

DUNGEONS & DRAGONS[®]

MARTIAL POWER[™] 2

Options for Fighters, Rangers, Rogues, and Warlords



ROLEPLAYING GAME SUPPLEMENT

Richard Baker

DUNGEONS & DRAGONS[®]

MARTIAL POWER™ 2



ROLEPLAYING GAME SUPPLEMENT

Richard Baker





CREDITS

- Design**
Richard Baker (lead),
Tavis Allison, Eytan Bernstein,
Robert J. Schwalb
- Additional Design**
Peter Lee, Ken Troop
- Development**
Rodney Thompson (lead),
Mike Donais, Stephen Radney-MacFarland
- Editing**
Greg Bilsland (lead),
Logan Bonner, Cal Moore
- Managing Editing**
Kim Mohan
- Director of D&D R&D and Book Publishing**
Bill Slavicsek
- D&D Creative Manager**
Christopher Perkins
- D&D Senior Art Director**
Jon Schindehette
- D&D Design Manager**
James Wyatt
- D&D Development and Editing Manager**
Andy Collins
- Art Directors**
Keven Smith, Mari Kolkowsky
- Cover Illustration**
Ralph Horsley (front),
Zoltan Boros & Gabor Szikszai (back)
- Graphic Designers**
Keven Smith, Leon Cortez, Emi Tanji
- Additional Graphic Design**
Mari Kolkowsky
- Interior Illustrations**
Dave Allsop, Ralph Beisner, Kerem Beyit,
Zoltan Boros & Gabor Szikszai, Ed Cox, Julie Dillon,
Vincent Dutrait, Steve Ellis, Adam Gillespie,
Torstein Nordstrand, Michael Phillippi, Wayne Reynolds,
Chris Seaman, Arnie Swekel, Joel Thomas,
Eva Widermann, Ben Wootten
- Publishing Production Specialist**
Erin Dorries
- Prepress Manager**
Jefferson Dunlap
- Imaging Technician**
Ashley Brock
- Production Manager**
Cynda Callaway
- Game rules based on the original **DUNGEONS & DRAGONS[®]** rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet**, **Monte Cook**, **Skip Williams**, **Richard Baker**, and **Peter Adkison** (3rd Edition); and **Rob Heinsoo**, **Andy Collins**, and **James Wyatt** (4th Edition).

620-25123000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
February 2010
ISBN: 978-0-7869-5389-9



U.S., CANADA, ASIA, PACIFIC,
& LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

DUNGEONS & DRAGONS, D&D, d20, d20 System, WIZARDS OF THE COAST, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Martial Power*, FORGOTTEN REALMS, *Adventurer's Vault*, *Divine Power*, *Manual of the Planes*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC

VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

INTRODUCTION

Steel and courage are your tools. You do not wield earth-shattering magic. No gods or spirits channel power through you. You rely on strength, agility, skill, and cunning when facing foes. From these simple ingredients, you have the power to forge legends.

In this book, you'll find hundreds of new powers for martial characters. You can build a fighter who slashes and pummels at close quarters or a rogue who employs stealth as a lethal weapon. Alternatively, you might create a ranger who darts through the battlefield or a warlord who unleashes a barrage of arrows. By mixing and matching new choices with existing martial options, you can build any character you can imagine. Yet for all the choices and combinations, this book doesn't change the essence of what it means to be a martial warrior—that you are a hero of weapon and body.

USING THIS BOOK

Martial Power[™] 2 is organized by class. The first four chapters contain new builds, class features, powers, and paragon paths for each of the four martial classes: fighter, ranger, rogue, and warlord. Chapter 5 presents new martial options, including feats and epic destinies for martial characters. It also introduces two new systems.

COMBAT STYLES

This system enables you to pick a custom fighting technique to fit your character's background and weapon choice. When you use a weapon keyed to

your fighting style, you can gain benefits that apply to some of your at-will and encounter powers as well as other advantages.

MARTIAL PRACTICES

Martial practices are routines and exercises your martial character knows how to do, or special talents your character possesses. With the proper martial practice, your character might perform an incredible feat of endurance running, forge magic arms and armor, or execute a free dive of astonishing depth and duration.

RETRAINING OR RE-CREATING?

If you're already playing a martial character, you'll find powers and options in *Martial Power* 2 that you'll want to incorporate into your existing character. The simplest way to take advantage of this new material is to use the retraining system (see the *Player's Handbook*[®], page 28), which allows you to swap powers and feats over time. However, if you want to change class features or adopt a different paragon path, you should speak to your Dungeon Master about re-creating your character with the new material. Your Dungeon Master might allow you to change your character between game sessions or between adventures. Major changes might justify more time and require the Dungeon Master to create a scenario in the campaign that explains your character's new abilities.

CONTENTS

| | | | | | |
|-------------------------|----|---------------------------|-----|-----------------------------|-----|
| 1: FIGHTER | 4 | New Powers | 57 | Heroic Tier Feats | 131 |
| New Build | 6 | New Paragon Paths | 72 | Paragon Tier Feats | 141 |
| New Powers | 7 | | | Epic Tier Feats | 144 |
| New Paragon Paths | 22 | 4: WARLORD | 80 | Multiclass Feats | 145 |
| 2: RANGER | 30 | New Builds | 82 | Martial Practices | 147 |
| New Builds | 32 | New Powers | 83 | Martial Backgrounds | 153 |
| New Powers | 33 | New Paragon Paths | 96 | Epic Destinies | 156 |
| New Paragon Paths | 46 | 5: MARTIAL OPTIONS | 104 | Dragonheart | 156 |
| 3: ROGUE | 54 | The Martial Outlook | 106 | Invincible Vanguard | 157 |
| New Build | 56 | Combat Styles | 110 | Legendary Sovereign | 158 |
| | | New Feats | 131 | Star-Favored Champion | 159 |



FIGHTER

“Combat is about everything around me—terrain, illumination, obstacles, allies, and foes. And my blade isn’t my sole weapon. My body and mind are as potent as any blade.”

EVERY RACE and culture relies on warriors for protection, and each has its own forms of combat that represent native strengths, talents, and beliefs. As a fighter, you are familiar with the techniques of your people, but you also appreciate the combat styles of others. This appreciation helps to cultivate your own signature style, combining strikes, parries, stances, and disciplines from a multitude of martial traditions.

As a fighter, one important decision you make is what to hold in your hands or wear on your arms. A shield provides defense at the expense of offense. With a two-handed weapon, you can strike harder, faster, and farther. Fighting with two weapons offers a middle ground between offense and defense, because your off-hand weapon can parry and strike. Alternatively, you might keep one hand unburdened. Although you won’t enjoy the defensive advantages of a shield or the potency of a two-handed weapon or an off-hand weapon, a free hand opens other possibilities, such as the ability to pin and grab foes. In this chapter, you’ll find support for these options.

- ◆ **New Build:** The brawling fighter uses wits, improvisation, and instinct in battle. The fighter’s whole body is a weapon that can be used for a sudden throw or a stunning punch.
- ◆ **New Class Features:** Brawler Style offers a new option for your fighter Weapon Talent. In addition, you can select Combat Agility in place of your Combat Superiority feature.
- ◆ **New Powers:** Nearly a hundred new fighter powers are presented here, including options for the brawling fighter, as well as for the battle-rager and the tempest fighter from *Martial Power*.
- ◆ **New Paragon Paths:** This chapter offers eight new paragon paths for fighters, including the glorious myrmidon, the rakehell duelist, and the rampaging brute.





NEW BUILD

The *Player's Handbook* features the great weapon fighter and the guardian fighter. *Martial Power* presents the battlerager fighter and the tempest fighter. This chapter adds the brawling fighter, a build that encourages a character to keep one hand open so he or she can grapple, pin, and punch foes.

BRAWLING FIGHTER

You have an instinct for mayhem. You fight with a one-handed weapon and leave a hand open so you can punch, grab, and throw. Your body is your best weapon. Every battlefield holds opportunities for a brawling fighter, whether it's a wall you throw a foe against, furniture with which to trip an enemy, or stones you can employ as deadly projectiles.

NEW CLASS FEATURES

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or in *Martial Power*. You need not pick the brawling fighter build to select these features.

BRAWLER STYLE

This class feature replaces the Fighter Weapon Talent class feature.

Brawler Style: While you wield a weapon in your primary hand and your off hand is free (see the sidebar), you gain a +1 bonus to AC and a +2 bonus to Fortitude.

In addition, you gain a +2 proficiency bonus with unarmed attacks and a +2 bonus to grab attacks and attacks to move a creature grabbed by you. These

ONE HAND FREE?

Many fighter powers require a hand free. For your hand to be considered free, you can't be using it for anything else—that means no off-hand weapons (except for a spiked gauntlet), no two-handed weapons, no shields, and no items, such as sunrods or lanterns.

Already Grabbing: You can grab only one creature at a time unless both your hands are free, in which case you could grab two creatures at once. You must spend a minor action to sustain each grab, though.

Versatile Weapons: If you use a versatile weapon, switching your grip from one hand to two hands is a free action. However, if a power requires you to have a hand free, you must keep that hand free for the entire attack or until you use the hand for something that is part of the attack, such as grabbing an enemy.

Spiked Gauntlet: Your hand is free if you wear a spiked gauntlet (*Adventurer's Vault*, pages 9–10), even if you use the gauntlet to attack during your turn.

bonuses increase to +4 at 11th level and +6 at 21st level.

When attacking with a spiked gauntlet (*Adventurer's Vault*, pages 9–10), you do not gain the Brawler Style proficiency bonus with unarmed attacks, even if the Brawler Style proficiency bonus is higher than the proficiency bonus of the spiked gauntlet. However, you retain the bonus to grab attacks and to attacks to move a creature grabbed by you.

COMBAT AGILITY

This class feature replaces the Combat Superiority class feature.

Combat Agility: You gain the following power.

Combat Agility

Fighter Feature

Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.

At-Will ♦ **Martial, Weapon**

Opportunity Action **Melee weapon**

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack

Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dexterity modifier. You must end the shift closer to the target than you were when you began the shift. Then make the following attack.

Target: The triggering enemy

Attack: Strength vs. AC

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

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

SUGGESTED OPTIONS

As with other fighters, Strength is your most important ability score. Dexterity is a good choice for your second highest score, because Combat Agility and many of your attacks and utility powers reward Dexterity. After Strength and Dexterity, choose Constitution to help your hit points and healing surges.

Suggested Class Features: Brawler Style*, Combat Agility*

Suggested Feat: Inescapable Hold*

Suggested Skills: Athletics, Endurance, Intimidate

Suggested At-Will Powers: *grappling strike**, *slash and pummel**

Suggested Encounter Power: *bash and pinion**

Suggested Daily Power: *seize and stab**

*New option presented in this book.

USING COMBAT AGILITY

Even though the trigger for Combat Agility occurs as soon as the provoking action occurs, you don't resolve the effect until after the provoking action has finished. This lets you chase down a fleeing enemy before knocking it prone. If the triggering enemy didn't move away from you as part of the provoking action, then you don't shift, you just make the attack described at the end of the effect entry.

Many of the powers introduced in this chapter are intended for the brawling fighter build. However, the chapter also includes powers for the battlerager fighter and the tempest fighter from *Martial Power*, as well as powers suitable for the great weapon fighter and the guardian fighter.

LEVEL 1 AT-WILL EXPLOITS

Grappling Strike Fighter Attack 1

You hew your foe with a simple attack and then grab it with your empty hand to keep it from escaping.

At-Will ♦ Martial, Weapon

Standard Action **Melee touch**

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you grab the target. The grab ends automatically at the end of your next turn.

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

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

INVIGORATING KEYWORD

If you are trained in Endurance, you gain temporary hit points equal to your Constitution modifier when you hit with a power that has the invigorating keyword. No invigorating power grants temporary hit points more than once during a turn, even if you hit more than once with that power.

Slash and Pummel Fighter Attack 1

You follow up a quick slash of your weapon with a powerful punch from your free hand.

At-Will ♦ Martial, Weapon

Standard Action **Melee touch**

Requirement: You must have a hand free.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] damage. Make a secondary attack against the target.

Level 21: 2[W] damage.

Secondary Attack: Strength vs. Reflex (unarmed)

Hit: 3 + Strength modifier damage.

Level 21: 8 + Strength modifier damage.

Threatening Rush Fighter Attack 1

You storm into the midst of your foes, ensuring that their attacks are directed against you.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] damage, and you mark each enemy adjacent to you until the end of your next turn.

Level 21: 2[W] damage.

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



LEVEL 1 ENCOUNTER EXPLOITS

Bash and Pinion Fighter Attack 1

You slam your weapon through your foe's defenses, creating an opening. You then step in and trap your enemy.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and until the grab ends, it takes a penalty to attack rolls equal to your Dexterity modifier. The grab ends automatically at the end of your next turn.

Hack and Hew Fighter Attack 1

You hack an enemy with one stroke and then slash at another with your next swing.

Encounter ♦ Invigorating, Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Serpent's Coil Fighter Attack 1

Like a striking snake, your weapon flashes and catches the limbs of your foe.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Dexterity modifier.

Weapon: If you're wielding a flail, you grab the target. The grab ends automatically at the end of your next turn.

Surprising Stab Fighter Attack 1

You slash at your enemy's head and bring in your off-hand weapon with a fast, deadly strike.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. Reflex (main weapon)

Hit: Strength modifier damage, and the target grants combat advantage to you until the end of your next turn. Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage.

Takedown Attack Fighter Attack 1

You bash your foe with a vicious attack and then drag the creature down to the ground.

Encounter ♦ Martial, Weapon

Standard Action Melee 1

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. Fortitude

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

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

LEVEL 1 DAILY EXPLOITS

Bristling Defense Fighter Attack 1

You throw your arms wide and strike two foes, each with a different weapon.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, the primary target cannot gain combat advantage from flanking you.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, the secondary target cannot gain combat advantage from flanking you.

Driving Attack Fighter Attack 1

You drive back your adversary with a hail of blows.

Daily ♦ Invigorating, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude

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

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

Press of Steel Fighter Attack 1

You attack your foe and then use your shield to pin it in place.

Daily ♦ Martial, Weapon

Standard Action Melee 1

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and if the target is adjacent to you and to blocking terrain, it is restrained (save ends). The condition also ends if you are no longer adjacent to the target.

Miss: Half damage, and if the target is adjacent to you and to blocking terrain, it is immobilized until the end of your next turn.

Seize and Stab Fighter Attack 1

You grab your foe to make certain of your aim. Then you plunge your weapon into the creature.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee 1

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and you grab the target. The target cannot attempt to escape the grab until the end of its next turn.

Unstoppable Advance Fighter Attack 1

You swing with such fury that your foes are steadily driven back with each blow.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, whenever you hit any creature with a melee weapon attack, you push that creature 1 square and can shift 1 square to a square the creature vacated.

LEVEL 2 UTILITY EXPLOITS

Forceful Drag Fighter Utility 2

You dig your fingers into a foe and drag the struggling opponent across the battlefield.

Encounter ♦ Martial

Move Action Personal

Requirement: You must have a creature grabbed.

Effect: You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. At the end of the move, you can end the grab to knock the creature prone.

Full Extension Fighter Utility 2

You lunge forward, hitting a spot well beyond where your foes thought you could reach.

Encounter ♦ Martial

Minor Action Personal

Effect: The reach of the next melee weapon attack you make before the end of your turn increases by 1.

Mighty Leap Fighter Utility 2

You gather your strength for a truly impressive jump.

Encounter ♦ Martial

Free Action Personal

Effect: Until the end of your turn, you gain a +5 power bonus to Athletics checks to jump. In addition, any jump you make is considered to have a running start, and you can make an Athletics check instead of an Acrobatics check to reduce falling damage.

Quick Escape Fighter Utility 2

You quickly try to shake off whatever's holding you.

Encounter ♦ Martial

Minor Action Personal

Effect: You make an escape attempt, or you make a saving throw against an effect that immobilizes or restrains you and that a save can end.

Snagging Grip Fighter Utility 2

When you're knocked off balance, you grab hold of the enemy in front of you and bring it staggering along with you.

Encounter ♦ Martial

Immediate Reaction Close burst 10

Trigger: An enemy adjacent to you knocks you prone or forces you to move

Target: The triggering enemy in burst

Effect: If the target forced you to move, you can pull it to a square adjacent to you. If the target knocked you prone, you knock it prone.

FIGHTER RACES

Player's Handbook 2 introduced three new races that offer excellent options for fighters.

Goliaths: Goliaths make outstanding fighters with their combination of Strength and Constitution. These ability scores steer goliaths toward the great weapon fighter and the battlerager builds. Wielding a two-handed axe or hammer in conjunction with the Goliath Greatweapon Prowess feat from *Player's Handbook 2* lets a goliath fighter deal massive damage. In addition, the *stone's endurance* racial power allows a fighter without plate armor or a shield to be surrounded by enemies and still shrug off their attacks.

Half-Orcs: Like goliaths, half-orcs are natural fighters. However, half-orcs have a bonus to Dexterity instead of Constitution, which means that they favor different builds, such as the tempest fighter. Half-orcs are also ideal for wielding weapons that rely on Dexterity, including heavy

blades, light blades, spears, and some double weapons. Even if your half-orc doesn't use a build that emphasizes Dexterity, the ability bonus might help you qualify for some useful feats. Check out Two-Weapon Fighting and Armor Specialization, both from the *Player's Handbook*, and Two-Weapon Threat, from *Player's Handbook 2*.

Shifters: Although razorclaw shifters are agile and shrewd combatants, they lack the outstanding Strength that is ideal for fighters. Longtooth shifters, on the other hand, are as suited for the fighter class as goliaths and half-orcs are. A longtooth shifter's Wisdom bonus is useful for Combat Superiority and as a secondary ability for many powers. Longtooth shifters lean toward the guardian fighter and the brawling fighter builds. They excel in controlling enemy movement. The *longtooth shifting* racial power is also great for fighters, giving them staying power in long fights.



LEVEL 3 ENCOUNTER EXPLOITS

Bull Charge Fighter Attack 3

You run into your enemy, taking a brutal swing. Your force knocks your enemy backward and to the ground, allowing you to step forward.

Encounter ♦ Invigorating, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Primary Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square to a square the target vacated. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude

Hit: You knock the target prone.

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

Reaver's Hook Fighter Attack 3

Your mighty swing embeds your weapon in your foe.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target moves before the end of your next turn, it takes extra damage equal to your Constitution modifier.

Weapon: If you're wielding an axe or a pick, you can shift 1 square after the attack. You pull the target to the square you vacated.

Shield Edge Block Fighter Attack 3

You block your foe's attack with a quick slam of your shield's edge, striking a powerful blow in the process.

Encounter ♦ Martial

Immediate Interrupt Melee 1

Requirement: You must be using a shield.

Trigger: An enemy adjacent to you hits or misses you with a close or a melee attack

Target: The triggering enemy

Effect: The target takes a -4 penalty to the attack roll.

Attack: Strength + 2 vs. Fortitude

Level 11: Strength + 4 vs. Fortitude

Hit: 2d6 + Strength modifier damage.

Slamming Rush Fighter Attack 3

You yank your grabbed foe across the battlefield. Upon reaching your destination, you slam it to the ground.

Encounter ♦ Martial, Weapon

Standard Action Melee 1

Target: One creature grabbed by you

Effect: You move your speed. For each square you move, you slide the target 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the target during this movement.

Attack: Strength vs. Fortitude (unarmed)

Hit: 1[W] + Strength modifier damage, and you knock the target prone. If the target is adjacent to blocking terrain, add your Dexterity modifier to the damage.

Sweeping Slash Fighter Attack 3

You whirl your main weapon in an overhead cut that forces your foes to step back. You then follow up with your other weapon.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding two melee weapons.

Primary Target: Each enemy in burst you can see

Primary Attack: Strength vs. Reflex (main weapon)

Hit: You push the primary target 1 square.

Effect: You shift 1 square and make a melee secondary attack.

Secondary Target: One creature targeted by the primary attack

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage.

LEVEL 5 DAILY EXPLOITS

Bare-Knuckled Rebuke Fighter Attack 5

Your enemies leave themselves open to your powerful punches when they miss with their attacks.

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Effect: Until the stance ends, you can make the following attack.

Immediate Reaction Melee weapon

Trigger: An enemy adjacent to you misses you with a melee attack

Requirement: You must have a hand free.

Target: The triggering enemy.

Attack: Strength vs. AC (unarmed)

Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.

Crushing Foot Fighter Attack 5

You grab your foe and smash it to the ground. You then place your foot on its neck to keep the creature down.

Daily ♦ **Invigorating, Martial, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage. Until the end of the encounter, the target cannot move if it was grabbed by you at the start of its turn.

Miss: 1[W] + Strength modifier damage.

Effect: You knock the target prone.

Dervish's Challenge Fighter Attack 5

You hold your weapons close to your body, prepared to strike out when an enemy leaves you an opening.

Daily ♦ **Martial, Stance, Weapon**
Minor Action **Personal**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 3[W] + Strength modifier damage.

Effect: Until the stance ends, whenever you are wielding two weapons and make a melee basic attack against a creature as an immediate action or an opportunity action, you can make a melee basic attack with your off-hand weapon against that creature as a free action.

Relentless Pressure Fighter Attack 5

Jabbing and pushing with your shield, you force your foe into using rudimentary attacks.

Daily ♦ **Martial, Weapon**
Standard Action **Melee weapon**

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: The target can use only basic attacks to attack while you are adjacent to it (save ends).

LEVEL 6 UTILITY EXPLOITS

Makeshift Shield Fighter Utility 6

You snatch a piece of furniture, a body, or a discarded item to block an enemy's attack.

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Requirement: You must have a hand free.

Trigger: An enemy hits you with a close or a melee attack

Effect: You gain a bonus to defenses against the attack equal to your Dexterity modifier.

Ready to Retaliate Fighter Utility 6

You hold your weapon high overhead, ready to swing at any foe that attacks you.

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Effect: Until the stance ends, you can use a free action to mark any enemy that makes a melee attack against you. The mark lasts until the end of the enemy's next turn.

Rejoin the Fray Fighter Utility 6

Reinvigorated by an ally's healing, you rush back into the fray.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An ally uses a healing power on you

Effect: If you are prone, you stand up and shift 1 square. If you are standing, you instead shift 3 squares.

Unbalancing Dodge Fighter Utility 6

You duck out of the way of your foe's attack, putting the creature off balance.

Encounter ♦ **Martial**

Immediate Reaction **Melee touch**

Trigger: An enemy misses you with a melee attack

Target: The triggering enemy

Effect: The target takes a -2 penalty to attack rolls and all defenses until the end of its next turn.

ROLEPLAYING A FIGHTER

As a fighter, you boldly wade into the fray and take punishment that few others could endure. A fighter's job is so iconic and subtle that your allies might sometimes take you for granted. Spice up your characterization with enthusiastic battle cries, an accent, or colorful descriptions of what you say or what happens when you are hit or deliver an attack.

Giving a strong fighter a weakness can create a fun roleplaying quirk. If you normally rush into combat, the other players will take notice when you hesitate and mutter about how you hate snakes or how spiders make your skin crawl.

Similarly, you can emphasize your fighter's courage by contrasting it with caution. The mercenary fighter is a classic archetype that's easy to bring out in play. You

might compete with the rogue to loot fallen foes or insist that the cleric help you make sure their corpses don't reanimate. After all, you're not being paid to fight them a second time.

Once you establish that your character views combat as a job, you have the potential for intense drama. Try making a battle against a foe personal, letting your fighter become angry or obsessed. Roleplaying a character who fights for profit or necessity might mean that you are the voice of caution when your group makes plans. Don't worry that you'll avoid the carnage that makes playing a fighter fun. An adventurer's life is dangerous enough that no amount of caution lets you avoid every combat. Your DM will keep combat a central part of the game even if your character claims to want peace and quiet.

LEVEL 7 ENCOUNTER EXPLOITS

Bloody the Field Fighter Attack 7

You raise your weapon high, recognizing that the time has come to finish off your foe.

Encounter ♦ **Invigorating, Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target is bloodied, it is dazed until the end of your next turn.

Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier.

Bludgeoning Vise Fighter Attack 7

Your weapon crunches down on your enemy's skull. You then drive your fist into your foe's face.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude (unarmed)

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

Echoing Assault Fighter Attack 7

You batter the foe with a mighty swing and prepare to catch it with the backswing if it doesn't have the sense to move.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target is adjacent to you at the start of your next turn, as a free action you can make a melee basic attack against the target as the first action you take during your turn.

Weapon: If you're wielding an axe, a hammer, or a mace, the attacks deal extra damage equal to your Constitution modifier.

Hydra Charge Fighter Attack 7

Your advance seems brash, but it's actually a flurry of perfectly timed strikes that bewilder your foes.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

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

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

Opportunist's Rend Fighter Attack 7

You deliver a series of deadly blows to an enemy that lets its guard down.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage.

Special: You can use this power in place of a melee basic attack.

LEVEL 9 DAILY EXPLOITS

Bone Crusher Fighter Attack 9

Your crushing blow leaves your enemy susceptible to other attacks.

Daily ♦ **Invigorating, Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: The target gains vulnerable 10 to weapon attacks (save ends).

FIGHTER BUILDS AND COMBAT STYLES

Chapter 5 introduces combat styles, most of which the fighter can use. A fighter is a natural fit for combat styles because of his or her ability to use all kinds of melee weapons.

Certain styles work better for specific fighter builds. If your fighter uses one of these builds, the combat styles indicated for that build are your best choices.

Battlerager: Black Hood, Elsir Hammer, Ironstar, Kulkor Battlearm, Moradin's Forge, Mountain Thunder, Ninth Legion, Ogremight, and Reaving Axe.

Brawling Fighter: Arkhosian Fang, Desert Moon, Elsir Hammer, Ironstar, Kulkor Battlearm, Mountain Thunder,

Nerathan High Blade, Ninth Legion, Reaving Axe, Red Cloak, and Rending Chains.

Great Weapon Fighter: Arkhosian Fang, Black Hood, Hunting Spear, Ironstar, Longhand, Moradin's Forge, Ogremight, Partisan Polearm, Rending Chains, and Steel Vanguard.

Guardian Fighter: Arkhosian Fang, Desert Moon, Elsir Hammer, Ironstar, Kulkor Battlearm, Mountain Thunder, Nerathan High Blade, Ninth Legion, Reaving Axe, Red Cloak, and Rending Chains.

Tempest Fighter: Elsir Hammer, Midnight Blade, Mountain Thunder, and Red Cloak.



Hobbling Cut Fighter Attack 9

You cripple your foe with painful wounds to its leg and its arm.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

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

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

One Against Many Fighter Attack 9

When your enemies gang up on you, you have the advantage, for it means you have no shortage of targets.

Daily ♦ **Martial, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Until the end of the encounter, you gain a +1 power bonus to all defenses while two or more enemies are adjacent to you. You also gain a +1 power bonus to weapon attack rolls while no allies are adjacent to you.

Staggering Blow Fighter Attack 9

You batter your enemy with a powerful blow and send it stumbling away from you.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 3 squares. The target is dazed (save ends).

Miss: Half damage, and you push the target 1 square. The target is dazed until the end of your next turn.

Unstoppable Assault Fighter Attack 9

You fend off an enemy's advance by striking hard and then jabbing the foe with the edge of your shield.

Daily ♦ **Martial, Weapon**

Immediate Reaction **Melee 1**

Trigger: An enemy moves during its turn to a square adjacent to you

Requirement: You must be using a shield.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of your next turn, the target cannot grab you, restrain you, or enter your space.

Sustain Minor: Choose one enemy adjacent to you. That creature cannot grab you, restrain you, or enter your space until the end of your next turn.

LEVEL 10 UTILITY EXPLOITS

Body Shield

Fighter Utility 10

You yank a foe into the path of an enemy's attack.

Encounter ♦ Martial

Immediate Interrupt Melee 1

Trigger: An enemy hits you with a melee or a ranged attack

Requirement: You must have a hand free.

Target: One creature other than the triggering enemy

Effect: Make a grab attack against the target. If you grab the target, the triggering enemy's attack deals half damage to you and half damage to the target.

Fighter's Grit

Fighter Utility 10

With pure determination, you ignore weakness and battle on.

Encounter ♦ Martial

Minor Action Personal

Effect: Until the end of your next turn, you ignore the effects of the dazed, immobilized, slowed, and weakened conditions.

Fist of Lightning

Fighter Utility 10

You clench your fist and prepare a rapid assault.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, your unarmed attacks deal extra damage equal to your Dexterity modifier.

Grappler's Stance

Fighter Utility 10

You wrench the limbs of your enemy, weakening its resolve.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, any creature grabbed by you is restrained until the grab ends.

Steely Persuasion

Fighter Utility 10

Your skill with the blade is enough to daunt even stalwart foes.

Encounter ♦ Martial

Free Action Personal

Trigger: You make an Intimidate check or a Streetwise check

Requirement: You must be wielding a melee weapon.

Effect: You gain a bonus to the skill check equal to the weapon's proficiency bonus plus the weapon's enhancement bonus.

MULTICLASS FIGHTERS

Different backgrounds and interests lead fighters to explore various philosophies and methods of combat. A few interesting combinations are discussed here.

Avenger: Few fighters have the Wisdom scores necessary to excel with avenger attack powers, yet characters who have a bonus to Wisdom from their race—dwarves, elves, and shifters, for example—can pull off this combination. Avenger powers provide a fighter with more “stickiness.” With your avenger powers, you can pull enemies away from your allies. Once the enemies are adjacent to you, you can unleash close attacks to mark all of them and force them to fight you. Even if you take no avenger powers, the avenger multiclass feat Hero of Faith from *Divine Power* grants what is effectively a +4 bonus to attack rolls for 2 rounds by allowing you to use *oath of enmity*. Finally, the oathsworn paragon path from *Player's Handbook 2* and the relentless slayer and weapon of fortune paragon paths from *Divine Power* provide interesting options for a character that is both fighter and avenger.

Barbarian: Multiclassing into barbarian as a fighter is a solid choice because the two classes share Strength as a primary ability score. The barbarian class offers a fighter similar powers—specifically, potent melee attacks—yet barbarian powers deal more damage than most fighter powers. This combination works well for battleragers and great weapon fighters. If you want to enter a rage, you'll need to use the Adept Power multiclass feat to gain a daily power. Most barbarian paragon paths have features related to rage, so if you don't have a rage power, consider picking a fighter paragon path that focuses on hitting hard.

Cleric: You have great opportunities if you multiclass a battle cleric with a guardian fighter or a tempest fighter, because they share a focus on Strength, Wisdom, and melee attacks. The warhound of Bane paragon path (page 29) is a great fit for a character who uses both martial and divine powers. Other good options include the knight protector or the polearm master from *Martial Power*, and the angelic avenger, the pit fighter, or the warpriest from the *Player's Handbook*.

Rogue: If you multiclass as a brutal rogue with a Dexterity-based fighter build, such as the tempest or the brawler, you gain a mutual benefit from high Strength. The rakehell duelist (page 26) and the blade bravo (page 73) are ideal paragon paths for you as a combination of striker and defender. You might also consider the shock trooper and the death dealer from *Martial Power* and the kensei from *Player's Handbook*.

Warden: This combination works well because warden attack powers are based on Strength. The Defender of the Wild feat from *Player's Handbook 2* is useful for a fighter. It allows you to mark each enemy adjacent to you even after you run out of attacks that target multiple enemies. Warden powers are optimal for controlling movement and keeping enemies nearby, so this combination can make the fighter a better defender; try mixing warden with the brawling fighter or guardian fighter build.

Warlord: The warlord and the fighter share Strength as a primary ability score, so they mix well. You won't be a great healer unless you invest a significant number of feats, but with even a few healing powers, you can help bolster your group. The warlord also offers tactical options to help the fighter organize the battlefield around him or her.

LEVEL 13 ENCOUNTER EXPLOITS

Bash and Pummel Fighter Attack 13

You hack down one enemy and then slash at another nearby with your next blow.

Encounter ♦ **Invigorating, Martial, Weapon**

Standard Action Melee weapon

Target: One or two creatures

Attack: Strength vs. AC. You make the attack twice, distributing the attacks between the targets or making both attacks against one.

Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. If you hit the same target twice with this power, the second attack deals extra damage equal to your Dexterity modifier.

Battle Jump Fighter Attack 13

You leap past your foe in a great bound, stabbing above its guard as you go.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Effect: Before or after the attack, you jump 2 squares. You do not provoke opportunity attacks during the jump.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Hilt Smash Fighter Attack 13

After a wide swing, you reverse your weapon and slam its grip against your foe's head.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn if you have combat advantage against it.

Stranglehold Fighter Attack 13

While your foe is still reeling from your hit, you wrap your arm around its neck and squeeze.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you grab the target. The target is dazed until the grab ends. The grab ends automatically at the end of your next turn.

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

LEVEL 15 DAILY EXPLOITS

Eye Gouge Fighter Attack 15

You deliver a quick strike to your foe and then go for its eyes, attempting to gouge them out with your free hand.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. Reflex (unarmed)

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

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

No Room to Breathe Fighter Attack 15

You press the attack with relentless intensity, leaving your foe no time to launch a proper counterattack.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is weakened until the end of your next turn.

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

Relentless Headlock Fighter Attack 15

After a preparatory strike with your weapon, you wrap your arm around your foe, leaving no room to escape.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you grab the target. Until the grab ends, the target grants combat advantage to you. Whenever the target fails to escape the grab, you can make an opportunity attack against it.

Miss: Half damage, and you grab the target.

Sudden Opportunity Fighter Attack 15

When one of your allies hits an enemy, you take advantage of the foe's distraction to put it on the ground with a quick attack.

Daily ♦ **Martial, Weapon**

Free Action Melee weapon

Trigger: An enemy within 2 squares of you is bloodied by your or your ally's attack or suffers a critical hit from you or your ally

Effect: Before the attack, you shift 3 squares.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is dazed (save ends).

Miss: Half damage.

Weapon: If you're wielding an axe, a hammer, a mace, or a pick, you knock the target prone.

LEVEL 16 UTILITY EXPLOITS

Battle Acumen Fighter Utility 16

You absorb everything going on around you, and your enemies find it hard to catch you unaware.

Daily ♦ Martial, Stance
Minor Action Personal

Effect: Until the stance ends, you don't grant combat advantage while you are conscious.

Fury's Resurgence Fighter Utility 16

The thrill of the kill is enough to shake off any ill effects.

Daily ♦ Healing, Martial
Free Action Personal

Trigger: You score a critical hit or reduce an enemy to 0 hit points

Effect: You spend a healing surge and regain additional hit points equal to your Constitution modifier. You make a saving throw against each effect on you that a save can end, and you gain a bonus to the saving throws equal to your Constitution modifier.

Painful Drag Fighter Utility 16

You stride across the room, dragging an enemy behind you.

Encounter ♦ Martial
Move Action Personal

Requirement: You must have a creature grabbed.

Effect: You move your speed. For each square you move, you slide a creature grabbed by you 1 square to a square adjacent to you. The creature remains grabbed, and you do not provoke an opportunity attack from the grabbed creature for this movement. The grabbed creature grants combat advantage until the end of your next turn.

Tangle Up Fighter Utility 16

When your enemy lowers its guard, you take the opportunity to tangle its feet and send it sprawling.

Encounter ♦ Martial
Free Action Melee weapon

Trigger: You hit or miss an enemy with an opportunity attack

Target: The triggering enemy

Effect: You knock the target prone. You mark the target (save ends).

Twisting Escape Fighter Utility 16

You twist your body like a contortionist, escaping even the tightest restraints.

At-Will ♦ Martial
Move Action Personal

Prerequisite: You must be trained in Athletics.

Requirement: You must be grabbed.

Effect: You attempt to escape a grab and gain a +5 bonus to the Athletics check to escape. If you escape, you can shift half your speed instead of the normal 1 square.

LEVEL 17 ENCOUNTER EXPLOITS

Battering Ram Fighter Attack 17

You pick up the enemy you are grappling and run it headfirst into another foe.

Encounter ♦ Martial, Weapon
Standard Action Melee 1

Target: One creature grabbed by you

Effect: You move your speed, pulling the target with you. The target remains grabbed, and you do not provoke an opportunity attack from the target for this movement.

Attack: Strength vs. Fortitude (unarmed)

Hit: 2[W] + Strength modifier damage, and you knock the target prone. If the target is adjacent to one or more of your enemies, it takes extra damage equal to 2 + your Dexterity modifier, and the enemies it is adjacent to are also knocked prone.

Lunging Dervish Fighter Attack 17

You take a long step forward, bending low as your leading arm delivers an arcing slash. You follow the attack with a quick cut from your off-hand weapon.

Encounter ♦ Martial, Weapon
Standard Action Close burst 2

Requirement: You must be wielding two melee weapons.

Primary Target: Each enemy in burst you can see

Primary Attack: Strength vs. AC (main weapon)

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

Effect: Make a secondary attack that is a close burst 1.

Secondary Target: Each enemy in burst you can see

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: Strength modifier damage.

Minotaur Charge Fighter Attack 17

You lower your head and charge your foe, sending it sprawling.

Encounter ♦ Invigorating, Martial, Weapon
Standard Action Melee weapon

Target: One creature

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 1 square and shift 1 square to a square the target vacated. Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude

Hit: You push the target 3 squares and knock it prone.

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

Punishing Shield Block Fighter Attack 17

You catch your enemy's attack with your shield and then slam the shield back into your foe, knocking it down.

Encounter ♦ Martial
Immediate Interrupt Melee 1

Requirement: You must be using a shield.

Trigger: An enemy adjacent to you hits or misses you with a close or a melee attack

Target: The triggering enemy

Effect: The target takes a -2 penalty to the attack roll.

Attack: Strength + 4 vs. Fortitude

Level 21: Strength + 6 vs. Fortitude

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

Shifting Blade Fighter Attack 17

You switch your weapon to your empty hand, catching your enemy completely off guard.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Effect: The target grants combat advantage to you until the end of your next turn.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Vicious Uppercut Fighter Attack 17

You make a diversionary attack with your weapon to hide the real threat—an uppercut from your free hand.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude (unarmed)

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

LEVEL 19 DAILY EXPLOITS

Battlefield Challenge Fighter Attack 19

Roaring a war cry, you rush an enemy and prove that it is you that it should be attacking.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Effect: Until the end of the encounter, whenever an enemy you can see makes an attack that does not include you as a target, you can mark that enemy as an opportunity action. The mark takes effect after the attack, and it lasts until the end of your next turn.

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

Iron Tornado Fighter Attack 19

You sweep your weapon through nearby enemies. Then, while they're recovering, you seize a foe and hurl it away from you.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must have a hand free.

Primary Target: Each enemy in burst you can see

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the primary target is dazed until the end of your next turn. Make a melee secondary attack.

Secondary Target: One creature hit by the primary attack

Secondary Attack: Strength vs. Fortitude (unarmed)

Hit: You push the secondary target a number of squares equal to 1 + your Dexterity modifier and knock it prone.

Miss: Half damage.

Mighty Shield Slam Fighter Attack 19

You slam your shield into your foe with a quick, powerful thrust.

Daily ♦ Martial, Reliable

Minor Action Melee 1

Requirement: You must be using a shield.

Target: One creature

Attack: Strength + 4 vs. Fortitude

Level 21: Strength + 6 vs. Fortitude

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

Persistence of Blades Fighter Attack 19

You are a whirl of steel and resolve. Nothing can deter you from striking your foe.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, once per turn when you miss with a melee attack roll, you can reroll the attack roll.

Pugilist's Resolve Fighter Attack 19

Your enemies leave themselves open to your powerful punches when they attack you but fail to hit.

Daily ♦ Martial, Stance, Weapon

Minor Action Personal

Requirement: You must have a hand free.

Effect: Until the stance ends, you can make the following attack.

Immediate Reaction Melee weapon

Trigger: An enemy adjacent to you misses you with a melee attack

Requirement: You must have a hand free.

Target: The triggering enemy.

Attack: Strength vs. AC (unarmed)

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

LEVEL 22 UTILITY EXPLOITS

Hard to Kill Fighter Utility 22

The tougher the battle becomes, the harder you fight. You shrug off minor wounds and resist even the worst effects.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you gain a power bonus to saving throws equal to your Wisdom modifier, and while you are bloodied you gain resistance to all damage equal to 5 + your Constitution modifier.

Instant Getaway Fighter Utility 22

You quickly try to shake off whatever's holding you.

At-Will ♦ Martial

Minor Action Personal

Effect: You can make an escape attempt, or you can make a saving throw against an effect that immobilizes or restrains you and that a save can end.

Prescient Shield

Fighter Utility 22

You appear to raise your shield to block your foes' attacks even before the creatures swing.

Daily ♦ Martial, Stance

Minor Action Personal

Requirement: You must be using a shield

Effect: Until the stance ends, whenever an enemy adjacent to you hits you, you can gain a bonus to AC and Reflex against the attack equal to your Wisdom modifier as an immediate interrupt.

Surprising Finish

Fighter Utility 22

As you release your grip on a foe, you smash your hand into its face, sending the creature reeling.

Daily ♦ Martial

Free Action Melee 1

Trigger: You stop grabbing an enemy

Target: The enemy you released

Effect: You knock the target prone, and the target is dazed (save ends).

Undeniable Challenge

Fighter Utility 22

You call a creature out, and it has no choice except to focus its attention on you.

Encounter ♦ Martial

Minor Action Melee 1

Target: One or two creatures marked by you

Effect: Until the end of your next turn, the target cannot make any attack that does not include you as a target.

LEVEL 23 ENCOUNTER EXPLOITS

Behemoth Wrath

Fighter Attack 23

You rush your foe and drive the creature to its knees with a powerful blow.

Encounter ♦ Invigorating, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals extra damage equal to your Constitution modifier, and you knock the target prone.

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

Colossal Strike

Fighter Attack 23

You deal a mighty blow that sends your enemy staggering.

Encounter ♦ Invigorating, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.

Weapon: If you're wielding an axe, a hammer, or a mace, you also knock the target prone.

MARTIAL FELLOWSHIPS

Martial characters who adventure and fight together sometimes form deep bonds of discipline, respect, and common purpose. The martial experience creates a powerful connection, whether that connection involves comrades in a military unit, a small band sharing a noble quest, or just a group of friends in a bar fight. Being Janthar, a great fighter, isn't nearly as exciting as being Janthar of the Black Griffon Company or Janthar who rides with the Seven Heroes of Legend.

Martial fellowships embody a common style, attitude, or modus operandi. Just as an individual character has his or her own personality and favored ploys, an adventuring company can develop a collective personality and tactics that make it greater than the sum of its parts. Here are a few suggestions for refining your own martial fellowship.

