** ♦ **Elemental****Minor Action** Personal**Effect:** Until the end of your turn, add your Dexterity modifier to the range of your ranged Elemental powers.**Unseen Aid Burner** Utility 2**Encounter** ♦ **Elemental****Minor Action** Personal**Effect:** You gain a +2 bonus to a skill check you make this turn.

Level 3 Encounter Powers

Bouncing Betty Burner Attack 3
Encounter ♦ **Elemental**
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d10 + Charisma modifier damage, and each creature adjacent to the target takes damage equal to your Charisma modifier.

Flame Spiral Burner Attack 3
Encounter ♦ **Elemental**
Standard Action Close burst 2
Target: One, two, or three creatures in burst
Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier damage.
Effect: Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes 1d6 damage.

Hot LZ Burner Attack 3
Encounter ♦ **Elemental**,
Standard Action Area burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier damage, and the target is slowed until the end of your next turn.

Hostile Environ Burner Attack 3
Encounter ♦ **Elemental**
Standard Action Close blast 3
Target: Each creature in blast
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier poison damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.
Personal Forces: The penalty to Fortitude equals 1 + your Strength modifier.

Elemental Claw Burner Attack 3
Encounter ♦ **Elemental**
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier force damage, and the target is immobilized until the end of your next turn.
External Forces: If you rolled an even number on the attack roll, you slide the target a number of squares equal to your Dexterity modifier.

Level 5 Daily Powers

Splash Damage Burner Attack 5
Daily ♦ **Elemental**
Standard Action Ranged 10
Primary Target: One creature
Primary Attack: Charisma vs. Fortitude
Hit: You slide the primary target 3 squares.

Effect: The primary target takes 2d6 damage. Make a secondary attack that is an area burst 1 centered on the primary target.
Secondary Target: Each creature in burst
Secondary Attack: Charisma vs. Reflex
Hit: 2d6 damage.

Palest Flames Burner Attack 5
Daily ♦ **Elemental**,
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier damage, and the target gains vulnerable 10 descriptor damage (save ends).
Miss: Half damage, and the target gains vulnerable 5 descriptor damage until the end of your next turn.

Reeling Torment Burner Attack 5
Daily ♦ **Elemental**, **Charm**
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier damage. At the start of each of the target's turns, you can slide the target 3 squares as a free action (save ends).
Miss: Half damage. At the start of each of the target's turns, you can slide the target 1 square as a free action (save ends).

Serpentine Blast Burner Attack 5
Daily ♦ **Elemental**
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Reflex. The attack ignores cover and concealment, but not superior cover or total concealment.
Hit: 3d10 + Charisma modifier damage.
Miss: Half damage.

Elemental Bounce Burner Attack 5
Daily ♦ **Elemental**
Standard Action Close burst 1
Primary Target: Each creature in burst
Primary Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier damage.
Effect: You jump a number of squares equal to your speed + your Charisma modifier. This movement does not provoke opportunity attacks. Then make a secondary attack.
Secondary Target: Each creature in burst
Secondary Attack: Charisma vs. Fortitude
Hit: 2d6 damage, and you push the secondary target 1 square.

Level 6 Utility Powers

Elemental Empowerment Burner Utility 6

Daily ♦ Elemental

Minor Action

Personal

Effect: Until the end of your turn, increase the size of your Elemental powers' blasts and bursts by 1.

Energetic Flight Burner Utility 6

Daily ♦ Elemental

Minor Action

Personal

Effect: Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

Sudden Shield Burner Utility 6

Encounter ♦ Elemental

Immediate Interrupt

Personal

Trigger: You are hit by an attack

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

Personal Forces: The bonus to all defenses equals 3 + your Strength modifier.

Swift Escape Burner Utility 6

Encounter ♦ Elemental, Teleportation

Immediate Interrupt

Personal

Trigger: You are hit by an area or a close attack

Effect: You teleport 3 squares.

External Forces: The number of squares you teleport equals 2 + your Dexterity modifier.

Level 7 Encounter Powers

Elemental Tempest Burner Attack 7

Encounter ♦ Elemental, Teleportation

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier damage.

Effect: You teleport each target hit by the attack so that it swaps positions with another target hit by the attack.

External Forces: You instead teleport each target hit by the attack to any other space within the burst.

Crushing Sphere Burner Attack 7

Encounter ♦ Elemental

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier force damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

Dresden Burner Attack 7

Encounter ♦ Elemental,

Standard Action

Close blast 3

Target: Each enemy in blast

Attack: Charisma vs. Fortitude

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

Personal Forces: The target also takes a –2 penalty to Fortitude until the end of your next turn.

Deafening Explosion Burner Attack 7

Encounter ♦ Elemental

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage, and the target is deafened until the end of your next turn.

Level 9 Daily Powers

Adamantine Echo Burner Attack 9

Daily ♦ Elemental

Standard Action

Close blast 3

Target: Each creature in blast

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier damage, and ongoing 5 damage (save ends).

Miss: Ongoing 5 damage (save ends).

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

Personal Forces: The power bonus to AC equals your Strength modifier.

Cue Burning Man Burner Attack 9

Daily ♦ Elemental

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier poison damage.

Effect: You slide the target a number of squares equal to your Charisma modifier. The target is has contagious damage to your enemies (save ends). While the target is contagious, any enemy that starts its turn adjacent to the target takes 1d10 descriptor damage.

External Forces: If you rolled an even number on the attack roll, any enemy that starts its turn within 2 squares of the contagious target takes 1d10 descriptor damage.

Negative Reinforcement Burner Attack 9

Daily ♦ Elemental

Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage.

Effect: If the target attacks before the start of your next turn, the target takes 2d8 damage.

Staggering Blast Burner Attack 9

Daily ♦ Elemental

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage. If the target moves before the end of your next turn, you can knock the target prone during that movement as an immediate interrupt.

Miss: Half damage, and you knock the target prone.

Level 10 Utility Powers

Shared Damage Burner Utility 10

Daily ♦ Elemental

Immediate Reaction Close burst 5

Trigger: You are hit by an area or a close attack

Target: One creature in burst

Effect: The triggering attack also hits the target.

Devour Effect Burner Utility 10

Daily ♦ Elemental

Standard Action Ranged 5

Target: One conjuration or zone

Attack: Charisma + 2 vs. the Will of the target's creator

Hit: The target is destroyed. All its effects end, including those that a save can end.

Personal Forces: You gain the bonus from your Elemental Field, whether or not you're bloodied.

External Forces: Until the end of the encounter, the first time you attack during each of your turns, you can choose your Chaos Burst benefit, instead of having your attack roll determine it.

Invert Resistance Burner Utility 10

Daily ♦ Elemental

Minor Action Close burst 5

Target: Each enemy in burst

Effect: Each target loses its resistances and gains vulnerable 5 to the damage types it had resistance against (save ends both).

Narrow Escape Burner Utility 10

Encounter ♦ Elemental, Teleportation

Immediate Reaction Personal

Trigger: You are hit by an attack

Effect: You take half damage from the attack. You then teleport a number of squares equal to your Charisma modifier + your Dexterity modifier.





Sword Mage Template – Teleporter

POWERSSET TRAITS

Role: Defender. You are a melee combatant who uses powers to fight better.

Examples: NightCrawler, Vanisher

Key Abilities: Intelligence, Strength, Constitution

Superstat: SuperConstitution

Bonus to Defense: +2 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 8 + Constitution modifier

PowerSet Features

Aegis

You can place a warding upon a foe, allowing you to respond to the foe's attacks against your allies with a counterassault or a timely protection.

Choose one of the following Teleporter Aegis powers.

The choice you make gives you the benefit described below and also provides bonuses to certain powers, as detailed in those powers.

- **Aegis of Assault:** You teleport to the side of the attacker and respond with an attack of your own.
- **Aegis of Shielding:** You deflect some of the damage of an incoming attack.

Teleport Field

While you are conscious, you maintain a low level field of teleport energy around you.

This field provides a +1 bonus to AC, or a +3 bonus to melee attacks.

If you become unconscious, your Teleport Field benefit disappears. You can restore it by taking a short rest or an extended rest.

Aegis of Assault

Teleporter Feature

At-Will ♦ Teleportation

Minor Action

Close burst 2

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If your marked target makes an attack that doesn't include you as a target, it takes a –2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

Aegis of Shielding Teleporter Feature**At-Will****Minor Action Close** burst 2**Target:** One creature in burst**Effect:** You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate interrupt to reduce the damage dealt by that attack to any one creature by an amount equal to 5 + your Constitution modifier.

At 11th level, reduce the damage dealt by 10 + your Constitution modifier. At 21st level, reduce the damage dealt by 15 + your Constitution modifier.

Level 1 At-Will Powers**Booming Blade** Teleporter Attack 1**At-Will****Standard Action** Melee**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier damage and if the target is adjacent to you at the start of its turn and moves away, it takes 1d6 + Constitution modifier damage. Increase damage to 2[E] + Intelligence modifier at 21st level.**Fire of Unknown Origin** Teleporter Attack 1**At-Will ♦ Fire****Standard Action** Melee**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier fire damage and you deal fire damage equal to your Strength modifier to all enemies adjacent to the target. Increase damage to 2[E] + Intelligence modifier at 21st level.**Lightning Lure** Teleporter Attack 1**At-Will ♦ Lightning****Standard Action** Ranged 3**Target:** One creature**Attack:** Intelligence vs. Fortitude**Hit:** 1d6 + Intelligence modifier lightning damage and you pull the target to the nearest unoccupied space adjacent to you. Increase damage to 2d6 + Intelligence modifier at 21st level.**Special:** If you cannot pull the target to an adjacent square, this power fails and deals no damage.**Burst** Teleporter Attack 1**At-Will ♦ Force****Standard Action** Close burst 1**Target:** Each enemy in burst**Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier force damage.Increase damage to 2d6 + Intelligence modifier at 21st level.**Level 1 Encounter Powers****Chilling Blow** Teleporter Attack 1**Encounter ♦ Cold****Standard Action** Melee**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier cold damage and the target takes cold damage equal to your Constitution modifier each time it attacks until the start of your next turn.**Flame Cyclone** Teleporter Attack 1**Encounter ♦ Fire****Standard Action** Close blast 3**Target:** Each creature in blast**Attack:** Intelligence vs. Reflex**Hit:** 1d8 + Intelligence modifier + Strength modifier fire damage.**FragStunned** Teleporter Attack 1**Encounter****Standard Action** Melee**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier damage and the target is immobilized until the end of your next turn.**Special:** You can use this power in place of a melee basic attack when charging.**Double-Bamph** Teleporter Attack 1**Encounter****Standard Action** Melee**Primary Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier damage. Make a secondary attack.**Secondary Target:** One creature within 5 squares of the primary target**Secondary Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier damage.

Level 1 Daily Powers

Burning Conduit Teleporter Attack 1

Daily ♦ **Fire**

Standard Action

Melee

Attack: Intelligence vs. AC

Hit: 2[E] + Intelligence modifier fire damage.

Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier.

Teleport the Limb Teleporter Attack 1

Daily

Immediate Interrupt

Melee

Trigger: An adjacent creature hits you

Target: The creature that hit you

Attack: Intelligence vs. Reflex

Hit: 3[E] + Intelligence modifier damage.

Miss: Half damage.

Multi-Bampfh Teleporter Attack 1

Daily

Standard Action

Ranged 5

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[E] + Intelligence modifier damage.

Miss: Repeat the attack against a second target within 5 squares of the first. If you miss, repeat the attack against a third target within 5 squares of the second. If you miss again, repeat the attack against a fourth target within 5 squares of the third.

Level 2 Utility Powers

Dimensional Warp Teleporter Utility 2

Encounter ♦ **Teleportation**

Minor Action

Close burst 3

Targets: You and one ally in burst or two allies in burst

Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

Eldritch Speed Teleporter Utility 2

Daily

No Action

Personal

Effect: Use this power before rolling initiative. You gain a +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).

Fear No Elements Teleporter Utility 2

Daily

Minor Action

Personal

Effect: Choose acid, cold, fire, lightning, or thunder.

Until the end of the encounter, you gain resist 5 + your Constitution modifier to that damage type.

Teleport Purge Teleporter Utility 2

Encounter

Minor Action

Personal

Effect: Make a saving throw against an effect that a save can end.

Level 3 Encounter Powers

Blastback Swipe Teleporter Attack 3

Encounter

Standard Action

Melee

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[E] + Intelligence modifier damage and you push the target 2 squares.

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

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Corrosive Ruin Teleporter Attack 3

Encounter ♦ **Acid**

Standard Action

Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1[E] + Intelligence modifier acid damage.

Teleport Spin Teleporter Attack 3

Encounter

Standard Action

Melee

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[E] + Intelligence modifier damage and the target is slowed until the end of your next turn.

Transposing Lunge Teleporter Attack 3

Encounter ♦ **Teleportation**

Standard Action

Melee

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[E] + Intelligence modifier damage and you teleport the target into a space adjacent to you.

Aegis of Shielding: When you use your *aegis of shielding* immediate interrupt, you can use this power against the target as part of the interrupt, even if the target is beyond your reach.

Level 5 Daily Powers

Lingering Rez Teleporter Attack 5

Daily

Standard Action

Melee

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2[E] + Intelligence modifier damage.

Effect: Until the end of the encounter, any enemy takes 1d10 damage when it moves adjacent to or starts its turn adjacent to the target.

Elemental Foible Teleporter Attack 5**Daily****Standard Action** Melee**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier damage.**Effect:** The target gains vulnerable 5 to a damage type of your choice: acid, cold, fire, lightning, or thunder. The vulnerability lasts until the end of the encounter.**Lingering Lightning** Teleporter Attack 5**Daily** ♦ **Lightning****Standard Action** Ranged 5**Target:** One, two, or three creatures**Attack:** Intelligence vs. Reflex, one attack per target**Hit:** 1[E] + Intelligence modifier damage and ongoing 5 lightning damage (save ends).**Miss:** Half damage and no ongoing damage.**Level 6 Utility Powers****Transit Step** Teleporter Utility 6**Encounter** ♦ **Teleportation****Move Action** Personal**Effect:** Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.**Dimensional Warding** Teleporter Utility 6**Daily** ♦ **Stance, Zone****Minor Action** Close burst 2**Effect:** The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it.**Special:** The zone remains centered on you, even if you move.**Fate-Spurned Foe** Teleporter Utility 6**Daily****Minor Action** Personal**Effect:** Until the end of the encounter, any effect that a save can end that you place on an enemy causes a –2 penalty to saving throws against the effect.**Teleport Defense** Teleporter Utility 6**Encounter****Minor Action** Close burst 1**Targets:** You and each ally in burst**Effect:** All affected creatures gain a +2 bonus to AC and Reflex defense until the end of your next turn.**Level 7 Encounter Powers****Electrified Lash** Teleporter Attack 7**Encounter** ♦ **Lightning****Standard Action** Close burst 1**Target:** Each enemy in burst**Attack:** Intelligence vs. Fortitude**Hit:** 2[E] + Intelligence modifier lightning damage.**Flamewall Strike** Teleporter Attack 7**Encounter** ♦ **Conjuration, Fire,****Standard Action****Area** wall 3 within 1 square**Effect:** You conjure a wall of contiguous squares filled with leaping flames that lasts until the start of your next turn. The wall can be 3 squares long and no more than 1 square high. Only 1 square of the wall must be within 1 square of you.

Any creature that enters the wall's space or starts its turn there takes 1d8 + Constitution modifier fire damage.

Isolating Slam Teleporter Attack 7**Encounter****Standard Action** Melee**Primary Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier damage. Make a secondary attack.**Secondary Target:** Each enemy adjacent to the primary Target**Secondary Attack:** Intelligence vs. Fortitude, one attack per target**Hit:** You push the secondary target away from the primary target a number of squares equal to your Constitution modifier.**Teleport Pin** Teleporter Attack 7**Encounter** ♦ **Force****Standard Action** Melee**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 2[E] + Intelligence modifier force damage. If the target moves before the end of its next turn, it takes force damage equal to 5 + your Strength modifier.**Aegis of Assault:** When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.**Level 9 Daily Powers****Teleport Beacon** Teleporter Attack 9**Daily****Standard Action** Melee**Target:** One creature**Attack:** Intelligence vs. AC**Hit:** 1[E] + Intelligence modifier damage and the target is blinded (save ends).**Effect:** The target is illuminated until the end of the encounter, shedding bright light within 10 squares around it. Even if it turns invisible, its location can be pinpointed automatically, though the normal –5 penalty to the attack roll still applies.

Be Gone Teleporter Attack 9

Daily ♦ **Reliable, Teleportation**

Standard Action **Melee**

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[E] + Intelligence modifier damage and you teleport the target 5 squares.

Flashback Teleporter Attack 9

Daily

Standard Action **Melee**

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[E] + Intelligence modifier damage.

Effect: You conjure a duplicate of yourself in any unoccupied square adjacent to the target. The duplicate can be attacked and damaged normally. (It has the same game statistics as you do.) You and the duplicate share the same pool of hit points.

Your duplicate can do anything that you can do.

However, any actions taken by your duplicate come from your normal allotment of actions. (It doesn't grant you any extra actions.) You can divide your actions between you and your duplicate as you see fit.

For example, on your turn you could shift into a flanking position (a move action) while the duplicate draws a (minor) and uses a standard action to attack with one of your powers. If you make an opportunity attack against a

creature, your duplicate can't also make an opportunity attack during that creature's turn.

If you end any turn more than 5 squares away from your duplicate, the duplicate disappears. Otherwise, the duplicate lasts until the end of the encounter or until you drop to 0 hit points or fewer.

Level 10 Utility Powers

Arcane Awareness Teleporter Utility 10

Encounter

Free Action

Personal

Effect: Until the end of your next turn, you do not grant combat advantage to any of your enemies.

Dimensional Dodge Teleporter Utility 10

Daily ♦ **Teleportation**

Immediate Interrupt

Personal

Trigger: An enemy within 20 squares of you hits you with a ranged attack

Effect: You teleport adjacent to the enemy.

Impenetrable Warding Teleporter Utility 10

Daily ♦ **Stance**

Minor Action

Personal

Effect: Your warding provides its bonus to all your defenses, not just AC.





Warlord Template – Paragon



POWERSET TRAITS

Role: Leader. You are an inspiring commander and a master of battle tactics.

Examples: Captain America

Key Abilities: Strength, Intelligence, Charisma

Superstat: SuperWisdom

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.

Powerset Features

You have the following Powerset features.

Combat Leader

You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.

Commanding Presence

Choose one of the following benefits.

- **Inspiring Presence:** When an ally who can see you spends an action point to take an extra action, that ally also regains lost hit points equal to one-half your level + your Charisma modifier.
- **Tactical Presence:** When an ally you can see spends an action point to make an extra attack, the ally gains a bonus to the attack roll equal to one-half your Intelligence modifier.
- **Resourceful Presence:** When an ally who can see you spends an action point to take an extra action and uses the action to make an attack, that attack gains a bonus to damage equal to one-half your level + your Intelligence modifier. If the attack hits no target, the ally gains temporary hit points equal to one-half your level + your Charisma modifier.

Inspiring Word

Using the *Inspiring Word* power, Paragons can grant their comrades additional resilience with nothing more than a shout of encouragement.

Inspiring Word

Paragon Feature

Encounter (Special) ♦ Healing

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

Minor Action

(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

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

The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Close burst 5

Level 1 At-Will Powers

Commander's Strike Paragon Attack 1

At-Will ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: An ally of your choice makes a melee basic attack against the target

Hit: Ally's basic attack damage + your Intelligence modifier.

Furious Smash Paragon Attack 1

At-Will ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Fortitude

Hit: Deal damage equal to your Strength modifier, and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Viper's Strike Paragon Attack 1

At-Will ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Increase damage to 2[E] + Strength modifier at 21st level.

Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Wolf Pack Tactics Paragon Attack 1

At-Will ♦ **Martial**,

Standard Action **Melee**

Target: One creature

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Increase damage to 2[E] + Strength modifier at 21st level.