Competitive: You and your comrades appear to constantly be upstaging each other, seeking the greatest renown possible from each fight. You jockey to get in the killing blow against a worthy foe, you race each other in skill challenges, and you boast when you score a grievous hit. However, coming in second engenders no ill feelings—after all, you'll each have a chance to outshine the others next time.

Disciplined: Consummate professionals, you and your fellow adventurers drill together and practice cooperative tactics. Efficiency and results are what count for your fellowship. You might use military jargon to pass around tactical advice. You have developed standard methods for

breaching doors, shielding injured comrades, and dealing with unseen foes. You're not after individual glory, because you're all team players.

Honorable: Courage, loyalty, integrity—these are your watchwords, and you live by them. You and your companions measure yourselves against a noble code. You do not strike down helpless foes, you do not slaughter prisoners, and you do not abandon allies on the field of battle. Friends and enemies alike admire your gallantry and know that you are heroes of your word.

Witty: For you, battle is an opportunity to demonstrate witty repartee and appreciate the ironies of a hero's existence. You and your companions make light of danger, laughing at your mistakes and tossing off ridiculous exaggerations. Rather than grimly killing each enemy, you might send humiliated survivors running with a few taunts to speed them on their way. After all, who will spread the story of your wit if you kill everything?

Wild Bunch: You and your friends aren't just a band of heroes; you are catastrophe waiting to be unleashed. You launch yourselves into battle with wild recklessness, storming through challenges on muscle and fury. When the battle ends, your fellowship relaxes as hard as you fight. No evening is complete without a protracted bout of drinking, brawling, and debauchery. You might be heroes, but everyone breathes a sigh of relief when you and your companions move on.

**Gut Punch**

Fighter Attack 23

Your weapon is busy parrying the enemy's attacks, so you smash your fist into its vitals.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee touch

Requirement: You must have a hand free.

Trigger: An enemy misses you with a melee attack

Target: The triggering enemy

Attack: Strength vs. Fortitude (unarmed)

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

Opportunist's Trap

Fighter Attack 23

Your first foray against the enemy is ruse, ripening the foe for subsequent attacks.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage.

Effect: Until the end of your next turn, you can make the following attack against the target.

Opportunity Action Melee weapon

Trigger: The target makes an attack roll

Effect: Before your attack, you shift your speed.

Attack: Strength vs. AC (main weapon)

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

Trollclaw Grip

Fighter Attack 23

You follow a hard cut from your weapon with an attempt to seize a nearby enemy in a debilitating grip.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. Reflex (unarmed)

Hit: 1[W] + Strength modifier damage, and you grab the target. The target grants combat advantage until the grab ends.

LEVEL 25 DAILY EXPLOITS**Blinding Provocation**

Fighter Attack 25

You open a bleeding cut that obscures your enemy's vision. You then goad your sightless foe into attacking blindly.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target is blinded (save ends). Until the target is no longer blinded, whenever it misses with a melee attack, you can slide the target 1 square as an opportunity action, and the target then makes a melee basic attack against one creature of your choice as a free action.

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

Deft Counterattack Fighter Attack 25

You intercept the foe's weapon with such force that it becomes stuck in your shield. You then deliver a stinging counterattack.

Daily ♦ **Martial, Reliable, Weapon**

Immediate Reaction **Melee weapon**

Requirement: You must be using a shield.

Trigger: An enemy misses you with a melee attack

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and the target drops one weapon it is wielding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (in your square). The target grants combat advantage to you (save ends).

Hammering Pommel Fighter Attack 25

You strike with your weapon and then use the weapon's pommel to knock your opponent backward, rattling its senses.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you push the target 3 squares. The target is stunned (save ends).

Miss: Half damage, and you push the target 1 square. The target is stunned until the end of your next turn.

Hold at Bay Fighter Attack 25

You hack at your foe and then seize hold of it, preventing the creature from attacking effectively.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must have a hand free.

Target: One creature

Primary Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage. Make an unarmed secondary attack against the target.

Secondary Attack: Strength vs. Reflex (unarmed)

Hit: You grab the target. In addition to the normal effects of a grab, the target is restrained until the grab ends.

Miss: Half damage.

Impaling Knockdown Fighter Attack 25

You knock your foe to the ground and drive your weapon into its gut.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 3[W] + Strength modifier damage, and you knock the target prone. Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage, and ongoing 15 damage (save ends).

LEVEL 27 ENCOUNTER EXPLOITS**Blinding Cut** Fighter Attack 27

Your first attack causes your foe to double over in pain, allowing you to attack its eyes.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 3[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your next turn.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage. If you have combat advantage against the target, it is blinded until the end of your next turn.

Gash and Goad Fighter Attack 27

A powerful blow attracts your foe's attention. When you move off and taunt the creature, it chases you.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: After the attack, you shift 3 squares. If you hit the target, you pull it adjacent to you.

Invigorating Fury Fighter Attack 27

With a roar, you let out a flurry of attacks that invigorates you.

Encounter ♦ **Invigorating, Martial, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier + Constitution modifier damage.

Wrenching Assault Fighter Attack 27

Your weapon strikes your enemy and sends it spinning, leaving you free to move in and grapple.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must have a hand free.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you slide the target 1 square to a square adjacent to you. You grab the target, and the target drops one weapon it is wielding. You can choose to catch the weapon in a free hand or have it land on the ground at your feet (in your square). If the target is not wielding a weapon, it instead grants combat advantage to you until the end of your next turn. The grab ends automatically at the end of your next turn.

LEVEL 29 DAILY EXPLOITS

Debilitating Bash Fighter Attack 29

You deliver a series of shield bashes that keeps your enemy on the defensive and prevents it from unleashing any skilled attacks.

Daily ♦ Martial

Minor Action Melee 1

Requirement: You must be using a shield.

Target: One creature

Attack: Strength + 6 vs. Fortitude

Hit: 6d6 + Strength modifier damage, and you push the target a number of squares equal to your Strength modifier. The target can use only basic attacks to attack (save ends).

Miss: Half damage, and the target can use only basic attacks to attack until the end of your next turn.

Exhilarating Assault Fighter Attack 29

You rush at the enemy, feeling a fierce exhilaration that allows you to ignore your wounds.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you can spend a healing surge.

Effect: You can make a saving throw against each effect on you that a save can end. Until the end of the encounter, you have regeneration 15 while you are bloodied.

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

Neck Snap Fighter Attack 29

After a wicked slash from your weapon, you seize your foe's throat and try to snap its neck.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must have a hand free.

Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you grab the target. The target is restrained until the grab ends. You can make the following secondary attack against the target as a standard action or as an immediate interrupt when the target attempts to escape the grab.

Secondary Attack: Strength vs. Fortitude (unarmed)

Hit: 6[W] + Strength modifier damage, and the grab ends.

Miss: 4[W] + Strength modifier damage, and the grab ends.

Savage Butchery Fighter Attack 29

You hack your enemies to pieces with a savage series of brutal cuts.

Daily ♦ Invigorating, Martial, Weapon

Standard Action Melee weapon

Target: One, two, or three creatures

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Weapon: If you're wielding an axe, a hammer, or a mace, the attack deals 1[W] extra damage against prone targets.



Sudden Onslaught Fighter Attack 29

When your ally lands a telling blow, you sense opportunity. You quickly leap in to finish off the foe.

Daily ♦ Martial, Weapon

Free Action Melee 1

Trigger: An enemy within 2 squares of you is bloodied by your or your ally's attack or suffers a critical hit from you or your ally

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

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and the target is dazed and weakened (save ends both).

Weapon: If you're wielding an axe, a hammer, a mace, or a pick, you also knock the target prone.

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

NEW PARAGON PATHS

AVERNIAN KNIGHT

"Hellfire and steel are my weapons against darkness."

Prerequisite: Fighter and either Eldritch Pact (infernial) class feature or Pact Initiate (infernial pact) feat

You're both a warrior and a warlock, steeped in the martial lore of the Nine Hells. You might have learned the sinister techniques of this path from another practitioner, from forbidden tomes guarded in brooding monasteries, or from the infernal patrons who answer your call when you dabble in the warlock's craft. Regardless of how you came to follow this path, you wield the power of an infernal pact; what you choose to do with your dark gift is up to you.

As an Avernian knight, you combine the power of a warlock's pact with exceptional skill at arms, weaving sinister spells into your weapon. In battle, you call upon your spells to scour your foes with infernal curses and punish them severely when they ignore your challenge.

Orders of Avernian knights are found in the Nine Hells and in other places where devils hold sway. Most who wield the power of the Nine Hells do so at the cost of their souls and are irrevocably sworn to the service of evil. However, you need not choose evil



to follow this path. Sometimes good heroes succeed in turning the power of evil against itself, finding a way to withstand the taint of the dark powers.

AVERNIAN KNIGHT PATH FEATURES

Avernian Action (11th level): When you spend an action point to take an extra action, your attack powers gain the fire keyword and deal extra fire damage equal to 5 + your Constitution modifier until the end of your turn.

Melee Implement (11th level): You can use any melee weapon as a warlock implement. However, you don't gain the weapon's proficiency bonus when you use it for implement attacks.

In addition, whenever you use a melee weapon as an implement for an arcane power, you do not provoke opportunity attacks from enemies adjacent to you for using a ranged power.

Hellish Mark (16th level): Whenever an enemy marked by you makes an attack that doesn't include you as a target, that enemy takes 5 + your Constitution modifier fire damage after the attack is resolved.

AVERNIAN KNIGHT SPELLS

Curse Strike Avernian Knight Attack 11

Your strike delivers a dark curse, debilitating your foe and lending power to your next attack.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. Will

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls, and your weapon attacks against the target deal 2d6 extra damage.

Avernian Challenge Avernian Knight Utility 12

You teleport a short distance and challenge nearby enemies.

Encounter ♦ Arcane, Teleportation
Move Action Personal

Effect: You teleport 5 squares and then mark each enemy adjacent to you until the end of your next turn.

Hellforged Blade Avernian Knight Attack 20

Runes of red fire begin glowing on your weapon. Each foe you strike bursts into flame and is assailed by supernatural dread.

Daily ♦ Arcane, Fear, Fire, Weapon
Standard Action Close burst 1

Target: Each enemy in burst
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is marked, takes a -2 penalty to all defenses, and takes ongoing 10 fire damage (save ends all).

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

GLORIOUS MYRMIDON

"The gods look upon my moment of glory and know envy."

Prerequisite: Fighter, trained in Athletics

You are a warrior of tremendous athleticism and skill. For you, battle is the ultimate competition—a contest in which your personal triumphs and deeds of daring will win you lasting glory. You measure your victories by the fame and recognition they bring you. Folks might say that you're proud, vain, or selfish, and that your hubris is an affront to the gods. You see nothing wrong in wanting to glorify the natural gifts the gods granted you or demonstrating to the world the rewards that can be won with courage, dedication, and skill.

You value fame, honor, and the stories of your triumphs over gold and other worldly treasures. You're on the lookout for opportunities to add to your own growing fame, not through bragging about what you've done but by testing yourself against worthy foes and producing evidence of your victories. If you can't fight the dragon on the village green, then at least you can bring back its head tied to your saddle horn to let everyone know that you bested the creature.

You have little interest in dishonorable victories or foes beneath your station. If you must give battle to unworthy enemies to protect innocent people, you might choose to set your own challenge by wielding ineffective weapons, using only simple attacks, or allowing your opponents the first strike. Defeating a band of goblins hardly adds to your renown at this point in your career, but defeating them with your bare hands—now there's a story.

GLORIOUS MYRMIDON PATH FEATURES

Myrmidon's Action (11th level): When you spend an action point to take an extra action, you can shift 3 squares as a free action before or after the extra action, and you gain a +2 bonus to attack rolls until the start of your next turn.

Battle Agility (11th level): You ignore the speed penalty and check penalty of chainmail and scale armor.

Myrmidon Athleticism (16th level): You gain a +1 bonus to speed and a +2 bonus to Acrobatics, Athletics, and Endurance checks.



GLORIOUS MYRMIDON EXPLOITS

Charge to Glory Glorious Myrmidon Attack 11

You barrel into your enemy, eager to draw first blood.

Encounter ♦ **Martial, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Effect: You knock the target prone.
Special: When charging, you can use this power in place of a melee basic attack.

Exult in Victory Glorious Myrmidon Utility 12

The glory of a hard-fought victory sweeps away your fatigue when you defeat a worthy foe.

Encounter ♦ **Healing, Martial**
Free Action **Personal**
Trigger: You reduce an enemy to 0 hit points with a melee attack
Effect: You use your second wind, and you gain a +1 bonus to attack rolls until the end of your next turn.

Moment of Triumph Glorious Myrmidon Attack 20

You exhibit a level of pure skill and resilience that few opponents can match, especially in single combat.

Daily ♦ **Martial, Stance**
Minor Action **Personal**
Effect: Until the stance ends, you gain a +2 power bonus to attack rolls and to all defenses. In addition, enemies marked by you take a -4 penalty to attack rolls instead of a -2 penalty for making an attack that doesn't include you as a target.

IRONSTAR MAULER

"Aggression is the key to victory. Get in there and start mixing it up while your enemy is still trying to decide if it wants to fight or not. Hesitation is a luxury we can't afford."

Prerequisite: Fighter, Ironstar Student feat

You are a battle-tested master of the Ironstar combat style. You wield a mace or a flail as easily as a graceful elf duelist wields a rapier; in your hands, these cruel weapons are as light and quick as willow switches. You have spent countless hours attaining the necessary balance, concentration, and intuition to use these weapons effectively. With uncanny precision, you can crumple a shield, break a weapon-hand, shatter fangs, or crush a skull.

Beyond mastering the style's pure physical technique, you have absorbed the attitude and mindset of the Ironstar masters. Your chosen style is more than pure strength and savagery. You recognize that fearlessness, intimidation, and aggression are weapons every bit as important as the maces or flails you wield.

Warriors of different races and lands have developed techniques similar to yours, but none have studied them more carefully—or practiced them more fiercely—than the dwarf masters who originated the Ironstar technique. You have learned from their teachings and become a fierce and tough-minded warrior. You are the first to charge into the fray and the last to leave it. Enemies do well to fear you.

IRONSTAR MAULER PATH FEATURES

Ironstar Action (11th level): When you spend an action point to attack with a power associated with the Ironstar Student feat or the Ironstar Crusher feat, you can score a critical hit on a roll of 18–20, and you treat the weapon you use for that attack as having the high crit property.

Ironstar Master (11th level): You gain a +1 bonus to attack rolls with maces and flails.

Ironstar Expertise (16th level): Whenever you hit an enemy with a mace or a flail, that enemy takes a -2 penalty to the saving throw against any effect from that attack.

IRONSTAR MAULER EXPLOITS

Devastating Smash Ironstar Mauler Attack 11

You deal a powerful blow that leaves your foe open to your allies' attacks.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed and slowed until the end of your next turn.



Ironstar Stance Ironstar Mauler Utility 12

You gain extra vigor as long as the battle rages.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, if you have no temporary hit points at the start of your turn, you gain temporary hit points equal to 5 + your Constitution modifier.

Crushing Fury Ironstar Mauler Attack 20

You batter your nearby enemies with overpowering blows. Each hit drives an enemy back into its allies, dazing them too.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Primary Target: Each enemy in burst

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, you push the primary target 1 square, and the primary target is dazed and slowed (save ends both). Make a melee secondary attack.

Secondary Target: One creature adjacent to the primary target that was not in the burst of the primary attack

Secondary Attack: Strength vs. Fortitude

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

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

KULKOR ARMS MASTER

"Swords are pretty, there's no doubt of it. But if you want to crack open plate armor or split a dragon's scales, you'll need a weapon with more hitting power."

Prerequisite: Fighter, Kulkor Battlearm Student feat

You are a well-traveled veteran, a pragmatic mercenary who has fought in a dozen different lands. Along the way, you've come to appreciate the virtues and drawbacks of various weapons. Sometimes you're a soldier, sometimes a bodyguard, and sometimes a freebooter in search of the next opportunity. Wherever you go and whatever you do, though, you're always a master of arms.

Many who share your combat style are heartless sellswords, fighting only for the next bag of gold. You might be motivated by coin, or you could find yourself drawn to a higher cause. Perhaps you pursue a calling as a wandering trainer, instructing castle guards and village militias in the effective use of their weapons. You might be a footloose traveler, searching for a worthy place or cause to serve with your martial skills. Or you might be a renowned troubleshooter, awaiting the next chance to test your skills against violent brigands or fierce marauders. You're willing to slay monsters and dangerous beasts if that's what needs to be done, but your true calling is to face enemies that have steel in their hands and prove your mastery over them.

KULKOR ARMS MASTER PATH FEATURES

Kulkor Master (11th level): If you use an axe, a hammer, or a mace that has the versatile property to hit an enemy granting combat advantage to you, that enemy grants combat advantage to all creatures until the start of your next turn.

Kulkor Persistence (11th level): When you spend an action point to attack with an axe, a hammer, or a mace that has the versatile property, and that attack misses every target, you can reroll one attack roll but must use the second result.

Smite the Fallen (16th level): Once per round, when you knock an enemy prone with a melee attack, you can make a melee basic attack against that enemy as a free action.

KULKOR ARMS MASTER EXPLOITS

Arms Master Challenge

Kulkor Arms Master Attack 11

You lash out at foes within reach, and then call out another enemy a short distance away.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Choose one enemy within 5 squares of you other than the primary target or the secondary target. You mark that enemy until the end of your next turn.

Tempered in Blood

Kulkor Arms Master Utility 12

Calling upon years of brutal conditioning, you fight off the pain of a wound with pure willpower.

Encounter ♦ **Healing, Martial**

Free Action **Personal**

Trigger: You are bloodied by an attack

Effect: After the attack is resolved, you use your second wind.

Subjugation of Steel

Kulkor Arms Master Attack 20

Spinning in a tight circle, you viciously attack the enemies surrounding you.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Strength vs. AC

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



RAKEHELL DUELIST

"I can see that you are eager to die, but you'll have to wait until I finish my drink."

Prerequisite: Fighter

You are a rakehell duelist because you're the best at what you do. With a weapon in each hand, you rely on fast footwork and skillful parries. You scorn combatants who need half an hour to strap on heavy armor before they can do battle. By the time other warriors are ready, you can dispatch three sets of opponents and two flagons of ale. Knowing that a fight is around the corner, you make sure you're prepared and that you enjoy life while you can.

You have won riches and fame by going up against deadly opponents. Although your talents have earned you the means to retire to a life of luxury, you find that your pursuit of the good life seems to end up causing fights. For a rakehell duelist, that's the point. Boasting, gambling, and courting the attractive and the wealthy is fun because it can result in being challenged to a duel.

Your reputation attracts a constant stream of aspiring duelists seeking to test themselves against a master. A rakehell duelist usually relishes each opportunity to confirm that he or she is still on top, mercilessly dispatching any ambitious upstarts.



RAKEHELL DUELIST PATH FEATURES

Duelist's Guard (11th level): While wearing light armor or chainmail, you gain a +1 bonus to AC against enemies marked by you.

Main Gauche Action (11th level): When you spend an action point to take an extra action, you can make a melee basic attack with an off-hand weapon as a free action before or after the extra action.

Marked Opportunity (16th level): If an adjacent enemy marked by you shifts or makes an attack that doesn't include you as a target, it grants combat advantage to you until the end of your next turn.

RAKEHELL DUELIST EXPLOITS

Sly Charge

Rakehell Duelist Encounter 11

Rather than run into your waiting enemy, you flick a small weapon at it first to distract it as you rush in.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Effect: You charge and make the following attack in place of a melee basic attack. If you're wielding a light thrown weapon, you can make a ranged basic attack against the target with that weapon as a free action before the charge. If the ranged attack hits, the target grants combat advantage to you until the start of your next turn.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If you have combat advantage against the target, the attack deals extra damage equal to your Dexterity modifier.

Main Gauche Parry

Rakehell Duelist Utility 12

Lesson twenty-three of the tempest technique—a well-timed parry with a light blade can save life and loin.

Encounter ♦ Martial

Immediate Interrupt **Personal**

Requirement: You must be wielding two melee weapons, one of which is a light blade that has the off-hand property.

Trigger: An enemy hits you with a melee attack

Effect: You gain a +4 bonus to AC and Reflex until the start of your next turn.

Stay Mobile

Rakehell Duelist Attack 20

You dart in to deliver a stinging blow to your enemy, then spring back out of harm's way.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, whenever the target misses you with a melee attack, you can shift 1 square as a free action.

RAMPAGING BRUTE

"My hammer says that it and me are coming in fast and getting what we came for."

Prerequisite: Fighter, Ogremight Student feat

Your arrival is heralded by the crash of splintering wood and the roar of a battle cry. When you smash through a door with a single swing of your massive weapon and barrel into the midst of your enemies, they dodge out of the way—if they're wise. If battle has taught you anything, it's that weight plus momentum equals deadly force. When you set your bulk in motion, anyone smart knows to stay out of your way.

Goliaths are famous for defending mountain passes with a squad of slingers, a pile of boulders, and a rampaging brute who rushes downhill and slams into the leader of the opposing force as a killing rain of rock and stone smashes that foe's allies. Goliath legends tell of the first rampaging brute, Roglarok, who charged into the midst of a company of hobgoblins beneath Tizun's Halls. No one in his tribe could have defeated them single-handedly, but by drawing the defenders off, Roglarok allowed his allies to achieve a victory by sneaking in behind the distracted hobgoblins.

Your tactics as a rampaging brute focus on charging in and tying up foes, keeping them away from the more frail members of your party. Your preferred weapon is a heavy weight at the end of a sturdy haft. You favor light armor or chainmail so that your charges can carry you farther into the heart of the battle. You'll be hit frequently, but your fury will keep you fighting no matter how grievous your wounds become.

RAMPAGING BRUTE PATH FEATURES

Brute Charge (11th level): Whenever an enemy hits you with an opportunity attack while you're charging, you can knock that enemy prone as a free action after the opportunity attack is resolved.

Rampager's Action (11th level): When you spend an action point to charge an enemy, the first attack you make as part of the charge deals 2[W] extra damage on a hit or damage equal to your Strength modifier on a miss.

Trampling Rampager (16th level): When charging, you can move through enemies' squares.



RAMPAGING BRUTE EXPLOITS

Barreling Swing

Rampaging Brute Attack 11

You rush through your foes, swinging your weapon in sweeping arcs as you arrive in their midst.

Encounter ♦ **Martial, Weapon**

Standard Action **Close burst 1**

Effect: You charge and make the following attack in place of a melee basic attack. When charging, you can move through enemies' squares.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Weapon: If you're wielding a two-handed mace or a two-handed hammer, the attack deals extra damage equal to your Constitution modifier.

Tumbling Trample

Rampaging Brute Utility 12

You muscle aside enemies that stand between you and your chosen foe.

Encounter ♦ **Martial**

Free Action **Melee 1**

Trigger: You move out of a square occupied by an enemy

Target: The triggering enemy

Effect: You push the target 2 squares and knock it prone.

Brutal Fury

Rampaging Brute Attack 20

Seeing one enemy fall before your might stokes your bloodlust.

Daily ♦ **Martial, Reliable, Weapon**

Free Action **Melee weapon**

Trigger: You reduce an enemy to 0 hit points

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

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier + Constitution modifier damage.

STEEL VANGUARD MASTER

"Trust only in your steel and your skill. People will always disappoint you."

Prerequisite: Fighter, Steel Vanguard Student feat

You are a swordmaster of renown and an expert in the famous Steel Vanguard style. This style is based on the use of large, heavy swords such as the greatsword and the falchion. Few can match your skill and lethality with a two-handed sword.

Some combat styles are associated with specific schools, academies, or regions; the Steel Vanguard technique is not one of these styles. It was developed centuries ago in the mercenary companies that served the empires of old. Countless variations and embellishments have been added to the style over time. Currently, the mercenaries known as the Steel Vanguard practice the style, and dozens of distinct regional styles have their roots in the base style.

As a famed swordmaster, you might be sought out by students who want to learn your techniques or by challengers eager to earn a name by besting a warrior of your skill. How you deal with such challenges is up to you. Between adventures, you might run a training school, teach at a famous academy as a visiting instructor, tutor young nobles, or take on an



apprentice for a time. When adventure calls again, you set aside your lessons and once again use the martial skills you have honed over years of fighting.

STEEL VANGUARD MASTER PATH FEATURES

Vanguard Action (11th level): When you spend an action point to make an attack, you gain a +4 bonus to attack rolls for that attack against enemies marked by you.

Steel Challenge (11th level): Whenever an enemy misses you with a melee attack, you can mark that enemy as a free action.

Great Weapon Defense (16th level): You gain a +2 shield bonus to AC while wielding a two-handed heavy blade.

STEEL VANGUARD MASTER EXPLOITS

Rush of Steel Steel Vanguard Master Attack 11

You attack with a long, looping slash of your heavy weapon, then step forward and reverse your grip to strike another enemy from a different direction.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Primary Target: Each enemy in burst you can see

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You shift 1 square and make a melee secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Vanguard Defense Steel Vanguard Master Utility 12

Keeping your mighty weapon in constant motion, you blend parries and threatening sweeps into an active defense.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you gain a +2 power bonus to AC, and at the end of each of your turns while you are conscious, each enemy adjacent to you is marked until the end of your next turn.

Cruel Flourish Steel Vanguard Master Attack 20

Sensing that your enemy is vulnerable, you follow up a successful attack with a quick, devastating strike.

Daily ♦ Martial, Reliable, Weapon

Free Action Melee weapon

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

Target: The enemy you hit

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed and takes ongoing 10 damage (save ends both).

WARHOUND OF BANE

"For good or for ill, the god of war guides my fortune."

Prerequisite: Fighter

The realm of mortals is the battlefield of the gods. Forbidden to manifest their power directly, the gods rely on intermediaries to fight their battles. Some heroes volunteer their strength to this divine cause, but not you. Your training taught you how to wield a weapon, not a holy symbol, and to place your faith in your armor and your own courage. As a warrior of outstanding courage and skill, you have caught the attention of Bane, the god of war, and his heavy gaze lies upon your battles and quests.

Some who fall under Bane's gaze embrace their role as paragons of war, serving the Black Hand willingly. You are not bound to this fate. Bane is a terrible tyrant, yet he has great admiration for mortals who excel in martial virtues such as discipline, courage, and skill at arms. Above all, Bane is delighted by victory. A hero who battles for good and eschews tyranny might oppose what Bane stands for, but if he or she is brave, skillful, and triumphant, the master of war is darkly pleased even in defeat.

WARHOUND OF BANE PATH FEATURES

Determined Action (11th level): You can spend an action point during your turn as a free action to regain a number of hit points equal to one-half your level + your Wisdom modifier instead of gaining the extra action.

Revitalized Offense (11th level): Whenever you spend a healing surge or use your Determined Action path feature, you gain a +2 bonus to melee attack rolls until the end of your next turn.

Iron Determination (16th Level): While you're using a shield, you gain its shield bonus to Will in addition to AC and Reflex.

WARHOUND OF BANE PRAYERS

Warhound's Wrath Warhound of Bane Attack 11

You strike a solid blow, and the god of war smiles upon you, letting new strength flow back into your wounded body.

Encounter ♦ **Divine, Healing, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you regain hit points equal to 5 + your Wisdom modifier. If you are bloodied, the attack deals 1[W] extra damage, and you instead regain hit points equal to 10 + your Wisdom modifier.



Bane's Fortune Warhound of Bane Utility 12

You bask in the glow of Bane's favor, extending good fortune to your comrades and ill fortune to your enemies.

Encounter ♦ **Divine, Stance**

Minor Action **Personal**

Effect: Until the stance ends, you and any ally within 3 squares of you gain a +1 power bonus to attack rolls and saving throws, and any enemy marked by you and within 3 squares of you takes a -1 penalty to attack rolls and saving throws. The stance ends if an enemy hits you.

Triumphant Strike Warhound of Bane Attack 20

You channel the war god's ire to deliver a terrible strike against your foe, driving fear into its allies, who see Bane's hand upon you.

Daily ♦ **Divine, Fear, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and ongoing 10 damage (save ends). In addition, you mark the primary target until the end of the encounter.

Miss: Half damage.

Effect: Make a secondary attack that is a close burst 5.

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

Secondary Attack: Strength vs. Will

Hit: The secondary target takes a -2 penalty to all defenses (save ends).

RANGER

"Each creature has the same recurring nightmare of the silent predator waiting to strike. Today, I am that predator, and you will not wake from an encounter with my claws."

FEW COMMON folk know the dangers that lurk beyond their fields. Hungry beasts, savage marauders, and mischievous fey prowl the forests and mountains. Yet it is here where the ranger is at home. A ranger travels where others hesitate to venture. Whether as a guide, a hunter, a tracker, or a scout, the ranger welcomes the challenges of the wilderness. Few can match the ranger's ability to adapt combat styles and deal with adverse terrain.

The ranger is a skirmisher, skilled at both melee and ranged combat. A skirmishing ranger might harry foes with ranged attacks before closing in and launching a brutal assault. Some rangers are experts at fighting with both sword and bow. Others take advantage of thrown weapons, such as handaxes and javelins.

This chapter offers a suite of new melee and ranged powers for rangers, expanding the choices presented in the *Player's Handbook* and *Martial Power*.

- ◆ **New Builds:** One of this chapter's new ranger builds is the hunter ranger, which switches between melee and ranged combat and focuses on attacks that ambush opponents. The marauder ranger is the other new build. It creates a character who is fast and aggressive, specializing in the use of thrown weapons and charges.
- ◆ **New Class Features:** Running Attack is a new class feature that offers an alternative to Prime Shot. This chapter also presents two new fighting styles you can choose: the Hunter Fighting Style and the Marauder Fighting Style.
- ◆ **New Powers:** Almost a hundred new exploits open up options for rangers using both melee and ranged attacks. The powers support the new builds and allow a ranger to make Strength-based ranged attacks or Dexterity-based melee attacks.
- ◆ **New Paragon Paths:** You can personalize your ranger using one of eight new paragon paths, including the darkstrider, the lone wolf, and the reaving axe savant.



Player's Handbook presents the archer ranger and the two-blade ranger. *Martial Power* offers the beastmaster ranger. This chapter adds the hunter ranger, a build that encourages a character to switch between melee and ranged weapons, and the marauder ranger, who moves quickly across the battlefield, throwing weapons and striking fast.

HUNTER RANGER

Stealthy and agile, you are a talented skirmisher who adapts to overcome any combat scenario. Although you resemble the archer ranger, your powers provide you with mobility and more melee options. You are unrivaled in your ability to fight well at any range.

NEW CLASS FEATURES

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the hunter ranger build to select these features.

HUNTER FIGHTING STYLE

When you choose a fighting style, you can select Hunter Fighting Style.

Hunter Fighting Style: You gain Quick Draw (*Player's Handbook*, page 200) as a bonus feat, even if you don't meet the prerequisites. In addition, you can sheathe a weapon as a free action and gain a +4 bonus to AC against opportunity attacks you provoke by making a ranged attack.

RUNNING ATTACK

This class feature replaces the Prime Shot class feature.

Running Attack: If you use a standard action that lets you move (such as a charge or the *skirmish shot* power), and you end that movement at least 2 squares away from where you began that move, you gain a +1 bonus to attack rolls made as part of that standard action.

SUGGESTED OPTIONS

Dexterity is your key ability score. You rely on Dexterity for your ranged attacks and some melee attack powers as well. After Dexterity, you should emphasize Wisdom, because you rely on intuition to help guide your attacks. For your tertiary ability score, you should favor Strength or Constitution.

Suggested Class Features: Hunter Fighting Style,* Running Attack*

Suggested Feat: Swift Footwork*

Suggested Skills: Acrobatics, Athletics, Nature, Perception, Stealth

Suggested At-Will Powers: *fading strike*,* *twin strike*

Suggested Encounter Power: *skirmish shot**

Suggested Daily Power: *skirmishing stance**

*New option presented in this book

MARAUDER RANGER

Fierce, fast, and hard-hitting, you are skilled at fighting with two weapons and using your off hand for throwing or parrying. Many of your attacks require thrown weapons. You're faster than other characters, but you're not interested in outrunning trouble; you go looking for it.

NEW CLASS FEATURE

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the marauder ranger build to select these features.

MARAUDER FIGHTING STYLE

When you choose a fighting style, you can select Marauder Fighting Style.

Marauder Fighting Style: You gain Two-Weapon Defense (*Player's Handbook*, page 201) as a bonus feat, even if you don't meet the prerequisites. In addition, you gain a +1 bonus to speed while you aren't using a shield or a two-handed weapon.

RUNNING ATTACK

The Running Attack class feature (described above) is also a good choice for the Marauder Ranger build. This class feature replaces the Prime Shot class feature.

SUGGESTED OPTIONS

Strength is your most important ability score. Your melee attacks and heavy thrown weapon attacks rely on it. Typically Wisdom should be your second highest ability score, because you depend on instinct and battle awareness. Dexterity and Constitution are both good choices for your tertiary ability score, depending on whether you prefer to dodge attacks or tough out the hits.

Suggested Class Features: Marauder Fighting Style,* Running Attack*

Suggested Feat: Manticore's Fury*

Suggested Skills: Acrobatics, Athletics, Endurance, Nature, Perception

Suggested At-Will Powers: *marauder's rush*,* *throw and stab**

Suggested Encounter Power: *hurling charge**

Suggested Daily Power: *scything blow**

*New option presented in this book



NEW POWERS

The new exploits presented here include options for the hunter ranger and the marauder ranger. Archer rangers, two-weapon rangers, and beastmaster rangers can also find many useful powers in this section.

LEVEL 1 AT-WILL EXPLOITS

Fading Strike Ranger Attack 1

You launch an attack against your foe and then back away for safety.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you shift 2 squares to a square that is not adjacent to the target.

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

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

Marauder's Rush Ranger Attack 1

You rush forward, trusting instinct to guide your attack.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier + Wisdom modifier damage.

Level 21: 2[W] + Strength modifier + Wisdom modifier damage.

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

Throw and Stab Ranger Attack 1

You fling a weapon at one foe and then charge it or another enemy.

At-Will ♦ **Martial, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding both a thrown weapon and a melee weapon.

Target: One creature

Attack: Strength vs. AC (thrown weapon)

Hit: 1[W] damage.

Level 21: 2[W] damage.

Effect: You charge an enemy.

RANGER BUILDS AND RUNNING ATTACK

Running Attack rewards rangers whose powers and tactics keep them mobile during a fight. Although this alternative class feature is aimed at the hunter ranger and the marauder ranger, other rangers can also benefit from choosing this alternative. Two-blade rangers and beastmaster rangers have little use for the Prime Shot class feature, because they rarely make ranged attacks. For these builds, you might as well choose Running Attack to replace Prime Shot. You never know when you'll want to charge a monster.

LEVEL 1 ENCOUNTER EXPLOITS

Feral Ambush Ranger Attack 1

You distract an enemy while your beast lunges for the creature and savages it.

Encounter ♦ **Beast, Martial**

Standard Action **Melee beast 1**

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's Strength modifier damage. If you and your beast companion are flanking the target, the attack deals 1[B] extra damage.

Beast: If your companion is a cat, a raptor, a serpent, or a wolf, the attack deals extra damage equal to your Wisdom modifier.

Hunter's Pounce Ranger Attack 1

You leap forward and strike with a single, well-aimed blow. The strike cuts deep and leaves your enemy reeling.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Effect: Before the attack, you shift 2 squares.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

Hurling Charge

Ranger Attack 1

You hurl one of your weapons and then launch into a charge.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding both a thrown weapon and a melee weapon.

Target: One creature

Effect: Using your Hunter's Quarry, you designate the target as your quarry.

Attack: Strength vs. AC (thrown weapon)

Hit: 1[W] + Strength modifier damage.

Effect: You charge the target.

Precise Assault

Ranger Attack 1

You see an opening in an enemy's defense, and you break off your current attack to take advantage of the weakness.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Effect: Before the attack, you move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement.

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 2[W] + Strength modifier damage.

Skirmish Shot

Ranger Attack 1

You rush across the battlefield and then let off a devastating shot.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Effect: Before the attack, you move your speed.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

LEVEL 1 DAILY EXPLOITS

Commanding Confrontation

Ranger Attack 1

You launch an agonizing shot that continues to inhibit your foe with each subsequent attack you make.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature designated as your quarry

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the target is no longer your quarry, your melee attacks against it deal extra damage equal to 2 + your Wisdom modifier.

Distracting Team

Ranger Attack 1

You distract your foe while your beast companion moves in for the kill.

Daily ♦ Beast, Martial, Weapon

Standard Action Melee weapon (beast 1)

Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. If this hit reduces the target to 0 hit points, this power is not expended.

Miss: Half damage.

Effect: Your beast companion moves its speed and makes a secondary attack against the target.

Secondary Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Strength modifier damage, and your beast companion knocks the target prone.

Miss: Half damage.

MULTICLASS RANGERS

As a ranger, you can choose multiclass options to fit either a high Strength or a high Dexterity, giving you a wide array of options. Although any combination works, the following classes are best suited for a ranger's multiclass option.

Barbarian: Few combinations let you dish out damage like a ranger-barbarian multiclass character. Both Hunter's Quarry and the barbarian's inherent damage increases pump up your damage. Dragonborn and goliath are superb racial choices for a ranger multiclassing into barbarian.

Cleric: If you select Strength-based melee cleric powers, you can use powers that fit the beastmaster build or the marauder ranger build. A longtooth shifter makes an excellent character of this sort.

Fighter: You can easily combine a beastmaster ranger or a marauder ranger with the fighter, because they use Strength and can wield the same weapons. If you have the Two-Blade Fighting Style, you'll need to avoid powers that require either two-handed weapons or shields. Warforged, goliath, genasi, half-orc, longtooth shifter, and dragonborn make fine racial choices.

Paladin: With the marauder build in this book, you can make an interesting ranger-paladin. By using Strength-based ranged attacks, your paladin can easily maintain

divine challenge against nonadjacent foes. Choosing dragonborn as your race makes your character even more exceptional.

Rogue: Few classes give you attacks based on Dexterity, but the ranger and rogue are two of them. It's easy for such a character to focus on Dexterity-based ranged combat options, but you can also use a decent Strength score to take advantage of both ranger and rogue options. Both classes are strikers, so the combination makes for deadly attacks. For your race, either half-orc or elf makes the combination stronger.

Warden: You'll probably need to skip the shield when playing a ranger-warden. Even without a shield, the warden's arsenal of powers provides your character with more durability than a normal ranger. Your character might best be a longtooth shifter or a goliath.

Warlord: Several powers designed for the archer warlord work well with Strength-based ranger powers. You can combine Hunter's Quarry with warlord powers that weaken your foe or grant allies bonuses against it. This deadly combination will make quick work of any enemy. Consider being a genasi when you want your character to become a ranger-warlord.

Isolation Strike Ranger Attack 1

Your flurry of attacks knocks your opponents back, allowing you to focus on a single foe.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One or two creatures

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target is not your quarry, you can push it a number of squares equal to your Wisdom modifier.

Miss: Half damage.

Scything Blow Ranger Attack 1

You lash out with your weapon in a wide arc, knocking two foes to the ground. You then drive your blade into them.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Effect: Before the attack, you shift 2 squares.

Target: One or two creatures

Attack: Strength or Dexterity vs. AC

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

Miss: Half damage.

Effect: Make a secondary attack against each target.

Secondary Attack: Strength or Dexterity vs. AC

Hit: 1[W] damage.

Miss: Half damage.

Skirmishing Stance Ranger Attack 1

You adopt a defensive, highly mobile combat stance. Your speed helps you catch opponents unprepared and inflict greater damage.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, whenever you move at least 4 squares away from where you started your turn, you gain a +2 power bonus to AC and Reflex until the start of your next turn, and your next attack before the end of your next turn deals 1d8 extra damage.

Sure Shot Ranger Attack 1

You line up your shot with meticulous care to strike at your foe's vital organs.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC. You can reroll the attack roll but must use the second result.

Hit: 3[W] + Dexterity modifier damage. You can reroll each damage die once but must use the second result.

LEVEL 2 UTILITY EXPLOITS

Begin the Hunt Ranger Utility 2

You quickly identify your prey and ready yourself to attack it.

Daily ♦ Martial

No Action Personal

Trigger: You roll initiative

Effect: You gain a +2 bonus to the initiative check, and using your Hunter's Quarry, you designate one creature you can see as your quarry. You gain a +2 power bonus to attack rolls against that creature until it is no longer your quarry.

Invigorating Stride Ranger Utility 2

You back away from danger and catch your breath.

Encounter ♦ Healing, Martial

Move Action Personal

Effect: You shift a number of squares equal to your Wisdom modifier and must not end the shift adjacent to any enemy. You can use your second wind.

Terrain Advantage Ranger Utility 2

You use the terrain around you as your first line of defense.

Encounter ♦ Martial

Minor Action Personal

Effect: Until the end of your next turn, you gain a +4 power bonus to all defenses while you occupy a square of difficult terrain.

LEVEL 3 ENCOUNTER EXPLOITS

Avenging Charge Ranger Attack 3

You take advantage of an enemy's opening while it focuses on your ally.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee weapon

Trigger: An enemy attacks your ally

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

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Encircle the Prey Ranger Attack 3

You lure your enemy into position. Then, your beast companion lunges.

Encounter ♦ Beast, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you slide the target 1 square. You can shift 1 square.

Effect: Your beast companion makes a melee basic attack against the target as a free action.

Parting Strike Ranger Attack 3

You slash your enemy across the legs and then withdraw, leaving your foe hobbled.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

Effect: After the attack, you shift your speed.

Stalking Strike Ranger Attack 3

You strike quickly and then disappear, leaving your foe searching for the source of the attack.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC. If you are hidden when you attack, you can make a Stealth check to remain hidden if you have any cover or any concealment.

Hit: 2[W] + Dexterity modifier damage.

Sustaining Strike Ranger Attack 3

If your first attack fells your enemy, you retain your strength for a future attack.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier damage. If this attack reduces the target to 0 hit points, this power is not expended, and you gain a +2 power bonus to the next attack roll you make with this power before the end of the encounter.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage.

Upending Throw Ranger Attack 3

Your muscles strain as you unleash a mighty ranged attack that knocks your foe down.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a thrown weapon.

Target: One creature

Attack: Strength vs. AC (thrown weapon)

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

LEVEL 5 DAILY EXPLOITS

Bloody Throw Ranger Attack 5

You drive your weapons into a nearby enemy and then hurl a weapon into the face of another foe.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a thrown weapon in your off hand and a melee weapon in your main hand.

Primary Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier damage.

Effect: Make a secondary attack against the primary target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] + Strength modifier damage.

Effect: Make a ranged tertiary attack. This attack does not provoke opportunity attacks.