Level 1 Encounter Powers

Guarding Attack Paragon Attack 1

Encounter ♦ **Martial**,

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.

Inspiring Presence: The power bonus to AC equals 1 + your Charisma modifier.

Hammer and Anvil Paragon Attack 1

Encounter ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[E] + Strength modifier damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier to the damage.

Leaf on the Wind Paragon Attack 1

Encounter ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. You or an ally adjacent to the target swaps places with the target.

Paragon's Favor Paragon Attack 1

Encounter ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

Level 1 Daily Powers

Bastion of Defense Paragon Attack 1

Daily ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.

Effect: Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier.

Lead the Attack Paragon Attack 1

Daily ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.

Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Pin the Foe Paragon Attack 1

Daily ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage.

Effect: Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

White Raven Onslaught Paragon Attack 1

Daily ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the encounter, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

Miss: Choose one ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after making a successful attack.

Level 2 Utility Powers

Aid the Injured Paragon Utility 2

Encounter ♦ Healing, Martial
Standard Action Melee touch
Target: You or one adjacent ally
Effect: The target can spend a healing surge.

Crescendo of Violence Paragon Utility 2

Encounter ♦ Martial
Immediate Reaction Ranged 5
Trigger: An ally within range scores a critical hit
Effect: The ally gains temporary hit points equal to your Charisma modifier.

Knight's Move Paragon Utility 2

Encounter ♦ Martial
Move Action Ranged 10
Target: One ally
Effect: The target takes a move action as a free action.

Shake It Off Paragon Utility 2

Encounter ♦ Martial
Minor Action Ranged 10
Target: You or one ally
Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier.

Level 3 Encounter Powers

saving throw.

Steel Monsoon Paragon Attack 3

Encounter ♦ Martial
Standard Action Melee
Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier damage, and one ally within 5 squares of you can shift 1 square.
Tactical Presence: The number of allies who can shift equals your Intelligence modifier.

Paragon's Strike Paragon Attack 3

Encounter ♦ Martial
Standard Action Melee
Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier damage. Until the end of your next turn, all of your allies gain a +2 bonus to damage rolls against the target.
Inspiring Presence: The bonus to damage rolls equals 1 + your Charisma modifier.

Level 5 Daily Powers

Stand the Fallen Paragon Attack 5

Daily ♦ Healing, Martial,
Standard Action Melee
Target: One creature
Attack: Strength vs. AC
Hit: 3[E] + Strength modifier damage.

Hold the Line Paragon Attack 3

Encounter ♦ Martial
Standard Action Melee
Target: One creature
Attack: Strength vs. AC
Hit: 1[E] + Strength modifier damage.
Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.



Inspiring War Cry Paragon Attack 3

Encounter ♦ Martial
Standard Action Melee
Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier damage.
Effect: One ally who can hear you and is within 5 squares of you makes a

Effect: Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier.

Turning Point Paragon Attack 5

Daily ♦ Martial
Standard Action Melee
Target: One creature
Attack: Strength vs. AC
Hit: 2[E] + Strength modifier damage. You or one ally within 5 squares makes a saving throw.
Miss: You or one ally makes a saving throw against one effect that the target caused and that a save can end.

Villain's Nightmare Paragon Attack 5

Daily ♦ Martial
Standard Action Melee
Target: One creature
Attack: Strength vs. Reflex
Hit: 3[E] + Strength modifier damage.
Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Level 6 Utility Powers

Guide the Charge Paragon Utility 6

Encounter ♦ Martial
Immediate Interrupt Ranged 10
Trigger: An ally charges

Effect: If the ally hits, he or she adds your Intelligence modifier to the damage roll and pushes the attack's target 2 squares. The ally can shift 2 squares to remain adjacent to the target.

Inspiring Reaction Paragon Utility 6

Encounter ♦ **Healing, Martial**

Immediate Reaction **Melee touch**

Trigger: You or an adjacent ally takes damage

Effect: You or the ally can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Quick Step Paragon Utility 6

Daily ♦ **Martial**

Minor Action **Ranged 10**

Target: One ally

Effect: Increase the ally's speed by 2 until the end of the encounter.

Stand Tough Paragon Utility 6.

Daily ♦ **Healing, Martial**

Minor Action **Close burst 5**

Targets: You and each ally in burst

Effect: The targets regain hit points equal to 10 + your Charisma modifier.

Level 7 Encounter Powers

Lion's Roar Paragon Attack 7

Encounter ♦ **Healing, Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage.

Effect: You or one ally within 5 squares of you can spend a healing surge.

Inspiring Presence: Your ally (but not you) gains additional hit points equal to your Charisma modifier.

Sunder Armor Paragon Attack 7

Encounter ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. Until the end of your next turn, any attack roll against the target can score a critical hit on a roll of 18–20.

Surprise Attack Paragon Attack 7

Encounter ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.

Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier.

Surround Foe Paragon Attack 7

Encounter ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage.

Effect: You slide one willing ally who is adjacent to the target to any other square adjacent to the target. The ally can move through the target's square.

Level 9 Daily Powers

Iron Dragon Charge Paragon Attack 9

Daily ♦ **Martial,**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Special: You must charge as part of this attack.

Hit: 3[E] + Strength modifier damage.

Effect: Until the end of the encounter, as an immediate reaction, an ally of your choice within 5 squares of you can charge a target that you charge.

Knock Them Down Paragon Attack 9

Daily ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage, and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.

Miss: Half damage, and the target is knocked prone.

White Raven Strike Paragon Attack 9

Daily ♦ **Martial**

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 3[E] + Strength modifier damage.

Effect: One or two allies within 10 squares gain 15 temporary hit points. If you dropped the target to 0 hit points or fewer with this attack, add your Charisma modifier to the temporary hit points your allies gain.

Level 10 Utility Powers

Defensive Rally Paragon Utility 10

Daily ♦ **Healing, Martial**

Standard Action **Close burst 5**

Target: Each ally in burst

Effect: Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of your next turn.

Ease Suffering Paragon Utility 10

Daily ♦ **Martial**

Minor Action **Personal**

Effect: Allies ignore ongoing damage on any turn they start adjacent to you, neither taking ongoing damage nor making saving throws to end it. This effect persists until the end of the encounter or for 5 minutes.

Tactical Shift Paragon Utility 10

Daily ♦ **Martial**

Immediate Interrupt **Ranged 10**

Trigger: A creature hits your ally with a melee or a ranged attack

Effect: The ally can shift a number of squares equal to 1 + your Intelligence modifier.

Warden Template – Titan



POWERSET TRAITS

Role: Defender. You are sturdy and resilient, and you can assume multiple forms to destroy your foes. Depending on your choice of Powerset features and powers, you lean toward either controller or striker as a secondary role.

Examples: Stature, Goliath

Key Abilities: Strength, Constitution, Wisdom

Superstat: SuperStrength

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 17 + Constitution score

Hit Points per Level Gained: 7

Healing Surges per Day: 9 + Constitution modifier

Powerset Features

Titans have the following Powerset features.

Shrug It Off

At the start of your turn, you can make a saving throw against one effect that a save can end. On a save, the effect immediately ends, preventing it from affecting you on your current turn. If you save against being stunned or dazed, you can act normally on your turn.

If you save against ongoing damage you avoid taking the damage.

If you fail the saving throw, you still make a saving throw against the effect at the end of your turn.

Size Matters

Choose one of the following options.

- **Earthstrength:** You can opt to use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC. In addition, when you use your second wind, you gain an additional bonus to AC equal to your Constitution modifier. The bonus lasts until the end of your next turn.
- **Wildblood:** You can opt to use your Wisdom modifier in place of your Dexterity or Intelligence modifier to determine your AC. In addition, when you use your second wind, each enemy marked by you takes an additional penalty to attack rolls for attacks that don't include you as a target. The penalty equals your Wisdom modifier and lasts until the end of your next turn.

Titan's Wrath

Once during each of your turns, you can mark each adjacent enemy as a free action. This mark lasts until the end of your next turn.

Titan's Fury Titan Feature

At-Will

Immediate Interrupt Melee

Trigger: An enemy marked by you makes an attack that does not include you as a target

Target: The triggering enemy

Attack: Strength vs. Fortitude

Hit: 1[E] + Strength modifier damage and the target grants combat advantage to you and your allies until the end of your next turn.

Level 21: 2[E] + Strength modifier damage.

Titan's Grasp Titan Feature

At-Will

Immediate Reaction Close burst 5

Trigger: An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target

Target: The triggering enemy in burst

Effect: You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.

Level 1 At-Will Powers

Earth Shield Strike Titan Attack 1

At-Will

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and you gain a +1 power bonus to AC until the end of your next turn.

Level 21: 2[E] + Strength modifier damage.

Strength of Stone Titan Attack 1

At-Will

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and you gain temporary hit points equal to your Constitution modifier.

Level 21: 2[E] + Strength modifier damage.

Long Arm Titan Attack 1

At-Will

Standard Action Melee 2

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and you pull the target 1 square.

Level 21: 2[E] + Strength modifier damage.

Weight of Earth Titan Attack 1

At-Will

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and the target is slowed until the end of your next turn.

Level 21: 2[E] + Strength modifier damage.

Level 1 Encounter Powers

Fractured Terrain Titan Attack 1

Encounter

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage. Until the end of your next turn, the target's space and each square adjacent to it are filled with spiked terrain. Any enemy that enters this spike-filled area or starts its turn there takes 5 damage.

Ground Stomp Titan Attack 1

Encounter

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. Fortitude

Hit: 1[E] + Strength modifier damage.

Effect: Until the end of your next turn, each square in the burst is difficult terrain for your enemies.

Seismic Clap Titan Attack 1

Encounter ♦ Thunder

Standard Action Melee

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[E] + Strength modifier thunder damage. Make a secondary attack that is a close blast 3.

Earthstrength: You also push the primary target a number of squares equal to your Constitution modifier.

Secondary Target: Each creature in blast

Secondary Attack: Strength vs. Fortitude

Hit: 1d6 thunder damage and you push the secondary target 1 square.

Wildblood Frenzy Titan Attack 1

Encounter

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage.

Wildblood: The attack deals extra damage equal to your Wisdom modifier.

Effect: Make the attack one more time against the same target or a different one.

Level 1 Daily Powers

Density Increase Level 1

Titan Attack 1

Daily ♦ Polymorph

Minor Action

Personal

Effect: You assume the denser form of Density Increase Level 1 until the end of the encounter. While you are in this form, you can negate being pulled, pushed, or slid. In addition, any ally gains a +2 power bonus to Fortitude while adjacent to you.

Once during this encounter, you can make the following attack while you are in this form.

Immediate Interrupt

Melee 1

Trigger: An enemy adjacent to you makes an attack roll against your ally

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and the target takes a -4 penalty to the triggering attack roll.

Miss: Half damage and the target takes a -2 penalty to the triggering attack roll.

Elemental Form

Titan Attack 1

Daily ♦ Cold, Polymorph

Minor Action

Personal

Effect: You assume an elemental form until the end of the encounter. While you are in this form, you gain a +1 bonus to AC and resist 5 cold. In addition, each square within 2 squares of you, wherever you move, is difficult terrain for your enemies.

Once during this encounter, you can make the following attack while you are in this form.

Standard Action

Close burst 1

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier cold damage and the target is immobilized (save ends).

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

Growth Level 1

Titan Attack 1

Daily ♦ Polymorph

Minor Action

Personal

Effect: You assume the larger size of Growth Level 1 until the end of the encounter. While you are in this form, you gain a +2 power bonus to speed and a +2 bonus to charge attack rolls. In addition, when you hit a target with an at-will attack, you push the target 1 square. If the attack already pushes the target, the distance of the push increases by 1 square.

Once during this encounter, you can make the following attack while you are in this form.

Standard Action

Melee

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[E] + Strength modifier damage and you push the target 3 squares and knock it prone. You then shift into a space that must be adjacent to the target.

Miss: Half damage and you push the target 1 square. You then shift into a square the target vacated.

Shrinking Level 1

Titan Attack 1

Daily ♦ Polymorph

Minor Action

Personal

Effect: You assume the smaller size of Shrinking Level 1 until the end of the encounter. While you are in this form, you gain a +2 bonus to Reflex and a +1 bonus to attack rolls against enemies marked by you. In addition, you can shift 2 squares as a move action.

Once during this encounter, you can make the following attack while you are in this form.

Standard Action

Melee

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[E] + Strength modifier damage and ongoing 5 damage (save ends).

Miss: Half damage and ongoing 2 damage (save ends).

Level 2 Utility Powers

Broken Terrain Cover

Titan Utility 2

Daily ♦ Zone

Standard Action

Close burst 3

Effect: The burst creates a zone of cluttered terrain that lasts until the end of the encounter. You and your allies have cover while within the zone.

Change to Heal

Titan Utility 2

Daily ♦ Healing

Minor Action

Personal

Requirement: You must have reduced an enemy to 0 hit points during this turn.

Effect: You regain hit points equal to 1d6 + your Wisdom modifier + your Constitution modifier.

Enlarged Perception

Titan Utility 2

Encounter

Minor Action

Personal

Effect: You make a Perception check with a +10 power bonus.

Growth Step

Titan Utility 2

Encounter

Minor Action

Personal

Effect: You ignore difficult terrain until the end of your next turn.

Level 3 Encounter Powers

Fault Strike Titan Attack 3

Encounter

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and the target cannot shift until the end of your next turn.

Ground Strike Titan Attack 3

Encounter

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and you knock the target prone. The first time the target stands up before the end of your next turn, it takes 1d10 + your Strength modifier damage.

Earthstrength: The target can't stand up until the end of your next turn, and the first time it stands up before the end of the encounter, it takes 1d10 + your Strength modifier damage.

Predatory Guardian Titan Attack 3

Encounter

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage. If the target shifts before the start of your next turn, you shift 2 squares as an immediate reaction.

Wildblood: The number of squares you shift equals 1+ your Wisdom modifier.

Thundering Strike Titan Attack 3

Encounter ♦ Thunder

Standard Action Melee

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier thunder damage and the target is dazed and deafened until the end of your next turn.

Level 5 Daily Powers

Earth Shattering Kaboom Titan Attack 5

Daily

Standard Action Close blast 3

Target: Each creature in blast

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier damage and you slide the target 3 squares.

Miss: Half damage and you slide the target 1 square.

Hail of Scenery Titan Attack 5

Daily

Standard Action Close blast 3

Target: Each creature in blast you can see

Attack: Strength vs. Reflex

Hit: 1[E] + Strength modifier damage and the target takes ongoing 5 damage and is slowed (save ends both).

Miss: Half damage and the target is slowed (save ends).

Size Change Bounce Titan Attack 5

Daily ♦ Teleportation, Thunder

Standard Action Melee

Effect: Before the attack, you teleport 5 squares.

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[E] + Strength modifier thunder damage and the target is dazed (save ends).

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

Ice Breath Titan Attack 5

Daily ♦ Cold, Zone

Standard Action Close blast 3

Target: Each creature in blast

Attack: Strength vs. Fortitude

Hit: 1[E] + Strength modifier cold damage and the target is slowed (save ends).

Miss: Half damage.

Effect: The blast creates a zone of frost that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 5 cold damage.

Sustain Minor: The zone persists.

Level 6 Utility Powers

Shift to Surge Titan Utility 6

Daily ♦ Healing

Immediate Interrupt Personal

Trigger: You drop to 0 hit points or fewer

Effect: You regain hit points as if you had spent a healing surge.

Sizable Defense Titan Utility 6

Daily ♦ Stance

Minor Action Personal

Effect: Until the stance ends, you gain a +1 power bonus to all defenses.

Sea Stride Titan Utility 6

At-Will

Minor Action Personal

Effect: You gain a swim speed equal to your speed until the end of your turn.

Quick Jump Titan Utility 6**Encounter****Move Action****Personal**

Effect: You shift 2 squares. You ignore difficult terrain during the shift.

Level 7 Encounter Powers**Size Change Haymaker** Titan Attack 7**Encounter** ♦ **Healing****Standard Action****Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage and you regain 10 hit points.

Pounding Strike Titan Attack 7**Encounter****Standard Action****Melee**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[E] + Strength modifier damage and the target takes a –2 penalty to melee attack rolls until the end of your next turn.

Earthstrength: The penalty to melee attack rolls equals 1+ your Constitution modifier.

Size Change Shove Titan Attack 7**Encounter****Standard Action****Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage and you slide the target 1 square. You can slide the target into a second creature's space and then slide the second creature 1 square.

Wildblood: Both the target and the second creature take damage equal to your Wisdom modifier.

Collapsing Burst Titan Attack 7**Encounter****Standard Action****Melee**

Primary Target: One creature

Primary Attack: Strength vs. Reflex

Hit: 1[E] + Strength modifier damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Strength vs. Reflex

Hit: 5 damage.

Level 9 Daily Powers**Growth Level 2** Titan Attack 9**Daily** ♦ **Polymorph****Minor Action Personal**

Effect: You assume the more efficient larger size of Growth Level 2 until the end of the encounter. While you are in this form, your melee reach increases by 1. In

addition, any enemy that hits you with a melee attack takes damage equal to your Strength modifier. This damage increases to twice your Strength modifier at 21st level.

Once during this encounter, you can make the following attack while you are in this form.

Immediate Interrupt **Melee**

Trigger: An enemy within your reach makes a melee attack against your ally

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage.

Miss: Half damage.

Effect: You become the target of the triggering attack, even if you aren't within that attack's range.

Shrinking Level 2 Titan Attack 9**Daily** ♦ **Polymorph****Minor Action****Personal**

Effect: You assume the more efficient smaller size of Shrinking Level 2 until the end of the encounter. While you are in this form, you gain a +2 bonus to attack rolls against any enemy that is bloodied or taking ongoing damage. In addition, you can use your second wind as a minor action.

Once during this encounter, you can make the following attack while you are in this form.

Standard Action **Melee**

Target: One creature

Hit: 1[E] + Strength modifier damage and ongoing 5 damage (save ends).

Miss: Half damage and ongoing 2 damage (save ends).

Enhanced Metabolism Titan Attack 9**Daily** ♦ **Healing, Polymorph****Minor Action****Personal**

Effect: You regain hit points as if you had spent a healing surge. You also assume the enhanced form of the normal size until the end of the encounter. While you are in this form, you gain regeneration equal to your Constitution modifier.

Once during this encounter, you can make the following attack while you are in this form.

Standard Action **Melee**

Target: One creature

Attack: Strength vs. AC

Hit: 2[E] + Strength modifier damage.

Miss: Half damage.

Effect: You can spend a healing surge.

Lighting Form Titan Attack 9**Daily** ♦ **Lighting, Polymorph****Minor Action Personal**

Effect: You assume an elemental form until the end of the encounter. While you are in this form, you gain resist 5 lightning. You can fly your speed as a move action and must land at the end of the action.

Once during this encounter, you can make the following attack while you are in this form.

Standard Action**Melee**

Effect: Before the attack, you move your speed.

Target: One creature

Attack: Strength vs. AC

Hit: 1[E] + Strength modifier lightning damage and the target is dazed (save ends).

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

Level 10 Utility Powers**Tiny Shuffle**

Titan Utility 10

Encounter ♦ **Teleportation****Move Action****Personal**

Effect: You teleport a number of squares equal to your Constitution modifier.

Large and In Charge

Titan Utility 10

Daily ♦ **Healing****Minor Action****Personal**

Effect: You spend a healing surge and regain additional hit points equal to your Strength modifier.

Shift and Protect

Titan Utility 10

Daily**Minor Action****Close burst 5**

Target: One ally in burst

Effect: You slide the target 5 squares. Until the end of your next turn, the target gains resist 5 to all damage and a +2 power bonus to all defenses.

Wave of Force

Titan Utility 10

Daily ♦ **Zone****Minor Action****Close burst 2**

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





Wizard Template – TrickShot



POWERSET TRAITS

Role: Controller. You exert control through effects that cover large areas—sometimes hindering foes, sometimes consuming them with fire.

Examples: Green Arrow, Hawkeye

Key Abilities: Intelligence, Wisdom, Dexterity

Superstat: SuperIntelligence

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Powerset Features

You have the following Powerset features.

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain TrickShot powers, as detailed in those powers.

Technique of Imposition: Once per encounter as a free action, you gain one of the following two effects.

- You can designate one creature you have hit that is currently under the influence of one of your effects that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier.
- Alternatively, you can choose to extend the duration of an effect created by an at-will power (such as *cloud of daggers* or *ray of frost*) that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn.

Technique of Defense: The Technique of defense grants you a +1 bonus to AC. In addition, once per encounter as an immediate interrupt, you gain a bonus to defense against one attack equal to your Constitution modifier. You can declare the bonus after the damage total has been announced.

Technique of Accuracy: Once per encounter as a free action, you gain a bonus to a single attack roll equal to your Dexterity modifier.

Ghost Sound TrickShot Feature**At-Will****Standard Action** Ranged 10**Target:** One object or unoccupied square**Effect:** You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.**Light** TrickShot Feature**At-Will****Minor Action** Ranged 5**Target:** One object or unoccupied square**Effect:** You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.**Special:** You can have only one *light* Feature active at a time. If you create a new light, your previously cast light winks out.**Grabbing Hand** TrickShot Feature**At-Will****Minor Action** Ranged 5**Effect:** You deploy a floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.**Sustain Minor:** You can sustain the hand indefinitely.**Special:** You can create only one hand at a time.**Prestidigitation** TrickShot Feature**At-Will****Standard Action** Ranged 2**Effect:** Use this Feature to accomplish one of the effects given below.

- ◆ Move up to 1 pound of material.
- ◆ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- ◆ Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- ◆ Instantly light (or snuff out) a candle, a torch, or a small campfire.
- ◆ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- ◆ Make a small mark or symbol appear on a surface for up to 1 hour.

- ◆ Produce out of nothingness a small item or image that exists until the end of your next turn.

- ◆ Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this Feature can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This Feature cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitation effects active at one time.**Level 1 At-Will Powers****Cloud of Daggers** TrickShot Attack 1**At-Will****Standard Action** Area 1 square within 10 squares**Target:** Each creature in square**Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier force damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Effect: The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.**Magic Missile** TrickShot Attack 1**At-Will****Standard Action** Ranged 20**Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 2d4 + Intelligence modifier force damage.

Increase damage to 4d4 + Intelligence modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.**Ray of Frost** TrickShot Attack 1**At-Will** ◆ **Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Intelligence vs. Fortitude**Hit:** 1d6 + Intelligence modifier descriptor damage, and the target is slowed until the end of your next turn.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Scorching Burst TrickShot Attack 1**At-Will** ◆ **Descriptor****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier fire damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Thunderwave TrickShot Attack 1**At-Will** ♦ **Descriptor****Standard Action** Close blast 3**Target:** Each creature in blast**Attack:** Intelligence vs. Fortitude**Hit:** 1d6 + Intelligence modifier descriptor damage, and you push the target a number of squares equal to your Wisdom modifier.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Level 1 Encounter Powers**Burning Hands** TrickShot Attack 1**Encounter** ♦ **Descriptor****Standard Action** Close blast 5**Target:** Each creature in blast**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier descriptor damage.**Chill Strike** TrickShot Attack 1**Encounter** ♦ **Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Intelligence vs. Fortitude**Hit:** 2d8 + Intelligence modifier descriptor damage, and the target is dazed until the end of your next turn.**Force Orb** TrickShot Attack 1**Encounter****Standard Action** Ranged 20**Primary Target:** One creature or object**Attack:** Intelligence vs. Reflex**Hit:** 2d8 + Intelligence modifier force damage. Make a secondary attack.**Secondary Target:** Each enemy adjacent to the primary target**Secondary Attack:** Intelligence vs. Reflex**Hit:** 1d10 + Intelligence modifier force damage.**Icy Terrain** TrickShot Attack 1**Encounter** ♦ **Descriptor****Standard Action** Area burst 1 within 10 squares**Target:** Each creature in burst**Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier descriptor damage, and the target is knocked prone.**Effect:** The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.**Ray of Enfeeblement** TrickShot Attack 1**Encounter** ♦ **Descriptor****Standard Action** Ranged 10**Target:** One creature**Attack:** Intelligence vs. Fortitude**Hit:** 1d10 + Intelligence modifier damage, and the target is weakened until the end of your next turn.**Level 1 Daily Powers****Acid Arrow** TrickShot Attack 1**Daily** ♦ **Descriptor****Standard Action** Ranged 20**Primary Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 2d8 + Intelligence modifier descriptor damage, and ongoing 5 descriptor damage (save ends). Make a secondary attack.**Secondary Target:** Each creature adjacent to the primary target**Secondary Attack:** Intelligence vs. Reflex**Hit:** 1d8 + Intelligence modifier descriptor damage, and ongoing 5 descriptor damage (save ends).**Miss:** Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.**Flaming Sphere** TrickShot Attack 1**Daily** ♦ **Descriptor****Standard Action** Ranged 10**Target:** One creature adjacent to the flaming sphere**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier descriptor damage.**Effect:** You deploy a Medium descriptor sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. Any creature that starts its turn next to the descriptor sphere takes 1d4 + Intelligence modifier descriptor damage. As a move action, you can move the sphere up to 6 squares.**Sustain Minor:** You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.**Freezing Cloud** TrickShot Attack 1**Daily** ♦ **Descriptor****Standard Action** Area burst 2 within 10 squares**Target:** Each creature in burst**Attack:** Intelligence vs. Fortitude**Hit:** 1d8 + Intelligence modifier cold damage.**Miss:** Half damage.**Effect:** The descriptor cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.**Sleep** TrickShot Attack 1**Daily** ♦ **Sleep****Standard Action** Area burst 2 within 20 squares**Target:** Each creature in burst**Attack:** Intelligence vs. Will**Hit:** The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).**Miss:** The target is slowed (save ends).

Level 2 Utility Powers

Expeditious Retreat TrickShot Utility 2

Daily
Move Action **Personal**
Effect: Shift up to twice your speed.

Feather Fall TrickShot Utility 2

Daily
Free Action **Ranged 10**
Trigger: You or one creature in range falls
Effect: You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

Jump TrickShot Utility 2

Encounter
Move Action **Ranged 10**
Target: You or one creature
Effect: The target makes an Athletics check to jump with a +10 power bonus, and the target does not have to move to make a running jump.

Shield TrickShot Utility 2

Encounter ♦ Force
Immediate Interrupt **Personal**
Trigger: You are hit by an attack
Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

Level 3 Encounter Powers

Color Spray TrickShot Attack 3

Encounter ♦ Radiant
Standard Action **Close blast 5**
Target: Each creature in blast
Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier radiant damage, and the target is dazed until the end of your next turn.

Fire Shroud TrickShot Attack 3

Encounter ♦ Fire,
Standard Action **Close burst 3**
Target: Each enemy in burst
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Icy Rays TrickShot Attack 3

Encounter ♦ Cold
Standard Action **Ranged 10**
Targets: One or two creatures
Attack: Intelligence vs. Reflex, one attack per target
Hit: 1d10 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

Shock Sphere TrickShot Attack 3

Encounter ♦ Lightning
Standard Action **Area burst 2 within 10 squares**
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier lightning damage.

Level 5 Daily Powers

Bigby's Icy Grasp TrickShot Attack 5

Daily ♦ Cold
Standard Action **Ranged 20**
Effect: You deploy a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.
Target: One creature adjacent to the hand
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.
Sustain Minor: A target grabbed by the hand takes 1d8+ Intelligence modifier cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Fireball TrickShot Attack 5

Daily ♦ Fire
Standard Action **Area burst 3 within 20 squares**
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier fire damage.
Miss: Half damage.

Stinking Cloud TrickShot Attack 5

Daily ♦ Poison, Zone
Standard Action **Area burst 2 within 20 squares**
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 1d10 + Intelligence modifier poison damage.
Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone up to 6 squares.
Sustain Minor: The zone persists.

Web TrickShot Attack 5

Daily ♦ Zone
Standard Action **Area burst 2 within 20 squares**
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

Level 6 Utility Powers

Dimension Door TrickShot Utility 6

Daily ♦ **Teleportation**

Move Action **Personal**

Effect: Teleport 10 squares. You can't take other creatures with you.

Disguise Self TrickShot Utility 6

Daily

Minor Action **Personal**

Effect: You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities nor mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a midget Ironman, anyone touching you would realize you weren't wearing armor, and you would not clank, creak, or jingle as you walked, and you'd be taller and could probably still hold your liquor. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration. Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

Dispel Magic TrickShot Utility 6

Daily

Standard Action **Ranged 10**

Target: One conjuration, deployment or zone
Attack: Intelligence vs. the Will defense of the creator of the conjuration or the zone
Hit: The conjuration, deployment or the zone is destroyed. All its effects end, including those that normally last until a target saves.

Invisibility TrickShot Utility 6

Daily

Standard Action **Ranged 5**

Target: You or one creature
Effect: The target is invisible until the end of your next turn. If the target attacks, the target becomes visible.
Sustain Standard: If the target is within range, you can sustain the effect.

Levitate TrickShot Utility 6

Daily

Move Action **Personal**

Effect: You can move 4 squares vertically and remain there, hovering above the ground. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex defense. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you

drop down to 4 squares above the ground. You do not take damage from such a fall.

Sustain Move: You can sustain this power until the end of the encounter or for 5 minutes. When you sustain this power, you can move 3 squares up or down or 1 square horizontally. You cannot go higher than 4 squares above the ground. If you don't sustain the power, you descend to the ground without taking falling damage.

Wall of Fog TrickShot Utility 6

Daily

Standard Action **Area** wall 8 within 10

Effect: You deploy a wall that consists of contiguous squares filled with fog. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high. The fog grants concealment to creatures in its space and blocks line of sight.

Sustain Minor: The wall persists.

Level 7 Encounter Powers

Fire Burst TrickShot Attack 7

Encounter ♦ **Fire,**

Standard Action **Area** burst 2 within 20 squares

Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier fire damage.

Lightning Bolt TrickShot Attack 7

Encounter ♦ **Lightning**

Standard Action **Ranged 10**

Primary Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier lightning damage.
Secondary Targets: Two creatures within 10 squares of the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier lightning damage.

Spectral Ram TrickShot Attack 7

Encounter

Standard Action **Ranged 10**

Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 2d10 + Intelligence modifier force damage, and you push the target 3 squares and it is knocked prone.

Winter's Wrath TrickShot Attack 7

Encounter ♦ **Cold**

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 2d8 + Intelligence modifier cold damage.
Effect: A blizzard erupts in the designated area and continues until the end of your next turn. It grants concealment, and any creature that starts its turn in the storm takes cold damage equal to your Intelligence modifier. You can end this effect as a minor action.

Level 9 Daily Powers

Ice Storm TrickShot Attack 9

Daily ♦ Cold, Zone

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage and the target is slowed (save ends).

Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

Lightning Serpent TrickShot Attack 9

Daily ♦ Lightning, Poison

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d12 + Intelligence modifier lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Miss: Half damage and the target is slowed (save ends).

Mordenkainen's Sword TrickShot Attack 9

Daily ♦ Conjuration

Standard Action Ranged 10

Effect: You deploy a sword of force in an unoccupied square within range, and it attacks. As a move action, you can move the sword to a new target within range. The sword lasts until the end of your next turn.

Target: One creature adjacent to the sword

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage.

Sustain Minor: When you sustain the sword, it attacks again.

Wall of Fire TrickShot Attack 9

Daily ♦ Conjuration, Fire

Standard Action Area wall 8 within 10 squares

Effect: You deploy a wall that consists of contiguous squares filled with fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

Sustain Minor: The wall persists.

Level 10 Utility Powers

Arcane Gate TrickShot Utility 10

Daily ♦ Teleportation

Minor Action Ranged 20

Target: Two unoccupied squares

Effect: You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square.

A creature cannot pass through the rift if either square is occupied by another creature.

Sustain Minor: The rift persists.

Blur TrickShot Utility 10

Daily

Minor Action Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and enemies 5 or more squares away from you cannot see you.

Mirror Image TrickShot Utility 10

Daily

Minor Action Personal

Effect: Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears and the bonus granted by this power decreases by 2.

When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

Resistance TrickShot Utility 10

Daily

Minor Action Ranged 10

Target: You or one creature

Effect: Against a particular damage type chosen by you, the target gains resistance equal to your level + your Intelligence modifier until the end of the encounter or for 5 minutes. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.



Skills	
Acrobatics	Dex
Science/Arcana	Int
Athletics	Str
Bluff	Cha
Diplomacy	Cha
Endurance	Con
General Knowledge	Int
Heal	Wis

History	Int
Insight	Wis
Intimidate	Cha
Nature	Wis
Perception	Wis
Religion	Int
Stealth	Dex
Streetwise	Cha
Thievery	Dex

All characters start with 4 trained skills <+5 ranks > and Int mod + Cha mod in bonus points to spend as they see fit. As you advance you add one-half your level to all skill rolls.

Feats:

Accurate Attack

Prerequisite: Dex 15

Benefit: When making a melee attack, you can take a -2 penalty to the damage roll. You gain a +2 bonus to the attack roll. This extra accuracy increases by level, as shown on the table below, but the damage penalty remains the same.

Level ----- Extra Accuracy

1st-10th ---	+2
11th-20th --	+4
21st-30th --	+6



Action Surge

Benefit: You gain a +3 bonus to attack rolls you make during any action you gained by spending an action point.

Aerial Combat

You're trained at fighting in the air. You gain a +1 bonus on either attack rolls or to Defense while in the air. You can apply the bonus to either attack or Defense each round. The bonus remains allocated until the following round.

Aggressive Assault

Benefit: At the beginning of an encounter, whenever you hit a target that has not yet acted, you slide that target 1 square.

Agile Hunter

Prerequisites: Dex 15

Benefit: When you score a critical hit with a melee attack against the target of your Hunter's Quarry, you can shift as a free action, and the enemy takes a -2 penalty on attack rolls against you until the end of your next turn.

Alertness

Benefit: You don't grant enemies combat advantage during surprise rounds.

You also gain a +2 feat bonus to Perception checks.

Ambidexterity

You are equally adept with either hand. You ignore off-hand penalties and can use either hand equally well. This does not automatically grant two attacks per round. You simply ignore any accuracy penalties if your 'attack' hand is wounded.

Ankle Cutter

Prerequisites: Sneak Attack Powerset feature

Benefit: When you hit a Large or larger enemy and would deal Sneak Attack damage against that target, you can forgo rolling Sneak Attack damage and instead cause the target to be slowed until the end of your next turn. Using this option counts as using Sneak Attack for the round.

Armor Feat Power

Encounter Immediate Interrupt Ranged 5

Trigger: An enemy scores a critical hit on you or an ally

Effect: Turn a critical hit against you or an ally within range into a normal hit.

Assessment

You're quickly able to size up someone's abilities. As a full action, you can choose a target within 30 feet of you. Choose one attributes (power level, primary attack) and the GM will give you a rough estimate of that ability. This ability can be used multiple times to size up different abilities on the same target.

Astral Fire

Prerequisites: Dex 13, Cha 13

Benefit: You gain a +1 feat bonus to damage rolls when you use a ranged power that has the fire or radiant effect. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

Backstabber

Prerequisites: Sneak Attack Powerset feature

Benefit: The extra damage dice from your Sneak Attack Powerset feature increases one die type.

BankShot

Benefit: You can accurately bounce ranged attacks off of convenient surfaces, allowing you to attack around corners, bypass cover and possibly even gain surprise attacks against a target. For every -2 penalty to the damage roll, you gain an additional bounce to the attack roll. Extra bounces increase by level, as shown on the table below, but the damage penalty remains the same.

Level ----- Extra Bounce

1st-10th ---	+2
11th-20th --	+4
21st-30th --	+6

Bold Command

Prerequisites: Leader Role

Benefit: If an enemy that has combat advantage against you misses with a melee attack, your allies gain a +1 bonus to attack rolls against that enemy until the start of your next turn.

Bolstering Inspiration

Prerequisites: Leader Role; Inspiring Word

Benefit: When you use inspiring word on an adjacent ally, that ally either regains additional hit points equal to your Wisdom modifier or can make a saving throw.

Brutal Accuracy

Benefit: If a rerolled attack power hits your target, the attack deals extra damage equal to 1d6 + your Wisdom modifier.

Brutal Teamwork

Prerequisites: Str 15

Benefit: You gain a +2 bonus to damage rolls when you are adjacent to at least one ally.

Burning Blizzard

Prerequisites: Int 13, Wis 13

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the acid or cold effect. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

Camouflage

Prerequisites: trained in Stealth

Benefit: When you have any cover or concealment outdoors, you gain a +5 feat bonus to Stealth checks.

Cat's Feet

Benefit: You can operate completely undetectable by normal hearing when you so choose.



Combat Medic

Prerequisite: Trained in Heal

Benefit: You administer first aid to stabilize the dying as a minor action, instead of a standard action. You also gain a +2 feat bonus to Heal checks.

Combat Reflexes

Prerequisite: Dex 13

Benefit: You gain a +1 bonus to opportunity attack rolls.

Connected

You know people who can help you out from time to time. You can call in help and favors from people you know by making a Charisma check. The help might come in the form of advice, information, assistance with a legal matter, or access to resources. The GM sets the DC of the check, based on the aid required. The GM also has the right to veto any requests the character makes if it is too involved or likely to spoil the plot of the adventure. Use of this feat always requires at least a few minutes (and often much longer) and a means by which to contact your allies.

Defensive Mobility

Benefit: You gain a +2 bonus to AC against opportunity attacks.

Deep Gash

Prerequisites: Con 15

Benefit: When you deal ongoing damage that has no damage type to a target as a result of an attack, the target takes a -2 penalty to saving throws against the ongoing damage.

Defensive Resilience

Prerequisites: Con 13, Wis 13,

Benefit: When you use second wind while you are bloodied, you gain a +1 bonus to all defenses, in addition to the normal bonus for second wind, until the end of your next turn.

Devoted Challenge

Prerequisites: Combat Challenge Powerset feature

Benefit: When you make a melee basic attack granted by Combat Challenge, you gain a bonus to the attack and damage rolls equal to your Wisdom modifier.

Dirty Fighting

Benefit: You gain a +4 bonus to melee weapon damage rolls against surprised enemies.

Distant Advantage

Benefit: You gain combat advantage for ranged or area attacks against any enemy flanked by your allies.

Distracting Shield

Prerequisites: Wis 15, , Combat Challenge Powerset feature

Benefit: If you hit a foe with an attack granted by your Combat Challenge Powerset feature, the target takes a –2 penalty to attack rolls until the start of your next turn.

Special: You must have a shield equipped to benefit from this feat.

Dodge Giants

Benefit: You gain a +1 bonus to AC and Reflex defense against the attacks of Large or larger foes.

Dragging Flail

Prerequisites: Dex 15,

Benefit: Whenever you knock an enemy prone, you can also slide that enemy 1 square.

Dual Blades

Prerequisites: Tempest Technique Powerset feature

Benefit: When you're wielding two melee attacks, you gain a +1 bonus to damage rolls.

Durable

Benefit: Increase your number of healing surges by two.

Encourage Feat Power

Encounter **Minor Action** **Ranged 5**

Target: You or one ally

Effect: The target gains a +5 power bonus to Will defense until the start of your next turn.



Escape Artist

Prerequisite: Trained in Acrobatics

Benefit: You can attempt to escape a grab as a minor action, instead of as a move action. You gain a +2 feat bonus to Acrobatics checks.

Expanded Control

Prerequisites: Wis 13, Controller Role

Benefit: Choose one daily attack power of every level you know. Add this power to your daily power list. Each time you gain a new level of daily controller attack powers, you learn one extra power of that level (in other words, add three powers to your power list instead of only two).