Tertiary Target: One creature other than the primary target

Tertiary Attack: Strength vs. AC (thrown weapon)

Hit: 2[W] + Strength modifier damage, and the tertiary target takes a -2 penalty to attack rolls (save ends).

Miss: You do not expend this power.

Coordinated Charge Ranger Attack 5

With a silent gesture, you signal your beast, and you both go charging into the fray.

Daily ♦ **Beast, Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Effect: Using your Hunter's Quarry, you designate the target as your quarry. You and your beast companion charge the target. You can make the following attack in place of a melee basic attack.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Hunter's Confrontation Ranger Attack 5

Each of your attacks tests your foes' defenses until you find where to hit to make it count.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature designated as your quarry

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, you knock it prone.

Snarling Wolf Stance Ranger Attack 5

Like an animal backed into a corner, you become deadlier in your desperation.

Daily ♦ **Martial, Stance**

Minor Action Personal

Effect: Until the stance ends, whenever an enemy hits or misses you with a close or a melee attack, you can make a melee basic attack against it as an opportunity action. You can then shift 3 squares but must not end the shift adjacent to any enemy.

Tracing Shot Ranger Attack 5

You hit your foe in a weak spot and use that wound to guide your subsequent attacks.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier + Wisdom modifier damage.

Effect: Until the end of the encounter, you gain a power bonus to melee damage rolls against the target equal to your Wisdom modifier.

Wounded Beast Ranger Attack 5

You answer an enemy's strike with a snarl and an attack. The rage inside you provides new vigor.

Daily ♦ **Healing, Martial, Weapon**

Standard Action (Special) Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: You can spend a healing surge.

Special: You can use this power as an immediate reaction when an enemy adjacent to you bloodies you or scores a critical hit against you.

LEVEL 6 UTILITY EXPLOITS

Clever Teamwork Ranger Utility 6

You maneuver around your enemies, thanks to your collaboration with your allies.

Encounter ♦ Martial

Move Action Close burst 5

Target: You and one ally in burst

Effect: Each target shifts 1 square as a free action.

Beast: If your beast companion is a target, add your Wisdom modifier to the number of squares it can shift.

Healing Herbs Ranger Utility 6

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

Daily ♦ Healing, Martial

Minor Action Melee touch

Target: One ally

Effect: You make a Heal check. The target regains hit points equal to half the result of your check. The target can make a saving throw against one poison effect on him or her that a save can end.

Off-Hand Defense Ranger Utility 6

You keep your off-hand weapon ready to block enemy attacks.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you gain a +1 power bonus to AC while you are conscious and wielding two melee weapons. If you do not make an off-hand attack during your turn, the bonus is instead +2 until the start of your next turn.

Stealthy Escape Ranger Utility 6

You slip into the shadows, too smoothly for anyone to notice.

Daily ♦ Martial

Free Action Personal

Prerequisite: You must be trained in Stealth.

Trigger: You make a Stealth check and dislike the result

Effect: Reroll the Stealth check with a bonus equal to your Wisdom modifier. You can use the higher of the two rolls. If the second result is lower than the first, you do not expend this power.

LEVEL 7 ENCOUNTER EXPLOITS

Assess and Strike Ranger Attack 7

A brush with your off-hand weapon marks a spot on your enemy for a more accurate thrust from your main weapon.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. Reflex (off-hand weapon)

Hit: 1[W] damage. Make a secondary attack against the target. You ignore any attack roll penalties to the secondary attack.

Secondary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage.

Fetch Ranger Attack 7

After your weapon strikes a foe, your beast grabs the creature and drags it away.

Encounter ♦ Beast, Martial, Weapon

Standard Action Ranged weapon (beast 1)

Requirement: You must be wielding a thrown weapon.

Target: One creature adjacent to your beast companion

Attack: Strength vs. AC (thrown weapon)

Hit: 2[W] + Strength modifier damage, and your beast companion makes a secondary attack against the target.

Secondary Attack: Beast's attack bonus vs. AC

Hit: Your beast companion shifts a number of squares equal to your Wisdom modifier and pulls the target adjacent to it.

Finishing Cut Ranger Attack 7

You execute a swift attack against a foe, attempting to finish off the creature.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. If the target is bloodied or prone, the attack deals 2[W] extra damage.

ICONIC RANGERS

Any race that lives on the outskirts of civilization or deep within the wilderness can fit the ranger's themes. The best races for a ranger combine the power, speed, and the sense needed to survive in the wild.

Elves: With natural bonuses to Wisdom and Dexterity, elves make excellent hunter and archer rangers. Because rangers use attacks that have multiple targets, the *elven accuracy* racial power provides a welcome advantage. More details about elf rangers can be found on page 45 of *Martial Power*.

Half-Orcs: Half-orcs make extremely versatile rangers, and their *furious assault* racial power emphasizes their striker

role. A half-orc is suitable for any ranger build and can switch competently between Strength and Dexterity powers.

Shifters: With the race's bestial bloodline, a shifter constantly yearns for the hunt. It's natural for shifters to follow the path of the ranger. Each type of shifter is suited to a different set of builds. With their naturally high Strength, longtooth rangers excel in the two-blade and the marauder builds. Longtooth beastmasters prefer to adventure with wolf beast companions. Razorclaws favor the archer or hunter fighting styles, or they become beastmasters who fight with ranged weapons while they send their feline beasts into melee.

Surprising Throw

Ranger Attack 7

*You launch your weapon at your foe while your ally distracts it.***Encounter ♦ Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a thrown weapon.**Target:** One creature**Attack:** Strength vs. AC (thrown weapon). The target grants combat advantage to you if it is adjacent to an ally of yours who can take free actions.**Hit:** 3[W] + Strength modifier damage.**Toppling Rush**

Ranger Attack 7

*You dart forward and slash at your foe's legs, unbalancing the creature.***Encounter ♦ Martial, Weapon**

Standard Action Melee weapon

Effect: Before the attack, you move your speed.**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage, and you knock the target prone.**LEVEL 9 DAILY EXPLOITS****Bounding Beast**

Ranger Attack 9

*Your beast pushes back one foe and then charges forth.***Daily ♦ Beast, Martial**

Standard Action Melee beast 1

Target: One creature**Attack:** Beast's attack bonus vs. AC**Hit:** 2[B] + beast's Strength modifier damage, and your beast companion pushes the target 1 square.**Miss:** Half damage.**Effect:** Your beast companion charges one creature other than the target.**Furious Fling**

Ranger Attack 9

*You lob your weapon at your foe, grievously injuring it.***Daily ♦ Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a thrown weapon.**Target:** One creature**Effect:** Using your Hunter's Quarry, you designate the target as your quarry.**Attack:** Strength vs. AC (thrown weapon)**Hit:** 3[W] + Strength modifier damage. If the target is your quarry, it takes ongoing 5 damage (save ends).**Miss:** Half damage.**Invigorating Confrontation**

Ranger Attack 9

*Each strike you deliver against your quarry bolsters you.***Daily ♦ Martial, Weapon**

Standard Action Ranged weapon

Target: One creature designated as your quarry**Attack:** Dexterity vs. AC**Hit:** 3[W] + Dexterity modifier damage.**Miss:** Half damage.**Effect:** Until the target is no longer your quarry, whenever you hit the target with a melee attack, you gain temporary hit points equal to 5 + your Wisdom modifier.**Marked for Death**

Ranger Attack 9

*A carefully aimed shot imperils your quarry.***Daily ♦ Martial, Reliable, Weapon**

Standard Action Melee or Ranged weapon

Target: One creature designated as your quarry**Attack:** Strength (melee) or Dexterity (ranged) vs. AC**Hit:** 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and you mark the target until the end of your next turn. Until the end of the encounter, your Hunter's Quarry deals two extra dice of Hunter's Quarry damage against the target.**Shocking Assault**

Ranger Attack 9

*You rush your opponent, and before it can react, you pin the creature in place with steel.***Daily ♦ Martial, Reliable, Weapon**

Standard Action Melee weapon

Target: One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage, and the target is immobilized (save ends).**Special:** When charging, you can use this power in place of a melee basic attack.**Springback Shot**

Ranger Attack 9

*As an enemy rushes your position, you spring back suddenly and fire an arrow at it, discouraging it from approaching.***Daily ♦ Martial, Weapon**

Immediate Interrupt Ranged weapon

Trigger: An enemy moves during its turn to a square adjacent to you**Effect:** Before the attack, you shift 2 squares and must not end the shift adjacent to the triggering enemy.**Target:** The triggering enemy**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage.**Effect:** The target is immobilized (save ends).**RANGER BUILDS
AND COMBAT STYLES**

Rangers enjoy proficiency with many types of weapons, so they can take advantage of various combat style feats in Chapter 5 of this book. Here's a short guide to the combat styles that work best for each ranger build.

Archer Ranger: Adamant Arrow, Harrowing Swarm, Leaf Runner, and Silent Shot.

Beastmaster Ranger: Arkhosian Fang, Black Hood, Desert Moon, Elsir Hammer, Hunting Spear, Ironstar, Kulkor Battlearm, Mountain Thunder, Nerathan High Blade, Reaving Axe, and Rending Chains.

Hunter Ranger: Black Hood, Hunting Spear, Kulkor Battlearm, and Nerathan High Blade.

Marauder Ranger: Elsir Hammer, Ironstar, Midnight Blade, Mountain Thunder, and Reaving Axe.

Two-Blade Ranger: Arkhosian Fang, Desert Moon, Elsir Hammer, Ironstar, Kulkor Battlearm, Mountain Thunder, Nerathan High Blade, Reaving Axe, and Rending Chains.



LEVEL 10 UTILITY EXPLOITS

Agile Escape Ranger Utility 10

Nothing can slow you down.

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Trigger: You are hit by an attack that makes you slowed, immobilized, restrained, or dazed

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

Padfoot Advance Ranger Utility 10

You glide over the ground like a stalking cat.

Encounter ♦ **Martial**

Free Action **Personal**

Effect: Until the end of your turn, you don't take a penalty to Stealth checks for moving, and if you don't hit with an attack while you are hidden, you remain hidden.

Resume the Hunt Ranger Utility 10

You drop a foe and then sprint away in search of the next fight.

Encounter ♦ **Martial**

Free Action **Personal**

Trigger: You reduce an enemy to 0 hit points

Effect: You move your speed. You don't provoke opportunity attacks for leaving a square at the start of this movement. Until the end of your next turn, you gain a +2 bonus to all defenses.

Weathered Resilience Ranger Utility 10

Each setback, stumble, or wound bolsters your determination to succeed.

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Effect: Until the stance ends, you gain resistance to all damage equal to your Wisdom modifier while you are bloodied.

LEVEL 13 ENCOUNTER EXPLOITS

Answer with Steel Ranger Attack 13

You instantly attack when an enemy comes too close. You then quickly step away.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt **Melee weapon**

Trigger: An enemy moves during its turn to a square adjacent to you

Target: The triggering enemy

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you shift 1 square.

Quick Throw Ranger Attack 13

You sling a weapon at a foe, catching the creature off guard.

Encounter ♦ **Martial, Weapon**

Minor Action **Ranged weapon**

Requirement: You must be wielding a thrown weapon.

Effect: Before the attack, you shift 1 square.

Target: One creature you have not attacked during this turn

Attack: Strength (thrown weapon) vs. AC

Hit: 3[W] + Strength modifier damage, and you cannot attack the target again until the end of your turn.

RANGERS AND GREAT WEAPONS

Rangers are commonly identified with two-weapon fighting, but not all ranger builds need to follow this path. Given the class's proficiency with martial weapons, a ranger could fight with a two-handed weapon such as a greatsword, a greataxe, or a greatspear (*Adventurer's Vault*). Such a weapon would be a poor choice for marauder rangers and two-blade rangers, because they lose fighting style benefits. On the other hand, beastmaster rangers and hunter rangers gain no special benefit for two-weapon fighting and can wield a two-handed weapon without penalty. An archer ranger might also want to carry a two-handed weapon for times when archery is risky or impossible.

Ravaging Tide

Ranger Attack 13

*Your enraged beast lashes out at any enemies that are around it.***Encounter** ♦ **Beast, Martial****Standard Action** **Melee** beast 1**Target:** One creature**Attack:** Beast's attack bonus vs. AC**Hit:** 2[B] + beast's Strength modifier damage, and any enemy adjacent to your beast companion takes damage equal to 5 + your Wisdom modifier.**Thread the Needle**

Ranger Attack 13

*You take a shot and then dash toward your foe to engage it in melee.***Encounter** ♦ **Martial, Weapon****Standard Action** **Ranged** weapon**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage. You shift a number of squares equal to your Wisdom modifier.**Effect:** If the target starts its next turn adjacent to you, you can make a melee basic attack against it as a free action.**LEVEL 15 DAILY EXPLOITS****Barreling the Fish**

Ranger Attack 15

*Your quick movement exposes your foe to a punishing attack. While the creature is recovering, you launch a weapon at a different enemy.***Daily** ♦ **Martial, Weapon****Standard Action** **Melee** weapon**Requirement:** You must be wielding a thrown weapon.**Effect:** Before the attack, you shift 2 squares.**Primary Target:** One creature**Primary Attack:** Strength vs. AC (melee). The attack can score a critical hit on a roll of 16-20.**Hit:** 2[W] + Strength modifier damage.**Miss:** Half damage.**Effect:** You shift 2 squares and make a ranged secondary attack. This attack doesn't provoke opportunity attacks.**Secondary Target:** One creature other than the primary target**Secondary Attack:** Strength vs. AC (thrown weapon). The attack can score a critical hit on a roll of 16-20.**Hit:** 2[W] + Strength modifier damage.**Deadly Nightshade**

Ranger Attack 15

*You apply a dose of poison to your arrow or blade. When you strike, you temporarily debilitate your foe.***Daily** ♦ **Martial, Poison, Reliable, Weapon****Standard Action** **Melee** or **Ranged** weapon**Target:** One creature**Attack:** Strength (melee) or Dexterity (ranged) vs. AC**Hit:** 2[W] + Strength (melee) or Dexterity (ranged) modifier damage. The target is weakened and takes ongoing 10 poison damage (save ends both).**Fearsome Beast**

Ranger Attack 15

*Your beast savages an enemy, making that creature its prey. When it grows bored, the beast launches itself at a new foe, drawing that creature's attention.***Daily** ♦ **Beast, Martial****Standard Action** **Melee** beast 1**Target:** One creature**Attack:** Beast's attack bonus vs. AC**Hit:** 3[B] + beast's Dexterity modifier damage.**Miss:** Half damage.**Effect:** Your beast companion gains 10 temporary hit points, and your beast companion marks the target until the end of the encounter or until your beast companion attacks a creature other than the target. Until the end of the encounter, whenever your beast companion makes an attack roll against any creature, it marks that creature until the end of the encounter or until it makes an attack roll against a different creature.**Overwhelming Confrontation** Ranger Attack 15*You strike your enemy from afar and leave it reeling. The best is yet to come, though.***Daily** ♦ **Martial, Weapon****Standard Action** **Ranged** weapon**Target:** One creature designated as your quarry**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage, and the target is dazed (save ends).**Miss:** Half damage.**Effect:** The next time you hit the target with a melee attack before the end of the encounter, the target is stunned until the end of your next turn.**Reactive Shot**

Ranger Attack 15

*You quickly fire at the first sign of combat.***Daily** ♦ **Martial, Weapon****No Action** **Ranged** weapon**Trigger:** You roll initiative**Target:** One creature**Effect:** Using your Hunter's Quarry, you designate the target as your quarry.**Attack:** Strength (thrown weapon) or Dexterity vs. AC**Hit:** 3[W] + Strength (thrown weapon) or Dexterity modifier damage.**Miss:** Half damage.**Trick Shot**

Ranger Attack 15

*You take several chaotic shots, which strike various parts of your foes' bodies, inhibiting the creatures in different ways.***Daily** ♦ **Martial, Weapon****Standard Action** **Ranged** weapon**Target:** One, two, or three creatures**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage.**Effect:** Roll a d4 to determine the effect of each attack.

- 1—You knock the target prone.
- 2—The target is slowed (save ends).
- 3—The target is dazed (save ends).
- 4—The target is immobilized (save ends).

LEVEL 16 UTILITY EXPLOITS

Blade and Bow Ranger Utility 16

You switch between fighting in melee and at range, confusing your foe and leaving it vulnerable to both techniques.

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Effect: Until the stance ends, whenever you hit your quarry with a melee attack, your next ranged attack against your quarry before the end of the encounter deals extra damage equal to your Wisdom modifier. Whenever you hit your quarry with a ranged attack, your next melee attack against your quarry before the end of the encounter deals extra damage equal to your Wisdom modifier.

Ranger's Parry Ranger Utility 16

You use your off-hand weapon to deflect an enemy attack.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt **Personal**

Requirement: You must be wielding two melee weapons.

Trigger: An enemy hits you with a melee or a ranged attack

Effect: You gain a +4 bonus to AC and Reflex against the attack, and you gain 10 temporary hit points.

Tree Runner Ranger Utility 16

You're accustomed to battling on precarious surfaces, and your sure footing lends you aid as you dart around the terrain.

Encounter ♦ **Martial**

Minor Action **Personal**

Effect: Until the end of your next turn, you can move at full speed while climbing or balancing, or you can jump a distance up to your speed. You do not grant combat advantage while climbing or balancing, and you can jump down a number of squares equal to your speed without having to make an Acrobatics check to reduce falling damage.

Vengeful Oath Ranger Utility 16

Seeing a foe wound one of your allies fills you with vigor and hardens your resolve against the offender.

Daily ♦ **Healing, Martial**

Immediate Reaction **Personal**

Trigger: An enemy bloodies your ally or reduces your ally to 0 hit points or fewer

Effect: You can spend a healing surge and can make a saving throw against an effect that a save can end. Using your Hunter's Quarry, you designate the triggering enemy as your quarry.

LEVEL 17 ENCOUNTER EXPLOITS

Duck and Draw Ranger Attack 17

You duck beneath your enemy's attack and then step away, striking at range.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt **Ranged weapon**

Trigger: An enemy makes a melee attack against you

Effect: You shift a number of squares equal to your Wisdom modifier.

Target: The triggering enemy

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Reproving Strike Ranger Attack 17

Your attack brings vengeance to enemies that have hurt your friends.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Strength (melee or thrown weapon) vs. AC

Hit: 3[W] + Strength modifier damage. If a bloodied ally is adjacent to the target, you push the target 1 square and knock it prone.

Suppressing Shots Ranger Attack 17

You shower enemies with arrows, pinning them down. Any foes that try to move through the area you threaten will suffer the consequences.

Encounter ♦ **Martial, Weapon**

Standard Action **Area burst 1 within 20 squares**

Target: Each enemy in burst

Attack: Dexterity vs. AC

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

Effect: Until the end of your next turn, you can make a ranged basic attack as an opportunity action against any enemy that moves into the area of the burst during its turn.

Wolverine Claw Strike Ranger Attack 17

You dart among your foes in a low crouch, striking out on both sides.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Effect: Before the attack, you shift 2 squares.

Primary Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

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

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You gain a bonus to AC equal to your Wisdom modifier until the end of your next turn.

LEVEL 19 DAILY EXPLOITS

Barbed Arrows Ranger Attack 19

You loose a couple of shots at nearby enemies. When your opponents pull out the projectiles, chunks of flesh come with them.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Ranged weapon**

Target: One or two creatures

Attack: Dexterity vs. AC. Make two attack rolls and use the higher result.

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

Aftershock: The target takes ongoing 10 damage (save ends).

Crippling Spiral

Ranger Attack 19

Your arrow injures your enemy, knocking it to the ground or pinning it in place. Once your foe is hampered, your beast companion leaps into action.

Daily ♦ **Beast, Martial, Weapon**

Standard Action Ranged weapon (beast 1)

Requirement: You must be wielding a thrown weapon.

Target: One creature

Attack: Strength (thrown weapon) vs. AC

Hit: 3[W] + Strength modifier damage, and the target is immobilized (save ends). In addition, the target loses its fly speed (save ends).

Miss: Half damage, and the target loses its fly speed until the end of its next turn.

Effect: Your beast companion shifts its speed and makes a secondary attack against the target.

Secondary Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Strength modifier damage.

Frantic Assault

Ranger Attack 19

Your shot marks the target you intend to kill. As you confront your foe in melee, your weapons flash in a whirlwind of steel, threatening other enemies as well.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature designated as your quarry

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, any enemy adjacent to you takes damage equal to 5 + your Wisdom modifier.

Ring the Bell

Ranger Attack 19

You come up behind your enemy and drive your weapon against its head, leaving it senseless.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 5 damage (save ends). If you have combat advantage against the target, it is also dazed (save ends).

Unrestrained Aggression

Ranger Attack 19

Your volley of arrows rains down across your enemies. Among the targets, you pick out a single opponent to kill.

Daily ♦ **Martial, Weapon**

Standard Action Area burst 3 within 10 squares

Target: Each enemy in burst

Effect: Using your Hunter's Quarry, you designate one target you can see as your quarry.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

LEVEL 22 UTILITY EXPLOITS

Daunting Agility

Ranger Utility 22

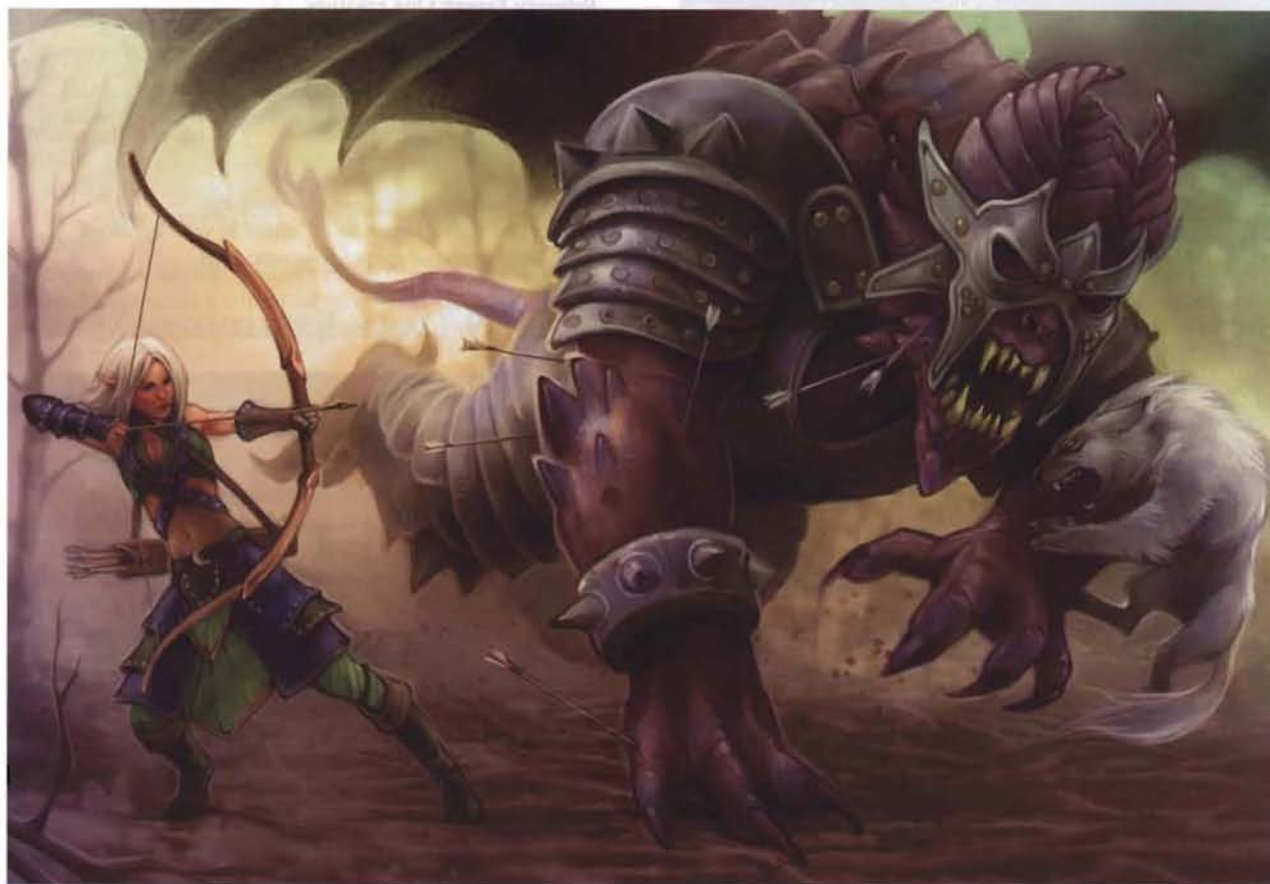
You leap through the air with remarkable skill and speed.

Encounter ♦ **Martial**

Move Action Personal

Prerequisite: You must be trained in Athletics.

Effect: You shift your speed and have a +10 power bonus to Athletics checks to jump during the shift.



Fade from Sight Ranger Utility 22

You step back and disappear amid the darkness or foliage.

Encounter ♦ Martial

Minor Action Personal

Effect: You shift 1 square. You can then make a Stealth check to become hidden if you have any cover or any concealment.

Fleet of Foot Ranger Utility 22

You sprint through the battle with such speed that you're already gone by the time your enemies swing.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you do not provoke opportunity attacks for moving. In addition, you don't take a penalty to attack rolls or grant combat advantage for running.

Sharpen the Senses Ranger Utility 22

You hone your senses and note the tiniest details around you.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, you gain a +5 power bonus to Perception checks. In addition, you can see invisible creatures unless they are invisible as a result of being hidden.

Tested Analysis Ranger Utility 22

Each swing or shot instructs you on how best to anticipate your foe's movement.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, whenever you miss your quarry with an attack, you gain a +2 power bonus to attack rolls against it until the end of your next turn.

LEVEL 23 ENCOUNTER EXPLOITS

Avalanche of Fury Ranger Attack 23

You cut wide with your two weapons, and if the strategy doesn't work, you save it for use later in the fight.

Encounter ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 3[W] + Strength modifier damage.

Miss: You do not expend this power.

Flickering Blades Ranger Attack 23

You whirl your weapon in a dazzling butterfly pattern. The flash of steel momentarily disorients any enemy you strike.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One, two, or three creatures

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Ricochet Throw Ranger Attack 23

As you unleash your weapon, it strikes one foe and then ricochets toward another, hitting that creature as well.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a thrown weapon.

Primary Target: One creature

Primary Attack: Strength vs. AC (thrown weapon)

Hit: 3[W] + Strength modifier damage. Make a secondary attack that uses the same thrown weapon you used for the primary attack.

Secondary Target: One creature within 5 squares of the primary target

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Windwalk Strike Ranger Attack 23

You glide across the ground as if you were the wind. Your swift movement catches your foes by surprise.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Effect: Before the attack, you shift your speed.

Target: One or two creatures

Attack: Dexterity vs. AC. The target grants combat advantage to you for this attack.

Hit: 2[W] + Dexterity modifier damage.

Wolf Howl Strike Ranger Attack 23

You dart into sight and strike your foe as you howl.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Effect: Before the attack, you move your speed.

Target: One creature.

Attack: Strength (melee) or Dexterity (ranged) vs. AC. If the target couldn't see you before you moved, it grants combat advantage to you for this attack.

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

MASTER OF THE WILDERNESS

As a ranger, you are both a competent warrior and the party's expert on nature. If you want to maximize your character's ability to guide your allies through the wild, choose the occasional utility power that assists them on their skill checks—for example, *crucial advice* or *skilled companion* from the *Player's Handbook*. Then select the Practiced Study feat (page 138). Many martial practices directly relate to outdoor adventuring or overland travel. Your fellow adventurers will greatly appreciate your ability to steer them swiftly and safely through trackless wilderness and brutal extremes of weather. Better yet, you'll feel as though your character truly is a master of the wilderness.

LEVEL 25 DAILY EXPLOITS

Aid the Beast

Ranger Attack 25

You unleash a barrage of attacks from a distance, granting your beast the advantage.

Daily ♦ Beast, Martial, Stance, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a thrown weapon.

Target: One creature adjacent to your beast companion

Attack: Strength vs. AC (thrown weapon)

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the stance ends, you can make a ranged basic attack once per round as a minor action against one creature adjacent to your beast companion. If you hit the target, it grants combat advantage to your beast companion until the end of your turn.

Circling Cascade

Ranger Attack 25

You circle your opponent, striking hard. Your blows leave your enemy bruised, bloody, and reeling from the ferocious onslaught.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Effect: Before the attack, you shift 2 squares.

Target: One creature

Primary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You shift 2 squares and make a secondary attack against the target. The target grants combat advantage to you for this attack.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You shift 2 squares and make a tertiary attack against the target. The target grants combat advantage to you for this attack.

Tertiary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage. If all three attacks hit the target, it is dazed (save ends).

Miss: Half damage.

Deadly Sidestep

Ranger Attack 25

When your enemy approaches, you deliver a single deadly thrust and then twist aside. You allow your foe's momentum to send the creature tumbling.

Daily ♦ Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: An enemy moves during its turn to a square adjacent to you

Target: The triggering enemy

Attack: Dexterity vs. AC

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

Miss: Half damage.

Effect: You slide the target a number of squares equal to 1 + your Wisdom modifier and knock it prone.

Incapacitating Confrontation

Ranger Attack 25

Your shot incapacitates an enemy, giving you the advantage in melee combat.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature designated as your quarry

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: Until the target is no longer your quarry, whenever you hit it with a melee attack, the target is weakened until the end of your next turn.

Pulverizing Shot

Ranger Attack 25

You loose arrow after arrow at an approaching foe, piercing metal, flesh, and bone.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Effect: Make the following attack four times against the target.

Attack: Dexterity vs. Reflex. The attack can score a critical hit on a roll of 18-20.

Hit: 10 + Dexterity modifier damage.

LEVEL 27 ENCOUNTER EXPLOITS

Rolling Fire

Ranger Attack 27

You sprint across the battlefield, dodging enemy attacks. When you stop, you unleash a pair of well-timed shots.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Effect: Before the attack, you shift a number of squares equal to your Wisdom modifier.

Target: One or two creatures

Attack: Dexterity vs. AC. This attack doesn't provoke opportunity attacks.

Hit: 2[W] + Dexterity modifier damage.

Skewering Shot

Ranger Attack 27

Your shot leaves an enemy with a gaping wound that oozes blood whenever the creature moves.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a thrown weapon.

Target: One creature

Attack: Strength vs. AC (thrown weapon)

Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. Until the immobilized condition ends, the target takes 15 damage whenever it teleports or is pulled, pushed, or slid.

Steel Breeze

Ranger Attack 27

You rush into the middle of your enemies and unleash a cyclone of steel that shocks your foes.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Effect: Before the attack, you shift 3 squares.

Target: One, two, or three creatures

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Two-Beast Strike Ranger Attack 27

You strike at your foe, distracting it while your beast moves in for the kill.

Encounter ♦ **Beast, Martial, Weapon**

Standard Action Melee weapon (beast 1)

Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to your beast companion until the end of your next turn.

Effect: Your beast makes a secondary attack against the target.

Secondary Attack: Beast's attack bonus vs. AC

Hit: 3[B] + beast's Strength modifier damage.

Miss: You do not expend this power.

LEVEL 29 DAILY EXPLOITS

Brutal Tempest Ranger Attack 29

Your beast becomes a flurry of teeth and claws, rending flesh and breaking bone.

Daily ♦ **Beast, Martial**

Standard Action Close burst 1 (beast)

Target: Each enemy in burst

Attack: Beast's attack bonus vs. AC

Hit: 5[B] + beast's Strength modifier damage.

Miss: Half damage.

Culling Out Ranger Attack 29

You hook your target with your weapon after you hit, and quickly drag it away from its allies.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: You shift a number of squares equal to your Wisdom modifier and pull the target adjacent to you.

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

Gauntlet of Steel Ranger Attack 29

You move effortlessly through ranks of enemies, cutting them down as you approach a target you have marked for death.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Effect: Before the attack, you shift your speed. During this movement, you can shift through enemies' squares. Make a melee basic attack against each enemy whose space you enter. No enemy can be attacked more than once from a single use of this power.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

True Arrow Ranger Attack 29

The important arrow in your quiver is the one that finishes your foe.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage. If you reduce the target to 0 hit points, this power is not expended.

Miss: Half damage.

Ultimate Confrontation Ranger Attack 29

You study your foe's movements, and as combat grows fiercer, your knowledge allows you to deliver deadlier blows with each hit.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature designated as your quarry

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the target is no longer your quarry, whenever you hit the target with a melee attack, you deal 1[W] extra damage. The extra damage increases by 1[W] each time you hit the target with a melee attack, up to a maximum of 5[W] extra damage. If you miss the target with a melee attack, the extra damage decreases to 1[W].

SO YOU WANT TO PLAY A RANGER?

The ranger is a striker, a character who is best at dealing large amounts of damage to a single enemy. In a way, the ranger is two classes: a Dexterity-based class that uses ranged attacks, and a Strength-based class that fights in melee. When creating a character, mixing these two approaches might end up making your character inefficient. To make it easier to play a ranger that switches between ranged and melee combat, this book introduces ranged powers based on Strength and melee powers based on Dexterity.

If you choose to play a Strength-based ranger, you have the two-blade, marauder, and beastmaster (from *Martial*

Power) builds to draw from. These builds focus on melee combat, although a few of the marauder powers are ranged attacks. Choose heavy thrown weapons, because they let you use Strength for attack rolls and damage rolls with ranged basic attacks.

As a Dexterity-based ranger, you should choose the archer or the hunter build. If you think your character will see a lot of melee combat, choose the Melee Training feat from *Player's Handbook 2*. With this feat, you can make melee basic attacks using Dexterity instead of Strength.

NEW PARAGON PATHS

BLOODFURY HUNTER

"Angry? I'll show you angry!"

Prerequisite: Shifter, ranger

Every ranger needs to tap into the beast inside; this task is especially simple for a shifter like you. You have honed your senses. You can smell blood in the air and hear the sound of your foe's racing heartbeat; at times, you can even taste the fear you inspire. By embracing the animal inside you, you become a true hunter.

Some shifters suppress their animal instincts, but you crave the adrenaline rush that comes over you when you unleash your inner beast. Your muscles are charged and your senses are enhanced. It's at these times that you feel alive and you are most dangerous to your enemies.

You gain resilience through unleashing the beast inside you. You have spent extensive time alone in the wild, where beasts were your only companions. You have studied them, watched the way they move and



fight. Like them, when you become injured, you're even deadlier. You gain speed, strength, and ferocity. Your opponents would do well to eliminate you quickly; otherwise, they'll find that you're at your best when you're in the last throes of life.

BLOODFURY HUNTER PATH FEATURES

Shifter's Action (11th level): When you spend an action point to take an extra action, your attacks deal extra damage equal to your Wisdom modifier until the end of your turn. If you're bloodied, you also gain temporary hit points equal to 10 + your Wisdom modifier.

Dynamic Transformation (11th level): Whenever you use your *longtooth shifting* or *razorclaw shifting* racial power, you can shift 2 squares.

Bestial Accuracy (16th level): While you're under the effect of your *longtooth shifting* or *razorclaw shifting* racial power, you gain a +2 bonus to attack rolls against your quarry.

BLOODFURY HUNTER EXPLOITS

Blood for Blood

Bloodfury Hunter Attack 11

Your animalistic instincts surge, helping you push your body beyond its normal physical limits to deliver a deadly blow.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength (melee) or Dexterity (ranged) vs. AC

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage. If you are a longtooth shifter, you also knock the target prone. If you are a razorclaw shifter, you can shift 2 squares after the attack.

Effect: You can take 5 damage to deal damage equal to 5 + your Wisdom modifier to the target.

Unleash the Beast

Bloodfury Hunter Utility 12

As your injuries grow worse, you succumb to the fury in your soul and wake the animal inside.

Encounter ♦ Martial

Minor Action Personal

Requirement: You must be bloodied.

Effect: Until you are no longer bloodied, you grant combat advantage and gain a power bonus to damage rolls equal to your Wisdom modifier.

Bloodfury Rampage

Bloodfury Hunter Attack 20

The smell of your own blood sends you into a bloodlust as you unleash your animalistic fury upon your enemies.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be under the effect of your *longtooth shifting* or *razorclaw shifting* racial power.

Target: One or two creatures.

Attack: Strength (melee) or Dexterity (ranged) vs. AC. If you are bloodied, the attack targets the lowest of the target's AC, Fortitude, or Reflex.

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

Miss: Half damage.

DARKSTRIDER

"Long, lightless miles lie before us. Follow me, and you might live to see the sun again."

Prerequisite: Ranger, trained in Dungeoneering

Beneath the world of daylight lies a vast realm of eternal night—the caverns, tunnels, and vaults of the Underdark. This wilderness of stone is home to dangerous monsters and rapacious civilizations that plague the world, and it's here you're at home. You have explored the lightless passages and wandered the uncounted miles of labyrinthine caves. The bizarre ecology of this subterranean world is as familiar to you as the flora and fauna of a surface forest; you know how to survive where other heroes would find a cruel, swift death.

As a darkstrider, you are part explorer, part guide, and part hunter. You have made it your task to discover the secret paths and hidden strongholds of the Underdark, mastering the unique dangers of this horrible realm and learning the ways of the creatures and peoples who call it home. You could serve as a spy, keeping watch on the plots of the drow or the mind flayers. You might be an exterminator, fighting a shadowy war against teeming hordes of troglodytes and grimlocks in foul caverns beneath the mountains. Or you might be a subterranean trail-blazer, skilled at finding treasures long hidden from the light. In any case, survival in the Underdark is a game of stealth, sharply honed senses, ambush, and savagery—and you understand its rules perfectly.

DARKSTRIDER PATH FEATURES

Dark Action (11th level): When you spend an action point to take an extra action, you gain a +4 bonus to all defenses until the end of your next turn.

Darkstrider Edge (11th level): At the beginning of an encounter, you have combat advantage against any creatures that have not acted yet during the encounter. In addition, your weapon attacks against those creatures or creatures from which you are hidden deal extra damage equal to 3 + your Wisdom modifier.

Blindsense (16th level): You have blindsight out to a distance of 2 squares + your Wisdom modifier, meaning you can clearly see creatures or objects within the range and within line of effect, even if they are invisible or obscured.



DARKSTRIDER EXPLOITS

Darkstrider Ambush Darkstrider Attack 11

You exploit your advantage with a single well-aimed strike that momentarily disorients your enemy.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature granting combat advantage to you

Attack: Strength (melee) or Dexterity (ranged) vs. AC

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and the target is dazed until the end of your next turn.

Cloaked in Shadow Darkstrider Utility 12

You vanish into the shadowy clefts of the natural rock and stone around you.

Encounter ♦ Martial

Minor Action **Personal**

Requirement: You must be adjacent to a wall or other large stone feature, such as a column, a boulder, or a stalagmite.

Effect: You are hidden to any enemies that aren't adjacent to you. You remain hidden until you move or attack.

Death in the Dark Darkstrider Attack 20

With uncanny precision, you lash out at your enemy's head, seeking to blind the foe.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One or two creatures

Attack: Strength (melee) or Dexterity (ranged) vs. AC. The attack ignores concealment but not total concealment.

Hit: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage, and the target is blinded and takes ongoing 5 damage (save ends both).

Miss: 3[W] + Strength (melee) or Dexterity (ranged) modifier damage.

HARROWING SWARM ARCHER

"My sight is supreme, and my attacks are relentless. You can't escape from a swarm."

Prerequisite: Ranger, Harrowing Swarm Student feat

Inspired by the way a wasp swarm engulfs an enemy, you overwhelm opponents with a mass of arrows or bolts. You are a master of the Harrowing Swarm style. You make relentless attacks that panic your foes and deliver seemingly endless waves of pain.

By perfecting the style, you can disrupt your opponents and cause lingering wounds. You have studied the wasp's streamlined grace and learned how to stay on the move and reduce the damage inflicted by your foes' attacks. A harrowing swarm archer does not balk at melee. You might pick ranger powers that are reactive or powers that allow you to shift quickly through battle. That way, you can quickly escape any dangerous situations and then strike back against foes that confronted you.

Harrowing swarm archers often train as town or militia archers before taking up the discipline. You

might pursue adventure for a variety of reasons. Perhaps you seek treasure or fame, or maybe you want to hunt the most dangerous and feared beasts so that you can test your skill against them. As a harrowing swarm archer, you have made a study of nature, observing the physical defenses of natural creatures. You have applied those lessons to your own technique, so now, wherever you go, you feel confident that your foes will respect your sting.

HARROWING SWARM ARCHER PATH FEATURES

Sniper's Action (11th level): When you spend an action point to make a ranged attack that hits your quarry, the quarry takes ongoing 5 damage (save ends). The ongoing damage increases to 10 at 21st level.

Tormenting the Prey (11th level): You gain a +2 bonus to attack rolls against any enemy taking ongoing damage.

Glancing Shot (16th level): You can deal your Hunter's Quarry damage to your quarry even when you miss it with an attack.

HARROWING SWARM ARCHER EXPLOITS

Savage Sting Harrowing Swarm Archer Attack 11

Your shot pierces your foe, creating a grievous wound that hampers your enemy.

Encounter ♦ **Martial, Weapon**
Standard Action Ranged weapon

Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and ongoing 5 damage (save ends).
Level 21: Ongoing 10 damage (save ends).

Wasp's Evasion Harrowing Swarm Archer Utility 12

You duck and weave as if riding an air current, avoiding the full force of your enemies' blows.

Encounter ♦ **Martial**
Immediate Interrupt Personal

Trigger: An enemy hits you with a melee or a ranged attack
Effect: You take half damage from melee and ranged attacks until the end of your next turn.

Deadly Swarm Harrowing Swarm Archer Attack 20

Your shots overwhelm your foes, making them susceptible to other adverse effects.

Daily ♦ **Martial, Weapon**
Standard Action Ranged weapon

Target: One, two, three, or four creatures
Attack: Dexterity vs. AC

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

Miss: Half damage.



HUNTMASTER

"Look—blood on the leaves. We wounded the wyvern. It's gone to ground somewhere close by; now we finish it."

Prerequisite: Ranger, Hunting Spear Student feat

You are a renowned beast-slayer, honored for your skill at tracking down and killing ferocious monsters. No one is a better tracker than you are, and your finely honed senses make it difficult for your enemies to surprise you.

The spear is your weapon of choice, because it's suited to the hunter's work. Archery has its place, but too often you face your foe in dense thickets or cramped lairs, where the bow is a poor choice. If you find a few yards of clear terrain for a clean toss, you can throw the spear with deadly effect. If not, it's a simple, quick, and handy weapon that can deal lethal blows from just outside the range of claw or fang.

Although you're good at killing, you have no taste for wanton slaughter—for you, the greatest challenge lies in pitting your skill and strength against wicked or bloodthirsty beasts, creatures that lesser hunters fear to seek out. Dire boars and cave bears are more to your taste than common woodland creatures, and fantastic beasts such as griffons and wyverns offer an even more stirring challenge.

HUNTMASTER PATH FEATURES

Huntmaster's Action (11th level): When you spend an action point to take an extra action, your attacks against your quarry deal extra damage equal to one-half your level until the end of your turn.

Intrepid Hunter (11th level): When you designate your quarry, you can mark the creature until it is no longer your quarry. You gain a +2 bonus to attack rolls against a quarry marked by you, and you gain a +5 bonus to Perception checks to perceive or track it.

Wary Hunter (16th level): You are never surprised.

HUNTMASTER EXPLOITS

Crimson Spear Strike Hunter Attack 11

You lunge toward your enemy and draw first blood, bringing your foe to a dead stop for a moment.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon + 1**

Requirement: You must be wielding a spear.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.



Brace for the Charge Hunter Utility 12

You lower the point of your spear and keep it between you and your foes, making any who would charge you pay a hefty price.

Encounter ♦ Martial

Minor Action **Personal**

Effect: Until the end of your next turn, you can make a melee basic attack with a spear as an immediate reaction against any enemy that moves adjacent to you during its turn. If you hit with that attack, you score a critical hit.

Transfixing Spear Hunter Attack 20

Your spear skewers your quarry, pinning it in place.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a spear.

Target: One creature designated as your quarry

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. During your next turn, you can use this power against the target again.

Miss: Half damage.

LONE WOLF

"One by one they fall, until nothing is left standing."

Prerequisite: Ranger, Hunter's Quarry class feature

Through subtle manipulation and quick feints, you excel at isolating an opponent from a group. You use tactics like those of a wolf, focusing on your foe and drawing it away from any assistance. For you, combat is an art form. You choose your target with the same care that a sculptor chooses a block of marble.

You relish the point in battle when the plans of your enemies fall apart. In one-on-one combat, you fight on your terms. You are the razor that cuts out the heart of a group, leaving the rest of your foes in disrepair. You're a master at choosing the terrain you fight in and the opponent you fight against.

Even though you prefer to act on your own, you rely on your friends to confound enemies and split their focus. This strategy gives you the opportunity to move in and employ your skills. While the others in your group are busy engaging foes and helping each other out of danger, you're busy taking down the choicest foe.



LONE WOLF PATH FEATURES

Overwhelming Action (11th level): When you spend an action point to make an attack that hits the target of your Hunter's Quarry, the quarry is weakened until the end of your next turn.

Focused Hunter (11th level): While you are adjacent to the target of your Hunter's Quarry and no other creature is adjacent to you, you gain a +2 bonus to attack rolls against it.

Vanquishing Chase (16th level): Whenever you hit the target of your Hunter's Quarry, you can push it 1 square and shift 1 square to a square adjacent to it.

LONE WOLF EXPLOITS

Single Combat Assault

Lone Wolf Attack 11

You challenge your foe to combat, riveting its attention on you.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, the target is dazed until the end of your next turn, and if the target is within 5 squares of you, you pull it adjacent to you.

Escape the Trap

Lone Wolf Utility 12

You outmaneuver your foes, slipping past their defenses.

At-Will ♦ Martial

Minor Action Personal

Requirement: You must be adjacent to two enemies.

Effect: You shift 1 square.

Disperse the Horde

Lone Wolf Attack 20

Focusing on your true opponent, you push away the insignificant foes surrounding you and clear a path to your prey.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target is your quarry, the attack deals 2[W] extra damage. Otherwise, you push the target 2 squares and knock it prone.

Miss: Half damage, or 2[W] + Strength modifier damage if the target is your quarry.

REAVING AXE SAVANT

"The only answer is to fight fire with fire."

Prerequisite: Ranger, Reaving Axe Student feat

You have grown up on the edge of society, living a life that forced you to perform deeds you want to forget. Combat was not a choice but a means of survival. You might have once been a pirate or a highway brigand. Now, you turn your talents against any that remind you of the monster you used to be. You bring the fight to your foe and don't discriminate against opponents. An enemy is an enemy, from a simple cutthroat to the vilest warlord.

You don't consider it your job to protect the weak and innocent; plenty of others accept that role. Your expertise is in understanding the ways of scoundrels and raiders, for their methods were once your own. You don't follow a lofty code or care how others see you—you fight dirty, and it suits you.

Your fight is with pirates that raid fishing villages, criminal organizations that collect protection money, or invading bands of drow that seek slaves for their Underdark homes. You need no rank and have no desire to be limited by any hierarchy. Interference from government slows down what you need to do. You might not be a traditional hero, but you fight traditional villains.

REAVING AXE SAVANT PATH FEATURES

Raider's Action (11th level): When you spend an action point to take an extra action, you can make a basic attack as a free action against one creature that is prone, slowed, immobilized, or restrained before or after the extra action.

Unfair Advantage (11th level): Slowed or immobilized creatures grant combat advantage to you, and you gain a +2 bonus to melee attack rolls against prone creatures.

Turn the Tables (16th level): Whenever you save against an effect, your quarry grants combat advantage until the end of your next turn.

REAVING AXE SAVANT EXPLOITS

Raider's War Cry Reaving Axe Savant Attack 11

You lunge at your foe with a bloodthirsty yell and a vicious attack, slamming your enemy to the ground.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: You knock the target prone.

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



Dread Quarry Reaving Axe Savant Utility 12

You spy a new enemy and swear an oath to bring it down.

Daily ♦ Martial

Minor Action **Ranged sight**

Target: The nearest enemy to you that you can see

Effect: Using your Hunter's Quarry, you designate the target as your quarry. Until the target is no longer your quarry, your Hunter's Quarry deals one extra die of Hunter's Quarry damage to the target.

Cheap Shot Reaving Axe Savant Attack 20

You strike your foe in a vulnerable area to cause crippling pain.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. If the target is granting combat advantage to you, it is weakened and dazed (save ends both).

Miss: Half damage. If the target is granting combat advantage to you, it is dazed until the end of your next turn.

SHINAELESTRAN GUARDIAN

"No evil shall pass my domain unscathed."

Prerequisite: Ranger

In the depths of the Howling Forest lies a realm of wonder and magic—the eladrin city of Shinaelestra, the legendary City of Rangers. Each night Shinaelestra shifts silently across the veil separating the Feywild from the mortal world. It appears in the forest depths for a few hours before fading back to the Feywild at sunrise. The feral monsters and savage humanoids haunting the Howling Forest have learned to give the eladrin city a wide berth, for each night the guardians of Shinaelestra range far over the twisted paths and shadowed dells in search of evil's servants.

You have dwelt among Shinaelestra's vine-covered ruins and tree-shaded manses, learning from the great ranger lords who govern the city. You might have visited the city between adventures, or perhaps you lived and studied there long ago and have now reached a sufficient level of achievement to call yourself a Shinaelestran guardian. You are welcome to return to Shinaelestra any time you wish to take up service with Lord Calenor, the ruler of the city. However, the skills you learned in the City of Rangers are in great demand throughout the world, and you can honor your old mentors by battling monsters and savagery wherever they threaten people of good heart.

SHINAELESTRAN GUARDIAN PATH FEATURES

Guardian Action (11th level): When you spend an action point to take an extra action, you can shift a number of squares equal to your Wisdom modifier as a free action before or after the extra action. In addition, you gain a +2 bonus to attack rolls until the end of your turn.

Guardian Defense (11th level): Whenever you gain a bonus to attack rolls from one of your ranger class features, you gain a +2 bonus to AC until the end of your next turn.

Guardian Vigilance (16th level): You gain a +2 bonus to Perception. In addition, you can designate your quarry as a free action on your turn during a surprise round.



SHINAELESTRAN GUARDIAN EXPLOITS

Eager Pursuit Shinaelestran Guardian Attack 11

Your attack signals that you are the hunter and your enemy is the prey. If your foe flees, you won't be far behind.

Encounter ♦ **Martial, Weapon**
Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls against the target. The first time the target moves during its next turn, you can shift a number of squares equal to your Wisdom modifier as an immediate reaction. You must end the shift closer to the target than you were when you began the shift.

Invisible Stride Shinaelestran Guardian Utility 12

You call upon the power of the eladrin to transport yourself a short distance, vanishing from view as you do so.

Encounter ♦ **Arcane, Illusion, Teleportation**
Move Action **Personal**

Effect: You teleport 5 squares and become invisible until the start of your next turn or until you attack.

Moon Wrath Shinaelestran Guardian Attack 20

You call out powerful arcane words that wreathes your weapon in pale fire.

Daily ♦ **Arcane, Radiant, Weapon**
Standard Action **Ranged weapon**

Target: One or two creatures

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier radiant damage, and the target is blinded (save ends).

Aftersave: The target can't teleport (save ends).

Miss: Half damage, and the target takes a -2 penalty to attack rolls and can't teleport (save ends both).

SNOW TIGER

"Death comes for you with two steel fangs. The Snow Tigers are upon you!"

Prerequisite: Ranger

You have studied the ways of the Snow Tiger barbarians of the cold forests. You might count Snow Tigers among your relatives, having won their respect during your travels in their lands or as a youth fostered by the tribe. Or perhaps you befriended a Snow Tiger wanderer who taught you the woodcraft skills and fighting style of these fierce folk. You might be an enemy of the barbarians who has learned to mimic the wild fighting style of the Snow Tigers. Regardless of how you came to learn the way of the Snow Tigers, your knowledge makes you a warrior of unusual ferocity.

Like your barbarian fellows, you see little reason to use any weapon larger than a dagger. In your view, heavy armor and weapons are crutches; the true test of a warrior lies in strength and savagery. If you can't best your foe with a dagger, why should you fare any better with a bigger piece of steel? The predators of the northern lands—bear, tiger, wolf, and griffon—have nothing more than their own fangs and claws, and few humans can match those creatures' power and lethality.

Master of tundra and taiga, glacier and permafrost, you might be a bloody-handed reaver or a

noble monster-slayer. Whichever path you choose to walk, you do so fearlessly, for you have the hard-won respect of the Snow Tiger warriors.

SNOW TIGER PATH FEATURES

Claw Fighter (11th level): You gain a +2 bonus to damage rolls with weapon attacks that use a dagger, a katar, or a kukri. This bonus increases to +4 at 21st level.

Snow Tiger Action (11th level): When you spend an action point to take an extra action, you can make a melee basic attack as a free action before or after the extra action.

Tundra Strider (16th level): You gain resist 10 cold and ignore difficult terrain consisting of snow, ice, or tundra. You increase the number of healing surges you have by two.

SNOW TIGER EXPLOITS

Tiger Jump

Snow Tiger Attack 11

You hurl yourself at your enemy with knives raised, dragging your foe to the ground before falling upon it with a deadly strike.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding two light blades.

Target: One creature

Primary Attack: Strength vs. Fortitude (main weapon)

Hit: 2[W] + Strength modifier damage, and you knock the target prone. You can fall prone and make a secondary attack against the target.

Secondary Attack: Strength vs. AC (off-hand weapon)

Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

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

Iron Resolve

Snow Tiger Utility 12

Your enemy's blow fuels your resolve.

Encounter ♦ **Healing, Martial**

Immediate Reaction **Personal**

Trigger: An enemy hits you

Effect: You can either spend a healing surge to regain hit points, or you can spend a healing surge but not regain any hit points and make a saving throw with a +2 bonus.

Slashing Frenzy

Snow Tiger Attack 20

You dive into the middle of your foes, slashing wildly with your blades. The sheer speed and ferocity of your attack terrifies enemies that survive it.

Daily ♦ **Fear, Martial, Weapon**

Standard Action **Close burst 2**

Requirement: You must be wielding two light blades.

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, each target you hit takes a penalty to attack rolls equal to the number of targets you hit with this power.



ROGUE

"You can talk of honor 'til you're blue in the face, but buddy, it's about winning. At the end of the day, what matters is that you're breathing."

THE ROGUE is a scoundrel who is not above using dishonorable tactics and deception to defeat foes. You might be a shadowy killer who lies in wait, looking for an opportune time to strike. Or you could unnerve enemies through threats or cutting wit before delivering on your cruel promises.

You are an expert at spotting enemy weaknesses. What separates rogues from other adventurers is their ability to exploit opportunities and vulnerabilities. You might find your moment when an enemy focuses its attention on a defender, or perhaps you instead lurk unseen until an enemy lowers its guard. When the opportunity finally arises, you dispatch the unwary creature with a quick slip of the knife or a twang of your crossbow.

This chapter broadens the options available to the rogue class, adding new powers for class builds presented in the *Player's Handbook* and in *Martial Power*. In this chapter, you'll find the following material.

- ◆ **New Build:** For those who prefer to lurk on the battle's fringes, the shadowy rogue is built to slip in and out of sight and find the opportune moment to strike.
- ◆ **New Class Features:** The Cunning Sneak class feature gives you a new tactical option for your rogue. In addition, you'll also discover a class feature to make yourself more skilled with crossbows or slings.
- ◆ **New Powers:** With nearly one hundred new powers, this chapter has something for every kind of rogue, from tricksters and aerialists to cut-throats and brawny rogues. Many of the powers support the shadowy rogue build.
- ◆ **New Paragon Paths:** Eight new paragon paths provide ways to tailor your rogue's abilities. These paths include the blade bravo, the jack-of-all-trades, and the red cloak.



NEW BUILD

Player's Handbook presents the brawny rogue and the trickster rogue. *Martial Power* offers the aerialist rogue and the cutthroat rogue. This chapter adds the shadowy rogue, a build for rogues who strike from the shadows or while hunkered down behind cover.

SHADOWY ROGUE

As your allies charge into battle, you hang back and take cover. While swords swing and spells explode, you carefully choose your target, line up your shot, and fire. The enemy staggers from your deadly attack, and by the time it has begun to look for you, you've vanished. You send death hurtling from your crossbow or sling, relentlessly assaulting your enemies. You pepper your foes with missiles, lending support to your allies without risking your own skin.

Shadowy rogues use powers that improve concealment and cover. Shadowy rogues want powers they can use from range, though it's a good idea to pick a few melee powers as well. Any powers that let you move as part of your attack are excellent choices, because they can help you become hidden using the Cunning Sneak class feature.

NEW CLASS FEATURES

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the shadowy rogue build to select these features.

ROGUE TACTICS

When you choose an option for Rogue Tactics, you can select the following option.

Cunning Sneak: You don't take a penalty to Stealth checks for moving more than 2 squares, and you take a -5 penalty instead of a -10 penalty to Stealth checks for running.

If you end a move action at least 3 squares away from your starting position, you can make a Stealth check to become hidden if you have any concealment or any cover, except for cover provided by intervening allies.

SHARPSHOOTER TALENT

This class feature replaces the Rogue Weapon Talent class feature.

Sharpshooter Talent: Choose crossbows or slings. You gain a +1 bonus to attack rolls with any weapon of the chosen group.

You gain Far Shot (*Player's Handbook*, page 195) as a bonus feat, even if you don't meet the prerequisites.

SUGGESTED OPTIONS

As with other rogue builds, Dexterity is your most important ability score, because it boosts the accuracy and the potency of your ranged attacks. Powers for the build also gain benefits from Intelligence, so it should be your next highest ability score. If you plan to take any powers related to the brawny rogue build, make Strength your tertiary choice; otherwise, you should choose Charisma.

Suggested Class Features: Cunning Sneak*, Sharpshooter Talent*

Suggested Feat: Swift Footwork*

Suggested Skills: Acrobatics, Athletics, Dungeoneering, Perception, Stealth, Thievery

Suggested At-Will Powers: *gloaming cut**, *piercing strike*

Suggested Encounter Power: *distracting shot**

Suggested Daily Power: *scattering shot**

*New option presented in this book

THIEVES' GUILDS

The presence of thieves' guilds offers a way to involve rogues in the intrigues of cities. The members of such organizations are often grouped by profession, such as assassin, trapsmith, or pickpocket. A guild is sometimes segmented based on its members' fighting styles or other dominant characteristics. It might be easiest to represent this sort of division in terms of builds. Specific guilds use similar fighting styles to rogue builds, such as the brutal scoundrel or artful dodger.

Another way to differentiate guilds is based on combat styles. A number of the combat styles in this book are appropriate for rogues, including Harrowing Swarm, Leaf Runner, Midnight Blade, Mountain Thunder (for the cutthroat build), Red Cloak, and Silent Shot.

Harrowing Swarm practitioners serve as mercenaries, brandishing their bows as crowd control. Their guilds work closely with city governments or powerful merchants. Leaf runners act as forest bandits or guards who escort illicit caravans through rival territories in the wild. Midnight Blade had its origin in the Shadowfell, and the guilds associated with this style that have sprung up also have their roots tied back to that plane. Members of these guilds travel in pairs and fight using teamwork. Mountain Thunder guilds fill their rolls with enforcers who aren't afraid to break a couple legs for whoever hires them. Red Cloak is more of a lifestyle than a guild, and its participants are clearly identified by their crimson attire. They work in guilds by day and run the rooftops by night. Silent Slayers join assassins' guilds, using stealth and ranged attacks to kill assigned targets.

STEALTH

The following Stealth rules replace the Stealth rules on page 188 of the *Player's Handbook*. These rules were first printed in *Player's Handbook 2* and are provided here for your convenience.

Stealth: At the end of a move action.

- ◆ **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a -5 penalty to the Stealth check. If you run, the penalty is -10.
- ◆ **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
- ◆ **Success:** You are hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See," *Player's Handbook*, page 281).
- ◆ **Failure:** You can try again at the end of another move action.
- ◆ **Remaining Hidden:** You remain hidden as long as you meet these requirements.
 - Keep Out of Sight:** If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.
 - Keep Quiet:** If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.
 - Keep Still:** If you move more than 2 squares during an action, you must make a new Stealth check with a -5 penalty. If you run, the penalty is -10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.
 - Don't Attack:** If you attack, you don't remain hidden.
- ◆ **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
- ◆ **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

NEW POWERS

Rogues employ a mix of guile, luck, and audacity to defeat their enemies. The following powers expand your rogue's arsenal in new and exciting ways. In addition to powers tailored for the shadowy rogue, this chapter provides powers that support builds from the *Player's Handbook* and *Martial Power*.

LEVEL 1 AT-WILL EXPLOITS

Acrobatic Strike

Rogue Attack 1

You flip and twist as you attack, confounding your foe.

At-Will ◆ **Martial, Weapon**

Standard Action **Melee weapon**

Prerequisite: You must be trained in Acrobatics.

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If you are grabbed, you escape the grab.

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

Effect: Before or after the attack, you shift 1 square.

Gloaming Cut

Rogue Attack 1

From the shadows you strike, and into the shadows you flee.

At-Will ◆ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] damage.

Level 21: 2[W] damage.

Effect: You shift a number of squares equal to your Intelligence modifier, and you can make a Stealth check to become hidden.

Preparatory Shot

Rogue Attack 1

You feint and nick the target, inhibiting its movement to set up an even deadlier attack.

At-Will ◆ **Martial, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: Dexterity modifier + Intelligence modifier damage, and the target grants combat advantage to you until the end of your next turn.

Level 21: 5 + Dexterity modifier + Intelligence modifier damage.

RATTLING KEYWORD

If you are trained in Intimidate and deal damage with a power that has the rattling keyword, the target takes a -2 penalty to attack rolls until the end of your next turn. A creature that is immune to fear is not subject to this penalty.



MULTICLASS ROGUES

As a rogue, your character has a large number of skills and is extremely versatile. Multiclassing is a good option for a rogue, and some matches are more obvious than others. The following are a few of the most interesting classes you can choose.

Fighter: If you chose the brutal scoundrel or the ruthless ruffian build, your character has a high enough Strength to make decent fighter attacks. It's easy to conceptualize your character as a lightly armored warrior who could be anything from a trained mercenary to a military soldier. Fighter powers can add defense or help you shore up a party weak in defenders.

Paladin: Of all the multiclass possibilities for rogues, paladin might seem like a strange choice. Paladins have a reputation for being righteous "do-gooders," but your character doesn't need to follow this archetype. A paladin can worship any deity, including deities that rogues favor. If you have taken one of the rogue builds that uses Charisma or Strength as a secondary ability score, you'll have a reasonable ability score for paladin attacks. Halfings and drow make surprisingly good characters of this sort. As long as your character has a strong Dexterity and Strength or Charisma as a secondary score, he or she can succeed with this combination.

Ranger: The ranger class is a natural choice for multiclass rogues. Both have Dexterity as a primary ability score. If your rogue uses the cutthroat build, you can instead pick

up two-weapon ranger powers, which use Strength as the ability score for their attacks. The multiclass powers of the ranger allow your rogue to rack up high damage totals even at low level. Elf is a great racial choice because of its ability score bonuses and mobility.

Warlock: If your rogue has Charisma as a secondary ability score, multiclassing into warlock adds ranged arcane powers to his or her repertoire. The fey and dark pacts fit best and can help you create interesting role-playing hooks. The dark and unfathomable nature of these pacts can tie in nicely to a rogue who has a mysterious past. You can pick warlock powers that provide invisibility to work in conjunction with the Stealth skill and Sneak Attack. Halfing and drow are clear favorites for this combination's racial choice because of their ability scores, and eladrin, gnome, and changeling can also work.

Wizard: Even if it's difficult to pull off, the arcane rogue archetype is alluring. Although rogues don't require high Intelligence, you can choose the shadowy rogue build to gain a benefit from making your rogue a bit smarter. Your rogue can stay in the shadows, using both exploits and spells. You might focus on illusion and charm powers to reinforce a stealthy or mysterious demeanor. Spells that control the battlefield can hold enemies at bay, keeping you safe as you make attacks at range. Eladrin is an effective racial choice for this combination because of the race's mobility and ability score bonuses.

LEVEL 1 ENCOUNTER EXPLOITS

Acrobat's Blade Trick Rogue Attack 1

You flip into a spinning acrobatic display of flashing blades. Then the display transforms into a deadly attack.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 1

Prerequisite: You must be trained in Acrobatics.

Requirement: You must be wielding a light blade.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage

Effect: After the attack, you can shift a number of squares equal to the number of enemies you hit with this attack. During the shift, you can move through squares occupied by enemies you hit with this attack.

Distracting Shot Rogue Attack 1

Your attack draws your enemy's attention long enough to give your ally an opening.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Cunning Sneak: If you are hidden when you attack, you can make a Stealth check to remain hidden if you have superior cover or total concealment.

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

One-Two Punch Rogue Attack 1

You stab your blade into the back of a foe and then plunge it into the chest of another.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One or two creatures

Attack: Dexterity vs. AC

Hit: 1[W] damage. If you hit both targets, you can deal your Sneak Attack damage to each target instead of just one.

Shadow Strike Rogue Attack 1

You emerge from the darkness, delivering a quick strike before retreating back into the shadows.

Encounter ♦ **Martial, Weapon**

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC. If you are hidden when you attack, you can make a Stealth check to remain hidden after the attack.

Hit: 1[W] + Dexterity modifier damage.

Skip the Rock Rogue Attack 1

Your sling stone skips off the first target and smashes into another one.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a sling.

Primary Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. Make a secondary attack.

Secondary Target: One creature within 10 squares of the primary target

Secondary Attack: Dexterity vs. AC

Hit: Dexterity modifier damage, and the secondary target is dazed until the end of your next turn.

Cunning Sneak: The secondary attack deals extra damage equal to your Intelligence modifier.

LEVEL 1 DAILY EXPLOITS

Hounding Assault Rogue Attack 1

Your vicious attack rends flesh and courage alike, leaving your foe quivering.

Daily ♦ **Martial, Rattling, Weapon**

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, your melee attacks have the rattling keyword.

Scattering Shot Rogue Attack 1

Enemies flee from the target of your attack, each fearing it will be your next victim.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: You do not expend this power if you were hidden from the target when you made the attack.

Effect: Each enemy adjacent to the target takes a -2 penalty to attack rolls (save ends). In addition, each enemy adjacent to the target is pushed 1 square away from the target.

Spinning Blade Leap Rogue Attack 1

You leap into the air, landing atop your foe. You stab down and then leap off.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Effect: Before and after the attack, you shift your speed.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Twilight Menace Rogue Attack 1

Your assault menaces your foe, causing it to flinch and look away as you continue your relentless attack.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target treats you as having concealment (save ends).

Miss: Half damage, and the target treats you as having concealment until the end of your next turn.

LEVEL 2 UTILITY EXPLOITS

Arm and Edge Rogue Utility 2

You sharpen your aim and flex your arm, preparing to hurl your dagger at a distant foe.

Daily ♦ **Martial, Stance**

Minor Action Personal

Effect: Until the stance ends, whenever you make a ranged attack with a thrown weapon or a sling, you double the normal range and the long range.

Cunning Step Rogue Utility 2

You cut corners and dodge obstacles, making it seem as though you move with unnatural speed.

Daily ♦ **Martial, Stance**

Minor Action Personal

Effect: Until the stance ends, you gain a power bonus to speed equal to half your Intelligence modifier.

Deadly Knowledge Rogue Utility 2

You twist your weapon or adjust your aim, hurting your foe a little more than usual.

Encounter ♦ **Martial**

Free Action Personal

Trigger: Your attack bloodies an enemy or scores a critical hit against an enemy

Effect: The triggering attack deals extra damage equal to your Intelligence modifier to the enemy.

Lurker's Cloak Rogue Utility 2

You maximize the benefit of the obstacle or shadows hiding you.

Encounter ♦ **Martial**

Minor Action Personal

Effect: Until the end of your next turn, you gain a +2 power bonus to all defenses while you have any concealment or any cover.

Switcheroo Rogue Utility 2

You pull the old switcheroo to put your enemies off guard.

At-Will ♦ **Martial**

Move Action Close burst 1

Target: You and one ally in burst

Effect: The targets swap places.

LEVEL 3 ENCOUNTER EXPLOITS

Brutal Trick Rogue Attack 3

You create an opening that lulls your foe into a false sense of security. Then you unleash a devastating attack.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC. This attack provokes an opportunity attack from the target. If the target misses with the opportunity attack, you target the lower of its AC or Reflex.

Ruthless Ruffian: If the target misses or does not make the opportunity attack, you can target the lower of its AC, Fortitude, or Reflex.

Hit: 3[W] + Dexterity modifier damage.

Flailing Shove Rogue Attack 3

The enemy recoils from your slashing blade and accidentally strikes its allies.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. You push the target 1 square, and after the push, each enemy adjacent to the target takes 3 damage.

Brutal Scoundrel: Each enemy instead takes damage equal to 2 + your Strength modifier.

Flattening Shot Rogue Attack 3

Your sling's stone careens toward an enemy and hits with a crack, knocking it over.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a sling.

Target: One creature

Attack: Dexterity vs. AC

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

Cunning Sneak: The attack deals extra damage equal to your Intelligence modifier.

Fleeting Spirit Strike Rogue Attack 3

You dart from shadow to shadow, striking out along the way.

Encounter ♦ **Martial, Weapon**

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Effect: Before the attack, you shift 3 squares.

Cunning Sneak: After the shift, you can make a Stealth check to become hidden.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. You shift 3 squares.

Cunning Sneak: After the shift, you can make a Stealth check to become hidden.

Jumping Blade Assault Rogue Attack 3

You deliver a flying kick to the face of your foe, knocking it to the ground. You then plunge your blade into its vitals.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Artful Dodger: If you use this power as part of a charge, you can target Reflex instead of AC.

Effect: You knock the target prone.

Hit: 2[W] + Dexterity modifier damage.

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

Maneuvering Strike Rogue Attack 3

Ducking to the side, you drive your weapon upward. You force your opponent to step away or face a devastating follow-up attack.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and you slide the target 1 square. If you slide the target, it grants combat advantage to one ally you can see until the end of your next turn. If you don't slide the target, it grants combat advantage to you until the end of your next turn.

Shadow Steel Roll Rogue Attack 3

You roll from shadow to shadow, your blade carving a path through your foes.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Effect: Before the attack, you shift your speed, and you can make a Stealth check to become hidden.

Target: One creature

Attack: Dexterity vs. AC. If you are hidden when you attack, you remain hidden after the attack.

Hit: 1[W] + Dexterity modifier damage.

Cunning Sneak: The attack deals extra damage equal to your Intelligence modifier.

LEVEL 5 DAILY EXPLOITS

Bat Aside Rogue Attack 5

You ram into your foe, sending it flying into one of its allies.

Daily ♦ Martial, Rattling, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: You slide the target 5 squares to a square adjacent to one or more of its allies. You knock the target prone and also knock prone each one of its allies adjacent to it.

Bloodbath Rogue Attack 5

You slice your foe's artery, inflicting a gushing wound.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dexterity modifier damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).

Effect: 1[W] + Dexterity modifier damage.

Go for the Eyes Rogue Attack 5

You strike at your foe's face, attempting to blind the creature. If you miss, the creature would do well to find you before you repeat your attack.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is blinded and can't shift until the end of your next turn.

Aftereffect: Until the end of the encounter, whenever you damage the target, it takes a -2 penalty to attack rolls and can't shift until the end of your next turn.

Miss: If you were hidden from the target before the attack, you do not expend this power.

Hobble Rogue Attack 5

You slash at your foe with a brutal attack that cripples it.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You knock the target prone. The target can't stand up (save ends).

Lurker's Assault Rogue Attack 5

Shadows mask your movement, helping you to shuffle into position and deliver a wicked attack.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Effect: If you are hidden from the target, you can shift a number of squares equal to your Intelligence modifier before the attack. You remain hidden during this movement.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. You shift a number of squares equal to your Intelligence modifier.

Cunning Sneak: After the shift, you can make a Stealth check to become hidden.

Miss: Half damage.

Mocking Strike

Rogue Attack 5

You mimic your foe's movements, causing the creature to second-guess itself.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. Will

Hit: 2[W] + Dexterity modifier damage, and the target takes a -3 penalty to all defenses against your attacks until the end of the encounter.

Miss: Half damage, and the target takes a -3 penalty to all defenses against your attacks (save ends).

LEVEL 6 UTILITY EXPLOITS**Blind Spot Advantage**

Rogue Utility 6

You take advantage of your enemy's blind spot to ensure that you won't be hit.

Encounter ♦ **Martial**

Minor Action **Personal**

Effect: You gain concealment against one enemy you can see until the end of your next turn.

Perfect Feint

Rogue Utility 6

Your feint takes everyone by surprise.

Encounter ♦ **Martial**

Minor Action **Close burst 1**

Prerequisite: You must be trained in Bluff.

Target: Each enemy in burst you can see

Effect: Each target grants combat advantage to you until the end of your next turn.

Ugly Finish

Rogue Utility 6

A bloody display of force rattles nearby enemies.

Daily ♦ **Fear, Martial**

Free Action **Close burst 5**

Prerequisite: You must be trained in Intimidate.

Trigger: You score a critical hit against an enemy with a melee attack or reduce an enemy to 0 hit points with a melee attack

Target: Each enemy in burst

Effect: Each target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

LEVEL 7 ENCOUNTER EXPLOITS**Double Fall**

Rogue Attack 7

With a flourish of your weapon, you strike at two foes, attempting to bring each down.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One or two creatures

Attack: Dexterity vs. AC

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

Artful Dodger: You shift 2 squares.

Killer's Ambush

Rogue Attack 7

Your enemy doesn't see you until it's too late, and by then, you've left it a gaping wound to remember you by.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature from which you are hidden

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. You shift 1 square.

Cunning Sneak: You shift a number of squares equal to your Intelligence modifier, and you can make a Stealth check to become hidden.

Leg-Breaker

Rogue Attack 7

You deliver a crushing strike to your enemy's limb that causes it to crumple in pain.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage. If the target moves 2 squares or more during its next turn, it takes damage equal to your Dexterity modifier.

Brutal Scoundrel or Ruthless Ruffian: The damage the target takes for moving equals your Strength modifier + your Dexterity modifier.

CRIME

By their nature, rogues sometime become involved in illicit activities. The class automatically grants access to Thievery, a skill that allows a character to pick pockets, unlock locks, and disable traps. Rogues also have access to Stealth, which helps them to move unseen in places they aren't supposed to be. Even if a rogue focuses on other aspects of the class, the abilities granted by Thievery and Stealth provide a skill set that is perfect for criminal pursuits.

Adventurers who are new to an area might be unaware of that region's laws. However, it's more likely that they

do know the legal customs in their location. They should be aware of what sorts of punishments they might face—maiming, execution, imprisonment, slavery, or other possibilities. Some societies have complex bureaucracies and codified laws. Others have few or no laws and are subject to the whims of the local warlord or bandits. Characters might be involved with outlaws or tyrants, or they might fight against them. The law of a society, or lack thereof, could be used as a great campaign vehicle for involving both principled and corrupt characters in the game.

Painful Shot

Rogue Attack 7

*You hit your foe in a vital spot, causing it to reel in pain.***Encounter** ♦ **Martial, Weapon****Standard Action** Ranged weapon**Requirement:** You must be wielding a sling.**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 3[W] + Dexterity modifier damage.**Cunning Sneak:** The target grants combat advantage to you until the end of your next turn.**Pinning Blade**

Rogue Attack 7

*You jam your weapon into your foe's foot, pinning it to the ground.***Encounter** ♦ **Martial, Weapon****Standard Action** Melee weapon**Requirement:** You must be wielding a light blade.**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dexterity modifier damage, and the target is restrained until the end of your next turn.**Shadow Boxer**

Rogue Attack 7

*You attack from your foe's shadow, confounding the creature as you slip in and out of sight.***Encounter** ♦ **Martial, Weapon****Standard Action** Melee weapon**Requirement:** You must be wielding a light blade.**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 1[W] + Dexterity modifier damage, and until the end of your next turn, the target grants superior cover to you while you are adjacent to it.**Effect:** You can make a Stealth check to become hidden.**Cunning Sneak:** You gain a bonus to the Stealth check equal to your Intelligence modifier.

LEVEL 9 DAILY EXPLOITS

Aerial Assault

Rogue Attack 9

*You launch yourself at your foe in a display of aerial finesse. The creature stands awestruck until you sink your weapon into it.***Daily** ♦ **Martial, Weapon****Standard Action** Melee weapon**Requirement:** You must be wielding a light blade.**Effect:** Before the attack, you move your speed and can make an Athletics check to jump with a +10 bonus to the check. You do not provoke opportunity attacks during the jump.**Target:** One creature**Attack:** Dexterity vs. Reflex. The target grants combat advantage to you for the attack if you jumped 3 squares or more before the attack.**Hit:** 3[W] + Dexterity modifier damage.**Miss:** Half damage.**Bewildering Assault**

Rogue Attack 9

*You attack from the darkness and deliver a blow that unbalances your foe. You then retreat to the shadows.***Daily** ♦ **Martial, Weapon****Standard Action** Melee or Ranged weapon**Requirement:** You must be wielding a crossbow, a light blade, or a sling.**Target:** One creature from which you are hidden**Attack:** Dexterity vs. AC**Cunning Sneak:** If you have total concealment or superior cover, you remain hidden after the attack.**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 2 squares. The target gains vulnerable 5 to all damage (save ends).**Miss:** Half damage, and you slide the target 1 square.

ICONIC ROGUES

The rogue is a popular striker for good reason. Adaptable to a broad range of situations, whether taking on demons or dismantling traps, the rogue is an asset to any adventuring group. Although rogues have plenty of advantages, your race choice can make your character even better.

Drow Rogues: Drow (*FORGOTTEN REALMS® Player's Guide*, page 8) have bonuses to both Dexterity and Charisma, and they have racial bonuses to Intimidate and Stealth. These bonuses make them an exceptional fit for the cut-throat rogue build. A drow also works well as a trickster rogue or an aerialist rogue. The drow's primary advantage is the Lolthtouched racial trait. Both of the powers it grants (*cloud of darkness* and *darkfire*) let you create combat advantage, though *cloud of darkness* is your best choice because you don't have to make an attack roll to gain it, and it makes foes struggle to hit you.

Gnome Rogues: The gnome is an excellent shadowy rogue due to its bonuses to Charisma and Intelligence. Gnomes have a knack for keeping out of their enemies' sight, with a racial bonus to Stealth checks combined with the Reactive Stealth racial trait. Even if a gnome is

cornered, he or she can use *fade away* and attack with combat advantage next turn. These traits combined with the rogue's Cunning Sneak class feature make gnome rogues extremely effective at eliminating enemies before they have the chance to react.

Half-Orc Rogue: Although half-orcs make great barbarians and fighters, members of the race also excel as brawny rogues. Strength and Dexterity are important abilities for this build, and the half-orc has bonuses to both. A high Strength means the half-orc's Sneak Attack damage is already punching holes through people, even without the Backstabber feat. A half-orc can close in on foes at the start of combat, combining a high initiative modifier with an improved speed when charging.

Halfling Rogue: Few combinations are more iconic than the halfling rogue. Halflings make the best trickster rogues. Halflings have bonuses to Dexterity and Charisma, both of which are ideal for the build. With a considerable boost to AC against opportunity attacks combined with *second chance*, a halfling can maneuver about the battlefield with impunity.

One Hundred Knives Rogue Attack 9

Your blade blurs as you plunge it into your foe over and over.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Make the following secondary attack twice against the target.

Secondary Attack: Dexterity vs. AC

Hit: Dexterity modifier damage.

Profit from Weakness Rogue Attack 9

You step aside as the enemy's attack sweeps toward you. You then slide your blade into a place where the foe is vulnerable.

Daily ♦ **Martial, Rattling, Weapon**

Immediate Interrupt **Melee 1**

Requirement: You must be wielding a light blade.

Trigger: An enemy adjacent to you hits you with a melee attack

Effect: You gain a +4 bonus to all defenses against the attack. The triggering enemy grants combat advantage to you until the end of your next turn.

Target: The triggering enemy

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: You knock the target prone.

Raining Death Rogue Attack 9

From the shadows, you send out a barrage of attacks, raining death upon your foes.

Daily ♦ **Martial, Weapon**

Standard Action **Ranged 5**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: Each enemy from which you are hidden

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Miss: Half damage.

PRINCIPLED ROGUES

Not all rogues are thieves. Some have noble intentions and only happen to have a set of skills that could be used for personal gain. Thievery can be used to explore ancient ruins and discover lost treasures. Stealth can be used to find out enemy secrets and avoid combat and bloodshed.

Although walking the path of a noble rogue can be difficult, it's not impossible. Such characters can find a place in a lawful civilization. Being a rogue is more about living on the periphery of society than about having a particular skill set. Rogues might work as troubleshooters, dealing with problems for nobles. They can use their contacts to cover up scandals or to spy for their patrons. They might become involved in semilegal or legitimate business endeavors. Rogues also sometimes take up jobs as spies in armies or scouts for patrols. They might even stalk the night as vigilantes.

LEVEL 10 UTILITY EXPLOITS

Daring Gamble Rogue Utility 10

Putting yourself at risk gives you the opening you need to bring this battle to its close.

Encounter ♦ **Martial**

Minor Action **Personal**

Effect: Until the start of your next turn, any enemy that attacks you grants combat advantage to you until the end of the encounter.

Deadly Sacrifice Rogue Utility 10

Your threat draws your enemy's attack. If you survive, you can be certain the foe will pay.

Daily ♦ **Martial**

Immediate Interrupt **Melee touch**

Trigger: An ally adjacent to you is hit by an enemy's melee attack

Target: The triggering ally

Effect: You and the target swap places. The attack hits you instead of the target. The enemy grants combat advantage to you until the end of the encounter. In addition, your Sneak Attack deals extra damage against the enemy equal to your Intelligence modifier until the end of the encounter.

LEVEL 13 ENCOUNTER EXPLOITS

Fitting Demise Rogue Attack 13

You emerge from the shadows to deliver a deadly attack. You then retreat back to the darkness, as if you had been there all along.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature from which you are hidden

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. You can make a Stealth check to remain hidden after the attack.

Cunning Sneak: The attack deals extra damage equal to your Intelligence modifier.

Numbing Shot Rogue Attack 13

Your sling bullet strikes a nerve, causing your enemy to crumple.

Encounter ♦ **Martial, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, you knock the target prone, and the target is weakened until the end of your next turn.



Strike of Dancing Shadows Rogue Attack 13

The shadows seem to swirl around you as your blades rip through your foes.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade and be hidden.

Effect: Before the attack, you shift 1 square and remain hidden during the shift.

Cunning Sneak: Add your Intelligence modifier to the number of squares you shift.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. You shift 1 square and remain hidden during the attack and the shift.

Cunning Sneak: Add your Intelligence modifier to the number of squares you shift.

Veiled Missile Rogue Attack 13

Your weapon flies through the air, catching your foe in the head and causing blood to obscure its vision.

Encounter ♦ **Martial, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage. You gain concealment against the target until the end of your next turn.

Cunning Sneak: You can make a Stealth check to become hidden.

Wicked Reminder Rogue Attack 13

Each time the enemy feels the bite from your allies' attacks, it recalls the injury you dealt it last.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Ruthless Ruffian: If the target is already suffering the effect of the rattling keyword, this attack targets Reflex instead of AC.

Hit: 1[W] + Dexterity modifier damage.

Effect: The target gains vulnerability to weapon attacks equal to your Strength modifier until the end of your next turn.

LEVEL 15 DAILY EXPLOITS

Arterial Slice Rogue Attack 15

You nick one of your enemy's major arteries, creating a wound that spurts blood.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and ongoing damage equal to any Sneak Attack damage you deal with this attack (save ends).

Miss: Half damage.

Courage Breaker Rogue Attack 15

You strike a crippling blow to an enemy, inspiring fear in that creature's allies.

Daily ♦ **Fear, Martial, Rattling, Reliable, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is slowed (save ends). Until the target is no longer slowed by this power, any enemy adjacent to the target takes a -2 penalty to attack rolls.

Lurker's Threat Rogue Attack 15

You emerge from hiding like a ghost. You stab your foe and send it careening toward nearby enemies.

Daily ♦ Fear, Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Primary Target: One creature from which you are hidden

Primary Attack: Dexterity vs. AC

Hit: $3[W] +$ Dexterity modifier damage, you slide the primary target 2 squares, and the primary target is dazed (save ends). Make a secondary attack that is a close burst 3.

Secondary Target: Each enemy in burst

Secondary Attack: Dexterity vs. Will

Hit: The secondary target grants combat advantage until the end of your next turn.

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

Vicious Slash Rogue Attack 15

Your vicious assault overcomes your foe with pain, leaving it unable to attack accurately.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: $3[W] +$ Dexterity modifier damage. The target takes a -2 penalty to attack rolls and ongoing 10 damage (save ends both).

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

Whirlwind of Blades Rogue Attack 15

You leap and spin past your foe, nicking it with dozens of cuts.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Effect: Before and after the attack, you move your speed.