This feat doesn't change the number of daily attack powers you can prepare each day.

Expert Tracker

Prerequisites: Wis 13, trained in Nature

Benefit: You gain a +5 feat bonus to Perception checks to find tracks.

Add 5 to the Perception DC for other creatures to find your tracks. You can extend this benefit to up to ten allies traveling with you.

Fast Runner

Prerequisite: Con 13

Benefit: You gain a +2 bonus to speed when you charge or run.

Fame

You are particularly well known. You get a +3 bonus on all Bluff checks when the GM determines that your fame would be a benefit.

Far Shot

Prerequisite: Dex 13

Benefit: When you use a ranged attack, increase both the normal range and the long range by 5 squares. This feat stacks with the any Range slotted enhancement.

Fast As You Can

Benefit: When you run, enemies making opportunity attacks against you during that movement must roll twice and take the lower result.



Favored Conditions

Benefit: You have set of circumstances you're especially suited for fighting under. Examples include when outnumbered, when drunk, when cornered, and so forth. While operating under you favored conditions, you gain either a +1 attack bonus or +1 AC bonus. Choose at the start of each round whether your bonus applies to attack or AC.

Fee Fi Fo Fum

Prerequisites: Dex 15, Wis 15

Benefit: Whenever you use a reach attack to push or slide a target 2 or more squares, you can also knock that target prone at the end of the forced movement.

First Strike

Benefit: When you make an attack against a flat-footed opponent (someone who hasn't yet acted in combat) whose initiative is lower than yours, increase your attack's damage bonus by +2. Opponents immune to critical hits suffer no additional damage.

Follow-Up Strike

Benefit: If you score a critical hit with a melee attack, you can make an additional melee attack against the same opponent immediately as a free action, with the same attack bonus as the attack that scored the critical hit.

Frenzy

Benefit: While you are bloodied, you gain a +2 bonus to damage rolls.

Group Assault

Benefit: Allies gain a +1 bonus to damage rolls against targets marked by you.

Group Insight

Benefit: You grant allies within 10 squares of you a +1 bonus to Insight checks and initiative checks.

Group Quarry

Prerequisites: Hunter's Quarry Powerset feature
Benefit: Allies gain a +1 bonus to damage rolls against your quarry.

Headquarters

You have a headquarters of your own, a base from which you can operate. This may be a secret cave, underwater grotto, jungle hideout, skyscraper, or anything else you can come up with that the GM approves. A team of characters can acquire a shared headquarters without the need for this feat. It is only necessary for an individual character who wants to have a headquarters.

Hunter's Aim

Prerequisites: Hunter's Quarry Powerset feature
Benefit: You don't take the normal -2 penalty to attack rolls against your quarry if it has cover or concealment.

Improved Bravura

Prerequisites: Leader Role, Bravura Presence Powerset feature
Benefit: When an ally uses your Bravura Presence, that ally gains either a +1 bonus to the attack roll or a +1 bonus to speed for the move action (the ally's choice).

Improved Grab

Prerequisite: Str 13

Benefit: When you use the grab action, you gain a +4 feat bonus to the attack roll. The bonus increases to +6 at 11th level and +8 at 21st level.

Improved Initiative

Benefit: You gain a +4 feat bonus to initiative checks.

Improved Inspiration

Prerequisites: Leader Role, Inspiring Presence Powerset feature

Benefit: Your Inspiring Presence restores an additional 2 hit points.

Improved Inspiring Word

Prerequisite: Leader Role

Benefit: Add your Charisma modifier to the hit points restored by your inspiring word.

Improved Resources

Prerequisites: Leader Role, Resourceful Presence Powerset feature

Benefit: Add 2 to the damage bonus and the temporary hit points granted by your Resourceful Presence.

Improved Tactics

Prerequisites: Leader Role, Tactical Presence Powerset feature

Benefit: Add 1 to the attack roll bonus granted by your Tactical Presence.

Improved Teleport

Prerequisites: Int 13, Teleport

Benefit: Your teleport abilities now allow you to teleport an additional 2 squares.

Infamy

You have a particularly bad reputation (whether it is deserved or not). You get a +3 bonus on Bluff checks whenever the GM determines that your infamy would be a benefit. However, you suffer a -3 modifier on such checks whenever the GM determines that your infamy would work against you.

Special: You cannot have both Fame and Infamy.

Inspired Defense

Prerequisites: Human, Leader Role

Benefit: When you use inspiring word, the target also gains a +1 power bonus to all defenses until the start of your next turn.

Inspired Recovery

Prerequisites: Leader Role, Inspiring Presence Powerset feature

Benefit: When an ally who can see you spends an action point to gain an extra standard action, that ally can roll a saving throw as a free action, adding your Charisma modifier to the roll.

Inspired Tactics

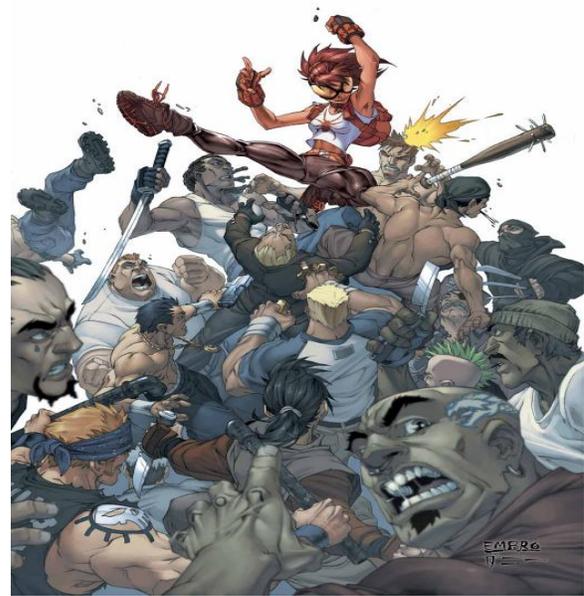
Prerequisites: Leader Role, Inspiring Presence Powerset feature

Benefit: When an ally who can see you spends an action point to make an attack, that ally gains a +1 bonus to the attack roll.

Into the Fray

Prerequisites: First Strike Powerset feature

Benefit: During the surprise round and the first round of an encounter, you gain a +1 bonus to your speed and to your melee attack rolls.



Jack of All Trades

Prerequisite: Int 13

Benefit: You gain a +2 feat bonus to all untrained skill checks.

Leading Fire

Prerequisites: Leader Role, Combat Leader Powerset feature

Benefit: When you hit an enemy with a ranged attack, each ally within 10 squares of you who can see and hear you gains a +1 bonus to ranged attack rolls against the attack's target until the start of your next turn.

Lend Might

Prerequisite: Leader Role

Benefit: When an ally makes an attack granted by one of your Leader Role powers to attack an enemy adjacent to you, that ally gains a +1 bonus to the attack roll.



Lethal Hunter

Prerequisites: Hunter's Quarry Powerset feature

Benefit: The extra damage dice from your Hunter's Quarry Powerset feature increase from d6s to d8s.

Linguist

Prerequisite: Int 13

Benefit: Choose three languages. You can now speak, read, and write those languages fluently.

Special: You can take this feat more than once. Each time you select this feat, choose three new languages to learn.

Long Jumper

Prerequisite: Trained in Athletics

Benefit: You can make all long jumps as if you had a running start.

Lost in the Crowd

Benefit: You gain a +2 bonus to AC when you are adjacent to at least two enemies larger than you.

Lowlight Vision

Benefit: You can see twice as far in low-light conditions as normal.

Martial Alacrity

Prerequisites: Dex 15

Benefit: You gain a +2 feat bonus to initiative checks. Also, during your first turn in an encounter, you can shift as a minor action.

Martial Freedom

Prerequisites: Wis 13, trained in Endurance

Benefit: You gain a +5 bonus to saving throws against the slowed and immobilized conditions.

Melee Training

Benefit: Choose an ability other than Strength. When you make a melee attack, you can use that ability instead of Strength for the attack roll and the damage roll.

MultiPowerset Feats

As per the dependent rule book. **Prerequisite:** 13 or greater in the Powerset's primary ability.

Oathbound

Benefit: Your strong devotion to your allegiance gives you an additional +1 modifier on aiding another actions for allies who share your allegiance (providing a +3 bonus). You also gain a +1 bonus on attack rolls against opponents with an allegiance opposed to your own.

Offensive Resilience

Prerequisites: Dex 13, Wis 13,

Benefit: When you are bloodied and use second wind, you gain a +1 bonus to attack rolls until the end of your next turn.

Perseverance

Benefit: You gain a +1 feat bonus to saving throws.

Potent Challenge

Prerequisites: Con 15, Combat Challenge Powerset feature

Benefit: If you hit a foe with an attack granted by your Combat Challenge Powerset feature, add your Constitution modifier to the damage roll.

Power Attack

Prerequisite: Str 15

Benefit: When making a melee attack, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +2 bonus to the damage roll. This extra damage increases by level, as shown on the table below, but the attack penalty remains the same.

Level ----- Extra Damage (Two-Handed Weapon)

1st–10th +2 (+3)

11th–20th +4 (+6)

21st–30th +6 (+9)

Power-Swap

Power-Swap gives you access to a power or powerset feature from a powerset other than your Powerset. This power replaces a power you would normally have from your primary powerset. When you take Power Swap Feat, you give up a power or feature of your choice from your primary powerset and replace it with a power of the same level or lower from another. Any time you gain a level, you can alter that decision. You can't use power-swap feats to replace powers you gain from your paragon path or epic destiny.

Precise Hunter

Prerequisites: Wis 15, Hunter's Quarry Powerset feature

Benefit: When you score a critical hit against the target of your Hunter's Quarry with a ranged attack, your allies gain a +1 bonus to attack rolls against that target until the start of your next turn.

Predatory Action

Prerequisites: Hunter's Quarry Powerset feature

Benefit: If you spend an action point to take an extra action and have already dealt Hunter's Quarry damage during this round, you can deal the extra damage a second time during this turn.

Press the Advantage

Prerequisites: Cha 15,

Benefit: If you score a critical hit while you have combat advantage, you gain combat advantage against the target until the end of your next turn.

Prime Strike

Benefit: You gain a +1 bonus to melee attack rolls against a target if no other creatures are within 3 squares of it.

Quick Draw

Prerequisite: Dex 13

Benefit: You can draw a weapon (or an object stored in a belt pouch, or similar container as part of the same action used to attack with the weapon or use the object. You also gain a +2 feat bonus to initiative checks.

Rash Sneak Attack

Prerequisites: Human, Sneak Attack Powerset feature

Benefit: When you deal Sneak Attack damage, you can choose to gain a +2 bonus to the damage roll. If you do so, you grant combat advantage to all enemies until the end of your next turn.

Reach

With Reach, you can attack enemies that are 2 squares away from you as well as adjacent enemies, with no attack penalty. You can still make opportunity attacks only against adjacent enemies. Likewise, you can flank only an adjacent enemy.

Reaping Blade

Prerequisites: Dex 15,

Benefit: If you reduce an enemy to 0 hit points with an attack using a melee power, you can shift as a minor action until the end of your current turn.

Reckless Scramble

Prerequisites: Artful Dodger Powerset feature

Benefit: When a power lets you shift, you can instead choose to move that distance + 2 squares.

Relentless Feat Power

Encounter Free Action Ranged 5

Trigger: You or an ally within range scores a critical hit with a melee attack

Effect: You or the ally can spend a healing surge.



Rescue Feat Power

Encounter Move Action Melee 1

Target: One ally

Effect: Shift into the space of an adjacent ally; that ally simultaneously shifts into your space. Your space and your ally's space must be the same size.

Restful Healing

Benefit: After you take a short rest or an extended rest, any healing power you use before the start of your next encounter restores the maximum number of hit points possible.

Ruthless Injury

Prerequisites: Ruthless Ruffian Powerset feature, Sneak Attack Powerset feature

Benefit: When you use a melee power to make a sneak attack that causes the target to become blinded, immobilized, slowed, or weakened, that target takes a –2 penalty to saving throws against any of those conditions.

Saving Inspiration

Prerequisite: Leader Role

Benefit: When you use inspiring word, you can forgo any extra dice of healing granted by the power to instead grant the target a saving throw.

Secure Encampment

Prerequisites: Wis 13, trained in Nature, Perception, and Stealth

Benefit: If you are conscious when you and your allies begin an extended rest, your allies gain a bonus to Perception checks and Stealth checks during that rest equal to your Wisdom modifier. This bonus lasts until the end of the extended rest.

Shield Defense

Prerequisites: Wis 13

Benefit: When you hit with a power that requires a shield, you gain a +1 bonus to AC and Reflex until the end of your next turn or until you stop using the shield.

Shield Push

Prerequisites: Combat Challenge Powerset feature

Benefit: If you hit a foe with an attack granted by your Combat Challenge Powerset feature, you push the target 1 square after dealing damage.

Special: You must carry a shield to benefit from this feat.

Sideways Defense

Prerequisites: Combat Challenge Powerset feature

Benefit: Allies adjacent to you gain a +1 bonus to all defenses against any creature marked by you.



Skill Focus

Prerequisite: Training in chosen skill

Benefit: Choose a skill in which you have training. You have a +3 feat bonus to checks with that skill.

Special: You can take this feat more than once. Each time you select this feat, choose a different skill.

Slaying Action

Prerequisites: Sneak Attack Powerset feature

Benefit: If you spend an action point to take an extra action and have already dealt Sneak Attack damage during this round, you can deal the extra damage a second time during this turn.

Speedy Response

Prerequisites: Dex 15,

Benefit: If you are hit by an opportunity attack while moving, you gain a +1 bonus to speed for that move. This benefit is cumulative if you are hit multiple times.

SpideySense

Prerequisites: Wis 13

Benefit: You gain a +2 feat bonus to all defenses against attacks by ambushes and to Perception checks to spot ambushes.

Sprint Feat Power

Encounter **Immediate Interrupt** **Ranged 10**

Trigger: Another creature within range spends an action point to take an extra action

Effect: You take a move action.

Surprise Knockdown

Prerequisites: Str 15

Benefit: If you score a critical hit while you have combat advantage, you knock the target prone.

Surprising Charge

Prerequisites: Dex 17

Benefit: When you make a charge attack against a target that is granting combat advantage to you, the attack deals 1[E] extra damage if you hit with a melee power.

Tactical Assault

Prerequisites: Leader Role, Tactical Presence Powerset feature

Benefit: When an ally who can see you spends an action point to make an attack, the attack's damage roll gains a bonus equal to your Intelligence modifier.

Tactical Inspiration

Prerequisites: Leader Role

Benefit: Add your Intelligence modifier to the hit points restored by your inspiring word.

Take Measure

Prerequisites: Wis 15,

Benefit: When you score a critical hit against a target with a melee attack, you gain a +2 bonus to all defenses against that target's attacks until the end of your next turn.

Thunder Hammer

Prerequisites: Con 15

Benefit: When you make an attack using a melee power that causes the target to become dazed, immobilized, slowed, or stunned, that target takes a –2 penalty to saving throws against any of those conditions.

Toughness

Benefit: When you take this feat, you gain additional hit points. You gain an additional 5 hit points at each tier of play (at 1st, 11th, and 21st level).

Trap Sense

Prerequisites: Wis 13,

Benefit: You gain a +2 feat bonus to all defenses against attacks by traps and to Perception checks to find traps.

Trapsmith

Prerequisites:

Benefit: You gain a +4 feat bonus to Perception checks to find traps and to Thievery checks to open locks or disable traps.

Two-Fisted Shooter

Benefit: When you score a critical hit with a ranged attack power, you can make a ranged basic attack immediately following.

Victor's Confidence

Prerequisites: Con 15,

Benefit: When you reduce an enemy to 0 hit points with a melee attack, you gain a +1 bonus to saving throws until the end of the encounter.

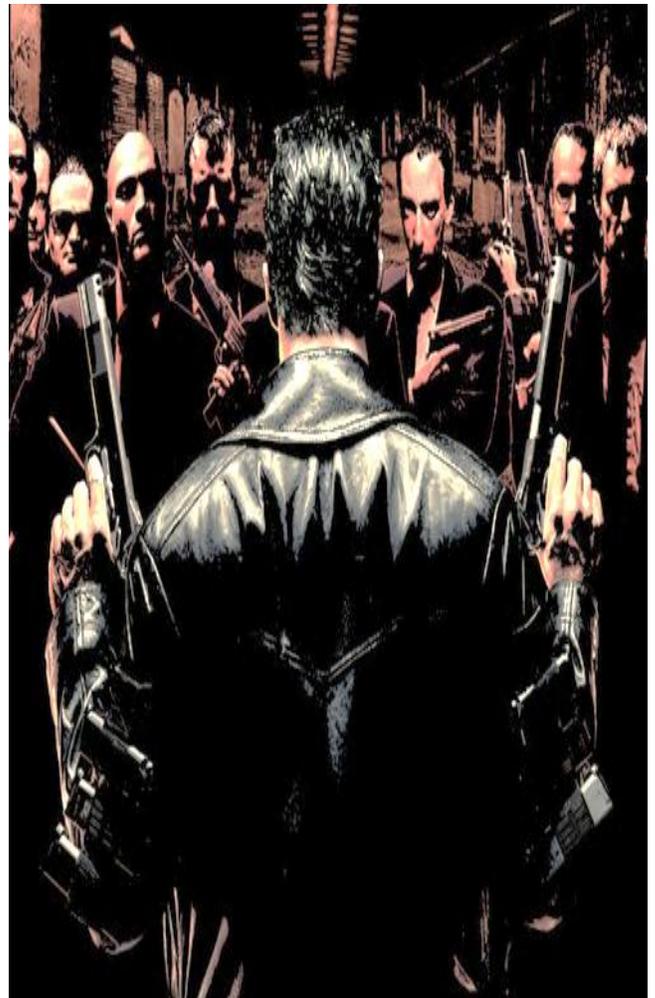
Weakness Exploitation

Benefit: When attacking a creature that is vulnerable to the special effect of your power, you gain combat advantage when attacking them.

Weapon Focus

Benefit: Choose a specific power group, such as energy blasts or melee power attacks. You gain a +1 feat bonus to damage rolls with your chosen group. At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

Special: You can take this feat more than once. Each time you select this feat, choose another weapon group.





Power Feats:

Absorption Encounter (Special) ♦ Minor Action ♦ Melee Touch
<p>Target: One creature Attack: Intelligence vs. Ref Hit: Intelligence modifier damage Effect: You have no Native At-Will powers. After completing a successful touch attack, the character “Steals” one of the target’s base At Wills and can use it at the target’s level of ability for the duration of the encounter. The target’s At Will becomes replaced with a Base Attack. The character can maintain a number of At Wills equal to their Intelligence mod. At 11th level, the character can steal Encounter powers. At 21st level, you can steal a single Daily.</p>



Darkvision

You can see perfectly in total darkness. You can see normally in the dark. Darkvision is in black and white only, but is otherwise exactly like normal sight. You do not suffer concealment penalties from darkness (including those generated by Darkness powers), however Invisibility penalties still apply.

Alternate Form

You may shift between builds once per encounter. See the Alternate Builds segment for further details.

Amphibious

You are adapted to life underwater. You can survive indefinitely underwater. You can breathe both water and air and you swim at a base speed of 30 feet (plus any bonuses for the Swimming power). You don't suffer cumulative penalties to Swim checks for being underwater. You're immune to the cold and pressure of the ocean depths, and you can see normally underwater, although you are still affected by darkness.

Blindsight

You can act normally even while blinded. Using a non-visual sense such as scent, acute hearing, radar, or sonar, you can maneuver in a fight as well as a sighted character out to a range of 80 feet. Invisibility and darkness are irrelevant to you unless they specifically affect the non-visual sense you use. You can make Perception checks normally using Blindsight. Darkness and Invisibility beyond this range, however, still impact you as normal.