This movement does not provoke opportunity attacks from the target.

Attack: Dexterity vs. AC

Hit: $3[W] +$ Dexterity modifier damage.

Miss: Half damage.

LEVEL 16 UTILITY EXPLOITS

Clever Move Rogue Utility 16

An explosion momentarily dazzles your opponents so you can make a quick getaway.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An enemy makes an area or a close attack against you

Effect: You shift your speed. You must end this shift in a square where you have cover, superior cover, concealment, or total concealment against the triggering enemy. After this shift, you can make a Stealth check to become hidden.

Dishonorable Tactics Rogue Utility 16

After your attack, you duck back under cover and hide.

Encounter ♦ Martial

Free Action Personal

Trigger: You make an attack roll against an enemy from which you are hidden

Effect: You remain hidden from the enemy until the end of your next turn or until you no longer have superior cover or total concealment from the enemy.

Shadow Master Rogue Utility 16

Careful movements and deft positioning keep your enemies' attention elsewhere.

Encounter ♦ Martial

Minor Action Personal

Effect: Until the end of your next turn, you can make a Stealth check to become hidden if you have any concealment or any cover except that provided by intervening allies.

Trap Master Rogue Utility 16

You have learned the ways of locks and traps, so when presented with one, you can disable it with extraordinary speed.

At-Will ♦ Martial

Minor Action Personal

Prerequisite: You must be trained in Thievery.

Effect: You make a Thievery check to open a lock or disable a trap.

LEVEL 17 ENCOUNTER EXPLOITS

Dazing Shot Rogue Attack 17

Your sling bullet slams into your target's head and leaves the enemy reeling.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: $2[W] +$ Dexterity modifier damage, and the target is dazed until the end of its next turn.

Cunning Sneak: If the target moves or attacks before the end of its next turn, it falls prone at the end of that action.

THIEVES' CANT

The history of thieves' cant in the real world is open to considerable debate. Scholars describe it as a secret language used by the lower-class denizens of British cities in the sixteenth century. Regardless of its source, thieves' cant has been a staple of fantasy literature and roleplaying games for decades. As an optional rule, your Dungeon Master might grant rogues (and perhaps any characters who multiclass as rogues) access to thieves' cant as an additional language. The cant might be a bonus language, or it could be a language a character can choose at 1st level or from a feat. The DM might require characters who join a guild to go through a rigorous initiation process before learning this secret language.

Excruciating Reminder

Rogue Attack 17

You strike your foe, leaving a painful reminder that if it attacks you or an ally again, it will pay the price.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. If the target misses with an attack before the start of your next turn, you can make a ranged or a melee basic attack against the target with combat advantage as an opportunity action.

Ruthless Ruffian: If you hit with the basic attack, the target grants combat advantage to you until the end of your next turn.

Leaping Dagger Kick

Rogue Attack 17

You leap through the air, crashing into your foe and slashing at it.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Effect: You knock the target prone.

Hit: 3[W] + Dexterity modifier damage.

Artful Dodger: If you charged the target, it is dazed until the end of your next turn.

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

Surprising Assault

Rogue Attack 17

You deliver a swift smash to your opponent's head, surprising the foe with the brutality of your attack.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

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

Cunning Sneak: The target is stunned instead of dazed if you were hidden from the target when you made the attack.

Unerring Shot

Rogue Attack 17

From your hiding place, you deliver an attack. If you miss, you feel assured you'll strike your target next time.

Encounter ♦ **Martial, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: You do not expend this power if you were hidden from the target when you made the attack.

UNUSUAL ROGUES

Some races fit well with the rogue class, making character building easy and intuitive, while other combinations require more work.

Ability Scores: Races that provide a bonus to Dexterity allow you to stick a 16 in your attack ability (which becomes an 18 after your racial adjustment), leaving you with plenty of points to invest in your class's secondary ability scores. For a race that doesn't provide such a boost, you can reduce other abilities to keep your accuracy on par. Luckily, most rogue builds depend on two abilities: Dexterity plus Strength, Intelligence, or Charisma. If a race doesn't grant a bonus to Dexterity, odds are the race will boost your secondary ability, which helps offset the cost of placing an 18 in your primary ability.

You can go with any ability array, but two stand out as the best for unusual rogues. The 18, 13, 13, 10, 10, 8 array is good for rogues who gain a boost to a secondary ability, while 18, 14, 11, 10, 10, 8 does the job for races that offer no bonus to any rogue abilities. For example, a dwarf brawny rogue, after modifiers from race, would have Str 14, Con 13, Dex 18, Int 10, Wis 12, Cha 8, while a dragonborn rogue would have Str 15, Con 10, Dex 18, Int 10, Wis 8, Cha 15. In both cases, the character doesn't suffer from reduced accuracy and still has a good secondary ability to use for Rogue Tactics.

Racial Traits: The traits of some races complement your rogue's tactics or open up new avenues for you to do what

rogues are best at. An overview of some overlooked races for rogues follows.

Deva: At first glance, a deva seems to make an unlikely rogue, but the race does provide one significant advantage. *Memory of a thousand lifetimes* can mean the difference between wasting Sneak Attack during one round and slaying an enemy outright.

Dwarf: Slow, solid, and resilient, dwarves lend themselves to the defender role. However, with the right ability scores and careful attention to feat selection, you can make an effective dwarf rogue. Remember that even though your character functions as a striker, he or she has resilience like a defender. Your dwarf rogue enjoys balanced defenses, higher hit points, and isn't likely to be pushed around. You can combine two dwarf feats to increase your damage output: Choose Tunnel Stalker from *Martial Power* at 1st level since it lets you use one-handed axes, hammers, and picks as light blades. Then at 2nd level, Dwarven Weapon Training gives you proficiency with the craghammer (*Adventurer's Vault*, page 9).

Goliath: Although unobtrusive, a goliath rogue can be terrifying on the battlefield. With a high Strength and Constitution, your goliath can deliver punishing attacks while maintaining enough staying power to stand alongside the defenders. *Stone's endurance* lets your rogue shrug off enemy attacks as he or she maneuvers to land the killing blow.

LEVEL 19 DAILY EXPLOITS

Blurring Assault Rogue Attack 19

Your blades lash out to strike anyone you pass as you dart across the battlefield.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Effect: You shift half your speed. Make the following attack against each enemy you move adjacent to. No enemy can be attacked more than once from a single use of this power.

Attack: Dexterity vs. AC

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

Miss: Half damage.

Effect: You slide the target 1 square.

Demoralizing Shot Rogue Attack 19

Your shot strikes with such potency and accuracy that you daunt foes near the target of your attack.

Daily ♦ Martial, Rattling, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Each enemy within 3 squares of the target grants combat advantage until the end of your next turn and is pushed 1 square away from the target.

Hilt Slam Rogue Attack 19

You brutally slam the blunt end of your weapon into your foe's head, sending the creature staggering.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is stunned (save ends). You push the target 5 squares, and you grant combat advantage until the end of your next turn.

Miss: Half damage, and the target is dazed (save ends). You push the target 3 squares.

Maiming Strike Rogue Attack 19

You deliver a crippling strike that promises to leave your opponent hampered for a while.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: You knock the target prone. The target is slowed, cannot shift, and cannot charge (save ends all).

Merciless Cut Rogue Attack 19

You slip up behind your enemy and slash across its back.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).

LEVEL 22 UTILITY EXPLOITS

Clinging Shadows Rogue Utility 22

The shadows seem to follow your every step.

Encounter ♦ Martial

Minor Action Personal

Requirement: You must have concealment or total concealment.

Effect: Your concealment or total concealment lasts until the end of your next turn.

Indomitable Agility Rogue Utility 22

When you want to be free, no force can stop you.

Daily ♦ Martial

Free Action Personal

Effect: You are no longer dazed, grabbed, immobilized, marked, restrained, or slowed. In addition, you shift your speed and can move through enemies' squares during the shift.

Killer's Instinct Rogue Utility 22

Sensing weakness in your foe, you close the gap between you and it.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An enemy you can see becomes bloodied

Effect: You shift your speed and must end this shift closer to the triggering enemy. If you end this shift adjacent to the triggering enemy, it grants combat advantage to you until the end of your next turn.

Somersault Dodge Rogue Utility 22

You flip away from your foe as its attack flies wide.

At-Will ♦ Martial

Immediate Reaction Personal

Prerequisite: You must be trained in Acrobatics.

Trigger: An enemy misses you with a melee or a ranged attack

Effect: You shift 2 squares.

Uncanny Aim Rogue Utility 22

Everything around you fades away momentarily as you focus on a distant target.

Encounter ♦ Martial

Minor Action Personal

Effect: You increase the normal range and the long range of your next ranged attack before the end of your turn by 20 squares.



LEVEL 23 ENCOUNTER EXPLOITS

Cutthroat's Rebuke

Rogue Attack 23

You slash at your foe and take up a defensive posture. You assure your foe that it will suffer dire consequences if it attacks you again.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Ruthless Ruffian: This power gains the rattling keyword.

Effect: The next time the target makes a melee attack against you before the end of your next turn, you can make a melee basic attack against it as a free action. If your melee basic attack hits, you knock the target prone.

Dazing Double Shot

Rogue Attack 23

A pair of carefully placed attacks causes your foes to hesitate.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One or two creatures

Attack: Dexterity vs. AC

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

Artful Dodger: You shift 2 squares.

Fell the Strong

Rogue Attack 23

Your shot sinks into your foe, causing excruciating pain.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. The next time the target attacks before the end of your next turn, it takes damage equal to twice your Intelligence modifier.

Cunning Sneak: The target grants combat advantage until the end of your next turn if you were hidden from it when you made the attack.

Killer's Retreat

Rogue Attack 23

You jab your weapon into tender flesh, forcing the opponent to let you slip away.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and if you were marked, you are no longer marked. You shift 2 squares.

Cunning Sneak: You instead shift a number of squares equal to 1 + your Intelligence modifier, and you can make a Stealth check to become hidden after the shift.

Tendon Tear

Rogue Attack 23

You run your weapon across your foe's tendons, crippling the creature.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. You knock the target prone, and it is restrained until the end of your next turn.

LEVEL 25 DAILY EXPLOITS

Astounding Assault

Rogue Attack 25

Your prowess shocks your foe into hesitation and indecision.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage, and you slide the target 5 squares. In addition, either the target takes a -10 penalty to attack rolls until the end of its next turn, or it is restrained (save ends).

Bounding Assault

Rogue Attack 25

You dash across the battlefield, ducking under and leaping over foes' attacks. Then you deliver a brutal attack against your enemy.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 6[W] + Dexterity modifier damage.

Miss: Half damage.

Special: When charging, you can use this power in place of a melee basic attack. The charge's movement does not provoke opportunity attacks.

Perfect Shot

Rogue Attack 25

With time and preparation, you can't miss.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature granting combat advantage to you

Effect: You hit the target and deal 4[W] damage.

Persistent Menace

Rogue Attack 25

Slashing and stabbing, you haunt your enemy's every move.

Daily ♦ Martial, Rattling, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and ongoing 20 damage (save ends).

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

Effect: Until the end of the encounter, whenever you deal damage to the target, it takes a -2 penalty to saving throws until the end of your next turn.

Ricocheting Strike

Rogue Attack 25

Your attack is so powerful that it reverberates against nearby foes.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Primary Target: One creature granting combat advantage to you

Primary Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Make a secondary attack of the same attack type as the primary attack.

Secondary Target: One creature adjacent to the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: Dexterity modifier damage, plus any Sneak Attack damage you dealt to the primary target.

LEVEL 27 ENCOUNTER EXPLOITS

Craven's Bane

Rogue Attack 27

A mix of threats and slashes leaves your foe in fear and agony.

Encounter ♦ Fear, Martial, Rattling, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. If this attack bloodies the target, it moves its speed away from you, taking the safest path possible.

Ruthless Ruffian: The target grants combat advantage until the end of your next turn.

Deflected Strike

Rogue Attack 27

The enemy's attack misses you and hits an adjacent enemy instead as you dodge nimbly out of the way.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee 1

Requirement: You must be wielding a light blade.

Trigger: An enemy misses you with a melee attack, and a different enemy is adjacent to you

Target: The attacking enemy

Attack: Dexterity vs. Will

Hit: The attack hits an enemy adjacent to you other than the target. You can add your Sneak Attack damage to the attack's damage, even if you have already used your Sneak Attack during this round.

Cunning Sneak: Both enemies grant combat advantage to you until the end of your next turn.

From Pebble to Boulder

Rogue Attack 27

A stone from your sling strikes your foe between the eyes, causing it to fall to the ground, senseless.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and you knock the target prone. The target is stunned until the end of your next turn.

Killer's Gift Rogue Attack 27

Your brutal attack sends your enemy staggering away from you.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature from which you are hidden

Attack: Dexterity vs. AC

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

Cunning Sneak: The number of squares you slide the target equals your Intelligence modifier.

Perfect Sniper Rogue Attack 27

From the darkness, you carefully aim your shot and fire. Your foe glances around, but you're too well hidden for it to spot you.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature from which you are hidden

Attack: Dexterity vs. AC. If you have superior cover or total concealment, you remain hidden after the attack.

Cunning Sneak: You remain hidden after the attack if you have any cover or any concealment.

Hit: 5[W] + Dexterity modifier damage.

Sheathe the Blade Rogue Attack 27

You sheathe your weapon in your foe's flesh and then shove it away for your allies to finish off.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you push the target 1 square. The target gains vulnerable 10 to all damage until the start of your next turn.

LEVEL 29 DAILY EXPLOITS**Killing Storm** Rogue Attack 29

Your attacks rain down upon unsuspecting enemies, planting terror among your foes' ranks.

Daily ♦ Fear, Martial, Weapon

Standard Action Area burst 2 within 10 squares

Requirement: You must be wielding a crossbow or a sling.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target moves its speed away from the burst's origin square. The target grants combat advantage (save ends).

Miss: Half damage.

Kiss of Death Rogue Attack 29

You promise death to a nearby foe. Then you take advantage of your allies' attacks to deliver it.

Daily ♦ Martial, Stance

Minor Action Personal

Requirement: You must be wielding a light blade.

Effect: Choose one creature adjacent to you. Until the stance ends, whenever the chosen creature is adjacent to you and takes damage from a melee or a ranged attack while you are wielding a light blade, you can make a melee basic attack against it as a free action. In addition, your basic attacks against the target gain the rattling keyword.

Steel Nettle Rain Rogue Attack 29

You dance deftly around your foe and deliver an attack that is like a thousand metal nettles against its flesh.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Effect: Before and after the attack, you move your speed.

This movement does not provoke opportunity attacks from the target.

Target: One creature

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage.

Miss: Half damage.

Throat Cut Rogue Attack 29

You come out of hiding to inflict a fatal wound on your foe.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature from which you are hidden

Attack: Dexterity vs. Fortitude

Hit: 5[W] + Dexterity modifier damage, and ongoing 15 damage (save ends).

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

Treachery's Reward Rogue Attack 29

You throw out the notion of a fair fight when you launch a devastating attack from your hiding place.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC. You can make two attack rolls and use the higher result if you are hidden from the target before the attack. In addition, if you are hidden and have superior cover or total concealment when you attack, you remain hidden after the attack.

Hit: 6[W] + Dexterity modifier damage.

ARCANE TRICKSTER

"My tricks come from tool and spell."

Prerequisite: Rogue, trained in Arcana

You've never been content to stick to one path. Magic and larceny, spell and trap, dweomer and shadow—for you, all came easy. You learned to fuse your knowledge into one style, both in and out of battle.

When you were a child, you dreamed of grand achievements. You enjoyed the shows of illusionists and magicians, and you reveled in the skill of pick-pockets and burglars. You followed two divergent paths that eventually came together in your mind as a way of life and a cohesive style of attack. You don't separate the martial from the magical, and you are mildly scornful of anyone who is so shortsighted as to make this division.

You never sought a position in an arcane order or a thieves' guild; you didn't want to limit yourself. Instead, you learned to recognize that each adventure is an opportunity to test your mettle, sharpen your skills, enhance your magic, and discover treasures.

Eladrin are naturals for this path because of their agility and keen intellect. Arcane tricksters are found among gnomes, changelings, and drow as well. Some use their knowledge and power for adventure, and others use it for theft, torture, and deception.



ARCANE TRICKSTER PATH FEATURES

Arcane Burglary (11th level): You can use a dagger as an implement. However, you don't gain the weapon's proficiency bonus when using it for implement attacks.

In addition, whenever you make an Athletics check, you can use your Arcana skill modifier in place of your Athletics skill modifier.

Fading Action (11th level): When you spend an action point to make an attack, one creature of your choice that you attack treats you as invisible (save ends).

Dagger Spell (16th level): When making an arcane attack, you can treat a ranged power as having a range of melee weapon while using your dagger as an implement.

ARCANE TRICKSTER POWERS

Blinding Flare Arcane Trickster Attack 11

You create a burst of blinding flame that robs your enemies of their sight long enough for you to slip around behind them.

Encounter ♦ Arcane, Implement

Minor Action Close burst 1

Target: Each creature in burst

Attack: Dexterity vs. Fortitude

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

Effect: You shift your speed.

Cat Burglar's Veil Arcane Trickster Utility 12

You sweep a curtain of arcane energy across the battlefield, creating a veil you can hide behind.

Daily ♦ Arcane, Conjunction

Minor Action Area wall 8 within 10 squares

Effect: You conjure a wall of arcane energy that only you can see. The wall can be up to 6 squares high, and it lasts until the end of the encounter. The wall blocks enemies' line of sight to you and your allies but does not prevent you and your allies from seeing through it.

Confounding Teleport Arcane Trickster Attack 20

You quickly pop around the battlefield, keeping your foes confused by seeming to be everywhere at once.

Daily ♦ Arcane, Teleportation, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Effect: Before the attack, you teleport your speed.

Target: One creature

Attack: Dexterity vs. AC. You gain combat advantage against the target if you teleported adjacent to it during this turn.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a teleport speed equal to your speed, and whenever you teleport adjacent to an enemy, it grants combat advantage to you until the end of your turn.

BLADE BRAVO

"You think armor will protect you? Come here, and we'll see about that."

Prerequisite: Rogue

Most knaves are little more than ruffians who have a talent for swordplay. These individuals prowl city streets and pit their skills against each other, trying to prove themselves. Most of these so-called bravos have more courage than common sense. They have short life spans and usually wind up in shallow graves. You, however, have proved you're different from them.

You never had formal training or studied under a master. Instead, you developed a haphazard style born of necessity and emboldened by your grit. You quickly learned that survival demands toughness, so you cultivated the ability to keep scrapping even with your back pressed to the wall.

In battle, your attacks lack the finesse and artfulness exhibited by other rogues, yet they are equally effective. Just because you don't have a fancy flourish doesn't make you any less dangerous.

BLADE BRAVO PATH FEATURES

Cocksure Menace (11th level): Whenever you hit an enemy granting combat advantage to you with a melee attack, you can mark that enemy until the end of your next turn.

Riposte Action (11th level): When an enemy misses you with a melee attack, you can spend an action point to make a melee basic attack against that enemy. The enemy grants combat advantage to you for this attack, and if you hit, the attack deals 1[W] extra damage. If the enemy is marked by you, the attack instead deals 2[W] extra damage.

Back Alley Bravo (16th level): Whenever you shift, you gain a +1 bonus to AC and Reflex until the start of your next turn.

BLADE BRAVO EXPLOITS

Taunting Barb Blade Bravo Attack 11

Your taunt is as keen as the blade you thrust into your foe.

Encounter ♦ Martial, Weapon

Standard Action Ranged 3

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Will

Hit: 3[W] + Dexterity modifier damage, and you pull the target to a square adjacent to you and make a melee secondary attack against the target. You have combat advantage for the attack.

Secondary Attack: Dexterity vs. AC

Hit: Strength modifier damage.



Threatening Flourish Blade Bravo Utility 12

You perform a complex maneuver with your weapon, revealing your skill and daring to your enemy.

Encounter ♦ Martial

Minor Action **Personal**

Effect: Until the end of your next turn, your melee attacks gain the rattling keyword.

Vicious Parry Blade Bravo Attack 20

Batting aside your enemy's attack, you drive your weapon home.

Daily ♦ Martial, Rattling, Weapon

Immediate Interrupt **Melee weapon**

Requirement: You must be wielding a light blade.

Trigger: An enemy hits you with a melee attack

Target: The triggering enemy

Effect: The target is weakened and grants combat advantage until the end of its next turn.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier + Strength modifier damage.

Miss: Half damage.

DARING SLINGER

"Two birds with one stone . . . how about two drow with one bullet?"

Prerequisite: Rogue

The sling is a humble weapon, favored by commoners such as shepherds and farmers. It is useful for chasing off predators and bandits, but it lacks the prestige enjoyed by crossbows and light blades. Despite its lowly stature, the sling has its adherents. Among these enthusiasts, the daring slinger is the most dangerous, for these rogues elevate the simple weapon, making it the equal of any other ranged weapon.

As a daring slinger, you appreciate the weapon's subtle assets. A sling is small. It can be compressed



and hidden. Slings are also resistant to the elements. You can dunk one in water, stretch it, or abuse it, and the weapon continues to work—something that can't be said of bows and crossbows. Best of all, ammunition is never a problem; any small stone will do.

Through extensive training, you've improved your accuracy, exceeding what archers can do with a longbow. Your range is equal to that of a crossbow, and your bullets pack an equal punch.

DARING SLINGER PATH FEATURES

Sling Mastery (11th level): You gain a +2 bonus to damage rolls with weapon attacks that use a sling. This bonus increases to +4 at 21st level.

Concussive Action (11th level): When you spend an action point to attack with a sling, and the attack hits, you treat a damage roll of 1 or 2 as a roll of 3. In addition, the target of the attack is dazed until the end of your next turn.

Uncanny Aim (16th level): You ignore the -2 penalty for attacking with a sling at long range, and you ignore cover provided by an enemy's allies when you attack with a sling.

DARING SLINGER EXPLOITS

Scattershot

Daring Slinger Attack 11

You hurl several stones at once, knocking your enemies back with each strike.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a sling.

Target: One, two, or three creatures

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you push the target 1 square.

Instructive Miss

Daring Slinger Utility 12

Your shot goes wide, but now you have your foe in your sights.

Daily ♦ Martial

Free Action Personal

Trigger: You don't hit with an encounter attack power using a sling

Effect: You regain the use of the encounter attack power.

Dispersing Shot

Daring Slinger Attack 20

You let fly a forceful shot that shatters armor, flesh, and bone, knocking your enemy senseless.

Daily ♦ Martial, Reliable, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is dazed and slowed (save ends both). If you have combat advantage against the target, it is immobilized instead of slowed.

Aftereffect: The target grants combat advantage (save ends).

JACK-OF-ALL-TRADES

"Yeah... I can do that, and that... and that."

Prerequisite: Rogue

You are a jack-of-all-trades; learning new skills comes naturally to you, and you enjoy pitting your abilities against any challenge. Your thirst for knowledge will drive you to learn new skills until the day you die.

Since your youth, you have had an intense yearning to learn more than what books and teachers could provide. You understood from a young age that knowledge and skill can take you places that money and influence can't. You hoard knowledge the way a dragon covets its treasure, though you are happy to share it with anyone you consider worthy, or when doing so suits your fancy.

Folks might consider you a pack rat or a dabbler, but you know that the items you collect and the skills you acquire will help you in the future. And when you're there to save the day, anyone who derided your habits will realize the mistake and thank you.

Eladrin are a natural choice for this path because of their high Dexterity and Intelligence, as well as the fact that they gain an additional skill of their choice. Humans also excel as jacks-of-all-trades because of their vast variety of experiences and versatility of skill and knowledge.

JACK-OF-ALL-TRADES PATH FEATURES

Dabbler (11th level): You gain a +2 bonus to all skill checks.

Expert Assault (11th level): When you spend an action point to take an extra action, you gain a +5 bonus to skill checks until the end of your turn.

Advanced Dabbler (16th level): You gain training in three skills.

JACK-OF-ALL-TRADES EXPLOITS

Scoundrel's Philosophy *Jack-of-All-Trades Attack 11*

You humble your foe with your fighting prowess, then befuddle it with your vast knowledge of proper fighting techniques.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and make a secondary attack against the target.

Secondary Attack: Dexterity vs. Will

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

Always a Natural *Jack-of-All-Trades Utility 12*

You are a natural at everything you do.

Encounter ♦ **Martial**

Free Action **Personal**

Trigger: You make a skill check and dislike the result

Effect: You reroll the triggering check and use either result.



Every Trick in the Book *Jack-of-All-Trades Attack 20*

You attack from all angles, using every technique and bit of knowledge you have to defeat your foe.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC, Fortitude, Reflex, Will. You make one attack roll and compare the result against all four defenses. A target suffers the effect associated with each defense that the attack hits.

Hit (AC): 2[W] damage.

Hit (Fortitude): 1[W] damage, and the target is slowed (save ends).

Hit (Reflex): 1[W] damage, and you knock the target prone.

Hit (Will): 1[W] damage, and the target is dazed (save ends).

Effect: You shift 3 squares + 1 square for each defense you hit.

VERDANT STALKER

"My steps are as light as a leaf on the wind."

Prerequisite: Rogue, trained in Stealth

You are a creature of stealth—a warrior who treads so lightly that even the autumn leaves remain silent beneath your step. For you, silence is a way of life and an art.

You're comfortable in the forest, where your abilities to move quietly and to camouflage your movements are at their best. You prefer to wear out your foe, dancing from shadow to shadow and from tree to tree, peppering your enemy with ranged attacks. No enemy has yet caught you standing still.

You might have grown up among forest-dwelling elves or fey. It's also possible that you were once a city dweller who has since become one with nature. You still know of and sometimes visit urban areas, but they have become foreign to you. The forest is your home now, and you're as comfortable in it as a street urchin is in the dock ward of a city. When outsiders invade your territory, you strike back with a furious vengeance, assaulting them with rapid volleys of missiles that kill the intruders or drive them away.

Elves and halflings are most likely to follow this path, but any character who favors stealth and



silence, uses ranged attacks with great skill, and is an expert forester can succeed as a verdant stalker.

VERDANT STALKER PATH FEATURES

Delicate Shot (11th level): Whenever you hit an enemy from which you are hidden with a ranged attack and you then roll Sneak Attack damage dice, you treat a roll of 1 or 2 as a roll of 3.

Vanishing Action (11th level): When you spend an action point to take an extra action, you can make a Stealth check to become hidden after the extra action. If you used the extra action to take a move action, you gain a +5 bonus to the Stealth check.

Light-Footed (16th level): You ignore difficult terrain.

VERDANT STALKER EXPLOITS

Shadow to Shadow

Verdant Stalker Attack 11

You slide behind cover, attack your foe from a distance, and then slip back into the shadows again.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be using a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling.

Effect: Before and after the attack, you shift 3 squares.

After each shift, you can make a Stealth check to become hidden.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Forest Specter

Verdant Stalker Utility 12

Moving among foliage or around a cavern wall, you blend into your surroundings like a spirit of nature.

Encounter ♦ Martial

Minor Action Personal

Requirement: You must have total concealment or superior cover.

Effect: You become invisible until the end of your next turn, until you attack, or until you no longer have any cover or any concealment.

Leaves of Steel

Verdant Stalker Attack 20

You slip out of the shadows, firing a volley of shots at your enemies.

Daily ♦ Martial, Weapon

Standard Action Area burst 2 within weapon range

Requirement: You must be using a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling.

Effect: Before the attack, you shift 3 squares.

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

MASTER OF POISONS

"The deadliest poison is the one you can't taste or smell."

Prerequisite: Rogue

Few people respect the business of poisons. Among the mighty, poison is considered a weapon of the weak and a dishonorable tool at best. Yet to whom do the mighty and the wealthy turn when they are in need of discreet murder? You, of course, and you're happy to oblige. You never advertise your talents; it wouldn't do for word to spread about your skills. Through prudent inquiries, people in need have a way of finding you. No problem is too big or well protected for your techniques to work, assuming you have enough time and your client has enough gold.

Along with your success comes a raft of enemies. Your victims leave behind friends and relatives seeking revenge. Do they chase after the one who paid you? It would be simpler if they did. Instead, these pursuers come to the one who caused their comrade's end, and that person is you.

Poisoning is a subtle and dangerous art, and a few narrow escapes from angry vengeance-seekers have taught you that discretion is key. Even among your companions, you keep a low profile. It's best to keep your methods of dealing with enemies hidden. However, when you slip a little venom on a blade and the foe falls to the ground, tongue black and neck swollen, your comrades won't look too closely when that act saves them from harm.

MASTER OF POISONS PATH FEATURES

Poison Maven (11th level): Whenever you make a poison weapon attack against an enemy, you gain a bonus to the damage roll equal to your Intelligence modifier. In addition, any enemy suffering a poison effect grants combat advantage to you.

Venomous Action (11th level): When you spend an action point to make a weapon attack and hit, one target of the attack takes ongoing 10 poison damage (save ends).

Acidic Poisons (16th level): Ongoing poison damage you deal ignores resistance to poison.

MASTER OF POISONS EXPLOITS

Blinding Dust Master of Poisons Attack 11

You spray a handful of poisonous dust into the air, blinding your enemies.

Encounter ♦ Martial, Poison

Standard Action Close blast 3

Target: Each creature in blast

Attack: Dexterity + 4 vs. Fortitude

Level 21: Dexterity + 6 vs. Fortitude

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



Persistent Poison Master of Poisons Utility 12

Just when an enemy thinks it has beaten your attack, your poison proves effective after all.

Encounter ♦ Martial

Immediate Interrupt Close burst 10

Trigger: An enemy within 10 squares of you saves against a poison effect

Target: The triggering enemy in burst

Effect: The target fails the saving throw.

Insidious Attack Master of Poisons Attack 20

The poison delivered by your weapon fills your enemy with crippling pain that ravages its system when it tries to act.

Daily ♦ Martial, Poison, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow or a light blade.

Target: One creature

Primary Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and make a secondary attack against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: The target takes ongoing 15 poison damage, and whenever the target moves more than 2 squares during its turn or makes an attack, it takes 5 poison damage after the attack is resolved (save ends both).

Miss: 3[W] + Dexterity modifier damage.

RED CLOAK

"Do not run the roof unless you are prepared to fight."

Prerequisite: Rogue, Red Cloak Student feat

You're a red cloak, a roof-running scoundrel who tests your wits against other denizens of the night. Your colors reflect your passion and signal danger to anyone who isn't prepared to fight you.

You might or might not be versed in the history of your art. In the past, the Red Cloaks were a guild of assassins known for their flamboyance. The true secrets of their activities remain a mystery, but their style—both in fighting and in dress—spread to dandy and street fighter alike.

You might have grown up in the streets, idolizing the swaggering red cloak warriors who ran the rooftops at night. You could be the youngest child of a noble seeking excitement by trying your hand in seedy environs. Instead, you might be a remnant of the original Red Cloaks. Regardless of your motivation, you scoff at those who don the cloak without the attitude or the skill. Any who fight you know that you are no common thug or flouncing dandy.

In your adventures, you seek to test your street-honed mettle against the warriors of other domains. You don't necessarily seek to emulate their style, but you respect it and wish to learn from it. You take every opportunity to challenge the street-runners of other cities, and you will gladly face any enemy that thinks to challenge you.

RED CLOAK PATH FEATURES

Roof Runner (11th level): Whenever an enemy misses you with an attack, you can shift 2 squares as an immediate reaction.

Crimson Brutality (11th level): When you spend an action point to make an attack that deals Sneak Attack damage, the Sneak Attack damage is maximized.

Red Cloak Reaction (16th level): Whenever you miss every target with an attack that is an immediate action, that action doesn't count toward your limit of one immediate action per round.

RED CLOAK EXPLOITS

Dance of the Cloak Red Cloak Attack 11

You miss with a wicked cut, and when your foe counters, you respond with a stronger attack.

Encounter ♦ **Martial, Reliable, Weapon**

Immediate Reaction **Melee weapon**

Requirement: You must be wielding a rapier or a short sword.

Trigger: An enemy hits you

Target: The triggering enemy

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.



Scarlet Maneuver Red Cloak Utility 12

You take advantage of each of your enemy's mistakes.

At-Will ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy misses you with a melee attack

Effect: You gain combat advantage against the triggering enemy until the end of your next turn.

Crimson Rebuttal Red Cloak Attack 20

You trick your opponent into overextending its attack and deliver a powerful blow that knocks it to the ground.

Daily ♦ **Martial, Reliable, Weapon**

Immediate Reaction **Melee weapon**

Trigger: An enemy misses you with a melee attack

Requirement: You must be wielding a rapier or a short sword.

Target: The triggering enemy

Attack: Dexterity vs. Reflex

Hit: 4[W] + Dexterity modifier damage. You knock the target prone, and it can't stand until the start of its next turn.

WHISPERKNIFE

"Bring me vengeance, oh gods, and make my enemies pay in blood."

Prerequisite: Rogue

You have been called different names—killer, murderer, assassin—but none fit as nicely as whisperknife does. You kill, but not for wealth and rarely for sport; you kill for vengeance. In a perfect world, everyone would die from old age, but this isn't a perfect world. Accidents happen, and wars claim soldiers and innocents alike. Murderers snuff out lives on a whim or with cold calculation, and the world keeps on turning. Souls wriggle free from their meat to find whatever awaits them in the Raven Queen's frigid embrace. And who stands for these victims? Who protects the people whom justice ignores? You.

You're a vigilante, taking up the cause of those who can't find justice. You use your talents to hunt down anyone who perpetrates crimes. You offer no mercy or quarter, only the whispered name of the wronged party and the silent slash of your blade.

Your preferred weapons are daggers, whether thrown or held. You can hide them on your person and retrieve them with ease. A dagger's short blade allows you to be close enough to your prey to explain why it has to die. And when you've said what you need to say, you can watch as the life goes out of your victim's eyes.

WHISPERKNIFE PATH FEATURES

Dagger Threat (11th level): You don't provoke opportunity attacks when you make ranged attacks with a light blade.

In addition, you gain Quick Draw (*Player's Handbook*, page 200) as a bonus feat, even if you don't meet the prerequisites.

Razor Action (11th level): When you spend an action point to attack with a light blade, each enemy adjacent to you takes damage equal to your Dexterity modifier.

Advantageous Positioning (16th level): While you are adjacent to a Medium or larger enemy, you gain a +2 bonus to AC against ranged attacks, and you don't grant combat advantage to creatures flanking you.

WHISPERKNIFE EXPLOITS

Vengeance's Pursuit Whisperknife Attack 11

After slashing your foe, you flip the knife in your hand and prepare to throw it.

Encounter ♦ Martial, Rattling, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a dagger.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: The first time the target moves or makes an attack that doesn't include you as a target before the start of your next turn, you can make a ranged basic attack against the target as a free action. The target grants combat advantage to you for this attack.

Whispered Vengeance Whisperknife Utility 12

When an ally suffers from an enemy's attack, your thirst for vengeance impels you to close the distance and make your foe pay for the transgression.

Encounter ♦ Martial

Immediate Reaction **Personal**

Trigger: An enemy hits an ally you can see with a melee attack

Effect: Until the end of your next turn, you gain a +2 power bonus to speed and a +2 power bonus to attack rolls against the triggering enemy.

Hateful Knives Whisperknife Attack 20

Leaping at your foe, you slash it so badly that it stumbles back in fear.

Daily ♦ Fear, Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a dagger.

Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and you push the target 3 squares. You then shift 3 squares to a square adjacent to the target and make a secondary attack against it.

Secondary Attack: Dexterity vs. Will

Hit: The target grants combat advantage to you until the end of the encounter.

Miss: The target grants combat advantage to you (save ends).

Miss: Half damage.



WARLORD

"Aggression and hard fighting have their place, but they don't always result in victory. I do not wade headlong into combat without a strategy."

A **WARLORD** has many forms: the aggressive and reckless leader, the canny battle captain, the brilliant strategist, the willful commander. Each warlord masters a different set of leadership techniques that represents his or her command style. Through a combination of courage, skill at arms, sound strategy, and insight, the warlord inspires confidence and vigor among his or her comrades.

As a leader, you understand that each person has a role to play on the battlefield. You could be the kind of commander who follows instinct and intuitively understands the ebb and flow of combat. You might employ stealth and guile, letting sleeping dragons lie and avoiding fruitless conflicts. Or perhaps you lead through courage and ferocity, challenging enemy leaders to meet you in single combat. Regardless of the type of warlord you are, your insights help arm your companions with the weapons to overcome any obstacle.

This chapter broadens the options available to the warlord class, adding new powers for class builds presented in the *Player's Handbook* and in *Martial Power*. In this chapter, you'll find the following material.

- ◆ **New Builds:** Rely on your instincts to outwit your enemies as an insightful warlord, or succeed through maneuver and missile fire as a skirmishing warlord.
- ◆ **New Class Features:** Explore new class features, such as the ability to boost your allies' senses, wear shields, increase your allies' defenses, improve the position of your troops, and wield ranged weapons.
- ◆ **New Powers:** Outsmart your foes with tactical insights and protect your allies with your battle intuition. On the other hand, if you are without caution, you might instead charge into enemy ranks and unnerve foes with your fury and audacity.
- ◆ **New Paragon Paths:** Exploit your natural leadership with one of eight paragon paths. Lead a band of ruthless warriors as a prince of knaves, study the art of command as a white raven, or trust to fate and luck as a captain of fortune.





NEW BUILDS

The *Player's Handbook* presents the inspiring warlord and the tactical warlord. *Martial Power* offers the bravura warlord and the resourceful warlord. This chapter adds the insightful warlord and the skirmishing warlord. Many of the new powers introduced in this book are intended for one of these new warlord builds.

INSIGHTFUL WARLORD

You lead through careful observation and a knack for predicting your enemies' actions. In combat, you keep your eyes open and quickly adapt your plan to changing circumstances. You show your allies how to identify enemy weaknesses and exploit those flaws. You are skilled at demoralizing foes and are an expert at interrupting their actions by issuing quick commands.

NEW CLASS FEATURES

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the insightful warlord build to select these features.

INSIGHTFUL PRESENCE

When you choose a Commanding Presence, you can select the following option.

Insightful Presence: When any ally who can see you spends an action point to take an extra action, that ally gains a bonus to all defenses equal to half your Wisdom modifier or half your Charisma modifier until the end of your next turn.

CANNY LEADER

This class feature replaces your Combat Leader class feature.

Canny Leader: You and any ally within 10 squares of you who can see and hear you gain a +2 bonus to Insight checks and Perception checks.

SUGGESTED OPTIONS

Your attack powers rely on Strength, so make that your primary ability score. Wisdom is your second priority, because it helps you perceive foes and anticipate their actions. If you choose the Insightful Presence class feature, you can use Wisdom or Charisma, so pick one of those ability scores as your tertiary ability score depending on which other warlord build you want to dabble in.

Suggested Class Features: Insightful Presence*, Canny Leader*

Suggested Feat: Lend Strength*

Suggested Skills: Athletics, Diplomacy, Endurance, Heal

Suggested At-Will Powers: *direct the strike**, *intuitive strike**

Suggested Encounter Power: *powerful warning**

Suggested Daily Power: *leader's instincts**

*New option presented in this book

SKIRMISHING WARLORD

You scoff at the notion that war takes place on the front lines. Your talents are akin to the skills of archers, sneaks, and scouts. You recognize that their contributions are as vital as the efforts of melee combatants. You help allies by sharpening their timing, directing their maneuvers, and pointing out targets with your own ranged attacks.

NEW CLASS FEATURES

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. You need not pick the skirmishing warlord build to select these features.

ARCHER WARLORD

When you choose the Archer Warlord class feature, you lose proficiency with chainmail and light shields.

Archer Warlord: You gain proficiency with military ranged weapons. In addition, when you make a ranged basic attack with a bow, you can use Strength instead of Dexterity for the attack roll and the damage roll.

COMMANDING PRESENCE

When you choose a Commanding Presence, you can select the following option.

Skirmishing Presence: When an ally who can see you spends an action point to make an attack, that ally can use a free action to shift a number of squares equal to your Intelligence or Wisdom modifier before or after the attack.

SUGGESTED OPTIONS

Unlike other warlords, you focus on ranged attacks. Your attack powers rely on Strength for accuracy and power, though they reward Intelligence as well. You should choose Strength for your primary ability score, and you should also have a high Intelligence score. If you choose the Skirmishing Presence class feature, you can use Wisdom or Intelligence, so pick one of those ability scores as your tertiary ability score depending on which other warlord build you want to dabble in.

Suggested Class Features: Archer Warlord*, Skirmishing Presence*

Suggested Feat: Archer Captain*

Suggested Skills: Athletics, Endurance, Diplomacy, History

Suggested At-Will Powers: *paint the bull's eye**, *risky shot**

Suggested Encounter Power: *race the arrow**

Suggested Daily Power: *inspiring shot**

*New option presented in this book

BATTLEFRONT LEADER

You can select the following class feature instead of another option, such as the ones presented in the *Player's Handbook* or *Martial Power*. This feature is not aimed toward any single build and can work well for any warlord who wants to be in the midst of melee. This class feature replaces your Combat Leader class feature.

Battlefront Leader: You gain proficiency with heavy shields, and you gain the *battlefront shift* power.

Battlefront Shift Warlord Feature

As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.

Encounter ♦ **Martial**

No Action Close burst 3

Trigger: You roll initiative

Target: You or one ally in burst

Effect: The target shifts half his or her speed.

NEW POWERS

A warlord bolsters allies with powers that inspire, empower, and embolden. The insightful warlord focuses on seizing opportunities and providing allies with knowledge of enemy strengths and weaknesses. The skirmishing warlord emphasizes ranged attacks and mobility. This section also broadens the powers available for warlord builds from other books.

MULTICLASS WARLORDS

Warlords study battle in all forms, learning to work with members of other classes to make an effective unit. Multiclassing is a good option for a warlord because it allows the character to compensate for some weakness in a party.

Cleric: Some warlords who multiclass as clerics prefer to worship military-minded gods (like Kord or Bahamut). Others are pious heroes who seek the blessing of any gods in battle. A warlord with cleric training can dole out extra healing. Warlords multiclass well with Strength-based clerics. Dragonborn and longtooth shifters fit this combination due to their ability score bonuses, but any race with a high Strength can make a good warlord/cleric.

Fighter: This option is commonly seen because of both classes' need for high Strength. Warlords lead soldiers in battle, so they need to be good soldiers as well. Sharing this common training increases their empathy with their troops, and consequently makes them better leaders. Dragonborn excel as characters of this sort, but so do any other races with Strength bonuses.

LEVEL 1 AT-WILL EXPLOITS

Direct the Strike Warlord Attack 1

You direct an ally to attack as an enemy lowers its guard.