Detect

You can sense things others cannot. Choose a particular item or quality, such as precious metals, magic, super-powers, and so forth. You can make Perception check to detect that item of quality in you immediate area as if you could see it, regardless of cover or concealment, but with the usual -1 per 10 feet distance modifier to Perception checks. The GM will typically make Detect checks for you, informing you when you sense something.

Extra Limb

You have one or more extra limbs. You have one or more additional limbs. They may be arms, legs, tentacles, or even prehensile hair. You can get wings with this super-feat, but they do not convey the ability to fly (That requires a utility power slot). While your extra limbs don't allow you to perform any additional actions in a round, they do allow you to perform actions not possible for normal people, such as pinning someone with two arms then hitting him with another, hanging upside down by a prehensile tail, or attacking someone directly behind you with your prehensile hair. Your extra limbs have the same Str and Con as your normal limbs. Only one limb can be your "good hand," the rest are considered "off hand." The Ambidexterity feat applies to all of your limbs, allowing you to use any of them equally well.

SuperStats : For further notes on Superstat optional rules, see the end of this chapter.

SuperCharisma

Add +10 to all Charisma dependent skills.

SuperConstitution

Add +10 to all Constitution dependent skills.

SuperDexterity

Add +10 to all Dexterity dependent skills.

SuperIntelligence

Add +10 to all Intelligence dependent skills.

SuperStrength

Add +10 to all Strength dependent skills.

SuperWisdom

Add +10 to all Wisdom dependent skills.

Identity Change

You can switch between your super and normal identity at will. You have the ability to switch between your costumed "super" identity and your "normal" identity at will, taking only a free action to do so. This may be as simple as being able to transform your street clothes into your costume (and vice versa) or as complex as actually changing from one person into another. This also allows the character to change into any street clothes he desires as a minor action. This ability coupled with Alternate Form allows a character to shift between builds as a Standard action.

Immunity

You are immune to certain conditions or hazards. Choose one of the following conditions. You are immune to any harm from that condition and automatically succeed on ability checks against it. Attacks based on the condition still affect you, but you always take only stun damage from them, not lethal damage. So, for example, if you have Immunity (fire), you don't need to make Constitution checks to avoid fatigue or damage even while swimming through molten lava. If you are struck with a flame blast, you would still take damage, but you'd only take stun damage even if the blast would normally inflict lethal damage. GMs can allow players to come up with Immunities other than ones listed here, but should keep in mind that Immunity generally applies to environmental conditions, not specific attacks. A character cannot be Immune to direct attacks, for example.

- **Aging:** Your age is fixed at a particular point (typically adulthood). You don't age and can't be aged by outside effects.
- **Disease:** You automatically succeed in saving throws against disease.
- **Energy:** Choose one type of energy from. You are immune to environmental harm from that energy and any attacks based on that energy inflict only stun damage on you, not lethal damage. Each energy type counts as a separate Immunity.
- **Poison:** You automatically succeed in saving throws against poison.
- **Pressure:** You are unaffected by high- or low-pressure environments, such as the bottom of the ocean or outer space. You need Immunity (suffocation) in order to ignore the lack of oxygen however.
- **Starvation:** You don't need to eat or drink and automatically succeed resist starvation.
- **Suffocation:** You don't need to breathe and automatically resist suffocation.

Special: You can take this feat multiple times. Each time it applies to a different condition.



Mental Link

You can communicate with someone over great distances. You have a mental connection with one other being with this feat (who likewise shares a connection with you), equivalent to the basic level of Telepathy power. The link allows the two of you to communicate as if you were speaking to each other, regardless of distance. You know each other's general condition at all times and you're each aware if the other is in danger, injured, or killed. You can take this feat multiple times. Each time it creates a mental link with 3 different characters. Only one of you requires this feat for it to work.

Movement Power

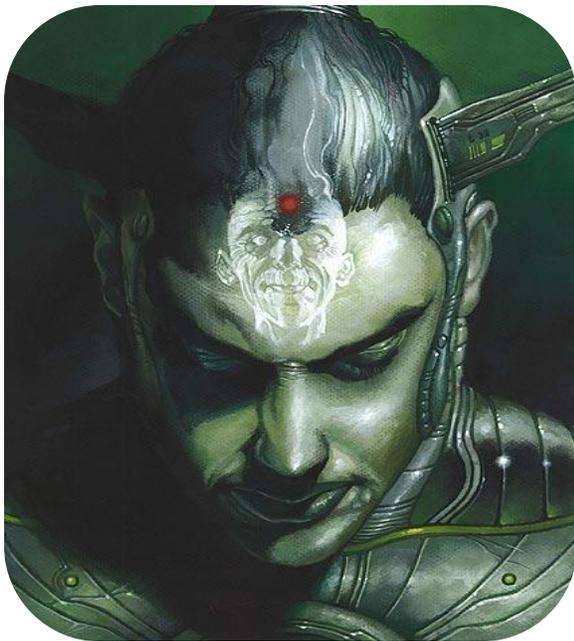
You may spend a Power Feat to acquire a Movement Power, per the Movement Power rules.

Penetrating Vision

You can see through solid objects. You can see through solid objects like an x-ray. While using Penetrating Vision, objects appear transparent to you. Your Perception checks are unaffected by concealment modifiers except for darkness, and invisibility.

Power Immunity

You are immune to the effects of your powers, even if they're wielded by someone else! You cannot be harmed or affected by your own powers in any way. This includes having your attacks reflected back at you and provides complete protection against attacks by others who have mimicked or transferred your powers to them, so long as the attack in question uses a power stolen from you. At the GM's discretion, this feat also may provide very selective immunity to the powers of another character, such as super-powered siblings who are immune to each other's powers, etc.



Psychic Awareness

You can sense the use of psionic powers in your presence. When a power is used near you or to affect someone near you, you may be able to detect it. Make a Perception check. If successful, you sense the use of the psionic power. If you are targeted by a psionic power, a successful Will Save allows you to know the identity of your attacker (if you are familiar with him or her). At the GM's discretion, the feat can apply to other power sources, with each source requiring a separate feat.

Radio Broadcast

You can broadcast radio signals. You can transmit radio signals, allowing you to communicate via radio, televisions, walkie-talkies, and cell phones. Your broadcasts generally have a range equal to your Int in miles, ten times that if you spend an Action Point for Extra Effort. You can hear radio and television broadcasts as if you were a living radio receiver.

Scent

You have an extraordinary heightened sense of smell. You can detect approaching creatures, sniff out hidden foes, and track by sense of smell alone. You can identify familiar scents the same way most people identify familiar sights. You can detect creatures within 30 feet by sense of smell. If a creature is upwind, this distance is doubled to 60 feet. If downwind, it is halved to 15 feet. The range of this power doubles every 4 levels. Particularly strong scents (in the GM's estimation) may be detectable at double or triple your normal range. Detecting a scent requires a Perception check. The exact location of the scent is not revealed - only its presence somewhere within the range. A standard action allows you to note the direction of the scent. If the source is within 5 feet of you, you can pinpoint its exact location. Note that this means you ignore the effects of being unable to see a creature so long as you are within 5 feet.

Size Change

Each level indicates another Power Feat spent.

Size Change - Shrinking

Daily ♦ Polymorph, Stance

Standard Action Activation ♦ Personal

Effect: You assume a Smaller form until the end of the encounter or until the stance ends

Character Size	Space	Reach
Tiny	—	0
Small	1 × 1	1

A Tiny creature has 0 reach—it cannot use melee attacks outside its own space, unless it has purchased the Threatening Reach Power Feat. Tiny characters have no Space entry because they work a little differently: Four Tiny characters can fit in a single square. Tiny characters may occupy the same square as either a friend or foe, but normal Opportunity attack penalties apply.

If you have reduced your size to Tiny, anytime an attack hits you, you can force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower. While you are in either of these forms, you gain a +2 bonus to all defenses while bloodied.

Size Change – Enlarge

Daily ♦ Polymorph, Stance

Standard Action Activation ♦ Personal

Effect: You assume an Enlarged form until the end of the encounter or until the stance ends. While you are in this form, you can negate being pulled, pushed, or slid.

Character Size	Space	Reach
Large	2 × 2	1
Huge	3 × 3	2
Gargantuan	4 × 4 or larger	3

Space: This is the number of squares the creature occupies on the battle grid. Tiny creatures have no Space entry because they work a little differently: Four Tiny creatures can fit in a single square.

Reach: Large, Huge, and Gargantuan creatures often have exceptional reach and can attack enemies that are not adjacent to them. A creature's reach applies to all melee powers. A creature with reach greater than 1 still can't make opportunity attacks against nonadjacent creatures unless it has *threatening reach*.

Ultra Hearing

You can hear extremely high- and low-pitched noises. You are capable of hearing sounds beyond the range of normal human ears, such as dog whistles, the sounds emitted by ultrasonic remote controls or sonar devices, or the echolocation abilities of some creatures.



Telepathy:

A creature with telepathy can speak telepathically with any other intelligent creature that has a language. The range of the telepathy is measured in squares equal to the characters Intelligence score. The telepathy allows for two-way communication.

Threatening Reach: This character can make opportunity and melee attacks against any opponents within its reach.

SUPERSTATS

Superstats do not replace or directly enhance a character's existing stats. Instead, they offer additional capabilities and bonuses that apply in certain situations. For example, while a character's Strength bonus is normally applied to both melee attacks and damage, Superstrength only typically applies to Lift, Carry and Throw capacities. Superstats and regular stat bonuses DO NOT stack. For increased damage, senses or Armor Powerset, see their respective abilities, power feats or enhancements.

Keep in mind that the Superstats were intentionally designed to deviate from the standard stat progression presented here and in other games that use similar engines. Simply scaling Superstats as extremely high regular statistics would, in the case of Strength or Dexterity, lead to extremely overpowered characters. Furthermore, we wanted the Superstats to give characters cool extra abilities, not just really high stats.

Also, having a Superstat does not necessarily dictate that the character has **maxed out** that particular stat. For example, Spiderman would have a 15 Str normally, but, since he has Superstrength at Level 1, he can Carry 2 tons Lift 4 tons and with a Heroic Effort, he can Press 10 tons. Hulk, at Str 20 and Level 1 <assuming he took just 1 level to begin with> can Carry 5 tons, Lift 10 tons and with a Heroic Effort <i.e. Spending an Action point > he can exert a force of up to 25 tons <Str mod x5>.

SUPERSTRENGTH



Superstrength allows a character to smash through walls with his bare hands, kill a man with a single blow, or perform incredible athletic feats. *Lifting Heavy Loads with Superstrength:* Superstrength allows a character to lift tremendous weights over his head with little effort.

Rank 1

- You do not take damage when punching concrete, metal, or other hard objects.
- You can carry your Str mod in tons, lift <2xStr mod> in tons, and with a Heroic Effort <5xStr mod> in tons.

Rank 2

- You do not take damage when punching concrete, metal, or other hard objects.
- Your punches and kicks cause killing damage instead of subdual damage.
- You can carry <5xStr mod> in tons, lift <10xStr mod> in tons, and with a Heroic Effort <15xStr mod> in tons.

Rank 3

- You do not take damage when punching concrete, metal, or other hard objects.
- Your punches and kicks cause killing damage instead of subdual damage.
- You can carry <10xStr mod> in tons, lift <20xStr mod> in tons, and with a Heroic Effort <25xStr mod> in tons.
- On a critical melee hit, you can push the defending target Str mod squares if desired.

Rank 4

- You do not take damage when punching concrete, metal, or other hard objects.
- Your punches and kicks must now do killing damage, and cannot be pulled to subdual damage.
- You can carry <30xStr mod> in tons, lift <60xStr mod> in tons, and with a Heroic Effort <100xStr mod> in tons.
- On every melee hit, you can push the defending target Str mod squares if desired.

SUPERDEXTERITY

Superdexteritous heroes are known for their inhuman speed, stealth and accuracy. This ability amplifies the response speed and control of muscles, causing an incredible increase in motor skills. This increase in response time of the muscles, does not, however, mean an increase in the response time of the *senses*. The first step in avoiding an attack is to see it coming; so being Super-swift is often not enough...



Rank 1

- When going Full Defensive, you still don't take any actions, but you get a +4 to all defense scores until the start of your next turn. Note that if you are caught flat-footed, you lose this bonus.
- Your base move increases by 1.

Rank 2

- When going Full Defensive, you still don't take any actions, but you get a +6 to all defense scores until the start of your next turn. You no longer lose this bonus if you are caught flat-footed, but it is still lost if you are entangled or unconscious.
- Your base move increases by 3.

Rank 3

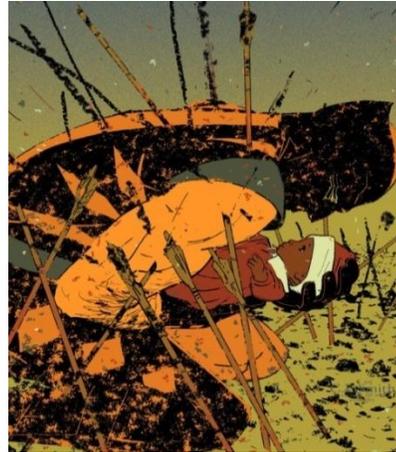
- When going Full Defensive, you may take a movement or shift action, and you get a +2 to all defense scores until the start of your next turn. You no longer suffer falling damage.
- Your base move increases by 6.

Rank 4

- You are always considered Full Defensive and you may take a movement or shift action as well as a standard, and you still get a +4 to all defense scores. You no longer lose this bonus if you are caught flat-footed, and it is not lost if you are entangled or unconscious.
- Your base move increases by 8.

SUPERCONSTITUTION

Characters with Superconstitution can endure conditions that would kill a normal human. Intense pain, extreme cold, and starvation all do little to faze a hero with this Superstat.



Rank 1

- You need only 4 hours of sleep each night.
- When you use your second wind, you can shift 3 squares as a free action.
- You have one additional healing surge.

Rank 2

- You need only 2 hours of sleep each night.
- You are immune to all diseases.
- 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.
- You can regrow lost limbs and organs with traditional healing.

Rank 3

- You need only 8 hours of sleep each week.
- When you are Bloodied during an encounter, you gain 5 temporary hit points, although you are still considered Bloodied for the purposes of determining effects. The temporary hit points increase to 10 at 11th level and to 15 at 21st level.
- You are immune to all diseases.
- You are immune to all noxious gases. You can regrow lost limbs and organs with healing surges.

Rank 4

- You need only 4 hours of sleep each week.
- You are immune to all diseases.
- You are immune to all noxious gases.
- You are immune to all poisons.
- You are immune to vacuum.
- You are not harmed by radioactivity.
- While you are Bloodied, you gain regeneration 2 until you are no longer Bloodied and enemies are no longer able to apply abilities that require you to be Bloodied to activate.

SUPERINTELLIGENCE

Characters with Superintelligence have a tremendous capacity for absorbing experiences and knowledge with perfect recall. Bonuses to skill points gained from Superintelligence stack with a character's bonus skill points gained from the Intelligence stat.



Rank 1

- You have photographic memory that includes sounds and smell as well as sight.
- You gain +8 skill points initially.
- You gain a +2 competence bonus to all skills based on Intelligence.
- There is no limit to the number of ranks you may purchase in Intelligence-based skills.

Rank 2

- You gain a +4 competence bonus to all skills based on Intelligence.
- You can calculate figures as fast as a supercomputer.
- Every memory of every event ever experienced by you is accessible by your conscious mind.
- You can now build Devices your level or lower and can carry Int mod in devices on your person at a given time.

Rank 3

- You gain a +6 competence bonus to all skills based on Intelligence.
- All Int skills may be used, even those that would normally require training, however, you may only add your base Intelligence bonus to the roll.
- You have a photographic memory and can recall *anything* you have sensed.
- You can make a nearly photographic drawing of anything you have seen.
- You can speak any language you've ever heard.
- You can carry Int mod x2 in Devices on your person at a given time.
-

Rank 4

- You gain a +8 competence bonus to all skills based on Intelligence.
- All Int skills may be used, even those that would normally require training, and you may add levels of a similar skill to your base Intelligence bonus to the roll.
- You can consider intellectual problems even while asleep. You may use Intelligence-based skills while sleeping, opting to take 10 or 20 as appropriate.
- You can speak/read/write any language you encounter.
- You can carry an unlimited number of Devices on your person at a given time

SUPERWISDOM

Characters with Superwisdom cannot detect things outside of the human range of perception, but can utilize those senses with a much higher level of accuracy, skill and ability.



Rank 1

- Your sense of smell is so sharp that you may track people by their scent. You gain 4 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain 4 bonus ranks in Perception. These bonus ranks may stack with ranks purchased during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You gain a +4 competence bonus to all Will Saves

Rank 2

- Your sense of smell is so sharp that you may track people by their scent. You gain 6 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain 6 bonus ranks in Perception. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You can read printed materials by touch alone.
- You can hear individual heartbeats from 20 feet away.

- You gain a +6 competence bonus to all Will Saves
- You now crit on a 19-20

Rank 3

- Your sense of smell is so sharp that you may track people by their scent, even in instances where a scent would not normally be present <underwater, space>. You gain 8 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain 8 bonus ranks in Listen and Spot. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You can read computer screens by touch alone.
- You can hear individual heartbeats from 60 feet away.
- You gain a +8 competence bonus to all Will Saves
- You now crit on a 17-20

Rank 4

- Your sense of smell is so sharp that you may track people by their scent. You gain 10 ranks in the Scent skill. Scent is a Wisdom-based skill. You may spend skill ranks to improve your Scent skill.
- Your vision and hearing are extremely acute. You gain 10 bonus ranks in Listen and Spot. These bonus ranks may stack with ranks purchase during character creation and can take your ranks in the relevant skills above the maximum normally allowed for your level. However, you may still only purchase as many ranks in the skills as allowed by your level.
- You can hear individual heartbeats from 300 feet away.
- You are never caught flatfooted.
- Your senses are so keen that you can operate in the dark as if it were full daylight.
- You autosave on all Will Saves and are immune to mind control completely
- You now crit on a 15-20

SUPERCHARISMA

This is the power that scares governments more than anything else. SuperCharisma is more than simply powerful rhetorical skills. People listening to orators with SuperCharisma often have lowered heart rates, decreased blink rates and other symptoms of hypnosis. Naturally, nothing scares a normal leader more than someone with parahuman charisma, who can make the most suicidal or irrational command seem attractive. These effects rarely last, and often fade over time, if the hero cannot continuously re-apply his Charisma Superstat attacks to the target. The primary limitation to Supercharisma is comprehension. A human superhero with Supercharisma can't convince a visiting extraterrestrial to do anything if the alien doesn't understand English. Similarly, individuals who have been deafened (by an explosion, for example) cannot be swayed with Supercharisma.



Rank 1

- You may take 20 when using a Charisma-based skill with a single person friendly or neutral towards you as a full round action. You may not take 20 against those who are hostile towards or afraid of you. While actions may impact their reactions, no initial contact is ever treated as hostile towards the character regardless of faction.

Rank 2

- When using Charisma-based skills against any single person, even someone who is afraid of or hostile towards you, you may take 20. Taking 20, however, now only consumes 1 minute when using your SuperCharisma stat.
- You may use Charisma-based skill such as Diplomacy or Bluff against crowds of 10xCha or fewer people.

Rank 3

- When using Charisma-based skills against anyone, even someone who is afraid of or hostile towards you, you may take 20 as a standard action when using your SuperCharisma stat.
- You may use Charisma-based skill such as Diplomacy or Bluff against crowds of 100xCha mod or fewer people.
- You may issue five word commands against a single person who is friendly towards you. That person must make a Will save (DC 20). If the target fails, he immediately obeys your five word command. The target has no recollection of actions taken during this command unless expressly allowed.

Rank 4

- When using Charisma-based skills against anyone, even someone who is afraid of or hostile towards you, you may take 20, as a minor action when using your Supercharisma stat.
- You may use Charisma-based skill such as Diplomacy or bluff against crowds of 1000x Charisma mod or fewer people.
- You may issue a five word commands against a single person who is friendly towards you. That person must make a Will save (DC 30). If the target fails, he immediately obeys your five word command.
- You may issue a five word command against a single person who is hostile or neutral towards you. That person must make a Will save (DC 25). If the target fails, he immediately obeys your five word command.