At-Will ♦ **Martial**

Standard Action Ranged 5

Target: One ally

Effect: The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

Intuitive Strike Warlord Attack 1

Your strike puts your opponent off guard, allowing your allies to better exploit the enemy's openings.

At-Will ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 1[W] damage. Until the start of your next turn, any ally who attacks the target and has combat advantage against it gains a bonus to the attack roll equal to 1 + your Wisdom or Charisma modifier instead of the normal +2 bonus.

Level 21: 2[W] damage.

Paint the Bull's-Eye Warlord Attack 1

You fire a red-fletched missile into your foe, creating a target for your allies to focus on when attacking the creature.

At-Will ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] damage. Until the start of your next turn, your allies gain a power bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.

Level 21: 2[W] damage.

Risky Shot

Warlord Attack 1

You wait until the last possible moment to strike, dealing a more potent blow at the expense of defense.

At-Will ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier + Intelligence or Wisdom modifier damage.

Level 21: 2[W] + Strength modifier + Intelligence or Wisdom modifier damage.

Effect: You grant combat advantage until the start of your next turn.

LEVEL 1 ENCOUNTER EXPLOITS

Pin Cushion

Warlord Attack 1

If your allies fire enough arrows at your foe, a few are bound to hit.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, you and your allies gain a power bonus to ranged attack rolls against the target. The bonus is equal to your Intelligence or Wisdom modifier.

Powerful Warning

Warlord Attack 1

You shout a warning that alerts your ally to an enemy attack, allowing your comrade to dodge and riposte.

Encounter ♦ **Martial**

Immediate Interrupt Close burst 5

Trigger: An ally within 5 squares of you is hit by an enemy

Target: The triggering ally in burst

Effect: The target gains a +2 power bonus to all defenses against the attack. The target can make a melee basic attack against the enemy as a free action.

Insightful Presence: The bonus to your ally's defenses equals 1 + your Wisdom modifier or Charisma modifier.



ROLEPLAYING A WARLORD

Your role in the party is to coordinate your allies' offense and bolster their will to keep fighting long after they might have given up. Warlords present a special roleplaying challenge, because what you do relates to abstract elements of the game, such as hit points, basic attacks, and healing surges. It's easy for other martial characters to provide vivid descriptions of their crippling attacks, but your exploits can be harder to visualize.

Keep in mind that morale and esprit de corps are vital to the combat effectiveness of any group. When you congratulate another player on a well-struck blow or point out a potentially winning tactic on the battle mat, it'll be easier to understand how your warlord might enable others to perform beyond their normal capabilities. Your

efforts at the game table can inspire and advise characters and players alike.

You can also roleplay the way your character prepares for adventuring. You might make sure that everyone in the party has enough healing potions and light sources, or lead the group in establishing a marching order and contingency plans for attack or retreat. While the DM is busy or you're waiting for players to arrive, you can even play out your character's leadership. You might have the other characters make attack rolls to establish who is the best archer or roll Heal checks to practice your first aid and determine how long it takes to revive an ally. The best way to roleplay a leader is to become one. Your efforts will make your party more successful and make your group more fun to play with.

LEVEL 1 DAILY EXPLOITS

Race the Arrow Warlord Attack 1

You catch your comrade's eye and designate a target. You fire a shot that diverts your foe's attention, giving your ally the chance to attack.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. One ally you can see can charge the target or make a melee basic attack against the target as a free action.

Skirmishing Presence: The ally gains a power bonus to the attack roll and the damage roll equal to your Intelligence or Wisdom modifier.

Seize the Upper Hand Warlord Attack 1

Your strike distracts your foe, forcing it to lower its defenses and create opportunities for your allies' attacks.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, while you have combat advantage against the target, you and your allies deal extra damage to the target equal to your Charisma modifier.

Shielded Assault Warlord Attack 1

You attack cautiously, protecting yourself and nearby allies with your shield.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Until the end of your next turn, you gain a +2 power bonus to AC, and your allies gain a +2 power bonus to AC while adjacent to you.

Vengeance Is Mine Warlord Attack 1

You respond to an enemy's attack with a riposte, and you call for an ally to join you against the offender.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An enemy hits you

Effect: You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.

Create a Target Warlord Attack 1

You swing at your foe, shoving it into the line of fire. The creature then continues to stagger around, disoriented and vulnerable.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier. Whenever a pull, a push, or a slide forces the target to move, one of your allies can make a basic attack against the target as a free action (save ends).

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

Expert Timing Warlord Attack 1

You deliver a blow to your foe and let out a call to your allies who, remembering their training, move nimbly around the battlefield.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You and each ally you can see gain a +1 power bonus to speed until the end of the encounter.

Miss: Half damage. You and each ally you can see gain a +1 power bonus to speed until the end of your next turn.

Inspiring Shot Warlord Attack 1

Your shot strikes an enemy hard, proving that victory is near.

Daily ♦ Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of the encounter, your healing powers restore additional hit points equal to your Intelligence or Wisdom modifier.

Leader's Instincts Warlord Attack 1

You strike at your foe with a skillful thrust. As your opponent is about to dodge, you call for an ally to attack.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. As a free action, one ally you can see can make a basic attack against the target with a +2 power bonus to the attack roll.

Relentless Wounding Warlord Attack 1

Your attack wounds a foe, making it susceptible to your allies' assaults.

Daily ♦ Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of the encounter, your allies gain a power bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.

LEVEL 2 UTILITY EXPLOITS

Encouraging Boost Warlord Utility 2

You shout words of encouragement, giving your ally a necessary boost.

Encounter ♦ **Healing, Martial**

Minor Action Ranged 5

Target: One ally

Effect: The target can use its second wind and regain additional hit points equal to your Charisma modifier.

Flash of Insight Warlord Utility 2

Your weapon slips past a foe's guard, allowing you to adjust your attack and throw the creature off balance.

Encounter ♦ **Martial**

Free Action Melee weapon

Trigger: An enemy is hit by your at-will weapon attack

Target: The enemy you hit

Effect: You knock the target prone or push the target a number of squares equal to your Intelligence or Wisdom modifier.

Hasty Alert Warlord Utility 2

Your shout warns comrades of imminent danger in time for them to react.

Daily ♦ **Martial**

No Action Close burst 10

Trigger: A surprise round begins, and you are conscious

Target: You and each surprised ally in burst

Effect: Each target is not surprised and gains a bonus to AC and Reflex equal to your Intelligence modifier until the end of your next turn.

Spur to Action Warlord Utility 2

Sensing your enemies' advantage, you whisper quick orders that spur your allies into action.

Daily ♦ **Martial**

No Action Close burst 10

Trigger: You roll initiative

Target: You and each ally in burst

Effect: Each target can reroll his or her initiative but must use the second result.

LEVEL 3 ENCOUNTER EXPLOITS

Battering Command Warlord Attack 3

You slam your weapon into your foe's gut and cause the creature to double over, enabling an ally to smash it.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: You knock the target prone.

Effect: One ally adjacent to the target can make a melee basic attack against it as a free action.

Deadly Distraction Warlord Attack 3

You strike your foe hard, delivering a wound that keeps your enemy distracted while you and your allies retreat.

Encounter ♦ **Martial, Weapon**

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, you and each ally adjacent to the target do not provoke opportunity attacks from it.

Inspire Resilience Warlord Attack 3

You deliver a powerful hit that bolsters your ally or encourages your comrade to unleash an equally devastating blow.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: One ally adjacent to you chooses either to gain a power bonus to damage rolls equal to your Intelligence modifier until the end of your next turn or to gain temporary hit points equal to your Charisma modifier.

Resourceful Presence: Instead of one ally, each ally adjacent to you either gains the bonus or gains temporary hit points.

No Gambit Is Wasted Warlord Attack 3

Sensing that an ally is attempting a difficult deed, you distract your comrade's foe and give him or her another chance to use the attack.

Encounter ♦ **Martial, Weapon**

Immediate Reaction Melee weapon

Trigger: An ally misses every target with an encounter or a daily attack

Target: One creature targeted by the triggering ally's attack

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. The triggering ally's attack is not expended.

Insightful Presence: The triggering ally gains a bonus to his or her next attack roll against the target before the end of your next turn. The bonus is equal to your Wisdom or Charisma modifier.

Staggering Shot Warlord Attack 3

The impact of your shot leaves a foe reeling.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. The first time the target moves during its next turn, you knock the target prone after the move.

Skirmishing Presence: You push the target a number of squares equal to your Intelligence or Wisdom modifier.



LEVEL 5 DAILY EXPLOITS

Archery Commander Warlord Attack 5

As your allies unleash ranged attacks, you thwart your enemies' efforts to take advantage of your comrades' distraction.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you and any ally within 2 squares of you do not provoke opportunity attacks when making ranged attacks.

Brave Warriors Warlord Attack 5

Your charge emboldens your allies to do the same.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain +1 power bonus to attack rolls when charging, and your allies gain a +1 power bonus to attack rolls when charging while within your line of sight.

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

Create Opportunity Warlord Attack 5

Your precisely timed shots disrupt your foe's concentration, buying time for an ally to act.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Until the end of the encounter, whenever you hit the target with a ranged attack, one ally adjacent to it can either make a melee basic attack against it as a free action or shift a number of squares equal to your Intelligence or Wisdom modifier as a free action.

Exemplar of Action Warlord Attack 5

Your series of feints and slashes cows your foe, preparing it for your allies.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 1[W] + Strength modifier damage, and the target is weakened and grants combat advantage (save ends both). Until the target is no longer affected by this power, your and your allies' attacks deal 5 extra damage against the target.

Miss: The target is weakened and grants combat advantage until the end of your next turn. In addition, your and your allies' attacks deal 2 extra damage against the target until the end of your next turn.

I've Got Your Back

Warlord Attack 5

Standing together, you and your comrades form a bastion that can withstand the enemy assault.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of the encounter, any ally adjacent to you gains a +2 power bonus to AC and Reflex.

LEVEL 6 UTILITY EXPLOITS

Anchor the Line

Warlord Utility 6

You help an ally stand or guide a friend back into formation.

Encounter ♦ Martial

Minor Action Melee touch

Target: One ally

Effect: The target stands up, or you slide the target 1 square.

Form a Line

Warlord Utility 6

You raise your fist in the air, calling your allies to form a defensive front at your position.

Daily ♦ Martial

Standard Action Close wall 8

Effect: You designate a wall of defensive ground that lasts until the end of your next turn. The wall is 1 square high, and it must include a square you occupy. You and any ally within the wall gain a +1 power bonus to AC, or a +2 power bonus to AC while adjacent to an ally who is also within the wall.

Sustain Minor: The wall persists.

Invigorating Shout

Warlord Utility 6

You call to an ally with words of inspiration, pushing your comrade to fight on.

Daily ♦ Healing, Martial

Minor Action Ranged 5

Target: One ally

Effect: The target regains one healing surge and also regains hit points equal to his or her healing surge value.

Reassuring Gesture

Warlord Utility 6

Verbal reassurance is good, but a hearty clap on the shoulder is better.

Encounter ♦ Martial

Free Action Personal

Trigger: You use inspiring word on your ally

Effect: Your inspiring word also grants its target temporary hit points equal to 5 + your Wisdom or Charisma modifier.

Reorient the Axis

Warlord Utility 6

You realize that your allies need to adjust their formation, so you order several to move to new locations.

Encounter ♦ Martial

Move Action Close burst 5

Target: Each ally in burst

Effect: Each target can shift a number of squares equal to your Intelligence modifier as a free action.

LEVEL 7 ENCOUNTER EXPLOITS

Fierce Reply

Warlord Attack 7

You answer an attacker's hit against an ally with a vicious riposte.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee weapon

Trigger: An enemy within 3 squares of you hits your ally

Effect: Before your attack, you shift 2 squares.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

General's Gift

Warlord Attack 7

You are generous as well as brave. Your presence alone keeps an ally from surrendering to weariness and wounds.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Until the end of your next turn, whenever an ally would spend a healing surge, you spend a healing surge on that ally's behalf as a free action. You regain no hit points from spending the healing surge, and the ally gains the benefit as if he or she had spent the healing surge.

Join the Crowd

Warlord Attack 7

You swing at a nearby foe and drive it back into the area of an ally's explosive attack.

Encounter ♦ Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: An ally makes a close or an area attack

Target: One creature not targeted by the triggering attack

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you slide the target a number of squares equal to your Strength modifier.

Insightful Presence: If the triggering attack hits the target, it deals extra damage equal to your Wisdom or Charisma modifier.

On My Mark

Warlord Attack 7

You catch the eye of your comrade and nod toward a foe. Together, you and the ally then strike.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Choose one ally you can see to make a basic attack against the target as a free action. If your attack hit the target, the ally gains a power bonus to his or her attack roll equal to your Intelligence or Wisdom modifier.

Skirmishing Presence: Before the attack, the chosen ally shifts 3 squares as a free action.

Sudden Motivation Warlord Attack 7

Your passionate war cry inspires a burst of motivation in your allies, sending them darting across the battlefield.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Each ally within 5 squares of you gains an extra move action to use during his or her next turn.

Together We Survive Warlord Attack 7

You yell in defiance as you land a solid blow. When your allies follow your example, you can see their confidence grow.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, whenever an ally hits the target, that ally gains temporary hit points equal to your Wisdom or Charisma modifier.

LEVEL 9 DAILY EXPLOITS

Dangerous Leader Warlord Attack 9

The most dangerous leader is the one who is able to hurt the enemy through helping comrades.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Effect: Until the end of the encounter, whenever you hit with a charge, each ally within 5 squares of you regains 5 hit points.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

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

Eviscerating Shot Warlord Attack 9

You aim for a vulnerable spot that will leave your foe too absorbed with its own suffering to withdraw.

Daily ♦ Martial, Reliable, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target grants combat advantage (save ends).

Aftereffect: The target grants combat advantage until the end of your next turn.

Force of Fellowship Warlord Attack 9

Having seen to the needs of your troops, you strike out with a powerful blow, buoyed by the strength of your deeds.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. The attack deals 1[W] extra damage for each *inspiring word* you have used during this encounter, up to a maximum of 3[W] extra damage.

Effect: You can use your *inspiring word* one additional time during this encounter.

Ready the Charge Warlord Attack 9

You push your foe back, clearing the path for your allies to charge the creature.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 4 squares.

Miss: You push the target 2 squares.

Effect: Each ally who was adjacent to the target before the push can charge it as a free action.

Tactical Withdrawal Warlord Attack 9

You land a final blow on the enemy and then command a temporary retreat.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target cannot make opportunity attacks (save ends).

Miss: Half damage, and the target cannot make opportunity attacks until the end of your next turn.

Effect: Each ally adjacent to the target can move his or her speed as a free action but must end in a space that is not adjacent to the target.

LEVEL 10 UTILITY EXPLOITS

Covering Fire Warlord Utility 10

You use the confusion generated by another attack to send an ally quickly into position.

Encounter ♦ Martial

Immediate Interrupt Close burst 10

Trigger: An ally makes an area or a close attack that targets an ally within 10 squares of you

Target: One ally in burst targeted by the triggering attack

Effect: The target shifts a number of squares equal to 3 + your Wisdom or Charisma modifier as a free action.

Strength of Conviction Warlord Utility 10

You create an area of calm even as violence rages around you.

Daily ♦ Healing, Martial

Minor Action Close burst 5

Target: Each ally in burst

Effect: Each target can spend a healing surge. Until the end of the encounter, your healing powers restore the maximum number of hit points possible.

Tactical Orders Warlord Utility 10

You bark orders at your allies, commanding them to move into formation.

Encounter ♦ Martial

Minor Action Close burst 3

Target: You and one ally in burst

Effect: Each target shifts his or her speed as a free action.

LEVEL 13 ENCOUNTER EXPLOITS**Bolstering Insight** Warlord Attack 13

You offer your ally a brief insight into a foe's actions, preparing him or her for the enemy's attack.

Encounter ♦ Martial

Immediate Interrupt Close burst 5

Trigger: An ally within 5 squares of you is hit by an enemy's attack

Target: The triggering ally in burst

Effect: The target gains a +3 power bonus to all defenses against the enemy's attack. If the attack misses the target, he or she can make a melee basic attack against the enemy as a free action with a bonus to the damage roll equal to your Wisdom or Charisma modifier.

Insightful Presence: The bonus to the target's defenses equals 2 + your Wisdom or Charisma modifier.

Death from Two Sides Warlord Attack 13

You and your ally move into a tactically sound position and attack your foe with a coordinated assault.

Encounter ♦ Martial

Standard Action Melee weapon

Target: One creature

Effect: You and one ally make a melee basic attack against the target. If both attacks hit, your ally's attack is a critical hit.

Defensive Offense Warlord Attack 13

You smash your weapon into your enemy and lock into formation with your allies, using your shield to shelter them.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be using a shield.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of your next turn, you gain a +2 power bonus to AC and Reflex, and your allies gain a +2 power bonus to AC and Reflex while adjacent to you.

Hope's Renewal Warlord Attack 13

A solid blow against a foe helps you restore your allies' faith.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Your inspiring word restores additional hit points equal to your Charisma or Intelligence modifier until the end of your next turn.

Resourceful Presence: Add 3 to the number of hit points the power restores.

Impromptu Attack Warlord Attack 13

As one ally's weapon slips past an enemy's guard, you encourage a couple of others to take advantage of the opening.

Encounter ♦ Martial

Immediate Reaction Close burst 5

Trigger: An ally within 5 squares of you hits an enemy with a melee attack

Insightful Presence: The triggering ally's attack deals extra damage equal to your Wisdom or Charisma modifier.

Target: Two allies in burst adjacent to the enemy

Effect: Each target can make a melee basic attack against the enemy as a free action.

Signal the Charge Warlord Attack 13

Your shot signals your comrades to rush the foe.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. One ally you can see can charge the target or make a melee basic attack against it as a free action.

Skirmishing Presence: The ally gains a power bonus to the attack roll equal to your Intelligence or Wisdom modifier.

LEVEL 15 DAILY EXPLOITS**Archery Duel** Warlord Attack 15

You shout words of inspiration to your allies, encouraging them to respond to your enemies' artillery with shots of their own.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, whenever a ranged attack hits an ally you can see, that ally can make a ranged basic attack against the attacker as an immediate reaction.

Band of Fellows Warlord Attack 15

Your foe is a fool for thinking it escaped the brunt of your attack. You are only setting it up for your allies.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Each ally can make a melee basic attack against the target as a free action.

Bravura Charge Warlord Attack 15

Your powerful charge inspires your allies, filling them with vigor and courage.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Each ally within 10 squares of you can spend a healing surge.

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

Comrade in Arms Warlord Attack 15

As you and your ally work together to defeat a foe, you both develop a bond that provides an advantage throughout combat.

Daily ♦ Martial, Weapon

Immediate Reaction Melee or Ranged weapon

Trigger: An enemy is hit by your ally

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: Until the end of the encounter, whenever you hit an enemy, the ally gains a power bonus to his or her next attack roll against that enemy. The bonus equals your Intelligence or Wisdom modifier and lasts until the end of your next turn.

Driving Volley Warlord Attack 15

You send multiple shots flying at your enemies. Each missile drives a foe back toward your allies, who seize the opportunity to attack.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One, two, or three creatures

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence or Wisdom modifier. If the target ends the push adjacent to one of your allies, that ally can make a melee basic attack against the target as an opportunity action.

LEVEL 16 UTILITY EXPLOITS

Forbidden Ground Warlord Utility 16

You declare the space in front of you to be forbidden, and any enemy that dares to enter it will suffer the consequences.

Daily ♦ Martial

Standard Action Close blast 3

Effect: The blast creates an area of forbidden ground. Until the end of the encounter, whenever an enemy enters the area, you or an ally can charge that enemy or make a melee basic attack against it as an immediate reaction.

Help or Hinder Warlord Utility 16

You offer words of encouragement to an ally or shout words of discouragement to an enemy.

Encounter ♦ Martial

Immediate Interrupt Close burst 5

Trigger: An enemy within 5 squares of you saves, or an ally within 5 squares of you fails a saving throw

Target: The triggering enemy or ally in burst

Effect: The target rerolls the saving throw. If the target is an enemy, it takes a penalty to the saving throw equal to your Intelligence or Wisdom modifier. If the target is an ally, he or she gains a bonus to the saving throw equal to your Intelligence or Wisdom modifier.

Press on Together Warlord Utility 16

One of your allies overcomes a debilitating effect, and you shout to your other comrades to do the same.

Encounter ♦ Martial

Free Action Close burst 10

Trigger: An ally within 10 squares of you saves against an effect

Target: You and each ally in burst

Effect: Until the end of your next turn, each target gains a power bonus to saving throws equal to your Charisma modifier.

Share the Weight Warlord Utility 16

You foster the spirit of teamwork among your allies and inspire one of them to take a blow meant for another.

Encounter ♦ Martial

Immediate Interrupt Close burst 10

Trigger: An ally within 10 squares of you is hit by an attack

Target: You or one ally in burst; the target must be adjacent to the triggering ally

Effect: The target and the triggering ally swap places, and the attack hits the target and misses the triggering ally.

LEVEL 17 ENCOUNTER EXPLOITS

Disabling Missile Warlord Attack 17

Your carefully aimed shot leaves a foe unable to concentrate on defending itself.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and each ally adjacent to the target can shift 1 square as a free action. Until the end of your next turn, the target provokes opportunity attacks from your allies whenever it attacks.

Skirmishing Presence: You and your allies gain a power bonus to melee damage rolls against the target equal to your Intelligence or Wisdom modifier. The power bonus lasts until the end of your next turn.

Forced Respect

Warlord Attack 17

Your strike forces your foe to respect you and your ally, making it think twice before confronting the two of you again.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee weapon

Trigger: An enemy hits your ally with a melee attack

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target grants combat advantage until the end of its next turn.

Insightful Presence: One ally can make a melee basic attack against the target as a free action.

Pincer Shot

Warlord Attack 17

Your arrow drives a foe backward onto the blade of your ally.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence or Wisdom modifier. After the push, one of your allies adjacent to the target can make a melee basic attack against it as a free action. The attack deals extra damage equal to the number of squares you pushed the target.

We Will Not Fail

Warlord Attack 17

Your wild strike distracts your foe, giving an ally the chance to strike the creature.

Encounter ♦ Martial

Free Action Close burst 10

Trigger: You miss an enemy with an attack

Target: One ally in burst

Effect: The target can make a basic attack against the enemy as a free action. The attack deals extra damage equal to 5 + your Intelligence modifier.

LEVEL 19 DAILY EXPLOITS**Anticipate the Target**

Warlord Attack 19

Your ally's strike drives a foe forward, and you snap off a shot. You then study the enemy and watch for it to drop its guard again.

Daily ♦ Martial, Weapon

Immediate Reaction Ranged weapon

Trigger: An enemy is hit by your ally

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and whenever the target moves during its turn, one ally you can see can make a basic attack against the target as an opportunity action (save ends).

Miss: Half damage.

Assault of the Ram

Warlord Attack 19

You and your comrades hurl yourselves at opponents and gain the upper hand through your audacity.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you or an ally charges, you or the ally gains combat advantage against the target of the charge for that attack.

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

Dance on Their Graves

Warlord Attack 19

Your blow shows your allies how best to attack your enemy, and with each subsequent strike, you adapt your strategy to keep your foe off balance.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target grants combat advantage until the end of your next turn.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you hit the target, it grants combat advantage until the end of your next turn.

End to Games

Warlord Attack 19

Your strike leaves a foe reeling, and as your allies beat on the creature, their vigor and morale improve.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is stunned (save ends). While the target is stunned by this power, whenever an ally hits the target, he or she can spend a healing surge.

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

Leader of the Bowmen

Warlord Attack 19

Your shot signals the beginning of a barrage. Your leadership guides your allies' fire and helps alert them to nearby foes.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, you and your allies gain a +2 power bonus to ranged attack rolls and do not provoke opportunity attacks for making ranged attacks.

Special: You can use this power in place of a ranged basic attack.

LEVEL 22 UTILITY EXPLOITS

Courageous Insight Warlord Utility 22

You have a sixth sense that tells you when your allies are in danger. Recognizing your ally's peril, you dart over to help.

Daily ♦ Healing, Martial

Immediate Interrupt Melee 1

Trigger: An ally drops to 0 hit points or fewer from an enemy's attack that doesn't target you

Effect: You move twice your speed. You must end this movement adjacent to the triggering ally.

Target: The triggering ally

Effect: The attack hits you instead of the target, and the target can spend a healing surge.

Defensive Ground Warlord Utility 22

You identify a section of the battlefield that offers a defensive advantage, and you direct your allies to secure it.

Daily ♦ Martial

Standard Action Close blast 3

Target: Each ally in blast

Effect: Each ally in the blast gains temporary hit points equal to 5 + your Intelligence or Wisdom modifier. The blast creates an area of defensible terrain. Until the end of the encounter, any ally within the area that has cover except that provided by intervening allies instead has superior cover.

Hidden Opportunity Warlord Utility 22

You spot a hole in an enemy's defenses and tell your ally to seize the opportunity.

Daily ♦ Martial

Free Action Close burst 5

Trigger: An ally within 5 squares of you hits with an opportunity attack

Target: The triggering ally in burst

Effect: The target scores a critical hit with the attack.

Pull out the Stops Warlord Utility 22

Your leadership lets your comrades achieve more than ever seemed possible.

Daily ♦ Martial

Minor Action Personal

Effect: Until the end of the encounter, any ally you can see can spend an action point, even if that ally already spent one or more during this encounter. An ally can spend only one action point per turn.

LEVEL 23 ENCOUNTER EXPLOITS

Defender's Retort Warlord Attack 23

You run to your ally's aid and strike out at an advancing enemy.

Encounter ♦ Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: An enemy within 3 squares of you hits your ally

Effect: Before you attack, you shift 2 squares.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Halting Missile Warlord Attack 23

You fire a shot at an enemy that is pressing down on an ally. Your attack debilitates the foe and gives your ally temporary respite.

Encounter ♦ Healing, Martial, Weapon

Immediate Reaction Ranged weapon

Trigger: An enemy hits your ally with a melee attack

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the ally regains hit points equal to 5 + your Intelligence or Wisdom modifier.

Skirmishing Presence: The target is weakened until the end of its next turn.

Hold that Thought Warlord Attack 23

Realizing your ally's aim is off, you quickly strike the target of your comrade's attack and try to distract it to help your ally hit.

Encounter ♦ Martial, Weapon

Immediate Interrupt Melee or Ranged weapon

Trigger: An enemy is missed by your ally's attack

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. The ally can reroll his or her attack roll against the target and use either result.

Stunning Display Warlord Attack 23

You drive your weapon into your enemy, shocking it. While the enemy is recovering, you give an ally a moment to recuperate.

Encounter ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is stunned until the end of your next turn. One ally within 5 squares of you can use his or her second wind as a free action.

Insightful Presence: The ally's bonus to defenses from second wind equals +4 instead of +2.

Wave of War Warlord Attack 23

Your vigorous charge inspires your allies to move forward and encircle your foes.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Effect: Each ally within 5 squares of you can move his or her speed as a free action.

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



LEVEL 25 DAILY EXPLOITS

Forceful Leader

Warlord Attack 25

Your charge inspires your allies. As they follow your lead, you shout encouragement that fills them with vigor.

Daily ♦ Healing, Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, any ally who hits with a charge attack regains 5 hit points.

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

Help Where It's Needed

Warlord Attack 25

You attempt to avenge your comrades. Seeing your efforts, your wounded allies feel invigorated and rejoin the fight.

Daily ♦ Healing, Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and one ally within 5 squares of you can make a saving throw against each effect on him or her that a save can end.

Effect: Any bloodied ally within 5 squares of you can spend a healing surge as a free action and make a saving throw against one effect on him or her that a save can end.

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

Herding Barrage

Warlord Attack 25

Your shots drive your foes into a tight cluster. You then signal for an ally to seize his or her chance to attack.

Daily ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One, two, or three creatures

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target a number of squares equal to your Intelligence modifier.

Effect: One ally adjacent to each target can make a melee basic attack against that target as a free action.

Skirmisher's Command

Warlord Attack 25

Every shot you take strikes a foe where it is vulnerable and signals where allies should target it.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, any enemy you hit with a ranged attack gains vulnerable 10 to all damage until the end of your next turn.

Vigilant Commander

Warlord Attack 25

You lash out at an enemy, repaying it for everything you and your allies have suffered during the battle.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. The attack deals 1[W] extra damage for each *inspiring word* you have used during this encounter, up to a maximum of 4[W].

Effect: You regain the use of any expended *inspiring word* uses.

LEVEL 27 ENCOUNTER EXPLOITS

Combined Arms Assault Warlord Attack 27

You fire at an enemy, prompting a pair of nearby allies to charge or shoot the foe.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. One or two allies you can see can choose either to charge the target or to make a ranged basic attack against the target as a free action.

Skirmishing Presence: The allies gain a power bonus to the damage rolls equal to your Intelligence or Wisdom modifier.

Insightful Assault Warlord Attack 27

With a whistle, you signal to your allies to assault an enemy from all sides.

Encounter ♦ Martial

Standard Action Close burst 20

Target: You and one, two, or three allies in burst

Effect: Choose an enemy. Each target can make a basic attack against the chosen enemy as a free action.

Insightful Presence: The basic attacks deal extra damage equal to your Wisdom or Charisma modifier.

Raise the Bar Warlord Attack 27

Your attack sets a standard of excellence that the rest of the party strives to match.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Each ally you can see gains a power bonus to attack rolls equal to your Intelligence or Wisdom modifier until the end of your next turn.

Resourceful Triumph Warlord Attack 27

Time seems to slow as you regard your foe. Then, deciding on the best place to strike, you deliver a potent attack.

Encounter ♦ Healing, Martial, Weapon

Immediate Reaction Melee weapon

Trigger: An enemy hits your ally

Target: The triggering enemy

Attack: Strength vs. AC

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

Effect: The ally who was hit can spend a healing surge.

LEVEL 29 DAILY EXPLOITS

Break it Up Warlord Attack 29

You send distracting shots at your foes, allowing allies to maneuver around the battlefield and launch new attacks.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, whenever you hit an enemy with a ranged attack, one ally who is adjacent to that enemy can shift a number of squares equal to your Intelligence or Wisdom modifier and then make a melee basic attack against it as a free action. If no ally is adjacent to the enemy, one ally can make a ranged basic attack against it as a free action.

Legendary Charge Warlord Attack 29

You charge forward, heedless of the dangers. Your speed and power inspire your allies to fight with renewed vigor.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage.

Effect: Each ally within 10 squares of you can spend a healing surge as a free action.

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

Loyal Squadron Warlord Attack 29

You never worry about the strength of your arm. You know that if you falter, your comrades will be there to back you up.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: As a free action, each ally can make a melee basic attack against the target with a bonus to the attack roll equal to your Intelligence or Wisdom modifier.

Partners in Battle Warlord Attack 29

You and your comrade assault an enemy in concert, forcing the creature to divide its attention.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Strength vs. AC

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

Miss: As a free action, one ally you can see can make a basic attack against the target with a power bonus to the attack roll equal to your Intelligence or Charisma modifier. On a hit, the target is dazed until the end of your next turn, and during your next turn, you can use this power against the target again.



NEW PARAGON PATHS

ARCANE BATTLEMASTER

"In battle, as in alchemy, it's the combination of elements that matters."

Prerequisite: Warlord, trained in Arcana

Since you first took up arms, you have felt a kinship with wizards, because, like them, you're at your best when your natural talents are honed by careful study. While young wizards were studying the elements and energy of the multiverse, you were studying tactics, especially the strategies that employ magic as a weapon of war. The presence of a powerful mage changes the entire dynamic of a typical battle, and you have worked long and hard to familiarize yourself with exactly how such a weapon can be employed or defended against.

As part of your study of war magic, you have mastered a small amount of magic yourself. However, you realize your full potential when you're leading dedicated spellcasters and putting their powers to good use.

ARCANE BATTLEMASTER PATH FEATURES

Transmuting Strike (11th level): Whenever you hit an enemy with a melee basic attack or a warlord at-will attack power, choose acid, cold, fire, lightning, or thunder. That enemy loses resistance to the chosen damage type until the end of your next turn.

Elemental Action (11th level): When you spend an action point to make an attack that hits, choose acid, cold, fire, lightning, or thunder. The attack deals ongoing damage of the chosen type equal to your Intelligence modifier (save ends).

Energizing Inspiration (16th level): Whenever you use *inspiring word*, choose acid, cold, fire, lightning, or thunder. The next attack the target of the *inspiring word* makes before the end of your next turn deals extra damage of the chosen type equal to your Intelligence modifier.

ARCANE BATTLEMASTER POWERS

Crackling Nimbus Arcane Battlemaster Attack 11

Your weapon emits lightning that jolts your enemy and clings to it for a time, making it pay a price for attacking your allies.

Encounter ♦ Arcane, Lightning, Weapon

Standard Action Area burst 1 within weapon range

Requirement: You must be wielding a ranged weapon.

Target: Each enemy in burst

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier lightning damage. The first time the target deals damage to one of your allies before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier.



Transmuter's Boon Arcane Battlemaster Utility 12

You adjust the nature of nearby elemental forces to spare your ally from harm.

Encounter ♦ Arcane

Immediate Interrupt Close burst 5

Trigger: An ally within 5 squares of you takes acid, cold, fire, lightning, or thunder damage

Target: Each ally in burst

Effect: Each target gains resistance to the triggering damage type equal to your Intelligence modifier until the end of your next turn.

Hurl the Spark Arcane Battlemaster Attack 20

You infuse your ammunition with elemental fire as you attack with it, and it explodes in flames upon impact.

Daily ♦ Arcane, Fire, Weapon

Standard Action Ranged weapon

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).

Miss: Half damage.

Effect: Make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each enemy in burst

Secondary Attack: Strength vs. Reflex

Hit: The secondary target takes ongoing 5 fire damage and grants combat advantage (save ends both).

ARKHOSIAN BLADEMASTER

"We fight the good fight, knowing that it could take our lives."

Prerequisite: Warlord, Arkhosian Fang Student feat

The last blademaster of Arkhosia perished centuries ago, yet you have kept alive the memory of this noble tradition with your study of swordplay and your dedication to the ideals of courage and honor. Part knight, part pilgrim, and part kensei, you are a wandering swordmaster and battle captain in search of causes worthy of your skills. Your tradition isn't merely to face the darkness with sword in hand. You lift spirits and rally resistance, bolstering the courage of allies around you.

Many of the old blademasters were dragonborn, but the elite defenders of Arkhosia accepted skillful and honorable heroes of other races into their ranks. Students of the ancient art of Arkhosian high combat can now be found among races other than dragonborn. Although a few blademasters lose their way and become mercenaries or assassins, most descend into anonymity and continue their noble battle in the shadows. As a blademaster, whether you wear the



gilded plate armor of a titled lord, the battered armor of a tireless knight-errant, or the weathered cloak of a poor wanderer, you persevere against oppression, battling it wherever you find it.

ARKHOSIAN BLADEMASTER FEATURES

Resilient Blade (11th level): You increase the number of healing surges you have by two.

Conclusive Action (11th level): When you spend an action point to take an extra action, any ally who has line of sight to you gains a bonus to damage rolls against bloodied creatures equal to your Strength modifier until the end of your next turn.

Battle Recovery (16th level): When you use your second wind, you regain the use of the lowest-level encounter attack power you have expended during this encounter.

ARKHOSIAN BLADEMASTER EXPLOITS

Shout of Challenge

Arkhosian Blademaster Attack 11

You attack with a fierce war cry, challenging your foe and giving heart to your nearby comrades.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Attack: Strength vs. AC

Target: One creature

Hit: 2[W] + Strength modifier + Charisma modifier damage, and each ally within 3 squares of you gains temporary hit points equal to 5 + your Charisma modifier.

Effect: If the target is bloodied, you mark it until the end of your next turn.

Heart of Dragons

Arkhosian Blademaster Utility 12

An enemy's blow against you or an ally steels your resolve.

Encounter ♦ Martial

Immediate Reaction Close burst 5

Trigger: You or an ally within 5 squares of you is bloodied by an enemy attack

Target: The triggering character in burst

Effect: The target can make a saving throw and also gains temporary hit points equal to 5 + your Charisma modifier.

Inspiring Blade

Arkhosian Blademaster Attack 20

A dazzling display of swordplay and a bold challenge to your enemies inspires your allies to follow your example and battle on with renewed vigor.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you mark the target until the end of your next turn.

Effect: One ally within 10 squares of you regains the use of an expended encounter attack power. In addition, for each use of *inspiring word* you have expended during this encounter, one additional ally within 10 squares of you regains the use of an expended encounter attack power.

ARROWHEAD COMMANDER

"You challenge my right to lead? Show me that you can draw back this bow, and we'll talk."

Prerequisite: Warlord, Adamant Arrow Student feat

In combat after combat, you have proved that the arrow is among the deadliest of weapons. As you have grown as an archer, you have learned that a band of heroes is like an arrow. To be effective, it needs both a sharp head to guide it and a strong arm to set it in motion, both of which you provide.

Although you value mobility over heavy armor, your physical prowess means that you excel in melee. You try not to get lost in the thick of battle, because you might miss opportunities to bring your keen mind into play. You prefer to survey the battlefield with a glance and direct your allies to strike where an enemy force is weakest. If no such gap in your enemies' defenses exists, you unleash an arrow to create one.

ARROWHEAD COMMANDER PATH FEATURES

Nowhere to Run (11th level): Whenever you use a ranged attack to pull, push, or slide an enemy into or out of a square adjacent to one of your allies, that ally gains a +2 bonus to attack rolls against that enemy until the end of your next turn.

Seeking Action (11th level): When you spend an action point to make an attack, any ally who can see you ignores cover and concealment until the end of your next turn when attacking the same target.

Tactical Adept (16th level): You increase the number of squares your ranged attacks push enemies by 2.

ARROWHEAD COMMANDER EXPLOITS

Line of Fire Arrowhead Commander Attack 11

Your first shot unbalances your foe, leaving it open to your allies' attacks. You follow up with a quick volley, striking enemies that sought to block the path to your foe.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a greatbow or a longbow.

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the primary target grants combat advantage until the end of your next turn. Make a secondary attack.

Secondary Target: One or two creatures granting cover to the primary target.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.



Strike Here Arrowhead Commander Utility 12

Like pins in a map, your arrows mark the vital spots on a foe's body.

Daily ♦ Martial, Stance

Minor Action Personal

Effect: Until the stance ends, whenever you hit an enemy with a ranged attack, the next time an ally hits the target before the end of your next turn, he or she ignores the target's resistances.

Follow Through Arrowhead Commander Attack 20

You use the enemies in front of your true target to redirect your shot to your foe.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a greatbow or a longbow.

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and any enemy granting cover to the primary target takes damage equal to your Strength modifier.

Miss: If no creature is granting cover to the primary target, you don't expend this power. Otherwise, make a secondary attack.

Secondary Target: One creature granting cover to the primary target

Secondary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and any enemy granting cover to the secondary target takes damage equal to your Strength modifier.

Miss: Half damage.

CAPTAIN OF FORTUNE

"Fortune is on our side. It is up to us to seize our chance!"

Prerequisite: Warlord

You believe that a great destiny awaits anyone who has the audacity to take fate into his or her own hands. Self-awareness, confidence, and a sharp eye for opportunity allow a hero to reach a destiny, yet sometimes destiny needs a little bit of help. And that's where you come in.

You teach your comrades and followers the principles of self-empowerment to help them reach for greater heights. You believe that someone who is alert and grabs opportunities as they come can triumph against any adversary. A force of balance is at work within the world, and fortune, fate, luck, or chance—whatever you care to call it—gathers around the bold like an invisible mantle. Fortune rarely smiles for long on those who prey on others or who stand on the side of iniquity; their day of ill fortune comes eventually. You intend to be there when it does.

Those you lead see you as a good luck charm. They feel empowered in your presence, believing that you have a supernatural gift that improves their chances. You, on the other hand, understand that luck is made, not found. You know that if luck and fate do guide the destinies of you and your friends,

without the proper effort and outlook, those destinies will never be fulfilled.

CAPTAIN OF FORTUNE PATH FEATURES

Know Your Strength (11th level): When rolling damage for a weapon attack, you treat a roll of 1 or 2 as a roll of 3.

Seize the Day (11th level): When you spend an action point to attack and you roll an odd number on the first attack roll, you gain temporary hit points equal to 5 + one-half your level. If you roll an even number on the first attack roll, each ally within 5 squares of you gains temporary hit points equal to one-half your level.

Presence of Greatness (16th level): You can spend two action points during an encounter, but no more than one per round.

CAPTAIN OF FORTUNE EXPLOITS

Lady Luck Smiles Captain of Fortune Attack 11

You're a good luck charm to your allies, attracting the blessing of Lady Luck in everything you do.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Attack: Strength vs. AC

Target: One creature

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, whenever an ally within 5 squares of you makes a melee or a ranged attack roll, he or she can roll twice and use either result.

Favored Fortune Captain of Fortune Utility 12

You believe in luck, but you also believe in seizing opportunities when they come.

Encounter ♦ **Martial**

Immediate Interrupt **Close burst 5**

Trigger: You or an ally within 5 squares of you makes a damage roll

Target: The triggering character in burst

Effect: The target rerolls the damage roll and can use either result.

Strike of Foul Fate Captain of Fortune Attack 20

You strike your foe and infuse it with ill fortune to keep it from harming your comrades.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: Until the end of the encounter, the target is marked.

While the target is marked by you, whenever it attacks one of your allies, it must make two attack rolls and use the lower result.



CHAINBINDER

"I got its arms—it ain't going nowhere."

Prerequisite: Warlord, Rending Chains Warmaster feat

You are a master of a hard and pitiless combat style. Speeches about hope and ideals aren't for you; you inspire your comrades by showing them how you can rip your enemies to shreds. You're skilled at fighting with weapons that let you hold your foes so your friends can work them over. The spiked chain is your weapon of choice, since it lets you strike from the second rank.

You might have learned your techniques in the fighting pits of a goblin fortress, in the arenas of a decadent city-state, or alongside brigands in lawless lands. You emerged from this crucible as a gang leader, a hard-hearted mercenary, or a skilled gladiator.

CHAINBINDER PATH FEATURES

Warlord's Chains (11th level): Choose one of the following warlord at-will powers that you know: *brash assault*, *intuitive strike*, or *wolf pack tactics*. The chosen power becomes associated with the Rending Chains Student feat, gaining its benefit.

Binding Action (11th level): When you spend an action point to make an attack with a flail and that attack hits, you can grab one creature hit by the attack.

Hindering Grasp (11th level): Any creature grabbed by you grants combat advantage.