Movement Utility Powers:



Utility Powers: At 2nd level, choose a utility power. You can choose from the list of 2nd-level utility powers in your Role description or select from the list of Movement powers presented below. You learn a new power chosen from the list of utility powers of your level (or a utility power of a lower level, if you choose) at 6th level and again at 10th, 16th, and 22nd levels. At 12th level, you learn a new utility power determined by your paragon path. At 26th level, you learn a new utility power from your epic destiny.

Flight

Effect: You fly a number of squares equal to your speed. You must move at least 2 squares in a turn, otherwise you crash at end of your turn. You cannot shift or make opportunity attacks while flying unless you are on the same plane as your opponent. If knocked prone, you crash. You ignore all intervening ground based terrain while flying. If you do a full movement involving nothing but flying, your total distance covered is Movement+Movement+2.

Non-combat miles per hour: Speed ♦ 10 mph ♦ ½ level

◆ Perfect Flight

Requirement: Flight

Effect: You fly a number of squares equal to your speed +2, and you do not provoke opportunity attacks for the first square of this movement. You are able to hover and no longer need move at least 2 squares in a turn. You can now shift and make opportunity attacks while flying if you are adjacent your opponent. If knocked prone, you fall only 2 spaces before your power autocorrects and places you in a stationary hover.

Non-combat miles per hour: Speed ♦ 10 mph ♦ level

Jumping

You may move your normal Move Speed +4, ignoring the effects of Hindering Terrain, changes in Elevation, and intervening characters. This does not allow you to automatically Break Away from an adjacent enemy, and your movement is determined as normal. You must move at least 4 squares in a turn, and must have launched from a structurally sound horizontal surface otherwise you crash at your point of departure. You cannot shift or make opportunity attacks while moving unless you are on the same plane as your opponent. You ignore all intervening ground based terrain while airborne, and if you consume a Standard action in addition to your normal move <as per Running> your Move Speed is doubled as opposed to +2

Non-combat miles per hour: Speed ♦ 10 mph ♦ ½ level

◆Perfect Bounding

Requirement: Jumping

Effect: You slide a number of squares equal to your speed +4, and you do not provoke opportunity attacks for the first square of this movement. You are still unable to hover but you can now shift and make opportunity attacks while jumping if you are adjacent your opponent.

Non-combat miles per hour: Speed ♦ 10 mph ♦ level

Slide / Hover Disk

You may move your normal Move Speed +2, ignoring the effects of Hindering Terrain, changes in Elevation, and intervening characters. This does not allow you to automatically Break Away from an adjacent enemy, and your movement is determined as normal. You must move at least 2 squares in a turn, and must be anchored to a horizontal surface otherwise you crash at end of your turn. You cannot shift or make opportunity attacks while moving unless you are on the same plane as your opponent. If knocked prone, you remain at your present altitude until revived. You ignore all intervening ground based terrain while flying, and if you consume a Standard action in addition to your normal move <as per Running> your Move Speed is doubled as opposed to +2

Non-combat miles per hour: Speed ♦ 10 mph ♦ ½ level

◆Perfect Hover

Requirement: Slide / Hover Disk

Effect: You shift a number of squares equal to your speed +2. You are able to hover and no longer need move at least 2 squares in a turn. You can now shift and make opportunity attacks while sliding if you are adjacent your opponent.

Non-combat miles per hour: Speed ♦ 10 mph ♦ level



Swinging

Effect: You swing a number of squares equal to your speed +3. You must move at least 2 squares in a turn and have to be anchored to a vertical surface otherwise you crash at end of your turn. You cannot shift or make opportunity attacks while swinging unless you are on the same plane as your opponent. If knocked prone, you crash. You ignore all intervening ground based terrain while flying, and if you consume a Standard action in addition to your normal move <as per Running> your Move Speed is doubled as opposed to +2

◆Perfect Swing

Requirement: Swinging

Effect: You swing a number of squares equal to your speed +3, and you do not provoke opportunity attacks for the first square of this movement. You are able to hover and no longer need move at least 2 squares in a turn. You can now shift and make opportunity attacks while swinging if you are adjacent your opponent. If knocked prone, you remain at your present altitude until revived.

Non-combat miles per hour: Speed ♦ 10 mph ♦ level

Teleport

- ❑ **Line of Sight:** You have to be able to see your destination.
- ❑ **No Line of Effect:** You can teleport to a place you can see even if you don't have line of effect to it.
- ❑ **No Opportunity Attacks:** Your movement doesn't provoke opportunity attacks.
- ❑ **Destination:** Your destination must be a space you can occupy without squeezing.
- ❑ **Instantaneous:** When you teleport, you disappear from the space you occupy and immediately appear in a new space you choose. Creatures, objects, and terrain between you and your destination don't hinder your movement in any way.
- ❑ **Immobilized:** Being immobilized doesn't prevent you from teleporting. If you were immobilized because of a physical effect, such as a creature grabbing you, you can teleport away and are no longer immobilized or restrained, if applicable. If you were immobilized because of an effect on your mind or body, teleporting does not end that effect; you're still immobilized when you reach your destination.

◆ Perfect Teleport ◆ Personal ◆ Minor Action

You become insubstantial for Con Modifier amount of rounds. The first time you attack, you are no longer insubstantial but gain a +2 Armor Powerset immediately following a teleport until the end of your next round. While Insubstantial you have resistance to all damage that can affect insubstantial equal to 5 + Con Modifier. You may also still teleport as normal, as unlike other modes of movement, Perfect Teleport does not replace its predecessor.



WallCrawl

Prerequisite: Trained in Athletics

Benefit: Horizontal and vertical surfaces are treated as normal for the purposes of determining movement. You also gain a +1 feat bonus to Athletics checks.





EXPERIENCE!!!

Attack and Damage: All characters gain a +1 bonus to attack rolls and damage rolls at 2nd, 7th, 11th, 19th,

and, and 27th level. In addition, all PCs gain a +1 bonus to AC, Fortitude, Reflex, and Will at 4th, 9th, 14th, 19th, 24th, and 29th level

Total XP	Level	Scores	Powers and Features	Feats Known	Alternate Build	Total Powers Known Ability (At-will/Encounter/Daily/Utility)
0	1st	based on origin traits;	Physical form features; assign 4 advantages; assign 4 enhancements; gain 1 feat; gain 1 power feat; train starting skills; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power	1	1	2/1/1/0
1,000	2nd	—	gain 1 utility power; gain 1 feat	2	1	2/1/1/1
2,250	3 rd	—	gain 1 encounter attack power	2	1	2/2/1/1
3,750	4th	+1 to two	gain 1 feat; gain one enhancement	3	1	2/2/1/1
5,500	5th	—	gain 1 daily attack power; gain one power feat	3	1	2/2/2/1
7,500	6th	—	gain 1 utility power; gain 1 feat	4	1	2/2/2/2
10,000	7th	—	gain 1 encounter attack power	4	2	2/3/2/2
13,000	8th	+1 to two	gain 1 feat ; gain one enhancement	5	2	2/3/2/2
16,500	9th	—	gain 1 daily attack power; gain one enhancement	5	2	2/3/3/2
20,500	10th	—	gain 1 utility power; gain 1 feat; gain one power feat	6	2	2/3/3/3
26,000	11th	+1 to all	paragon path features; gain 1 paragon path encounter attack power; gain 1 feat	7	2	2/4/3/3
32,000	12th	—	gain 1 paragon path utility power; gain 1 feat	8	2	2/4/3/4
39,000	13th	—	replace 1 encounter attack power; gain one enhancement	8	2	2/4*/3/4
47,000	14th	+1 to two	gain 1 feat; gain one power feat	9	2	2/4/3/4
57,000	15th	—	replace 1 daily attack power; gain one enhancement	9	2	2/4/3*/4
69,000	16th	—	paragon path feature; gain 1 utility power; gain 1 feat	10	2	2/4/3/5
83,000	17th	—	replace 1 encounter attack power; gain one enhancement	10	2	2/4*/3/5
99,000	18th	+1 to two	gain 1 feat; gain one power feat	11	2	2/4/3/5
119,000	19th	—	replace 1 daily attack power	11	3	2/4/3*/5
143,000	20th	—	gain 1 paragon path daily attack power; gain 1 feat; gain one power feat	12	3	2/4/4/5
175,000	21st	+1 to all	epic destiny feature; gain 1 feat	13	3	2/4/4/5
210,000	22nd	—	gain 1 utility power; gain 1 feat	14	3	2/4/4/6
255,000	23 rd	—	replace 1 encounter attack power; gain one power feat	14	3	2/4*/4/6
310,000	24th	+1 to two	epic destiny feature; gain 1 feat	15	3	2/4/4/6
375,000	25th	—	replace 1 daily attack power; gain one power feat	15	4	2/4/4*/6
450,000	26th	—	gain 1 epic destiny utility power; gain 1 feat	16	4	2/4/4/7
550,000	27th	—	replace 1 encounter attack power	16	4	2/4*/4/7
675,000	28th	+1 to two	gain 1 feat; gain one enhancement	17	4	2/4/4/7
825,000	29 th	—	replace 1 daily attack power	17	4	2/4/4*/7
1,000,000	30th	—	epic destiny feature; gain 1 feat	18	5	2/4/4/7

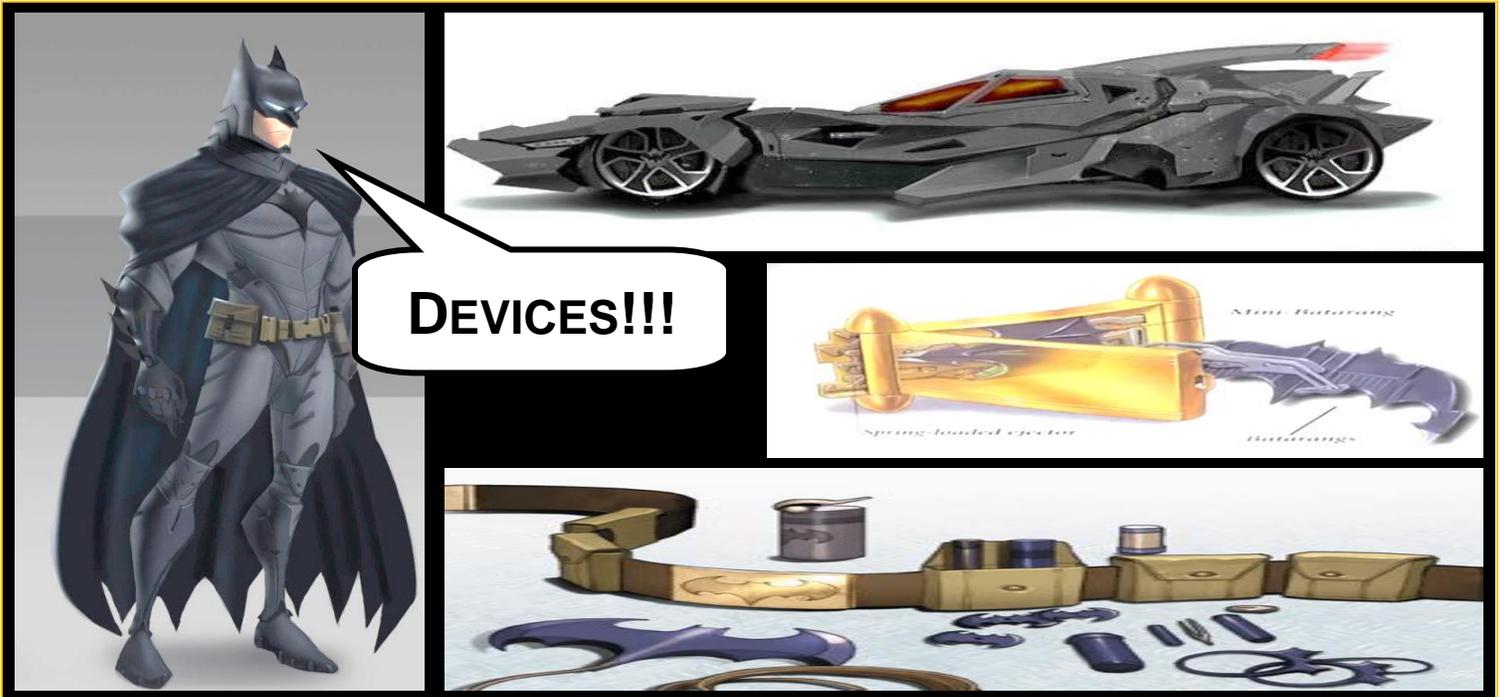
NOTE: In addition to the benefits summarized on this table, you always get more hit points when you gain a level. See your Powerset powerset description for details.

* At these levels you replace a known power with a new power of your new level.



At level **7** and beyond, you begin to have certain **Alternate Build** options; you can change Powersets, feats, powers, or skill selections based on the situation at hand. You can only change builds **once per level** until level **20** <technically, you can change twice, as returning to your default build does not cost a change>. At level **20**, you can change between builds once per day, and at level **30**, you can change between your builds each encounter. Characters may choose to spend a Power Feat to allow for build changes between encounters at lower levels. If you choose this option, this Power Feat slot becomes an open slot at level 30 <but not before>, and you are able to freely alternate between builds each encounter.

- ▶ **Physical Form** : Your physical form typically remains unchanged without special provisions from the GM
- ▶ **Origin**: Unchanged
- ⊕ **Role**: Tends to be the primary change in an Alternate Build. You can't replace a power that's a Powerset feature (such as a cleric's *healing word* or a warlock's *eldritch blast*) or a power gained from a paragon path or epic destiny without taking the new Powerset as a whole, however.
- ⊕ **Special Effect**: Able to be changed. Keep in mind the impact this may have on derivative abilities.
- ⊕ **Advantages**: Able to be changed. Always be aware of the impact these changes can have on underlying abilities. If you add a new melee advantage, and don't realize you have no melee powers, you'll probably have to do some fast talking and buy your GM pizza when your first combat with the new duds stats to go south.
- ▶ **Primary Attributes**: Unchanged
- ⊕ **Enhancements**: Able to be changed.
- ⊕ **Feats**: You can replace a feat with another feat. You must meet the prerequisites of the new feat. You can't replace a feat if it's a prerequisite for any other attribute you have (another feat or a paragon path, for example), or if the feat is a feature of your powerset, path, or destiny.
- ⊕ **Power Feats**: Able to be changed. You can use this option to adjust Superstats as well. Be advised that when you change out Superstats, you will have to retcon previous bonuses in order to apply the new. For example, if you swap out SuperDexterity for SuperStrength, the bonus to movement from SuperDexterity no longer applies.
- ⊕ **Skill**: You can replace a trained skill with another trained skill from your powerset list. You can't replace a skill if it's required for a feat, a power, or any other attribute you have, or if it's predetermined by your Powerset.



DEVICES!!!

To build a device that you have invented, you spend a certain amount of time (specified in the device description) building various components appropriate to the device. The actions might include reading long passages out of the manual, scribing complex diagrams on the ground, or building a long set of meticulous gestures. The specific activities required aren't described in most device descriptions; they're left to your imagination. A device requires certain esoteric components, which you purchase before you build the device and which are expended when the device is complete. Each device specifies the cost of the components you need. If a device requires a skill check, the check usually determines the device's effectiveness. Even if the check result is low, a device usually succeeds, but if the result is high, you can usually achieve better effects.

Assisting in Building

Unless a device specifies otherwise, up to four of your allies can help you build a device. Everyone assisting you must be within 5 squares of you, and each assistant must actively participate in the device for the entire time required to complete it. Your assistants need neither SuperIntelligence nor knowledge of the specific device. Your allies can assist you in two ways. First, if the device requires spending healing surges or some other resource, willing allies can contribute those resources. (Certain devices might allow unwilling participants to pay those costs as well, but such devices are not covered in the labs of most player characters.)

Second, your allies can assist with the skill check you make to complete a device, using the normal rules for cooperating on another character's skill check.

Interrupting a Design

At any time before a device is completed, you can stop it and suffer no ill effect. You don't expend any components or pay any costs until a device is completed. You can't resume a device that was interrupted, however, so you do lose the time you spent on an interrupted device.

Using a Device OneShot

A device OneShot holds one use of a particular device. You can use a OneShot device even if you don't have the appropriate SuperIntelligence, regardless of the level of the

device. A Builder who hands his non-OneShot device to another character effectively turns his device into a OneShot, because you should never let anyone else play with your toys. It can then be built again under normal rules. The Builder still has to expend the components and supply any focus required by the device, and you can enlist your allies' assistance for obtaining them. Once you have utilized the charge on a OneShot, the OneShot is destroyed. If the activation is interrupted, the OneShot remains intact. OneShots do not apply to towards a total number of objects carried.

Time: Utilizing a OneShot takes half the time indicated in a device's description, since the creation of the OneShot has primed the device. Devices are described in a consistent format, the elements of which are outlined below.

Level

Each device has a level. You have to be that level or higher and have the proper equipment and components to build the device initially. Not being in a lab reduces your ability to build by half <rounded up>. Being, for example, Tony Stark, in a cave, from scrap would put the cap at half your level <rounded down>. All devices made under suboptimal conditions are automatically treated as OneShots unless your GM says otherwise.

Category

A device is powersetified in one or more categories, which describe the device's general nature and function. Each of the nine device categories is associated with one or more Key skills (given in parentheses in the following list) which can as an alternate Skill. For example, if you are choosing to build a binding device using Divine magical spells rather than artifacts or technology, and your Religion skill is higher than your Science/Arcana, you can use that to determine your Key Skill result instead.

Binding (Science/Arcana or Religion):

These devices seek to lure, ensnare, control, or protect you from other beings.

Creation (Science/Arcana or Religion):

These devices are used to craft magic items and other special objects.

Deception (Science/Arcana):

Deception devices cloak reality behind various facades.

Divination (Science/Arcana, Nature, or Religion): These devices provide advice, information, or guidance.

Exploration (Science/Arcana, Nature, or Religion): A catch-all category, exploration devices include a variety of effects useful in everyday adventuring.

Restoration (Heal): These devices remove ill effects from the living or bring back the dead.

Scrying (Science/Arcana): Scrying devices let the Builder spy on locations, objects, or creatures.

Travel (Science/Arcana): Travel devices transport characters from one place, or plane, to another.

Warding (Science/Arcana):

These devices provide various forms of protection. Time Building a device takes the specified amount of time. Using a OneShot cuts that time in half.

Duration

This entry shows how long a device's effects last after the completion of the device. The effects of a device usually last longer than those of a power.

Key Skill

If a device has more than one key skill, based on Category, you choose which skill to use. Your choice determines both the components you use and the skill you use for any checks required by the device. A device's key skill determines the type of components required to build the device, and if a device requires a skill check, the key skill is used for the check. If this entry ends with "(no check)," then the device does not require a skill check.

Unless a device's description says otherwise, you make your skill check when you finish building a device. You can't take 10 on one of these skill checks.

Effects

The text that follows the foregoing information describes what happens when you finish building a device. The device descriptions use the words "character" and "creature" interchangeably.

Comprehend Language

Level: 1

Category: Exploration

Time: 10 minutes

Duration: 24 hours

When beginning the device, choose a language you have heard or a piece of writing you have seen within the past 24 hours.

Using this device on a language you have heard allows you to understand it when spoken for the next 24 hours and to speak the language fluently for the duration. This device also has a 'broadcast mode' allowing all within your party to speak the language fluently as well, as long as they remain within 5 squares of the device.

Using this device on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and to write the language in its native script or in any other script you know for the duration.

Using this device on a language you have both heard and seen as a piece of writing within the past 24 hours allows you to understand it in both forms for the next 24 hours allows you to speak and write the language.