Shredding Escape (16th level): Whenever an enemy shifts and would take damage from your Rending Chains Warmaster feat, you can instead deal ongoing damage to the enemy equal to your Strength modifier (save ends).

CHAINBINDER EXPLOITS

Ensnaring Chains

Chainbinder Attack 11

You whip your weapon around your foe, leaving an opening for your ally to strike.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a flail.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you grab the target. One of your allies adjacent to the target can make a melee basic attack against the target as a free action.

Dance of the Flail

Chainbinder Utility 12

You force your enemy to move against its will, allowing a nearby ally to lash out at it.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, whenever you attack with a flail and pull, push, or slide an enemy, one of your allies adjacent to that enemy at any point during the forced movement can make a melee basic attack against it as a free action.

Grab and Smash

Chainbinder Attack 20

You lash out with your weapon, drawing a foe closer. Then you snare a second enemy and slam it into the first.

Daily ♦ Martial, Reliable, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a flail.

Target: One or two creatures

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you slide the target 3 squares to a square adjacent to you. If you hit two targets, each of them takes extra damage equal to your Strength modifier.



PRINCE OF KNAVES

"Rob from the rich and give to the poor, aye. And we're needy enough to be first in line!"

Prerequisite: Warlord, trained in Stealth

Those who live outside the law are fiercely independent. Some are outcasts by nature, but most are driven to the fringes of society because a rigid authority denied them any other place. It's not easy for free spirits to acknowledge their need for leadership. You understand that those who act alone are easier to hunt down. Outlaws must be inspired to band together for their common good. That's where you come in.

Because of your charm and your bravado, and because you never give up, you're the one they rely on for this inspiration. When times are good, you're the one they trust to divvy up the loot. On the days when the law wins, it's you who holds despair at bay and encourages your band to press on. You are a prince of knaves, and no matter what company you keep or how base you might be, none can deny that you have the dignity and magnetism of a born ruler.

A few heroes who follow this path truly are of noble birth. Legends abound with tales of deposed aristocrats toppled from the ruling class and forced to lead a ragtag band of rebels to recapture their rightful heritage. Others hope to use their blades and their wits to carve out a new throne for themselves. Whatever the past and the future hold for you, you know that you will triumph as long as you have your friends close—and a concealed knife even closer.

PRINCE OF KNAVES PATH FEATURES

Generous Flanker (11th level): Any enemy you are flanking grants combat advantage.

Distracting Action (11th level): When you spend an action point to take an extra action, each ally you can see can shift his or her speed and make a Stealth check to become hidden as a free action.

Lord of Scoundrels (16th level): Allies adjacent to you don't grant combat advantage.

PRINCE OF KNAVES EXPLOITS

Clever Maneuver Prince of Knaves Attack 11

You attack your foe with a quick slash, then shove it toward one of your allies to finish off.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and you slide the target 3 squares. If the target ends the slide adjacent to any of your allies, one of your allies adjacent to it can make a melee basic attack against it as a free action.



NEW PARAGON PATHS

4

Run for It Prince of Knaves Utility 12

On your signal, your band scatters out of sight.

Encounter ♦ Martial

Move Action **Close burst 5**

Target: You and one ally in burst

Effect: Each target can move his or her speed and make a Stealth check to become hidden as a free action.

Kneel to the Prince Prince of Knaves Attack 20

You trip your foe, lashing out at it as it stumbles past you.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you slide the target 3 squares and knock it prone. The target can't stand up (save ends).

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

WHITE RAVEN

“A leader is only as great as the sum of his or her soldiers.”

Prerequisite: Warlord

You are a renowned captain and a famous leader who is known for generosity toward your troops and ferocity in the face of enemies. You're at your best with allies nearby, fighting back to back against a throng of worthy foes. You grew up in a culture that values camaraderie, honor, cooperation, and nobility. Dirty fighting, deceit, and trickery are anathema to you. You eschew these strategies in favor of sound tactics, strong morale, well-trained warriors, solid armor and weapons, and proper planning. You're not afraid to get your hands dirty, though you believe that respect should be shown to friend and foe alike.

Not everyone has what it takes to be a white raven. You must be mindful of the needs of your allies, the honor of your foes, and your legacy in years to come. You hope to earn your place in the courts of the gods, and you know that such a place is not reached without effort. You plan to do whatever it takes to be worthy of such an honor.

White raven is often a hereditary title akin to nobility in military societies. Despite this tradition, you didn't achieve this rank without proving your skill, valor, and generosity to those older and more experienced in battle and in the ways of the world. You have been given a great honor by having this title



bestowed upon you. If you were to die tomorrow, you would be content knowing that you have lived your life to the best of your ability.

WHITE RAVEN PATH FEATURES

Loyal Support (11th level): Whenever you use a healing power or a power that grants temporary hit points, the target of the power gains an additional 2 hit points (of the corresponding type) for each ally within 2 squares of you.

White Raven Tactics (11th level): When you spend an action point to make an attack, you gain a bonus to attack rolls for that attack equal to 2 + the number of allies who are within 2 squares of you.

Bold Company (16th level): Whenever you hit an enemy and deal damage, you deal 2 extra damage to that enemy for each of your allies adjacent to it.

WHITE RAVEN EXPLOITS

Inspirational Assault

White Raven Attack 11

You land a mighty blow, inspiring an ally to follow suit.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $3[W] + \text{Strength modifier}$ damage, and one ally within 5 squares of you gains a power bonus to his or her next attack roll before the end of your next turn equal to the number of allies within 2 squares of you.

Order from Chaos

White Raven Utility 12

You yell out a series of quick orders, directing your allies to superior positions among your enemies.

Daily ♦ Martial

Move Action Close burst 10

Target: You and each ally in burst

Effect: Each target can shift his or her speed as a free action, ignoring difficult terrain. Each target gains combat advantage against every enemy until the end of your next turn.

White Raven's Gambit

White Raven Attack 20

Your powerful attack clips your enemy, weakening its defenses and allowing an ally to follow up with a strong attack.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $4[W] + \text{Strength modifier}$ damage. As a free action, one ally adjacent to the target can make a melee basic attack against the target with a power bonus to the damage roll equal to your Wisdom modifier.

Miss: Half damage, and one ally adjacent to the target can make a melee basic attack against the target as a free action.

ZEPHYR WARCHIEF

"We are a scouring sandstorm, and we will sweep you away."

Prerequisite: Warlord, Desert Moon Student feat

You have mastered the art of war as practiced by the desert nomads. You are an expert at using speed and hit-and-run tactics for skirmishes and raids. Perhaps you are displaced from your original band, a grizzled veteran who now fights in foreign lands. You might be searching for a new band to lead or seeking to whip an existing group into shape. You could have been exiled from your tribe and now live as a rootless wanderer. Regardless of your past, your life brought you into contact with the ways of war, and from that experience, you became an aggressive and resourceful leader.

You learned your style of command in a harsh environment where fear and hesitation aren't options. The unforgiving desert sands shaped you into a keen weapon that has no patience for the luxuries of civilized folk. However, you aren't without honor. Hospitality, kindness to prisoners, and the rules of war must be observed. You seek to destroy your enemies and pillage their camps, but that doesn't mean you're an animal. It's important that tradition is followed. You demand this adherence of anyone who serves with you and under you.

Your allies know you as a hard and fair leader. Everyone receives their due, but dues must be earned. The desert doesn't give easily of her bounty, and neither do your enemies.

ZEPHYR WARCHIEF PATH FEATURES

Desert Wind (11th level): Any ally who starts his or her turn within 5 squares of you gains a +2 bonus to speed when charging or running.

Warchief's Favor (11th level): When you spend an action point to take an extra action, one ally within 5 squares of you can shift his or her speed and make a melee basic attack as a free action before or after the extra action.

Nomad's Blessing (16th level): Whenever you shift, you can shift 1 extra square.

ZEPHYR WARCHIEF EXPLOITS

Scouring Strike Zephyr Warchief Attack 11

You charge your foe with incredible speed, scouring its flesh with your weapon and spinning it around so your allies can rush into position.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Attack: Strength vs. AC

Target: One creature

Hit: 3[W] + Strength modifier damage. You and each ally adjacent to the target can shift 2 squares as a free action.

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

Desert Glide Zephyr Warchief Utility 12

You and your allies glide across the battlefield like sand snakes in the dunes.

Encounter ♦ Martial

Move Action **Close burst 3**

Target: You and each ally in burst

Effect: Each target can move his or her speed + 2 as a free action.

One Thousand Cuts Zephyr Warchief Attack 20

You and your allies assault your foe with attacks from all sides like the full force of the brutal desert wind, giving it no respite from its wounds.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends). While the target is affected by this ongoing damage, the first time you or an ally damages the target each round, it takes a -2 penalty to saving throws until the end of its next turn.

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

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



MARTIAL OPTIONS

A **MARTIAL** hero is more than a choice of race, class, and build. Your selection of feats for your character offers you the ability to create a unique assemblage of techniques, making your dragonborn brawling fighter different from any other dragonborn brawling fighters you might meet. Do you choose feats that focus on mastering one aspect of combat, such as making your opportunity attacks as effective as possible? Or do you pick a specific weapon and devote yourself to mastering an exotic fighting style associated with it? With the options in this chapter, you can also broaden your character's horizons and create a hero renowned for deeds of endurance, agility, cleverness, or athleticism. After all, not every challenge you face in the world of *DUNGEONS & DRAGONS* can be killed with a sword.

In this chapter, you'll find the following sections.

- ◆ **The Martial Outlook:** What sets martial characters apart from other kinds of adventurers? What do they care about, and how do they interact with the world around them? This section answers those questions.
- ◆ **Combat Styles:** A new system of feats that allows you to specialize in a particular combination of weapons and powers, learning a set of signature attacks and moves.
- ◆ **New Feats:** This section presents feats by tier, including new options for every martial class.
- ◆ **Martial Practices:** Rituals give characters the ability to use powerful magic to overcome challenges outside combat. Now martial characters have a way to accomplish similar tasks in the form of martial practices.
- ◆ **Martial Backgrounds:** A series of backgrounds aimed at martial characters. These backgrounds use the rules from *Player's Handbook 2*.
- ◆ **Epic Destinies:** Four new epic destinies conclude this chapter, including the dragonheart and the legendary sovereign.





THE MARTIAL OUTLOOK

At first blush, it might seem as though there's nothing special about martial characters compared to the other kinds of adventurers who populate the world of the D&D® game. They don't use mastery of magic to rise to the fore; they don't rely on otherworldly deities or spirits to invest them with their powers. They succeed because of the strength that lies within them—and that makes them special indeed.

This section discusses several topics important to how martial characters act and how they view the world around them, beginning with an examination of exactly where martial power comes from.

WHAT IS MARTIAL POWER?

From where does the fighter summon the strength for such fierce attacks? How does the rogue learn to perform feats of astounding agility? What hidden reservoir of spirit does the warlord tap when he or she steps forward and commands allies to strike as one?

The martial power source might seem as though it isn't a power source at all. A martial practitioner can't produce overtly supernatural effects, such as rays of blinding radiance or shields of invisible magic force. However, martial power does have a source, even if it is an inconspicuous one. Martial power is the combination of three qualities acting in concert: natural ability such as great strength or uncanny agility, the determination to act, and learned skill acquired through endless hours of practice. For a brief moment, the martial hero combines these three components in the performance of a move, maneuver, or feat of arms, exceeding the normal physical limitations of his or her body and training.

To put it another way, most people go through their lives using only a fraction of their true capability. Martial heroes have learned how to routinely exceed their normal limits and unlock more of their physical potential than anyone else. They can't perform magical deeds, such as teleporting through alternate dimensions or becoming transparent, but they can make leaps of astonishing speed and distance or take advantage of the smallest distraction to slip out of sight. With timing and skill, a wiry halfling hero can throw a harder punch than a human laborer twice his or her size, because the halfling knows how to dig down and use more of his or her potential than the bigger, muscular human. The human laborer might have more raw strength, but that human doesn't know how to use it the way the halfling does.

The components of the martial power source are present in all creatures. However, few creatures learn to exceed their ordinary limits on a regular basis. A big, strong blacksmith driven into an absolute fury can hit with great force, but that doesn't mean that an

angry blacksmith's punch is a martial exploit. It doesn't have the precise power and split-second timing that a martial hero's attack routinely achieves. Consequently, martial heroes soon exceed the skills of common people, especially in their chosen fields of expertise.

Some folks believe that the gods wanted mortal races to be capable of greater achievements than the gods could envision during the days of creation, and so they bestowed the capacity for incredible deeds upon each race. Others believe that the gods unknowingly created children greater than themselves, not understanding the true limits of the mortal races they shaped so long ago. Regardless of the veracity of this story, it's true that the gods have long been fascinated with mortal heroes, especially those who accomplish great deeds without the aid of magical energy.

A WARRIOR'S WEAPONS

Your weapon choice is a distinctive element of your character. When choosing your character's weapon, look beyond the numbers to see what your weapon says about your adventurer.

Axe: Like a woodcutter in a forest, you're about chopping your way through what lies in your path. Axes are anything but delicate, so you're accustomed to bloodbaths. Axe wielders can't be squeamish about their work, and many develop a sense of gallows humor as a result.

Bow: The supreme weapon for archers, the bow offers range and power beyond other projectile weapons. Using a bow requires a keen eye, a talent you might bring to bear in dealing with others off the battlefield.

Crossbow: The crossbow shares the superior range and solid damage output found in bows but doesn't require the same level of training. In fact, any peasant can pick up a loaded crossbow and fire it with confidence. Slower reload times and lower damage make these weapons inferior to bows. If you don't have the time or interest for more extensive training, though, you can expand your combat options by keeping a crossbow handy.

Flail: You can bypass shields, smash through armor, and tangle up enemies by using a flail. Your attacks might be wild and reckless or cunning and technical.

Hammer: The hammer is usually associated with the fearless dwarf warrior who smashes through enemies with a warhammer or a maul. The hammer shatters bones and weapons, so it's a good choice if you are direct and aggressive (both in and out of combat).

Heavy Blade: Widely popular weapons, heavy blades are a staple in many warriors' arsenals. Whether you use the tried and true longsword or left a mighty greatsword or fullblade, the heavy blade demonstrates your commitment to tradition and dedication

to weapon mastery. In selecting such a weapon, you might be clinging to noble values and high ideals.

Light Blade: Speed and accuracy characterize light blades, making them favored weapons for rogues. If you specialize in light blades, you rarely take the front line against your enemies. Instead, you step in, attack, and dart away after delivering a nasty cut. You might seek nontraditional methods to overcoming problems, thinking around challenges rather than strong-arming your way through them.

Mace: Characterized by a heavy head used to break bones and damage armor, the mace is a simple kind of weapon. You don't need to devote a lot of time to training in the weapon. If you're a mace wielder, you probably take a less than artful approach to combat and prefer for direct solutions to out-of-combat problems.

Pick: Perfect for punching through heavy armor, a pick held in your hands can pin enemies in place. You're not a subtle combatant, and you employ extraordinary force when others would use more discreet options. You have a talent for reaching the heart of any problem quickly, if messily.

Polearm: The polearm's primary asset is reach. You can keep enemies at a distance and make it hard for them to strike back. If you're a warlord who fights behind the front lines, a polearm is ideal. With a polearm as your primary weapon, you display a penchant for teamwork.

Sling: This inexpensive alternative to the hand crossbow offers you similar damage and range without the expense. A peasant weapon, the sling is more commonly found in the hands of shepherds and small game hunters than in those of veteran warriors. Your use of the sling suggests a common or rustic origin.

Spear: The spear is a widespread weapon. It makes a warrior out of even the worst troops, since the basic fighting techniques require little study. Spears are also cheap to manufacture, giving rulers

a steady supply of arms for their legions. As a spear wielder, you might have started out as a part-time warrior or a dabbler in the martial arts. As an adventurer, you have devoted your training to mastering this simple weapon, elevating it from its humble roots to being the equal of more complex weaponry.

Staff: Although most warriors are experienced with staffs, few rely on them in combat. You might have started using a staff because you couldn't afford finer tools. You probably began your career among common folk, as a peasant or brigand. This simple weapon reflects your uncomplicated nature and your practical, common-sense approach to problems.

SEEKING RICHES

Few adventurers are immune to the lure of gold. They consider gaining wealth to be part of rising to power. For mercenaries, dwarf fighters, and other martial archetypes, riches can be their own reward. Whether you are dutifully providing for your kin, sensibly setting aside something for your retirement, or seeking to drown the memory of humiliating poverty beneath an ocean of finery and largesse, you'll want to take on minor quests that offer stepping stones on your road to riches. It's best if these quests can be achieved without spending your precious gold.

If you have treasure on hand that you can easily convert to items that aid your character, do so. Gold pieces are your operating capital, and you can maximize your future earning potential by investing in superior gear and in martial practices such as Thorough Search. To gain fantastic wealth, you'll need to leverage intangibles and seize opportunities others might overlook. If you have to kill an enemy, see if there's someone else interested in seeing that person dead as well. When you clear out a haunted castle, determine if you can sell the property to a land-poor baron, find a buyer willing to haul away the ancient furnishings that were too bulky for transport, or use

NAMED WEAPONS

The greatest heroes of fantasy literature have borne weapons that had minds of their own, and in the earliest edition of the *DUNGEONS & DRAGONS* game, every sword that was magical was also intelligent. Nevertheless, martial characters would rather use their weapons as tools that serve their ends instead of the other way around. Legendary weapons gain names for themselves over time. A weapon that starts with a name might have already accomplished great deeds. On the other hand, a weapon could receive a name from those that witness its power over the course of the wielder's career. The usual source for a weapon name is the wielder or creator.

A few warriors, such as the hero Tral in his later years, have claimed that their weapons spoke to them in voices no one else could hear. Whether or not this tale is true,

it's common for warriors to talk to their weapons, just as a lonely hunter might hold conversations with his dogs. This kind of nuance can be a great roleplaying hook. Your character might call his or her morningstar Big Biter, and when the party bogs down in debate over whether to take a rest you announce, "Big Biter's getting hungry!"

Mundane details can add character to a weapon as well. A blade that bears one notch for every foe it has killed is an evocative addition to the game whether you find it in a treasure parcel or start the tally yourself during play. Your DM might encourage players to treat a magic weapon they've found as a personality by giving it minor powers that aren't under the player's control, such as a flail that glows a dim red in the presence of reptilians and grows warm to the touch when such a foe is bloodied.

the site as the base for a new money-making organization of your own.

These aims might lead into skill challenges, and because in business it's vital to know whom you can trust, Insight is a key skill. Diplomacy is important for negotiating favorable contracts, and Streetwise and Thievery can help you stay ahead of villains who would seek to enrich themselves from your growing coffers.

SEEKING FAME

All heroes seek to perfect their skills. For many martial characters, it's not enough to be the best unless everyone knows about it. You might want your name repeated in bards' songs for your own vain satisfaction, or you might desire to prove yourself to doubters and naysayers.

For you, a good minor quest is one that contributes to your legend. You might hope for a feast or a parade to be held in your honor, or you could seek an invitation to a prestigious conclave of adventurers. You will achieve your goals in tandem with the main quest of an adventure. When the party defeats the scourge that has been terrorizing a farm community, your job will be to make sure the group receives the credit it deserves. When you eradicate a nest of villains, you'll want to make an Intimidate check to be sure that one of their lackeys escapes to spread a properly impressive tale.

You might attempt skill challenges to persuade important personages to celebrate your legend. Because the tales of your accomplishments should always stretch the limits of believability without going too far, Bluff and Insight are key skills. Acrobatics and Intimidate can show your audience a little bit of your bluster and derring-do, while Diplomacy and Streetwise make sure your tale reaches the right ears.

As your fame grows, it can create complications that lead to further adventures. You might need to squelch malicious rumors spread by a rival, rescue a youngster who got into trouble trying to emulate your legend, or strive to live up to the inflated expectations of someone you can't disappoint without losing face.

SEEKING A LEGACY

Many martial characters harbor an ambition to create something greater than themselves. You might want to establish a stronghold for yourself and your

cause, organize a thieves' guild, start a mercenary company, open a weapon shop, or found a military academy to pass on your martial lore.

At first your minor quests will be individual steps toward this goal, such as recruiting followers or acquiring a site where you want to build. Diplomacy is a key skill for challenges during this phase, since you have to negotiate a place for your organization within the existing social structure. You must also set an example for your followers, working and training alongside them using Athletics, Endurance, and Thievery. Martial practices such as Forge Weapon, Forge Armor, and Master Artisan can help to equip your followers or start a retail venture, while Peerless Exploration is invaluable for locating a good site for a stronghold and patrolling its environs.

Once you establish your organization, its growing pains will inspire additional quests, such as discrediting the slander of a rival school or making the roads safe for traders to reach your territory. Although the possibilities for skill challenges in this phase are as wide as the range of obstacles that might block your path, the History skill will always help you learn from the mistakes of your predecessors.

As you build, expect to pursue this goal in parallel with the party's main quests. Don't fall into the trap of depriving yourself to pay your organization's bills, and don't expect the organization's income to support you unless you have retired from adventuring. When the baron pays your adventuring party a chest full of gold, you should join the rest of the party in using the reward to improve your gear. You can try to gain further gratitude by making your academy the official training center for the barony's troops, or lending to the baron the services of your master mason.

HIRING HELP

Once upon a time, every well-planned expedition into the dungeon began with a visit to the nearest tavern to recruit hirelings and henchmen. Although this practice is useful at low levels, its use declines as the heroes' power outstrips that of common warriors. Mercenary recruits can still be helpful to martial characters in certain circumstances, though. If you're lucky, you and your companions will find a treasure so massive that you need help hauling it back to

REGAINING EXPLOITS

Each martial character does something while resting that renews his or her ability to perform mighty deeds of arms, achievements that wouldn't be possible if that individual were forced to press on. One character might resharpen a weapon, honing the edge to better hew through foes. A ranged expert might sort through ammunition, balancing arrows or tossing and catching throwing knives to stay familiar with their centers of gravity. Other heroes might

light pipes, chew leaves, or swig from wineskins to steady their nerves and refresh their courage. A few characters perhaps close their eyes and turn inward to regain their poise or pull out lucky talismans and kiss them. Some might offer prayers to the ones they worship, chant invocations to ward off harm, or meditate on their connections to nature, even if they draw upon only the martial power source in battle.

civilization. The wages of a gang of burly mercenaries roughly match the cost of components for the Tenser's Floating Disk ritual, and the recruits can defend the loot against minor threats if the party must divert its attention away from protecting it.

While searching for that big score, adventurers might hire sentries to maintain a base camp, guard mounts and prisoners, or secure an area. The party could also find use for hirelings other than soldiers. A legion of beggars can, for little pay, watch for an enemy who has gone to ground in an urban area. Paid bands of hunters might monitor the routes leading out of the city. The major disadvantage of mercenaries is the ever-present possibility of disloyalty, desertion, or betrayal. Wise adventurers address this problem before it can arise through careful recruiting and Streetwise background checks that guarantee a hireling's trustworthiness.

A promising group of lackeys will stay loyal if they are treated well. Successful parties aren't stingy with their employees, and don't ask them to take a share of an adventure's risks without an equal share of the rewards. Although good wages are important, maintaining good morale ultimately counts for more. The feral fighter Zar was famous for never paying on time and even more famous for splurging on lavish banquets for her hired soldiers and giving them the opportunity to boast that they had fought by her side, even if it was in a bar fight that she provoked. And Baok Bonebreaker always prized the +1 *thundering warhammer* given to him by the adventurers who first took a chance on hiring his ragged gang of dwarf bravos, wearing it proudly long after he became a famed warrior in his own right and realized that to his patrons, the hammer was an obsolete hand-me-down.

MARTIAL DESTINIES

How can the different epic destinies of a group of martial characters be woven into a unified and satisfactory climax to a years-long campaign? Your DM can accomplish this by identifying plot threads that tie to the choices the players have made, as shown in the

following example. As their game enters the epic tier, the DM talks to the players about their plans for their characters and finds out that the fighter will pursue the *Invincible Vanguard* destiny (page 157), the ranger has chosen *Godhunter* (*Martial Power*), the rogue will become a *Demigod* (*Player's Handbook*), and the warlord plans to become a *Warmaster* (*Martial Power*).

After browsing through the *Dungeon Master's Guide* with the campaign's previous plotlines in mind, the DM decides that the final arc of the story will center on the prophecy that a warrior wielding the *Axe of the Dwarvish Lords* will win a victory that dooms the world.

Characters and nonplayer characters might attempt to wield the legendary artifact, becoming entangled in the prophecy. Previous adventures in dwarven kingdoms introduced a politically ambitious dwarf whom the party mistrusts, and both the party's fighter and one of the group's chief rivals are dwarf warriors. The DM decides that the climax of the adventure will involve an attempt to destroy the *Axe of the Dwarvish Lords* so that the prophecy can never be fulfilled. If the characters don't hatch a plan to destroy the *Axe* themselves, the DM determines that a rival party will pursue this solution. The unique method required to destroy the *Axe* can involve fulfilling one of the artifact's benevolent goals, so the DM says it must be seared by the odious flames of the destroyed soul of the archdevil Geryon (*Manual of the Planes*, page 102).

For the party's fighter, standing up to Geryon will be the ultimate achievement as an *Invincible Vanguard*, while killing Geryon will represent the ranger's triumph as a *Godhunter*. The destinies of the rogue and warlord will be tested shortly after the fight, when the archdevil's death creates a gap within the hierarchies of the Abyss. The *Demigod* will have to choose whether to take up Geryon's crown and rule below or produce the devil's head as proof of her right to be admitted into a celestial pantheon, and the *Warmaster* will be presented with the opportunity to muster an army of angels or devils and establish a new balance of power.

MARTIAL RIVALRIES

Parties of adventurers naturally compete with one another. Intense rivalries can develop between groups composed of several stubborn or brash martial heroes. Groups that have a stronger divine presence typically include members wise enough to avoid unnecessary conflict. Martial parties focus on worldly concerns, which can put them in competition with one another for profit, glory, and other prizes.

One famous rivalry developed after Roth Tovar's party discovered the location of the *Murmuring Halls* but was unable to explore them fully during a single expedition. When he yielded to the temptation to sell loot he had

taken from the Halls, the distinctive style of its silversmithing alerted the half-elf ranger Meere to the find. She and her companions retraced Tovar's steps, and when he returned to find the dungeon entirely stripped of valuables, he took an oath of revenge against those responsible. The two groups met multiple times in the years to come, not always due to destiny alone. During the *Witch-Hunter's War*, Synjon Karsk made a point of recruiting both Roth and Meere into his army, saying that he didn't want to risk having them wind up on opposite sides and disobey his plan of battle in their eagerness to get at one another's throats.

COMBAT STYLES

No two warriors are exactly alike. Schools of sword-play, tactical systems, martial philosophies, and local traditions influence a warrior's basic strikes and parries. Over time, collections of moves and attacks become recognized as distinct combat styles.

USING COMBAT STYLES

Each combat style consists of two types of feats, lesser style feats and greater style feats. Both kinds of style feats provide benefits when you wield specific weapons or use specific weapons to make attacks.

A lesser style feat modifies at-will attack powers and provides a bonus to a particular skill check. The at-will powers that a lesser style feat modifies are given at the end of the feat description.

A greater style feat requires you to have a lesser style feat. Greater style feats modify encounter powers and provide various other benefits.

Each power associated with a combat style feat is accompanied by an abbreviation to indicate which book the power appears in: *Player's Handbook* (PH), *Martial Power* (MP), or *Martial Power 2* (MP2).

You can learn any number of lesser and greater style feats. However, any single attack can benefit from only one lesser style feat and one greater style feat, and those feats must be associated with the same combat style. If multiple lesser style feats or greater style feats can affect an attack, you must declare which of each type of feat you are using before making the attack.

ADAMANT ARROW STYLE

Greatbow or longbow

When faced with legions of soldiers, a skirmisher is hard-pressed to find a better weapon than a longbow. Masters of the Adamant Arrow style have learned the perfect balance of aim and power, allowing their shots to penetrate the toughest armor and send foes staggering.

ADAMANT ARROW STUDENT [LESSER STYLE]

Prerequisite: Ranger or warlord; proficiency with greatbow or longbow

Benefit: You gain a +2 feat bonus to Perception checks.

When you are attacking with a greatbow or a longbow and you hit an enemy with a power associated with this feat, you can push that enemy 1 square.

Associated At-Will Powers: *nimble strike* (ranger PH), *paint the bull's eye* (warlord MP2)

ADAMANT ARROW COMMANDER [GREATER STYLE]

Prerequisite: Warlord, Adamant Arrow Student feat

Benefit: When you are attacking with a greatbow or a longbow and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy and at least one other enemy is providing it with cover from your attack, you deal damage equal to your Strength modifier to one enemy providing cover to it.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Inspiring war cry | PH 146 |
| 7th | Sunder armor | PH 148 |
| 13th | Denying smite | PH 149 |
| 17th | Deadly inspiration | MP 112 |
| 23rd | Wounding focus | MP 115 |
| 27th | Warlord's doom | PH 152 |

ADAMANT ARROW HUNTER [GREATER STYLE]

Prerequisite: Ranger, Adamant Arrow Student feat

Benefit: When you are attacking with a greatbow or a longbow and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy and at least one other enemy is providing it with cover from your attack, you deal damage equal to your Dexterity modifier to one enemy providing cover to it.

You can use a power associated with this feat in place of a ranged basic attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Thwarting shot | MP 47 |
| 7th | Hunter's shot | MP 49 |
| 13th | Knockdown shot | PH 109 |
| 17th | Blow-through assault* | MP 53 |
| 23rd | Hammer shot | PH 112 |

*Only when used as a ranged attack

COMBAT STYLES FOR YOUR CHARACTER

Because combat styles work with a narrow subset of classes, powers, and weapons, they are easier to use if you're creating a new character. If you want to add a combat style to an existing character, talk to your DM about allowing more extensive retraining. Also, keep in mind that you don't need every power associated with a combat style to use the style effectively.

COMBAT STYLES

| Name | Associated Weapons | Associated Classes |
|---------------------|---|---------------------------------|
| Adamant Arrow | Greatbow or longbow | Ranger, warlord |
| Arkhosian Fang | Bastard sword, broadsword, or greatsword | Fighter, ranger, warlord |
| Black Hood | Any two-handed axe | Fighter, ranger, warlord |
| Desert Moon | Any heavy blade that has the high crit property | Fighter, ranger, warlord |
| Elsir Hammer | Any one-handed hammer or one-handed pick | Fighter, ranger, warlord |
| Harrowing Swarm | Any bow or crossbow | Ranger, rogue, warlord |
| Hunting Spear | Any spear | Fighter, ranger, warlord |
| Ironstar | Any flail or mace | Fighter, ranger, warlord |
| Kulkor Battlearm | Any axe, hammer, or mace that has the versatile property | Fighter, ranger, rogue, warlord |
| Leaf Runner | Hand crossbow, repeating crossbow, shortbow, shuriken, or sling | Ranger, rogue, warlord |
| Longhand | Any two-handed polearm or two-handed spear | Fighter, warlord |
| Midnight Blade | Any melee light blade | Fighter, ranger, rogue |
| Moradin's Forge | Any two-handed axe, two-handed hammer, or two-handed pick | Fighter, warlord |
| Mountain Thunder | Any one-handed hammer, one-handed flail, or one-handed mace | Fighter, ranger, rogue, warlord |
| Nerathan High Blade | Any heavy blade that has the versatile property | Fighter, ranger, warlord |
| Ninth Legion | Any one-handed pick or one-handed spear | Fighter, warlord |
| Ogremight | Any two-handed hammer or two-handed mace | Fighter, warlord |
| Partisan Polearm | Any nonspear polearm | Fighter, warlord |
| Reaving Axe | Any one-handed axe | Fighter, ranger, warlord |
| Red Cloak | Longsword, rapier, or short sword | Fighter, rogue |
| Rending Chains | Any flail | Fighter, ranger, warlord |
| Silent Shot | Shortbow or any crossbow | Ranger, rogue |
| Steel Vanguard | Any two-handed heavy blade | Fighter, warlord |

ARKHOSIAN FANG STYLE

Bastard sword, broadsword, or greatsword

The Arkhosian Fang was an ancient order of dragonborn warriors who developed a style of combat suited for the exhausting battles against Bael Turath. Proponents of this style slowly wear down opponents through patience and perseverance. Once a foe falters, an Arkhosian Fang master strikes quickly, bringing about a sudden conclusion. The order has disappeared, but lone masters and small groups of adherents remain, passing along knowledge of this style to anyone who is ready to learn.

ARKHOSIAN FANG STUDENT
[LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with the bastard sword, the broadsword, or the greatsword

Benefit: You gain a +2 feat bonus to Endurance checks.

When you are attacking with a bastard sword, a broadsword, or a greatsword and you target a bloodied enemy with a power associated with this feat, you gain a +2 bonus to the attack roll.

Associated At-Will Powers: *footwork lure* (fighter MP), *marauder's rush* (ranger MP2), *wolf pack tactics* (warlord PH)

ARKHOSIAN FANG COMMANDER
[GREATER STYLE]

Prerequisite: Warlord, Arkhosian Fang Student feat

Benefit: When you are attacking with a bastard sword, a broadsword, or a greatsword and you have proficiency with that weapon, you gain the following two benefits.

ADAPTING COMBAT STYLES

The new combat style feats presented in this chapter are incredible tools for customizing your martial character in new and interesting ways, letting you set your adventurer apart from other martial adventurers, even those of the same race and class. Although each style includes a description of its origins and appearance, these elements are there to enhance the style's flavor. They are not intended to be the ultimate authority on where the style originated or how it fits into the world of your game.

Feel free to change names, background elements, or any other descriptive aspect to make it fit with your character concept. This option is especially useful if your game world doesn't include a race mentioned in the style's description or has existing organizations that could have created the fighting style. Check with your Dungeon Master to best adapt the style to fit within the campaign.

Sidebars throughout this section present alternative backgrounds for some combat styles.

When you miss an enemy with a martial encounter power, you gain a +2 bonus to your next attack roll against that enemy before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Hold the line | PH 146 |
| 7th | Surround foe | PH 148 |
| 13th | Death from two sides | MP2 90 |
| 17th | Warlord's rush | PH 150 |
| 23rd | Rabbits and wolves | PH 151 |

ARKHOSIAN FANG DUELIST [GREATER STYLE]

Prerequisite: Ranger, Arkhosian Fang Student feat

Benefit: When you are attacking with a bastard sword, a broadsword, or a greatsword and you have proficiency with that weapon, you gain the following two benefits.

When you miss an enemy with a martial encounter power, you gain a +2 bonus to your next attack roll against that enemy before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Shadow wasp strike* | PH 107 |
| 7th | Hawk's talon* | PH 108 |
| 13th | Bloodlust strike* | MP 50 |
| 17th | Blow-through assault* | MP 53 |
| 23rd | Avalanche of fury | MP2 43 |
| 27th | Death rend | PH 112 |

*Only when used as a melee attack

ARKHOSIAN FANG MAULER [GREATER STYLE]

Prerequisite: Fighter, Arkhosian Fang Student feat

Benefit: When you are attacking with a bastard sword, a broadsword, or a greatsword and you have proficiency with that weapon, you gain the following two benefits.

USING ASSOCIATED ENCOUNTER POWERS

Some combat style feats let you use an encounter attack power in place of a basic attack or use a different ability score for an attack. These combat style feats are intended to help a class's various builds gain access to powers that otherwise appeal to one or two builds. These feats change only when or how you use an encounter power. They don't alter the number of times you can use a power per encounter.

When you miss an enemy with a martial encounter power, you gain a +2 bonus to your next attack roll against that enemy before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Dance of steel | PH 79 |
| 7th | Griffon's wrath | PH 80 |
| 17th | Exorcism of steel | PH 83 |
| 27th | Adamantine strike | PH 85 |

BLACK HOOD STYLE

Any two-handed axe

The Black Hood is a loose guild of mercenary killers hired by lords to execute deserving criminals—especially criminals who haven't yet been caught. Over time, the group's techniques have evolved into a robust fighting style that uses two-handed axes. The Black Hood style focuses on delivering swift, lethal strikes.

BLACK HOOD STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with any two-handed axe

Benefit: You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a two-handed axe and you deliver a coup de grace against an enemy, your attack deals 1[W] extra damage against that enemy.

When you are attacking with a two-handed axe and you hit an enemy with a power associated with this feat, you gain a +2 bonus to the damage roll if that enemy is slowed, or a +5 bonus to the damage roll if that enemy is helpless or immobilized.

Associated At-Will Powers: *furious smash* (warlord PH), *marauder's rush* (ranger MP2), *sure strike* (fighter PH)

BLACK HOOD BUTCHER [GREATER STYLE]

Prerequisite: Fighter, Black Hood Student feat

EVERLOST GUARD STYLE

Worshippers of Orcus believe that the demon prince created this style and taught it to the elite cadre of mortal fanatics honored to fight alongside his undead hordes. The Everlost Guard fought brutally and without fear for their own lives. They knew that if they fell in battle, they would have the honor of fighting for Orcus again after being raised as undead.

Alternative to Black Hood



Benefit: When you are attacking with a two-handed axe and you have proficiency with that weapon, you gain the following two benefits.

If you score a critical hit, each enemy adjacent to you takes damage equal to your Strength modifier.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Crushing blow | PH 79 |
| 7th | Griffon's wrath | PH 80 |
| 17th | Exacting strike | PH 83 |
| 23rd | Crippling smash | MP 19 |
| 27th | Adamantine strike | PH 85 |

BLACK HOOD EXECUTIONER [GREATER STYLE]

Prerequisite: Warlord, Black Hood Student feat

Benefit: When you are attacking with a two-handed axe and you have proficiency with that weapon, you gain the following two benefits.

If you score a critical hit, each enemy adjacent to you takes damage equal to your Strength modifier.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Inspiring war cry | PH 146 |
| 7th | Provoke overextension | MP 107 |
| 13th | Headstrong bravery | MP 110 |
| 17th | Deadly inspiration | MP 112 |
| 23rd | Blood begets blood | MP 114 |
| 27th | Warlord's doom | PH 152 |

BLACK HOOD SLAYER [GREATER STYLE]

Prerequisite: Ranger, Black Hood Student feat

Benefit: When you are attacking with a two-handed axe and you have proficiency with that weapon, you gain the following two benefits.

If you score a critical hit, each enemy adjacent to you takes damage equal to your Dexterity modifier.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Avenging charge | MP2 35 |
| 7th | Toppling rush | MP2 38 |
| 13th | Bloodlust strike* | MP 50 |
| 17th | Reproving strike* | MP2 41 |
| 27th | Steel breeze | MP2 44 |

*Only when used as a melee attack

DESERT MOON STYLE

Any heavy blade that has the high crit property

The Desert Moon style arose among desert-dwelling, nomadic humans. In the blistering heat of their homelands, heavy armor is impractical, so they wear light armor that provides a full range of movement. The Desert Moon style emphasizes nimble footwork, quick reactions, and sudden attacks. The aggressive approach features spinning slashes and long cuts—attacks that favor curved blades.

DESERT MOON STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with any heavy blade that has the high crit property

Benefit: You gain a +2 feat bonus to Acrobatics checks.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you also gain the following benefit.

When you hit an unbloodied enemy with a power associated with this feat, you can shift 2 squares after the attack as a free action.

Associated At-Will Powers: *careful attack* (ranger PH), *sure strike* (fighter PH), *viper's strike* (warlord PH)

DESERT MOON SKIRMISHER [GREATER STYLE]

Prerequisite: Ranger, Desert Moon Student feat

Benefit: When you are wielding a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 1 square as an immediate reaction when an enemy misses you with a melee attack.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 2 squares before your attack as a free action when you use a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Shadow wasp strike | PH 107 |
| 7th | Jackal ploy | MP 49 |
| 13th | Nimble defense | PH 109 |
| 17th | Two-weapon eviscerate | PH 111 |
| 23rd | Avalanche of fury | MP2 43 |
| 27th | Unstable gash | MP 56 |

DESERT MOON SWORDMASTER [GREATER STYLE]

Prerequisite: Fighter, Desert Moon Student feat

Benefit: When you are wielding a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 1 square as an immediate reaction when an enemy misses you with a melee attack.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you can use a power associated

LOW COURT STYLE

This form of scimitar fencing emerged from the ancient practice of trial by combat. The original law stated that the accused had to prove his or her innocence in a duel to the death against the accuser. Eventually, it became customary for both parties to hire professional champions who fought until first blood. Before Arnd acquired the *Invulnerable Coat* for which he is best remembered (described in the *Dungeon Master's Guide*), he founded an academy that taught this style.

Alternative to Desert Moon

with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Dance of steel | PH 79 |
| 7th | Sudden surge | PH 80 |
| 13th | Storm of blows | PH 82 |
| 17th | Harrying assault | PH 83 |
| 23rd | Fangs of steel | PH 84 |
| 27th | Adamantine strike | PH 85 |

DESERT MOON ZEPHYR [GREATER STYLE]

Prerequisite: Warlord, Desert Moon Student feat

Benefit: When you are wielding a heavy blade that has the high crit property and you have proficiency with that weapon, you can shift 1 square as an immediate reaction when an enemy misses you with a melee attack.

When you are attacking with a heavy blade that has the high crit property and you have proficiency with that weapon, you can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Steel monsoon | PH 147 |
| 7th | Surprise attack | PH 148 |
| 13th | Withdrawal gambit | MP 110 |
| 17th | Thunderous fury | PH 150 |
| 23rd | Wave of war | MP2 93 |

ELSIR HAMMER STYLE

Any one-handed hammer or one-handed pick
To counter the hobgoblin populations in the mountains near Elsir Vale, local warriors developed a fighting style to reduce mobility and ignore heavy armor. Masters of this style analyze their opponents and capitalize on mistakes. Elsir defenders learn to bypass defenses using deliberate strikes. Since this style works well against any fortified enemies, it is widely practiced.

ELSIR HAMMER STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with any one-handed hammer or any one-handed pick.

Benefit: You gain a +2 feat bonus to Perception checks.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you also gain the following benefit.

When you attack an enemy with a power associated with this feat, you can target the enemy's Reflex instead of AC.