Crappy Handwriting

Level: 1

Category:

Warding

Time: 10 minutes

Duration:

Permanent

You encrypt writings so others cannot read them. Use of this device protects all the writing on one topic (maximum 250 gigs). Other readers see the false text rather than the real text. When you build the device, make a Key Skill check, with a +5 bonus. The result is the DC for a Perception check to notice that there is even the possibility of concealed writing (readers use passive Perception unless they are specifically looking for concealed text).



Floating Disk

Level: 1

Category: Exploration

Time: 10 minutes

Duration: 24 hours

Key Skill Check Result	Maximum Load
9 or lower	250 pounds
10–24	500 pounds
25–39	1,000 pounds
40 or higher	2,000 pounds

You create a slightly concave, circular plane of force or energy that floats a foot off the ground and can carry what you lay upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move, in which case it moves with your base speed once per round until it catches up with you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk loses integrity, dropping whatever it was carrying. Your Key Skill check result determines the maximum load the disk can carry.

This can be coupled with the Hover Disk movement power to allow it to carry additional cargo.

Gentle Repose

Level: 1

Category: Restoration

Time: 1 hour

Duration: Special

Key Skill: Heal (no check)

You have broken the 6 to ten minute barrier. This device is used on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar device. Gentle Repose also protects the corpse from being raised as an undead creature indefinitely.

Messenger

Level: 1

Category: Exploration

Time: 10 minutes

Duration: Special

You create a nonhostile, flight-capable Tiny device. Once the device is complete, you can use it to transmit a secure message to recipient at a given location. The messenger avoids danger along all its path. Upon finding the recipient, the messenger delivers the message and the messenger will either return with a response message or remain with the receiver until freed to return.

Rebuild

Level: 1

Category: Exploration

Time: 10 minutes

Duration: Permanent

Key Skill: Science/Arcana (no check)

A single object that can fit in a 10-foot cube is completely repaired. The component cost is 20 percent of the item's cost. In cases where you attempt to repair an item not on any price list, the GM determines the cost.

Silence

Level: 1

Category: Warding

Time: 10 minutes

Duration: 24 hours

Key Skill: Science/Arcana (no check)

You ward a single room (or a burst 4 area), against eavesdropping. Creatures attempting to listen to something in the warded area from outside the area take your Key Skill check as a penalty to their Perception checks.



Endure Elements

Level: 2

Category: Exploration

Time: 10 minutes

Duration: 24 hours

Key Skill: No check

The Endure Elements device lets you designate up to five participants, including yourself, who ignore penalties associated with extremes of weather.

An affected creature suffers no ill effects from ambient temperatures between -50 and 140 degrees Fahrenheit, and the participant's equipment is likewise protected from the ravages of these temperatures and of precipitation.

Eye of Alarm

Level: 2

Category: Warding

Time: 30 minutes

Duration: 24 hours (special)

This device creates watchful eyes that you place in any square within 10 squares of where you activate the device as long as it remains stationary. Each eye is located in a particular square; it is considered intangible and can't be physically interacted with by anyone but the Builder. The eyes are nearly invisible and have a Stealth check result of 20 + your level to avoid detection. Your Key Skill check determines how many eyes you can place and what type of vision or sensory ability they possess.

Key Skill	Created Vision or Ability
19 or lower	One Normal
20-39	Darkvision
40 or higher	Darkvision and Tremorsense 12 squares

Each eye uses your Perception modifier, with a +5 bonus. If an eye sees an intruder, it typically emits a loud warning sound defined by you during the device or it can transmit to you silently. This sound could be anything from a clarion "Enemies approach!" to an owl's screech to a fanfare of trumpets. The perception DC to hear an audible eye's sound is 0 (modified by distance as normal). The eyes never consider you an intruder. In addition, you can designate any number of other device participants

as non-intruders. When you build the device, you can also designate one or more categories of creatures that the eyes will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as robot), or obvious equipment (such as a creature carrying a shield with a flame emblazoned upon it). The device's effects last for 24 hours.

Detect Secret Doors

Level: 3

Category: Exploration

Time: 10 minutes

Duration: Instantaneous

Make a Key Skill check. Use the result as a bonus to a Perception check you immediately make to find any secret or hidden doors in your line of sight. If anyone aided you while building this device, they can't help you make the resulting Perception check.

Knock

Level: 4

Category: Exploration

Time: 10 minutes

Duration: Instantaneous

The Knock device allows you to open a single locked door, chest, gate, or other object. It even works against portals sealed with the Lock device or doors secured with bolts or bars that are on the far side, out of reach. You must defeat all the closures on a locked object to unlock it. You make one Key Skill check per lock, bar, Lock, or similar closure. The object you unlock does not open automatically; you still must open it yourself after the device unlocks it.

Make a Key Skill check with a +5 bonus in place of a Thievery check to open each lock or closure. To undo bolts or bars you normally couldn't reach, you must succeed on a DC 20 Key Skill Check.

If you use this device successfully against a portal protected by Lock, you destroy the Lock and its effects end.

Lock

Level: 4

Category: Warding

Time: 10 minutes

Duration: Permanent

You lock a door, a window, a gate, a portcullis, or some other means of ingress. You can open the door normally, but those who don't have your permission to use it find it extremely secured.

Your Key Skill check, with a +5 bonus, sets the DC for Thievery checks or Strength checks made to open the door.

When you build the device, you can allow for certain other creatures or types of creatures to pass through the door normally, ignoring the ward's effect. You can choose any or all (or none) of the following options:

Password: You can set a verbal password. If uttered within 5 squares of the portal, the speaker can ignore the ward for the next minute.

Individuals: You can designate up to ten other specific individuals who can ignore the ward at all times.

Descriptions: You can describe one or more categories of creatures who can ignore the ward at all times, using specific, observable characteristics such as species, type, size, or equipment carried or worn.

The Lock remains until dismissed, the door is destroyed, or until the ward is defeated, such as by a successful Strength or Thievery check.

Wherever you are, you instantly know if your Lock is defeated by one of these methods.

Modify Item

Level: 4

Category: Creation

Time: 1 hour

Duration: Permanent

Key Skill: No check

You can touch a normal item and turn it into a Descriptor item of your level or lower, allowing it to do enhanced damage to creatures vulnerable to that Descriptor. You can also use this create power-survivable items (for example, allow a character's costume to shrink or grow during power usage).

ForceWall

Level: 5

Category: Binding

Time: 1 hour

Duration: Until broken

You erect a circle on the ground of a specific energy Descriptor type, designed for your protection. This field of energy <or possible matter> makes it difficult for creatures to enter or pass. The circle takes 1 minute to form per square inside the circle (and it must be a circle).

An affected creature whose level is lower than your **Key Skill check result minus 10** cannot pass through the circle, affect creatures through the circle's boundary, or affect the boundary in any way. Other creatures take force damage equal to your Key Skill check result when passing through the boundary, but doing so breaks the circle. Unaffected creatures can take a standard action to the circle.



Hallucinatory Item

Level: 5

Type: Deception

Time: 10 minutes

Duration: 24 hours

You create the illusion of a single inanimate object that appears, to all intents and purposes, to be real. You can use this device to create an illusory wall, door, weapon, or other object.

Your Key Skill check result determines the illusion's max size.

Key Skill Check Result	Maximum Size
19 or lower	Small
20–29	Medium
30–39	Large
40 or higher	Huge

Once you create the illusion, you cannot move it, and it can't include moving parts. Creatures that view or interact with the illusion are entitled to Insight checks to detect the fact that it is false.

This check's DC equals your Key Skill check result. A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake.

Cure Disease

Level: 6

Category: Restoration

Time: 10 minutes

Duration: Instantaneous

The Cure Disease device wipes away a single disease afflicting the subject, whether the disease is active or still incubating. The subject is completely cured and loses any negative side effects and symptoms of the disease. This

device is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this device, make a Heal check, using the level of the disease as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal	
Check Result	Effect on Target
0 or lower	Death
1–9	Damage equal to the target's max hit points
10–19	Damage equal to 1/2 of the target's max hit points
20–29	Damage equal to 1/4 of the target's max hit points
30 or higher	No damage

If you know that your subject is suffering from multiple diseases, you must choose which one this device will cure. Otherwise, the device affects whichever single disease you knew about. You learn the cure success level when you begin to use the device, and at that point you can choose not to continue, without expending any components.

Discern Lies

Level: 6

Category: Divination

Time: 10 minutes

Duration: 5 minutes

Make a Key Skill check. Use the result as a bonus to your Insight checks to discern any untruths spoken in your presence during the duration. If anyone aided you while building this device, they can't help you make the resulting Insight checks.

EMP

Level: 6

Category: Creation

Time: 1 hour

Duration: Instantaneous

Key Skill: No check

You can disable another device and/or destroy it as long as it's within reach. The device must be your level or lower and must be something that you can create. This allows for you to maintain the integrity of the device, as well as deactivate it without discovery.

Radio Free Iguana

Level: 6

Category: Exploration

Time: 10 minutes

Duration: Instantaneous

You convey mental messages to a person you know. If the target is within range, he or she receives the message mentally and can respond likewise without others listening in. The device's maximum range is determined by your Key Skill check result.

Key Skill Check Result	Maximum Range
9 or lower	10 miles
10–19	10000 miles
20–29	Global
30–39	Interplanetary
40 or higher	Anywhere on the same plane

Scan

Level: 6

Category: Divination

Time: 30 minutes

Duration: 10 minutes

By scanning local resources, you can learn a number of facts about your immediate environs (within 1 mile of you). You can ask a number of questions, based on the result of your Skill check, about the terrain features, previous occupants, plants, minerals, bodies of water, creatures, and other aspects of your surroundings.

Key Skill Check Result	Number of Questions
9 or lower	One
10–19	Two
20–29	Three
30–39	Four
40 or higher	Five

Speak with Dead

Level: 6

Category: Exploration

Time: 10 minutes

Duration: 10 minutes

Key Skill: Religion

You utilize a device or ritual that allows you to ask the corpse of an intelligent creature questions and receive answers. The corpse knows what the creature knew in life, what has occurred near the corpse, and no more; the spirit has (usually) moved on to another plane and is not present in the body. Your Key Skill check result determines the number of questions you can ask.

Key Skill Check Result	Number of Questions
9 or lower	Zero
10–19	One
20–29	Two
30 or higher	Three

At the GM's option, questioning the departed spirit might require a skill challenge using Diplomacy. Or, they could just lie. The dead aren't known for being overly social.

Vehicle

Level: 6

Category: Exploration

Time: 10 minutes

Duration: 12 hours

This is a vehicle that holds up to eight reasonably close to man-sized creatures. Your Key Skill check determines the speed of the vehicle you build and whether it has any special movement capabilities. The vehicle has the special movement capabilities associated with your check result and all lower results.

Key Skill Check Result	Speed	Special Movement
19 or lower	10	None
20–29	12	Ignore difficult terrain
30–39	15	Fly
40 or higher	20	Space capable

The vehicle has no attack options at the initial time of the build. The vehicle's defense scores is equal to its pilot's Dex check (or your DEX check, if the vehicle is on autopilot). For all

intents and purposes, the vehicle is immune to any effect other than damage. A vehicle can take Skill Check x5 points of damage before it is disabled, and Skill Check x10 before it is destroyed completely and irreparably.

A vehicle created by this device has 12 hours worth of fuel at a time and can run straight through unless it takes damage or is completely destroyed.

Raise Dead

Level: 8

Category: Restoration

Time: 8 hours

Duration: Instantaneous

Key Skill: Heal (no check)

Raising the dead appears to be a Genre Staple. We've just wrapped a mechanic around it. To build the Raise Dead device, you must have a part of the corpse of a creature that died no more than 30 days ago, because by then, sales on the title have slipped and your lost necessary readership. You then must establish some method in which life is restored to the dead creature. The more loosely based the reason, the more likely he is to return as an evil android duplicate of the original that wipes out have your team. The subject then returns to life as if he or she had taken an extended rest. The subject is freed of any temporary conditions suffered at death, but permanent conditions remain. The subject returns with a death penalty: -1 to all attack rolls, skill checks, saving throws, and ability checks. This death penalty fades after the subject reaches three milestones. You can't normally restore life to a creature that has been petrified or to a creature that died of old age. The subject's soul must be free and willing to return to life. Some effects trap the soul and thus prevent Raise Dead from working.

Remove Affliction

Level: 8

Category: Restoration

Time: 1 hour

Duration: Instantaneous

Remove Affliction wipes away a single enduring effect afflicting the subject. The device can remove curses, effects such as charm or domination, and fear, confusion, insanity, polymorph, and petrification effects. Just ask Poison Ivy or Scarecrow. All effects of the curse or other effect end. This device is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon activating this device, make a Heal check, using the level of the effect you are trying to remove (or the level of the creature that caused the effect) as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check	Effect on Target
0 or lower	Death
1-9	Damage equal to the target's max hit points
10-19	Damage equal to 1/2 of the target's max hit points
20-29	Damage equal to 1/4 of the target's max hit points
30 or higher	No damage

You can use this device on an unwilling subject (usually, a former ally who is under some enemy's influence), but you will have to restrain someone unwilling to engage the device. If you know that your subject is suffering from multiple enduring

effects, you must choose which one this device will remove. Otherwise, it affects whichever one affliction you knew about. You learn the affliction level and Key Skill result when you begin to activate the device, and you can choose not to continue, without expending any components (for example, if you determine the affliction is too powerful for you to remove).

Sight Beyond Sight

Level: 8

Category: Scrying

Time: 10 minutes

Duration: Special



When you build a Sight device, choose a square within 20 squares of you, even a square that you can't see or don't have line of effect to. You create a sensor in that square. You can see and hear as if you were standing there, and you have darkvision through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor. Your Key Skill check determines how long the sensor lasts after activation.

Key Skill Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

The device creates a sensor—a shimmer in the air—that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

Water Breathing

Level: 8

Category: Exploration

Time: 10 minutes

Duration: Special

When you build this device, you can designate up to eight participants (including yourself if you wish) who breathe water as easily as they breathe air. Furthermore, they can speak normally underwater.

Water Breathing doesn't change your ability to breathe air. It doesn't confer a greater swim speed or the ability to fight underwater unhindered. It does protect any gear you and the participants carry, such as equipment and OneShots, from water damage.

Your check result determines the duration of the effect.

Key Skill Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours

Detect Object

Level: 10

Category: Exploration

Time: 10 minutes

Duration: 5 minutes

Name an object. For the duration of the device's effect, you can detect the direction and distance to the nearest example of that object, as long as one is within the range defined by your Key Skill check result. When attempting to locate a specific object, apply the modifiers below.

Specific Object Is	Modifier
Very familiar to you	0
Seen once by you	-5
Described to you	-10

Key Skill Check Result	Range
9 or lower	5 squares
10-19	10 miles
20-29	30 miles
30-39	60 miles
40 or higher	100 miles

Webbot

Level: 10

Category: Divination

Time: 30 minutes

Duration: 10 minutes

Using either extensive information resources or extraplanar presences, you may ask this network presence a single question about matters beyond your ken. The device grants you a single piece of normally unobtainable information. That information can take the form of a word, a name, a phrase, or even a brief story, depending on what exactly you're looking for.

The device can't uncover information that is completely unknowable <it is not precognitive, though it can make educated guesses>.

Item Fugue

Level: 12

Category: Travel

Time: 1 hour

Duration: Until discharged

Key Skill: No check

Use this device to attune one weapon, implement, or shield to yourself. At any time in the future, you can summon that object to your hands as a minor action, at which time the device is discharged. Through this device, you can have only one weapon, implement, or shield attuned to you at a time.



Hallucinatory Creature

Level: 12

Type: Deception

Time: 10 minutes

Duration: 24 hours

You create the illusion of a single creature, of any size from Small to Large. It looks and smells like the creature in question. If the creature can speak or emit sounds, the illusion can do so as well, but on a limited basis (subject to the DM's judgment)—it's not possible, for instance, for the illusion to engage in an extended conversation. You can give the illusion simple instructions, such as having it wander a set area, appear to chew on local plants, and the like. Your Key Skill check determines the number of actions you can instruct the illusion to take.

Key Skill Check Result	Actions
19 or lower	1 minor, 1 move
20-29	1 minor, 1 move, 1 standard
30-39	2 minor, 2 move, 1 standard
40 or higher	2 minor, 2 move, 2 standard

The illusion can build these actions in a specific sequence, such as moving, taking a standard action, and then moving again, either in an endless loop or starting in response to a specific trigger, such as a door opening.

You can also match each action to a specific trigger. An illusion might move when a creature moves next to it or cower and scream when it is attacked.

Creatures that view or interact with the illusion are entitled to Insight checks to detect the fact that it is false. This check's DC equals your Key Skill check result. A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake.

The illusion cannot travel more than 20 squares from the spot where it first appeared.

Passwall

Level: 12

Category: Exploration

Time: 10 minutes

Duration: 1 minute



You create a passage through any solid material. You choose the orientation of the passage relative to the surface you touch. The passage is 1 square wide and tall. The passage can be a number of squares deep equal to your Skill Check result divided by 5. This device does not conceal the passage from anyone or bar anyone from entering. A creature inside the passage when it closes takes 5d10 damage and is ejected to the nearest end of the passage. This device does not affect the structural integrity of a cavern or a wall; the passage is a twist in space, not an actual shifting of material.

Vehicle Boost

Level: 12

Category: Exploration

Time: 1 hour

Duration: 8 hours

Key Skill: Science/Arcana (no check)

Multiply your overland travel speed by 5 for the duration. This device functions only in the natural world. A Key Skill roll of one results in engine damage, and the process must be restarted from scratch.

Eye of Warning

Level: 14

Category: Warding

Time: 30 minutes

Duration: 24 hours (special)

This device works the same as Eye of Alarm. In addition, an eye of warning automatically detects any other sensor that appears or moves within 10 squares of it, treating the sensor as an intruder. Furthermore, the eye destroys the sensor immediately after warning you unless the creator of the opposing sensor succeeds on a Key Skill check (DC 20 + your level). Wherever you are, you instantly know if the eye encounters a sensor. Each round the sensor remains within 10 squares of an eye, the eye attempts to destroy it again unless told otherwise.

WebCam

Level: 14

Category: Scrying

Time: 1 hour

Duration: Special

When you build this device, choose a location you have previously visited. The location must be fixed in place (for example, you can't use this to view into the cabin of an oceangoing vessel), and it must still be at the same place (and in more or less the same shape) as when you visited.

Redecorating a room won't fool a WebCam, but destroying a bathroom and rebuilding it as a minimall would cause the device to fail (until you visit the new location).

You know if the device has failed before you expend any components. This device can show you a location anywhere in the world, but it can't show you a location on another plane. This device creates a sensor—a visible effect or some kind—that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

You can hear through the sensor as well as see, and you have darkvision through it. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Your Key Skill check determines how long the sensor lasts after activation.

Key Skill Check	Result Duration
19 or lower	1 round
20–24	2 hours
25–29	3 days
30–39	4 weeks
40 or higher	5 years

Sufficiently powerful warding, such as the Forbiddance device, can block a WebCam. If the location is warded in such a manner, you learn that as soon as you begin the device, so you can interrupt the device and not expend any components.



Webbot Oracle

Level: 16

Category: Divination

Time: 1 hour

Duration: 10 minutes

Using either GLOBAL information resources or UNIVERSALextraplanar presences, you may ask this network presence a single question about matters beyond all mortal ken. This makes the device an unparalleled source of information because it has the potential to have seen and heard everything, even information otherwise known to only one creature.

Make a related Key Skill check to determine how many questions you can ask an Oracle before it is burned out or consumed by the process.

Key Skill Check Result	Number of Questions
9 or lower	One
10–19	Two
20–29	Three
30–39	Four
40 or higher	Five

Each question is answered immediately, so you know the answer to one question before asking the next. You must phrase your question so that the oracle can answer it with a single word or a brief phrase. For the oracle to know the answer to a question, the answer must be known to at least one creature, even if that creature is no longer alive. The oracle has no foreknowledge and only a limited ability to judge what it sees <although this can allow communication from the GM if a TPK is imminent>. Ten minutes after you finish building the device, the oracle is destroyed, even if you have unanswered questions remaining.

View Object

Level: 18

Category: Scrying

Time: 1 hour

Duration: Special

When you build this device, choose a specific object of up to Large size. You need not have held or viewed the object. However, when building the device you must describe the object with sufficient clarity that the device unambiguously knows which object you're talking about. This device can show you an object anywhere in the world, but it can't show you an object on another plane. The magic of the device interprets your statement of intended object in the most straightforward way possible.

If your description is insufficient to determine a specific object, the device fails, and no components are expended. If your statement describes an object other than the one you intended—for example, if the nearest white person is you, rather than the Queen of Denmark—the device still functions, and the components are expended.

You have no inherent way to discern where the object is in relation to you, but careful observation can give you some clues. This device creates a sensor—a visible effect or some kind—adjacent to the viewed object that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

You can hear through the sensor as well as see, and you have darkvision through it. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Your Key Skill check determines how long the sensor lasts after activation. The sensor moves with the object for this duration.

Key Skill Check Result	Duration
19 or lower	1 round
20–24	2 rounds
25–29	3 rounds
30–39	4 rounds
40 or higher	5 rounds

Sufficiently powerful warding, such as the Forbiddance device, can block View Object. If the object's location is warded in such a manner, you learn that as soon as you begin the device, so you can interrupt the device and not expend any components.

Forbiddance

Level: 20

Category: Warding

Time: 30 minutes

Duration: 24 hours (special)

No unauthorized sensor can enter the area of Forbiddance and no one can teleport into it, unless the sensor or the creature is higher level than the device Builder who built the device. Your Key Skill check determines the size of the warded area, which is a burst (see "Areas of Effect," page 272).

Key Skill Check Result	Warded Area
9 or lower	Burst 1
10–19	Burst 3
20–29	Burst 5
30–39	Burst 8
40 or higher	Burst 12

The warding effect lasts for 24 hours, but the device Builder (not any assistants) can extend this duration by expending a healing surge every 24 hours to sustain it. The Builder does not need to be in the same area or even on the same zipcode to sustain the effect. If the device's effect is sustained without interruption for a year and a day, the effect is considered permanent.

Dance With the Devil

Level: 22

Category: Divination

Time: 8 hours

Duration: Special

Through painstaking research and preparation, you prepare for an audience with a powerful alien entity such as an angel, a demigod, a demon, or extraterrestrial intelligence. Your patron appears as a ghostly image that cannot be attacked or physically interacted with. You must succeed on a skill challenge to obtain the information you desire from that entity. You gain a +1 bonus to skill checks made in the skill challenge for every 10 points of your Key Skill check result (+1 for a result of 10, +2 for a result of 20, +3 for a result of 30, and so on). This challenge might be against Bluff, Diplomacy, or Intimidate, depending on the creature.

Unlike devices that provide cryptic answers (Webbot Oracle) or have limited scope (Webbot), the "Dance" device or ritual provides contact to a creature that might be genuinely informative and helpful, provided you convince it to help. The entity begins in a neutral state—intrigued by the questions and willing to hear you out. But the entity has agendas of its own, and its nature might color the information and advice it provides.

When you complete the device, you can designate up to Int mod x 2 other device participants who can also speak with the entity and contribute to the skill challenge. Each one gains the same bonus to skill checks that you do.



I Spy

Level: 24

Category: Scrying

Time: 1 hour

Duration: Special

When you build this device, choose a specific creature. You create a sensor that finds its way immediately adjacent to that creature, and you can see and hear as if you were standing in the square where your sensor is located. You need not personally know or have ever seen the subject. Yeah, it's that good. However, when building the device you must describe your intended subject with sufficient clarity that the device unambiguously knows which creature you're talking about. This device can show you a creature anywhere in the world, but it can't show you a creature on another plane. The magic of the device interprets your statement of intended subject in the most straightforward way possible. If your description is insufficient to determine a specific target, the device fails and no components are expended.

If your statement describes a subject other than the one you intended, the device still functions and the components are expended.

You have no inherent way to discern where the sensor is in relation to you, but careful observation might give you some clues. The sensor moves with the subject for the duration of the effect.

Your Key Skill check determines how long the sensor lasts after activation.

Key Skill Check Result	Duration
19 or lower	1 round
20–24	2 rounds
25–29	3 rounds
30–39	4 rounds
40 or higher	5 rounds

You can hear through the sensor as well as see, and you have darkvision through it. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor. I Spy creates a scrying sensor—a visible effect or some kind—that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this device notices your scrying sensor, the target can use a standard action to focus its will in an attempt to destroy the sensor. Make an opposed Wisdom

check; if the target's result is higher than yours, the sensor is destroyed and you spend one healing surge but regain no hit points (or take damage equal to your healing surge value if you don't have any healing surges left). The subject can repeat this effort until the sensor is destroyed, the duration ends, or you remove the sensor.

Sufficiently powerful wards, such as the Forbiddance device, can block I Spy. If the subject's location is protected in such a manner, you learn that as soon as you begin the device, so you can interrupt the device and not expend any components.

Correspondence of Watchers <Jumanji>

Level: 26

Category: Divination

Time: 1 hour

Duration: Instantaneous

Key Skill: Religion

You consult an entity of fate for a glimpse into what the future holds. You ask questions, and a voice replies.

Your Key Skill check determines the number of questions you can ask.

Key Skill Check Result	Number of Questions
24 or lower	Three
25–29	Four
30–34	Five
35–39	Six
40 or higher	Seven

Your questions must relate to a specific goal, event, or activity that has yet to occur. Since what is yet to occur is not known by any mortal being, the answers need not be known by any creature, alive or dead. The entity will answer only questions related to events occurring within the next 7 days. After that, it answers in stupidly complex innuendo and generally makes you want to punch it in its big, fat, bald head.

The guidance from the entity of fate is accurate, but great heroes are capable of thwarting fate, at least for a time. If the device reveals that a course of action is "certain doom," you should realize that nothing is truly certain until you actually do it and realize that it really was "certain doom". In addition, the entity of fate assumes that you will act on its guidance completely and immediately. If you don't act on the information, then the guidance might no longer be useful. You learn that as soon as you begin the device, so you can interrupt the device and not expend any components.



BEING A SUPERHERO

Perhaps the most unique aspect of V&V is that players can play characters who are essentially themselves. What distinguishes one player - character from another, even more than his powers, is the personality of the player. The player's personal strengths and weaknesses, his spunkiness, his fears, his cunning and sense of humor; all these play an even more important part in the game than any of the numbers on his character sheet. Players should have little trouble getting into character.

Nearly everything a player does serve to define his character more clearly, which in turn defines the player. Assuming that your character is, as we suggest, patterned after your real-life self, you literally continue to define your character while living your life. When you play again, all the real-life experiences you've had become part of your V&V character. It works the other way 'round, too... You may not be able to fly or have super-strength in real life but the courage, righteousness and nobility your character displays (yes, and the cowardice, self-centeredness or stupidity) is as real as your own personality.

In other words, the way you behave in the game is the way you could behave in real life. You are your character. You are your character when the game's over. You remain your character when you get an 'F' on your homework or when you're late for work the third time in one week. This is the real reward of playing.

There are a few people who don't understand this approach. To them the whole point of playing is the other stuff; the experience points, the reward money, the Charisma points, the training and inventions, or simply how powerful their character is. Those things are fun to have, but they are only game mechanics to help simulate super-hero adventures.

It's all just numbers written on a piece of paper. You can't really spend reward money, and you can't hold an experience point in your hand. Play for fun. That's the motive behind any game. A character's personality can, if desired, be patterned after that of a known character from the comics. Even superheroes have role models.

This is especially useful for characters which are randomly generated rather than being the true alter-ego of a player. It is not surprising that one's personality might change when dressed in a flashy costume or impregnated with super-powerful energies; comics are a good reference source to find stereotypical superhero personalities. Those guys really have super-heroing down pat, and the usefulness of comics to V&V players for learning the ropes cannot be overly stressed. Comics are the mythology of the 20th century. Groups of players form the pantheons of that mythology. As a player, you write your own part in these contemporary legends, and any greatness that emerges can be taken home with you.

Be a superhero.

The Superhero Code

This section outlines standard superhero morality and behavior. It is by no means a set of rules on how superheroes must behave; rather it details the ultimate toward which all Good Guys strive.

All superheroes are patriotic to some extent. Though they may not agree with current policies or particularly like current political figures, they do hold their own country dear (or the country in which they now reside, or both). If they didn't support their own country, they'd be villains instead or living somewhere else. The degree to which this patriotism is taken varies from hero to hero.

All superheroes support the intent of, though not necessarily the letter of, the laws of their land. They will break laws if necessary in performing their duties, but never maliciously or in such a way that is obviously and immediately detrimental to a civilian. No one is expendable for the common good, though if forced into such a position they will accept the lesser of two evils. . . and then beat the person responsible senseless with that much added satisfaction!

All superheroes strive toward, but might not constantly display, the highest moral values. They believe in loyalty towards one's friends, in mercy and in justice. They object to pollution, corruption, and poverty. They are not sadistic or cruel, though they enjoy poetic justice when it occurs. They do not seek power or glory, but they can enjoy what they have. They are removed from the Darwin Imperative. Even when aware of their own limitations, they believe that the side of Good will triumph- so they frequently take on more than they can handle- and WIN! They will give their own lives if necessary to **save** others.

Yet, they are still only human, even those who are gods or aliens, robots or monsters. Despite the powers and moral virtues, they still have as many foibles and quirks as your or I. But they try to stand for something more. That's what being a superhero is all about.



RANDOM CHARACTER GENERATION TABLES

- ROLL A PHYSICAL FORM.
- ROLL AN ORIGIN OF POWER.
- RANDOMIZE ROLE.
- DEFINE YOUR SPECIAL EFFECT.
- ROLL ADVANATAGES <4, NO MORE THAN 2 FROM 1 CATEGORY>
- GENERATE PRIMARY ABILITIES. <22 POINTS>
- CHOOSE ENHANCEMENTS <4>
- CHOOSE GENERAL FEATS <1>
- GENERATE POWERS AND ASSIGN POWER FEATS. <1>
- ROLL ENHANCEMENTS <4>

Physical Form		Roll
Normal Human		01-25
Mutant	Induced	26-30
Mutant	Random	31-33
Mutant	Breed	34-35
Android		36-38
Humanoid Race		39-46
Surgical Composite		47
Modified Human	Organic	48-49
Modified Human	Muscular	50-51
Modified Human	Skeletal	52-53
Demihuman	Equiman	54
Demihuman	Faun	55
Demihuman	Felinoid	56-59
Demihuman	Lupinoid	60-64
Demihuman	Avian	65-66
Demihuman	Chiropteran	67
Demihuman	Lamian	68
Demihuman	Merhuman	69
Demihuman	Other	70
Cyborg	Artificial limbs/organs	71-72
Cyborg	Exoskeleton	73-74
Cyborg	Mechanical Body	76-77
Cyborg	Mech Augmented	78-79
Robot	Human Shape	80-82
Robot	Usuform	83-84
Robot	Metamorphic	85-86
Angel/Demon		87-88
Deity		89
Animal		90
Vegetable		91
Ab Chemistry		92
Mineral		93
Liquid		94-95

Energy		96
Ethereal		97
Undead		98
Compound		99
Megamorph		0

Die Roll	Origin
01-10	Natal
11-20	Maturity
21-30	Self-Achievement
31-35	Endowment
36-50	Technical Mishap
51-60	Technical Procedure
61-65	Creation
66-76	Biological Exposure
77-87	Chemical Exposure
88-98	Energy Exposure
99-00	Rebirth

Role		
Roll	<i>Controllers (01-25)</i>	
01-20	Druid - BeastBoy	Controller
21-40	Invoker – Green Lantern	Controller
41-60	Psion – Invisible Woman	Controller
61-80	Seeker - Punisher	Controller
81-100	Wizard – Green Arrow	Controller
<i>Defenders (26-50)</i>		
01-20	Battlemind – Jean Grey	Defender
21-40	Fighter - Superman	Defender
41-60	Paladin – Thor	Defender
61-80	Swordmage - NightCrawler <Excalibur>	Defender
81-100	Warden- Stature	Defender
<i>Leaders (51-75)</i>		
01-20	Bard - Longshot	Leader
21-40	Cleric – Iron Man	Leader
41-60	Runepriest - Colossus	Leader
61-80	Shaman - Doctor Strange	Leader
81-100	Warlord – Captain America	Leader
<i>Strikers (76-100)</i>		
01-20	Barbarian – Hulk	Striker
21-40	Monk - Flash	Striker
41-60	Ranger - Wolverine	Striker
61-80	Rogue - Batman	Striker
81-100	Sorcerer - Human Torch	Striker

32-33	Radiowave Control
34-35	Sound Manipulation
36-37	Thermal Control
38-39	Vibration Control
40-41	Martial Supremacy
42-43	Natural Weaponry
44-45	Weapons Creation
46-47	Bionics
48-49	Animate Image
50-51	Illusion-Casting
52-53	Biophysical Control
54	Neural Manipulation
55-56	Plant Creation/ Control
57	Sense Alteration
58-59	Undead Control
60-61	Enchantment
62-63	Magic Control
64-65	Geoforce
66-67	Matter Animation
68-69	Machine Animation
70	Weather
71-72	Lifeform Creation
73-75	Psychic Powers
76-77	Telekinesis
78-79	Chemical Body
80-81	Super-Speed
82-83	Animal Transformation
84-85	Animal Mimicry
86-87	Body Adaptation
90-91	Elongation
96-97	Plant Mimicry
100	Shapeshifting

Special Random Effect Descriptor	
01-02	Body Armor
03-04	Force Field Manipulation
05-06	Energy Reflection
07-08	Absorption Power
09-10	Coldshaping
11-12	Darkforce Manipulation
13-14	Electrical Control
15-16	Energy Conversion
17-18	Energy Solidification
19-20	Fire Control
21-22	Gravity Manipulation
23-24	Hard Radiation Control
25-26	Kinetic Control
27-28	Light Control
29-30	Magnetic Manipulation
30-31	Plasma Control

Advantages	
Armor Powerset Enhancements	01-20
Attack and Damage Adjustors	21-40
General Bonuses	41-60
Movement Bonuses	61-80
Health Bonuses	81-100

General Bonuses	
Melee Boost	01-20
Ranged Boost	21-40
Shield Arm	41-60
Knockback	61-80
RopeADope	81-100

Movement Bonuses	
Kickup	01-20
FeatherFall	21-40
WaterWalk	41-60
Upwardly Mobile	61-80
Immovable Object	81-100

Health Bonuses	
Protection	01-20
Sacrifice	21-40
Roll on General Bonuses	41-60
Roll on Attack and Damage	61-80
Roll on Armor Powerset	81-100

Enhancements	
Accuracy	1-14
Armor Powerset	15-30
Damage	31-45
Healing	46-60
Initiative	61-75
Range	76-90
Movement	91-100

Skills	d12+d6
Acrobatics	2
Science/Arcana	3
Athletics	4
Bluff	5
Diplomacy	6
Endurance	7
General Knowledge	8
Heal	9
History	10
Insight	11
Intimidate	12
Nature	13
Perception	14
Religion	15
Stealth	16
Streetwise	17
Thievery	18

Armor Powerset Enhancements	
Enduring	01-08
Razor	09-18
Curseforged	19-24
Shake It Off	25-32
TPorter	33-39
Elemental Damage Shield	40-48
Specialist	49-53
Bloodcut	54-62
Ready For It	63-70
ForceField	71-79
Battleforged	80-88
Bloodthreat	89-96
Exalted	97-100

Attack and Damage Adjustors	
Resounding	01-04
Vicious	05-08
Duelist	09-12
Elemental Strike	13-16
Sticky Hit	17-20
Boombastic	21-24
Terror	25-28
Shock and Awe	29-32
Life Stealer	33-36
Carrier Attack	37-40
Symbol of Life	41-44
Walk It Off	45-48
Strike True	49-52
Strike To Kill	53-56
Hulk Smash	57-60
Weaken	61-64
Extra Time	65-68
Insult To Injury	69-72
Anchor	73-76
Make It Count	77-82
Enhanced Blast	83-89
Texas Hold Em	90-95
Nova	96-100

Feat	Roll
Accurate Attack	01
Action Surge	02
Aerial Combat	03
Aggressive Assault	04
Agile Hunter	05
Alertness	06
Ambidexterity	07
Ankle Cutter	08
Armor u Feat Power	09
Assessment	10
Astral Fire	11
Backstabber	12
BankShot	13
Bold Command	
Bolstering Inspiration	
Brutal Accuracy	14
Brutal Teamwork	15
Burning Blizzard	16
Camouflage	17
Cat's Feet	18
Combat Medic	19
Combat Reflexes	20
Connected	21
Defensive Mobility	22
Deep Gash	23
Defensive Resilience	24
Devoted Challenge	
Dirty Fighting	25
Distant Advantage	26
Distracting Shield	27
Dodge Giants	28
Dragging Flail	29
Dual Blades	
Durable	30
Encourage u Feat Power	31-32
Escape Artist	33
Expanded Control	
Expert Tracker	34
Fast Runner	35-36
Fame	37
Far Shot	38
Fast As You Can	39
Favored Conditions	40-41
Fee Fi Fo Fum	42
First Strike	43
Follow-Up Strike	44
Frenzy	45

Group Assault	46
Group Insight	47
Group Quarry	
Headquarters	48
Hunter's Aim	
Improved Bravura	
Improved Grab	49
Improved Initiative	50-51
Improved Inspiration	
Improved Inspiring Word	
Improved Resources	
Improved Tactics	
Improved Teleport	
Infamy	52-53
Inspired Defense	
Inspired Recovery	
Inspired Tactics	
Into the Fray	
Jack of All Trades	54-55
Leading Fire	
Lend Might	
Lethal Hunter	
Linguist	56
Long Jumper	57
Lost in the Crowd	58
Lowlight Vision	59
Martial Alacrity	60
Martial Freedom	61
Melee Training	62-63
MultiPowerset Feats	64-65
Oathbound	66
Offensive Resilience	67
Perseverance	68
Potent Challenge	
Power Attack	69-71
Power-Swap	72
Precise Hunter	
Predatory Action	
Press the Advantage	73
Prime Strike	74
Quick Draw	75-76
Rash Sneak Attack	77
Reaping Blade	78
Reckless Scramble	79
Relentlessu Feat Power	80
Rescue u Feat Power	81
Restful Healing	82
Ruthless Injury	
Saving Inspiration	
Secure Encampment	83

Shield Defense	84
Shield Push	
Sideways Defense	
Skill Focus	85
Slaying Action	
Speedy Response	86
SpideySense	87-88
Sprint u Feat Power	89
Surprise Knockdown	90
Surprising Charge	91
Tactical Assault	
Tactical Inspiration	
Take Measure	92
Thunder Hammer	93
Toughness	94
Trap Sense	95
Trapsmith	96
Two-Fisted Shooter	97
Victor's Confidence	98
Weakness Exploitation	99
Weapon Focus	100

83-89	Telepathy:
90-95	Threatening Reach
96-100	Ultra Hearing

Power Feats	
01-04	Absorption
05-08	Alternate Form
09-12	Amphibious
13-16	Blindsight
17-20	Darkvision
21-24	Detect
25	Extra Limb
26-28	SuperCharisma
27	SuperConstitution
28-32	SuperDexterity
33-36	SuperIntelligence
37-40	SuperStrength
41-44	SuperWisdom
45-48	Identity Change
49	Immunity
50-52	Mental Link
53-56	Movement Power
57-60	Penetrating Vision
61	Power Immunity
62-64	Psychic Awareness
65-68	Radio Broadcast
69-72	Reach
73-76	Scent
77-82	Size Change - Roll for Style
→	01-50 Size Change - Shrinking
→	51-00 Size Change - Enlarge





ROLEPLAYING

These are the moments you live for.