Associated At-Will Powers: *slash and pummel* (fighter MP2), *throw and stab* (ranger MP2), *brash assault* (warlord MP)

ELSIR HAMMER CHAMPION [GREATER STYLE]

Prerequisite: Fighter, Elsir Hammer Student feat

Benefit: When you are wielding a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can shift 1 square as an immediate reaction whenever an adjacent enemy that is marked by you or your ally shifts away from you.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can target the enemy's Reflex instead of AC when you use a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Crushing blow | PH 79 |
| 7th | Iron bulwark | PH 80 |
| 13th | Talon of the roc | PH 82 |
| 17th | Boggling smash | MP 17 |
| 23rd | Paralyzing strike | PH 85 |
| 27th | Blood rush | MP 22 |

ELSIR HAMMER GENERAL [GREATER STYLE]

Prerequisite: Warlord, Elsir Hammer Student feat

Benefit: When you are wielding a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can shift 1 square as an immediate reaction whenever an adjacent enemy that is marked by you or your ally shifts away from you.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, one ally within 5 squares of you can shift 2 squares as a free action when you hit with a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Hold the line | PH 146 |
| 7th | Surprise attack | PH 148 |
| 13th | Grim mark | MP 110 |
| 17th | Hail of steel | PH 150 |
| 23rd | Ringing clarity | MP 115 |
| 27th | Chimera battlestrike | PH 152 |

ELSIR HAMMER STALKER [GREATER STYLE]

Prerequisite: Ranger, Elsir Hammer Student feat

Benefit: When you are wielding a one-handed hammer or a one-handed pick and you have

proficiency with that weapon, you can shift 1 square as an immediate reaction whenever an adjacent enemy that is marked by you or your ally shifts away from you.

When you are attacking with a one-handed hammer or a one-handed pick and you have proficiency with that weapon, you can shift 2 squares before your attack when you use a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Upending throw | MP2 36 |
| 7th | Twofold flinch | MP 49 |
| 13th | Quick throw | MP2 39 |
| 17th | Wolverine claw strike | MP2 41 |
| 23rd | Ricochet throw | MP2 43 |
| 27th | Wandering tornado | PH 113 |

HARROWING SWARM STYLE

Any bow or crossbow

This style is named for the swarms of arrows fired by its practitioners. Archers who follow this style employ techniques that aggravate opponents' wounds and slow their recovery. Harrowing Swarm archers are also experts at firing multiple shots.

HARROWING SWARM STUDENT [LESSER STYLE]

Prerequisite: Ranger, rogue, or warlord; proficiency with any bow or crossbow

Benefit: You gain a +2 feat bonus to Nature checks.

When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you also gain the following benefit.

When you attack with a power associated with this feat, the power gains the rattling keyword (page 57).

Associated At-Will Powers: *nimble strike* (ranger PH), *paint the bull's eye* (warlord MP2), *sly flourish* (rogue PH)

HARROWING SWARM CAPTAIN [GREATER STYLE]

Prerequisite: Warlord, Harrowing Swarm Student feat

QUEEN'S TOURNEY STYLE

Paladins of the Raven Queen developed a style of fighting designed for ceremonial melees fought in their god's name. The style's emphasis on weapons that can puncture heavy plate armor reflects the armament worn at these tourneys, and the rules of engagement awarded special honor to a combatant who could end the life of a downed opponent in a single blow.

Alternative to Elsir Hammer

Benefit: When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

You do not provoke an opportunity attack from the target of your attack.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Warlord's strike | PH 147 |
| 7th | War of attrition | MP 108 |
| 13th | Denying smite | PH 149 |
| 17th | Deadly inspiration | MP 112 |
| 23rd | Rabbits and wolves | PH 151 |
| 27th | Incite heroism | PH 152 |

HARROWING SWARM SCOUT [GREATER STYLE]

Prerequisite: Ranger, Harrowing Swarm Student feat

Benefit: When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

You do not provoke an opportunity attack from the target of your attack.

When you use a power associated with this feat, you can use your bow or crossbow instead of a thrown weapon. If you do so, you use Dexterity instead of Strength for attack rolls and damage rolls.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Upending throw | MP2 36 |
| 7th | Surprising throw | MP2 38 |
| 13th | Quick throw | MP2 39 |
| 23rd | Ricochet throw | MP2 43 |
| 27th | Skewering shot | MP2 44 |

HARROWING SWARM STALKER [GREATER STYLE]

Prerequisite: Rogue, Harrowing Swarm Student feat

Benefit: When you are attacking with a bow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

You do not provoke an opportunity attack from the target of your attack.

You can use a power associated with this feat as a ranged power instead of a melee power and you can attack using a crossbow instead of a light blade.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Setup strike | PH 120 |
| 7th | Dismaying slash | MP 78 |
| 13th | Unbalancing attack | PH 123 |
| 17th | Audacious strike | MP 82 |
| 23rd | Felling gash | MP 85 |
| 27th | Skirmishing strike | MP 87 |

HUNTING SPEAR STYLE

Any spear

Widespread among elves, eladrin, and people living on the frontier, the Hunting Spear style excels at engaging large, dangerous beasts. It emphasizes throws, rushes and retreats, and quick footwork for avoiding slow, powerful foes.

HUNTING SPEAR STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with any spear

Benefit: You gain a +2 feat bonus to Athletics checks.

When you are attacking with a spear and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, that enemy is slowed until the end of your next turn.

Associated At-Will Powers: *opening shove* (warlord PH), *fading strike* (ranger MP2), *sure strike* (fighter PH)

HUNTING SPEAR WARDER [GREATER STYLE]

Prerequisite: Fighter, Hunting Spear Student feat

Benefit: When you are attacking with a spear and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to damage rolls against creatures that are larger than you.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Armor-piercing thrust | PH 79 |
| 7th | Reckless strike | PH 80 |
| 13th | Talon of the roc | PH 82 |
| 17th | Warrior's challenge | PH 83 |
| 23rd | Meticulous stab | MP 19 |
| 27th | Indomitable battle strike | PH 86 |

HUNTING SPEAR SKIRMISHER [GREATER STYLE]

Prerequisite: Ranger, Hunting Spear Student feat

BILWANTI LANCER STYLE

The famous cavalry unit called the Bilwanti Lancers used coordinated spear tactics to clear the passes of the Riddled Peaks, where ogre bandits using hit-and-run tactics had eluded other forces bent on eradicating them. In local slang, it is said that an especially slippery thief "can even escape a Bilwanti Lancer."

Alternative to Hunting Spear

Benefit: When you are attacking with a spear and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to damage rolls against creatures that are larger than you.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Paired predators | MP 46 |
| 7th | Harried quarry | MP 48 |
| 13th | Knockdown pounce | MP 51 |
| 17th | Blade and fang | MP 52 |
| 27th | Two-beast strike | MP2 45 |

HUNTING SPEAR CHIEFTAIN [GREATER STYLE]

Prerequisite: Warlord, Hunting Spear Student feat

Benefit: When you are attacking with a spear and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to damage rolls against creatures that are larger than you.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Inspiring war cry | PH 146 |
| 7th | Surround foe | PH 148 |
| 13th | Fury of the sirocco | PH 149 |
| 17th | Deadly inspiration | MP 112 |
| 23rd | Wounding focus | MP 115 |
| 27th | Incite heroism | PH 152 |

IRONSTAR STYLE

Any flail or mace

The Ironstar style originated with dwarf warriors who wielded flails and maces forged from the imperious ore of fallen stars. Ironstar style adherents attack their enemies' weapons with such force that the foes can't make effective counterattacks.

IRONSTAR STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with any flail or mace

Benefit: You gain a +2 feat bonus to Athletics checks.

When you are attacking with a flail or a mace and you have proficiency with that weapon, you also gain the following benefit.

When you use a power associated with this feat and hit an enemy granting combat advantage to you, that enemy takes a -2 penalty to attack rolls until the end of your next turn.

Associated At-Will Powers: *brash assault* (warlord MP), *marauder's rush* (ranger MP2), *reaping strike* (fighter PH)

IRONSTAR BRAVO [GREATER STYLE]

Prerequisite: Warlord, Ironstar Student feat

Benefit: When you are attacking with a flail or a mace and you have proficiency with that weapon, you gain the following two benefits.

Any enemy you score a critical hit against grants combat advantage until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Warlord's strike | PH 147 |
| 7th | Provoke overextension | MP 107 |
| 13th | Pincer maneuver | MP 110 |
| 23rd | Daring display | MP 114 |

IRONSTAR CRUSHER [GREATER STYLE]

Prerequisite: Fighter, Ironstar Student feat

Benefit: When you are attacking with a flail or a mace and you have proficiency with that weapon, you gain the following two benefits.

Any enemy you score a critical hit against is pushed 1 square.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Crushing blow | PH 79 |
| 7th | Reckless strike | PH 80 |
| 13th | Appalling crunch | MP 14 |
| 17th | Boggling smash | MP 17 |
| 23rd | Cage of chains | PH 84 |
| 27th | Adamantine strike | PH 85 |

IRONSTAR MARAUDER [GREATER STYLE]

Prerequisite: Ranger, Ironstar Student feat

Benefit: When you are attacking with a flail or a mace and you have proficiency with that weapon, you gain the following two benefits.

Any enemy you score a critical hit against is pushed 1 square.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Parting strike | MP2 35 |
| 7th | Finishing cut | MP2 37 |
| 17th | Wolverine claw strike | MP2 41 |
| 23rd | Flickering blades | MP2 43 |

KULKOR BATTLEARM STYLE

Any axe, hammer, or mace that has the versatile property

Hobgoblins are among the fiercest military warriors in the world, and their arms masters are formidable foes indeed. The name associated with this style suggests that it might have originated among the goblin races. The Kulkor Battlearm technique suits a wide variety of hafted weapons. This pragmatic, effective style emphasizes pure striking power and solid teamwork.

KULKOR BATTLEARM STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, rogue, or warlord; proficiency with any axe, hammer, or mace that has the versatile property

Benefit: You gain a +2 feat bonus to Athletics checks.

When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you also gain the following benefit.

When you use a power associated with this feat and hit an enemy granting combat advantage to you, you gain a +2 bonus to the damage roll.

Associated At-Will Powers: *disheartening strike* (rogue MP), *hit and run* (ranger PH), *tide of iron* (fighter PH), *wolf pack tactics* (warlord PH)

KULKOR BATTLEARM CAPTAIN [GREATER STYLE]

Prerequisite: Warlord, Kulkor Battlearm Student feat

Benefit: When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Warlord's strike | PH 147 |
| 7th | Sunder armor | PH 148 |
| 13th | Denying smite | PH 149 |
| 17th | Battle on | PH 150 |
| 23rd | Wounding focus | MP 115 |
| 27th | Incite heroism | PH 152 |

KULKOR BATTLEARM HUNTER [GREATER STYLE]

Prerequisite: Ranger, Kulkor Battlearm Student feat

Benefit: When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Thundertusk boar strike* | PH 107 |
| 7th | Jackal ploy | MP 49 |
| 13th | Armor splinter | PH 109 |
| 17th | Cheetah's rake | PH 110 |
| 23rd | Death rend | PH 112 |

*Only when used as a melee attack

KULKOR BATTLEARM RATTLER [GREATER STYLE]

Prerequisite: Rogue, Kulkor Battlearm Student feat, Ruthless Ruffian class feature

Benefit: When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Enforced threat* | MP 75 |
| 7th | Dismaying slash | MP 78 |
| 13th | Daunting attack | MP 80 |
| 17th | Stinging squall | MP 83 |
| 23rd | Felling gash | MP 85 |
| 27th | Stupefying violence* | MP 87 |

*Only when used as a melee attack

KULKOR BATTLEARM WARRIOR [GREATER STYLE]

Prerequisite: Fighter, Kulkor Battlearm Student feat

Benefit: When you are attacking with an axe, a hammer, or a mace that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

When you hit a creature with a martial encounter power, any ally gains a +2 feat bonus to AC while adjacent to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Crushing blow | PH 79 |
| 7th | Stay down | MP 12 |
| 13th | Crumpling slam | MP 14 |
| 17th | Mountain breaking blow | PH 83 |
| 23rd | Skullcrusher | PH 85 |

LEAF RUNNER STYLE

Hand crossbow, repeating crossbow, shortbow, shuriken, or sling

This combat style emphasizes light ranged weapons, effective use of terrain, and shooting on the run. The Leaf Runner style is favored by elves, halflings, and other folk who prefer to wear down invaders. Practitioners of this style use harassing attacks rather than standing toe-to-toe with foes.

LEAF RUNNER STUDENT [LESSER STYLE]

Prerequisite: Ranger, rogue, or warlord; proficiency with hand crossbow, repeating crossbow, shortbow, shuriken, or sling

Benefit: You gain a +2 feat bonus to Stealth checks.

If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, you gain a +1 bonus to speed until the end of your turn.

Associated At-Will Powers: *deft strike* (rogue PH), *nimble strike* (ranger PH), *paint the bull's eye* (warlord MP2)

LEAF RUNNER PATHFINDER [GREATER STYLE]

Prerequisite: Warlord, Leaf Runner Student feat

Benefit: If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you gain the following two benefits.

Your attacks with powers associated with this feat ignore cover and concealment.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Inspiring war cry | PH 146 |
| 7th | Surprise attack | PH 148 |
| 13th | Withdrawal gambit | MP 110 |
| 17th | Battle on | PH 150 |
| 23rd | Rabbits and wolves | PH 151 |
| 27th | Uplifting assault | MP 117 |



5

LEAF RUNNER SNEAK [GREATER STYLE]

Prerequisite: Rogue, Leaf Runner Student feat

Benefit: If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you gain the following benefit.

Your attacks with powers associated with this feat ignore cover and concealment and take only a -2 penalty to attack rolls against a target that has total concealment or superior cover.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Shadow steel roll* | MP2 61 |
| 7th | Killer's ambush* | MP2 62 |
| 13th | Numbing shot | MP2 64 |
| 17th | Surprising assault* | MP2 67 |
| 23rd | Hammer shot | PH 112 |
| 27th | Perfect sniper | MP2 71 |

*Only when used as a ranged attack

FADE-AWAY GUERRILLA STYLE

The ranger Shalaris foresaw that her lands would inevitably fall to the Empire of Nerath. In addition to establishing training camps that spread her style of combat to resistance fighters, her forces also hid caches of *elven cloaks* to assist the guerrillas' hit-and-run tactics. A few of these caches remain today, guarded by angry ghosts.

Alternative to Leaf Runner

LEAF RUNNER SNIPER [GREATER STYLE]

Prerequisite: Ranger, Leaf Runner Student feat

Benefit: If you are attacking with a hand crossbow, a repeating crossbow, a shortbow, a shuriken, or a sling and you have proficiency with that weapon, you gain the following benefit.

Your attacks with powers associated with this feat ignore cover and concealment and take only a -2 penalty to attack rolls against a target that has total concealment or superior cover.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Shadow wasp strike* | PH 107 |
| 7th | Hunter's shot | MP 49 |
| 13th | Knockdown shot | PH 109 |
| 17th | Arrow of vengeance | PH 110 |
| 23rd | Hobbling shot | MP 55 |

*Only when used as a ranged attack

LONGHAND STYLE

Any two-handed polearm or two-handed spear

The Longhand style developed among the bodyguards of a noble house of the same name. A vain lady of the house insisted that her bodyguards train for hours each day so that they would fight with identical technique. Out of her demands came the Longhand style, which employs an intimidating flourish of spears or polearms to drive back foes.

LONGHAND STUDENT [LESSER STYLE]

Prerequisite: Fighter or warlord; proficiency with any two-handed polearm or two-handed spear

Benefit: You gain a +2 feat bonus to Intimidate checks.

If you are attacking with a two-handed polearm or a two-handed spear and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, you can push that enemy 1 square.

Associated At-Will Powers: *cleave* (fighter PH), *viper's strike* (warlord PH)

LONGHAND BRAVO [GREATER STYLE]

Prerequisite: Warlord, Longhand Student feat

Benefit: If you are attacking with a two-handed polearm or a two-handed spear and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy with an attack power, you gain a +1 feat bonus to AC until the end of your next turn.

When you hit an enemy with a power associated with this feat, you can push that enemy 2 squares.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Hold the line | PH 146 |
| 7th | Deadly returns | MP 107 |
| 13th | Headstrong bravery | MP 110 |
| 17th | Battle on | PH 150 |
| 23rd | Great dragon war cry | PH 151 |
| 27th | Brutal setup | MP 116 |

LONGHAND GUARDIAN [GREATER STYLE]

Prerequisite: Fighter, Longhand Student feat

Benefit: If you are attacking with a two-handed polearm or a two-handed spear and you have proficiency with that weapon, you gain the following two benefits.

When you hit an enemy with an attack power, you gain a +1 feat bonus to AC until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Probing attack | MP 10 |
| 7th | Griffon's wrath | PH 80 |
| 17th | Wild strike | MP 17 |
| 23rd | Paralyzing strike | PH 85 |
| 27th | Adamantine strike | PH 85 |

MIDNIGHT BLADE STYLE

Any melee light blade

Made famous by gangs of desperate thieves roaming the streets of Gloomwrought, the Midnight Blade style revolves around maneuverability and quick strikes. A follower of this style is opportunistic, fights in concert with others, and uses quick footwork to slip behind foes. This style has spread throughout the world as practitioners in Gloomwrought have expanded their enterprises to other seedy locations throughout the planes.

MIDNIGHT BLADE STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or rogue; proficiency with any melee light blade

Benefit: You gain a +2 feat bonus to Acrobatics checks.

When you are attacking with a melee light blade and you have proficiency with that weapon, you also gain the following benefit.

When you attack an enemy with a power associated with this feat, you can target the enemy's Reflex instead of AC.

Associated At-Will Powers: *dual strike* (fighter MP), *gloaming cut* (rogue MP2), *throw and stab* (ranger MP2)

MIDNIGHT BLADE BRAWLER [GREATER STYLE]

Prerequisite: Fighter, Midnight Blade Student feat

Benefit: When you are attacking with a melee light blade and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial encounter or daily power during your turn, you increase the distance you shift by 1 square until the end of your turn.

When you hit an enemy with a power associated with this feat, you gain a +2 bonus to the damage roll.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Advance lunge | MP 10 |
| 7th | Sudden surge | PH 80 |
| 13th | Storm of blows | PH 82 |
| 17th | Driving flurry | MP 17 |
| 23rd | Meticulous stab | MP 19 |
| 27th | Diamond shield defense | PH 86 |

MIDNIGHT BLADE MARAUDER [GREATER STYLE]

Prerequisite: Ranger, Midnight Blade Student feat

Benefit: When you are attacking with a melee light blade and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial encounter or daily power during your turn, you increase the distance you shift by 1 square until the end of your turn.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Ruffling sting | MP 46 |
| 7th | Sweeping whirlwind | PH 108 |
| 13th | Off-hand diversion | MP 51 |
| 17th | Cheetah's rake | PH 110 |
| 23rd | Nonchalant collapse | MP 55 |
| 27th | Wandering tornado | PH 113 |

MIDNIGHT BLADE WHISPERER [GREATER STYLE]

Prerequisite: Rogue, Midnight Blade Student feat

Benefit: When you are attacking with a melee light blade and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial encounter or daily power during your turn, you increase the distance you shift by 1 square until the end of your turn.

When you attack with a power associated with this feat, after the attack you can use a free action to

shift 2 squares and make a Stealth check to become hidden.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Trickster's blade* | PH 120 |
| 7th | Dismaying slash | MP 78 |
| 13th | Cunning cyclone | MP 80 |
| 17th | Blistering outburst | MP 82 |
| 23rd | Blindside* | MP 84 |
| 27th | Perfect strike* | PH 126 |

*Only when used as a melee attack

MORADIN'S FORGE STYLE

Any two-handed axe, two-handed hammer, or two-handed pick

This ancient style traces its roots to dwarf heroes who battled giants during the war between the gods and the primordials. During their enslavement to the giants, the dwarves were forced to use any weapons at their disposal, so they turned their tools into weapons. This style revolves around the use of large picks and hammers.

MORADIN'S FORGE STUDENT [LESSER STYLE]

Prerequisite: Fighter or warlord; proficiency with any two-handed axe, two-handed hammer, or two-handed pick

Benefit: You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a two-handed axe, a two-handed hammer, or a two-handed pick and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, the enemy takes a -1 penalty to saving throws until the end of your next turn.

Associated At-Will Powers: *crushing surge* (fighter MP), *furious smash* (warlord PH)

MORADIN'S FORGE CHAMPION [GREATER STYLE]

Prerequisite: Fighter, Moradin's Forge Student feat

Benefit: When you are attacking with a two-handed axe, a two-handed hammer, or a two-handed pick and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to all defenses until the end of your next turn against any attack that would immobilize, restrain, or slow you.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.



| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Crushing blow | PH 79 |
| 7th | Griffon's wrath | PH 80 |
| 13th | Appalling crunch | MP 14 |
| 17th | Exacting strike | PH 83 |
| 23rd | Harrowing hammer | MP 19 |
| 27th | Adamantine strike | PH 85 |

MORADIN'S FORGE MARSHAL [GREATER STYLE]

Prerequisite: Warlord, Moradin's Forge Student feat

Benefit: When you are attacking with a two-handed axe, a two-handed hammer, or a two-handed pick and you have proficiency with that weapon, you gain the following two benefits.

You gain a +2 bonus to all defenses until the end of your next turn against any attack that would immobilize, restrain, or slow you.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Steel monsoon | PH 147 |
| 7th | Stirring force | MP 108 |
| 13th | Ventured gains | MP 110 |
| 17th | Hail of steel | PH 150 |
| 23rd | Ringling clarity | MP 115 |
| 27th | Incite heroism | PH 152 |

MOUNTAIN THUNDER STYLE

Any one-handed hammer, one-handed flail, or one-handed mace

This style was developed to prevent enemies from invading goliaths' mountain homes. Goliaths found that shattering the limbs of a foe limbs was an effective way to halt its ascent. Mountain Thunder is a reckless style; its masters willingly put themselves in harm's way to land shattering blows.

MOUNTAIN THUNDER STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, rogue, or warlord; proficiency with any one-handed hammer, one-handed flail, or one-handed mace

Benefit: You gain a +2 feat bonus to Endurance checks.

When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you also gain the following benefit.

When you attack an enemy with a power associated with this feat, you can target the enemy's Fortitude instead of AC.

Associated At-Will Powers: *brash assault* (warlord MP), *disheartening strike* (rogue MP), *marauder's rush* (ranger MP2), *threatening rush* (fighter MP2)

MOUNTAIN THUNDER AVALANCHE [GREATER STYLE]

Prerequisite: Ranger, Mountain Thunder Student feat

Benefit: When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you attack with a power associated with this feat, you can shift 2 squares before the attack as a free action.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Thundertusk boar strike* | PH 107 |
| 7th | Twofold flinch | MP 49 |
| 13th | Nimble defense | PH 109 |
| 17th | Untamed outburst | MP 53 |
| 23rd | Avalanche of fury | MP2 43 |
| 27th | Death rend | PH 112 |

*Only when used as a melee attack

MOUNTAIN THUNDER CONQUEROR [GREATER STYLE]

Prerequisite: Warlord, Mountain Thunder Student feat

Benefit: When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you hit an enemy with a power associated with this feat, you knock that enemy prone.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Hold the line | PH 146 |
| 7th | Sacrificial lure | MP 107 |
| 13th | Ventured gains | MP 110 |
| 17th | Thunderous fury | PH 150 |
| 23rd | Daring display | MP 114 |
| 27th | Warlord's doom | PH 152 |

MOUNTAIN THUNDER CRASHER [GREATER STYLE]

Prerequisite: Rogue, Ruthless Ruffian class feature, Mountain Thunder Student feat

Benefit: When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you attack with a power associated with this feat, the power gains the rattling keyword (page 57).

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Setup strike | PH 120 |
| 7th | Pinning blade | MP2 63 |
| 13th | Fool's opportunity | PH 122 |
| 17th | Stab and grab | PH 124 |
| 23rd | Knave's gambit | PH 125 |
| 27th | Sheathe the blade | MP2 71 |

MOUNTAIN THUNDER RAMPART [GREATER STYLE]

Prerequisite: Fighter, Mountain Thunder Student feat

Benefit: When you are attacking with a one-handed hammer, a one-handed flail, or a one-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to saving throws until the end of your next turn against effects that daze or stun.

When you attack with a power associated with this feat, the power gains the invigorating keyword (page 7).

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Crushing blow | PH 79 |
| 7th | Reckless strike | PH 80 |
| 13th | Anvil of doom | PH 81 |
| 17th | Exacting strike | PH 83 |
| 23rd | Skullcrusher | PH 85 |
| 27th | Indomitable battle strike | PH 86 |

SIMRION'S FLOURISH STYLE

The duelist Simrion Marcolicos, known for his compulsive risk-taking and his desire to impress the crowds that came to watch him fight, popularized a warhammer fighting technique characterized by a wide, looping swing. Opponents that moved in on Simrion's apparent vulnerability were caught unaware by his weapon's returning arc, to the delight of the audience. When a fighter thinks something looks too good to be true or carries a hidden danger, he or she might mutter that it is "like Simrion's hammer."

Alternative to Mountain Thunder

NERATHAN HIGH BLADE STYLE

Any heavy blade that has the versatile property

The knights of Nerath developed a straightforward heavy blade style for pressing forward in the thick of melee. The style employs a high guard with powerful downward strokes and short advances designed to clear space. Though Nerath is no more, the style remains popular.

NERATHAN HIGH BLADE STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with any heavy blade that has the versatile property

Benefit: You gain a +2 feat bonus to Endurance checks.

When you are attacking with a heavy blade that has the versatile property and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, you gain a +1 bonus to the damage roll for each enemy adjacent to you.

Associated At-Will Powers: *hit and run* (ranger PH), *threatening rush* (fighter MP2), *viper's strike* (warlord PH)

NERATHAN HIGH BLADE CAPTAIN [GREATER STYLE]

Prerequisite: Warlord, Nerathan High Blade Student feat

Benefit: When you are attacking with a heavy blade that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

Enemies adjacent to you don't gain the +2 bonus to attack rolls against you for having combat advantage.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Inspiring war cry | PH 146 |
| 7th | Deadly returns | MP 107 |
| 13th | Denying smite | PH 149 |
| 17th | Battle on | PH 150 |
| 23rd | Quickening force | MP 115 |
| 27th | Incite heroism | PH 152 |

NERATHAN HIGH BLADE DUELIST [GREATER STYLE]

Prerequisite: Ranger, Nerathan High Blade Student feat

Benefit: When you are attacking with a heavy blade that has the versatile property and you have

proficiency with that weapon, you gain the following two benefits.

Enemies adjacent to you don't gain the +2 bonus to attack rolls against you for having combat advantage.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Ruffling sting | MP 46 |
| 7th | Claws of the griffon | PH 108 |
| 13th | Off-hand diversion | MP 51 |
| 17th | Cheetah's rake | PH 110 |
| 23rd | Avalanche of fury | MP2 43 |
| 27th | Death rend | PH 112 |

NERATHAN HIGH BLADE SOLDIER [GREATER STYLE]

Prerequisite: Fighter, Nerathan High Blade Student feat

Benefit: When you are attacking with a heavy blade that has the versatile property and you have proficiency with that weapon, you gain the following two benefits.

Enemies adjacent to you don't gain the +2 bonus to attack rolls against you for having combat advantage.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Dance of steel | PH 79 |
| 7th | Iron bulwark | PH 80 |
| 13th | Stranglehold | MP2 15 |
| 17th | Shifting blade | MP2 17 |
| 23rd | Fangs of steel | PH 84 |
| 27th | Blood rush | MP 22 |

INFERNAL REGIMENT STYLE

This style was first codified by the resourceful commanders charged with developing military instruction manuals for the phalanxes of legion devils serving Bael Turath. None of the manuals have ever been found, but one phrase, "Time to throw down your shield," has survived and is still used by tieflings. They speak it at the moment when a defensive line breaks and they must fight on the offensive to prevail.

Alternative to Nerathan High Blade

NINTH LEGION STYLE

Any one-handed pick or one-handed spear

A century ago, the Ninth Legion commanded fear and respect from warriors across the lands. The dragonborn soldiers in this force were never defeated. They owed their success to their fighting style, which used spears and picks along with heavy shields. The weapons allowed for quick strikes, while the shields protected the wearer and nearby allies.

NINTH LEGION STUDENT [LESSER STYLE]

Prerequisite: Fighter or warlord; proficiency with any one-handed pick or one-handed spear

Benefit: You gain a +2 feat bonus to Insight checks.

When you are attacking with a one-handed pick or a one-handed spear and you have proficiency with that weapon, you also gain the following benefit.

If you are using a shield, you can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

Associated At-Will Powers: *crushing surge* (fighter MP), *direct the strike* (warlord MP2)

NINTH LEGION SHIELD [GREATER STYLE]

Prerequisite: Fighter, Ninth Legion Student feat

Benefit: When you are attacking with a one-handed pick or a one-handed spear and you have proficiency with that weapon, you gain the following two benefits.

Allies adjacent to you gain a +2 feat bonus to AC and Reflex against attacks from enemies adjacent to you.

You can use a power associated with this feat in place of a melee basic attack when making an attack as a result of your Combat Challenge class feature.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Probing attack | MP 10 |
| 7th | Bludgeoning vise | MP2 12 |
| 13th | Talon of the roc | PH 82 |
| 17th | Shifting blade | MP2 17 |
| 23rd | Meticulous stab | MP 19 |
| 27th | Blood rush | MP 22 |

VEDA'S HONOR STYLE

Veda arose from within an elite band of bodyguards and developed a style of fighting that those guards used to great effect. Its emphasis on opportunity attacks was inspired by the way she used her small and harmless appearance to inspire foes to relax their guard. Her legend tells of the times she defended her charge's life at the risk of her own.

Alternative to Ninth Legion

NINTH LEGION COMMANDER [GREATER STYLE]

Prerequisite: Warlord, Ninth Legion Student feat

Benefit: When you are attacking with a one-handed pick or a one-handed spear and you have proficiency with that weapon, you gain the following two benefits.

Allies adjacent to you gain a +2 feat bonus to AC and Reflex against attacks from enemies adjacent to you.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Warlord's strike | PH 147 |
| 7th | Sacrificial lure | MP 107 |
| 13th | Bolstering blow | PH 149 |
| 17th | Girding strike | MP 112 |
| 23rd | Blood begets blood | MP 114 |
| 27th | Warlord's doom | PH 152 |

OGREMIGHT STYLE

Any two-handed hammer or two-handed mace
The Ogresmight style is simple and effective. Its adherents overwhelm foes with a rain of mighty blows, beating down guards and smashing shields. Strength and physical intimidation make up for any lack of precision or defense. Half-orcs and goliaths favor this style.

OGREMIGHT STUDENT [LESSER STYLE]

Prerequisite: Fighter or warlord; proficiency with any two-handed hammer or two-handed mace

Benefit: You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a two-handed hammer or a two-handed mace and you have proficiency with that weapon, you also gain the following benefit.

When you hit an enemy with a power associated with this feat, that enemy takes a -1 penalty to all defenses until the end of your next turn.

Associated At-Will Powers: *brash assault* (warlord MP), *brash strike* (fighter MP)

OGREMIGHT BRUISER [GREATER STYLE]

Prerequisite: Fighter, Ogresmight Student feat
Benefit: When you are attacking with a two-handed hammer or a two-handed mace and you have proficiency with that weapon, you gain the following two benefits.

Whenever you charge, you can score a critical hit on a roll of 19–20.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Crushing blow | PH 79 |
| 7th | Reckless strike | PH 80 |
| 13th | Anvil of doom | PH 81 |
| 17th | Mountain breaking blow | PH 83 |
| 23rd | Harrowing hammer | MP 19 |
| 27th | Indomitable battle strike | PH 86 |

OGREMIGHT RAVAGER [GREATER STYLE]

Prerequisite: Warlord, Ogresmight Student feat

Benefit: When you are attacking with a two-handed hammer or a two-handed mace and you have



proficiency with that weapon, you gain the following two benefits.

Whenever you charge, you can score a critical hit on a roll of 19–20.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Warlord's strike | PH 147 |
| 7th | Sacrificial lure | MP 107 |
| 13th | Headstrong bravery | MP 110 |
| 17th | Thunderous fury | PH 150 |
| 23rd | Blood begets blood | MP 114 |

PARTISAN POLEARM STYLE

Any nonspear polearm

Mercenaries trained by the Partisan School are coveted throughout the world. Founded on the principles of loyalty, excellence, and discipline, their record is faultless. Warriors who study the school's fighting style master polearms, such as the glaive or the halberd. These students learn that a weapon's haft and blunt parts are as potent as its blade. A warrior trained in the Partisan Polearm style can use a weapon to shove enemies away and knock them to the ground.

PARTISAN POLEARM STUDENT [LESSER STYLE]

Prerequisite: Fighter or warlord; proficiency with any nonspear polearm

Benefit: You gain a +2 feat bonus to History checks.

When you are attacking with a nonspear polearm and you have proficiency with that weapon, you also gain the following benefit.

Whenever you score a critical hit against an enemy with a power associated with this feat, you knock that enemy prone.

Associated At-Will Powers: *sure strike* (fighter PH), *viper's strike* (warlord PH)

PARTISAN POLEARM INFANTRY [GREATER STYLE]

Prerequisite: Fighter, Partisan Polearm Student feat

HOUSE OF FALLAX STYLE

Warriors from the coastal city-state of Fallax have their own story of the origin of the Partisan Polearm style. The city-state's long-ago ruler was obsessed with the varieties of polearms, and she tasked her generals with developing new forms of combat using those weapons. The Partisan School, which teaches the style, has a shield emblazoned with the three blue diamonds of Fallax's heraldry as its symbol.

Alternative to Partisan Polearm

Benefit: When you are attacking with a nonspear polearm and you have proficiency with that weapon, you gain the following two benefits.

You gain combat advantage until the end of your next turn against any enemy you push.

You can use a power associated with this feat in place of a melee basic attack when charging.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Dance of steel | PH 79 |
| 7th | Stay down | MP 12 |
| 13th | Silverstep | PH 81 |
| 17th | Harrying assault | PH 83 |
| 23rd | Paralyzing strike | PH 85 |
| 27th | Desperate strike | MP 22 |

PARTISAN POLEARM CAPTAIN [GREATER STYLE]

Prerequisite: Warlord, Partisan Polearm Student feat

Benefit: When you are attacking with a nonspear polearm and you have proficiency with that weapon, you gain the following two benefits.

You gain combat advantage until the end of your next turn against any enemy you push.

When you hit an enemy with a power associated with this feat, you can push the enemy 2 squares.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Hold the line | PH 146 |
| 7th | Stirring force | MP 108 |
| 13th | Signal the charge | MP2 90 |
| 17th | Into the breach! | MP 113 |
| 23rd | Great dragon war cry | PH 151 |
| 27th | Resourceful triumph | MP2 95 |

REAVING AXE STYLE

Any one-handed axe

Not all fighting styles are elegant. Many are crude and vicious, favoring swift kills over elegance. The Reaving Axe style is such a technique. Invented by seafarers who raided towns and cities along the coastline, the style is distinguished by its grip. A practitioner of the reaving axe style chokes up on the haft for close-quarters fighting. Masters of the style hurl axes and deliver swift cuts to the legs to immobilize foes. Warriors trained in this style also employ shields to help deflect attacks from cornered victims.

REAVING AXE STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger or warlord; proficiency with any one-handed axe

Benefit: You gain a +2 feat bonus to Athletics checks.

When you are attacking with a one-handed axe and you have proficiency with that weapon, you also gain the following benefit.

When you hit an unbloodied enemy with a power associated with this feat, it takes damage equal to your Constitution modifier if it moves more than 2 squares before the end of its next turn.

Associated At-Will Powers: *brash assault* (warlord MP), *marauder's rush* (ranger MP2), *reaping strike* (fighter PH)

REAVING AXE BRUTE [GREATER STYLE]

Prerequisite: Fighter, Reaving Axe Student feat

Benefit: When you are attacking with a one-handed axe and you have proficiency with that weapon, you gain the following two benefits.

Whenever you score a critical hit against an enemy, you also knock that enemy prone, and the first time it stands up before the end of your next turn, it provokes an opportunity attack.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Blinding smash | MP 10 |
| 7th | Griffon's wrath | PH 80 |
| 13th | Appalling crunch | MP 14 |
| 17th | Warrior's challenge | PH 83 |
| 23rd | Hack 'n' slash | PH 84 |
| 27th | Blood rush | MP 22 |

REAVING AXE SLAYER [GREATER STYLE]

Prerequisite: Ranger, Reaving Axe Student feat

Benefit: When you are attacking with a one-handed axe and you have proficiency with that weapon, you gain the following two benefits.

Whenever you score a critical hit against an enemy, you also knock that enemy prone, and the first time it stands up before the end of your next turn, it provokes an opportunity attack.

You can use Strength instead of Dexterity for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Thwarting shot | MP 47 |
| 7th | Hawk's talon* | PH 108 |
| 13th | Bloodlust strike* | MP 50 |
| 17th | Arrow of vengeance | PH 110 |
| 23rd | Hobbling shot | MP 55 |
| 27th | Lightning shot | PH 113 |

*Only when used as a ranged attack

REAVING AXE TYRANT [GREATER STYLE]

Prerequisite: Warlord, Reaving Axe Student feat

Benefit: When you are attacking with a one-handed axe and you have proficiency with that weapon, you gain the following two benefits.

Whenever you score a critical hit against an enemy, you also knock that enemy prone, and the first time it stands up before the end of your next turn, it provokes an opportunity attack.

You can use a power associated with this feat as a ranged power instead of a melee power.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Steel monsoon | PH 147 |
| 7th | War of attrition | MP 108 |
| 13th | Beat them into the ground | PH 149 |
| 17th | Deadly inspiration | MP 112 |
| 23rd | Shutdown smite | MP 115 |

RED CLOAK STYLE

Longsword, rapier, or short sword

Named for the crimson garments worn by the duelists who first mastered this style, the Red Cloak style originated within a guild of assassins in Nerath. Central to the style is the riposte, in which a warrior knocks aside an incoming attack and delivers a punishing counterstrike before the foe can offer any defense. This method requires speed, so those trained in the style use light, fast weapons, such as rapiers, longswords, and short swords.

RED CLOAK STUDENT [LESSER STYLE]

Prerequisite: Fighter or rogue; proficiency with longsword, rapier, or short sword

Benefit: You gain a +2 feat bonus to Acrobatics checks.

Benefit: When you are attacking with a longsword, a rapier, or a short sword and you have proficiency with that weapon, you also gain the following benefit.

When you use a power associated with this feat to attack an enemy granting combat advantage to you, you gain a +1 bonus to AC and Reflex until the start of your next turn.

Associated At-Will Powers: *footwork lure* (fighter MP), *riposte strike* (rogue PH)

DEFLECTING HAND STYLE

This approach to fencing evolved in occupied territories where Nerath suppressed both the private ownership of weapons and the pursuit of blood feuds. When the empire fell, these factors contributed to a culture of duels that drew on the techniques of unarmed fighting developed during the oppression.

Alternative to Red Cloak

RED CLOAK RAKE [GREATER STYLE]

Prerequisite: Rogue, Red Cloak Student feat

Benefit: When you are attacking with a longsword, a rapier, or a short sword and you have proficiency with that weapon, you gain the following two benefits.

When you score a critical hit against an enemy, that enemy grants combat advantage to you until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Flamboyant strike | MP 75 |
| 7th | Rogue's luck* | PH 121 |
| 13th | Fool's opportunity | PH 122 |
| 17th | Hounding strike* | PH 124 |
| 23rd | Tendon tear | MP 69 |
| 27th | Skirmishing strike | MP 87 |

*Only when used as a melee attack

RED CLOAK TOUGH [GREATER STYLE]

Prerequisite: Fighter, Red Cloak Student feat

Benefit: When you are attacking with a longsword, a rapier, or a short sword and you have proficiency with that weapon, you gain the following two benefits.

When you score a critical hit against an enemy, you mark each enemy adjacent to that enemy. The mark lasts until the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack when making an opportunity attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Armor-piercing thrust | PH 79 |
| 7th | Reckless strike | PH 80 |
| 13th | Storm of blows | PH 82 |
| 17th | Exacting strike | PH 83 |
| 27th | Indomitable battle strike | PH 86 |

RENDING CHAINS STYLE

Any flail

Masters of the Rending Chains fighting style first appeared in Zoronor, a sinister city on the borders of the warlike plane of Chernoggar. The bladeling warriors there have acquired a reputation for cruelty, because they kill their foes in excruciating ways. Gladiators and pit fighters in dismal, violent cities throughout the Astral Sea and the mortal world have since copied this style. Favoring spiked chains and flails, a Rending Chains practitioner wraps his or her weapon around an enemy and then pulls the chain free to send the enemy reeling.

RENDING CHAINS STUDENT [LESSER STYLE]

Prerequisite: Fighter, ranger, or warlord; proficiency with any flail

Benefit: You gain a +2 feat bonus to Intimidate checks.

When you are attacking with a flail and you have proficiency with that weapon, you also gain the following benefit.

Whenever you hit an enemy with a power associated with this feat, you slide that enemy 1 square to a square adjacent to you.

Associated At-Will Powers: *hit and run* (ranger PH), *reaping strike* (fighter PH), *viper's strike* (warlord PH)

RENDING CHAINS GRAPPLER [GREATER STYLE]

Prerequisite: Fighter, Rending Chains Student feat

Benefit: When you are attacking with a flail and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, it takes damage equal to your Dexterity modifier if it shifts before the end of your next turn.

When you hit an enemy with a power associated with this feat, that enemy is slowed until the end of your next turn.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Precise strike | PH 79 |
| 7th | Reckless strike | PH 80 |
| 13th | Chains of sorrow | PH 81 |
| 17th | Mountain breaking blow | PH 83 |
| 27th | Blood rush | MP 22 |

RENDING CHAINS FLAYER [GREATER STYLE]

Prerequisite: Ranger, Rending Chains Student feat

Benefit: When you are attacking with a flail and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, it takes damage equal to your Wisdom modifier if it shifts before the end of your next turn.

You can use Dexterity instead of Strength for attack rolls and damage rolls when using a power associated with this feat.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Leonine surge | MP 46 |
| 7th | Claws of the griffon | PH 108 |
| 13th | Armor splinter | PH 109 |
| 17th | Untamed outburst | MP 53 |
| 23rd | Nonchalant collapse | MP 55 |
| 27th | Death rend | PH 112 |



RENDING CHAINS WARMASTER [GREATER STYLE]

Prerequisite: Warlord, Rending Chains Student feat

Benefit: When you are attacking with a flail and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, it takes damage equal to your Wisdom modifier if it shifts before the end of your next turn.

You can use a power associated with this feat in place of a melee basic attack.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Inspiring war cry | PH 146 |
| 7th | Deadly returns | MP 107 |
| 13th | Bolstering blow | PH 149 |
| 17th | Into the breach! | MP 113 |
| 23rd | Wounding focus | MP 115 |
| 27th | Warlord's doom | PH 152 |

SILENT SHOT STYLE

Shortbow or any crossbow

Although the best archers scoff at crossbows and shortbows, the Silent Shot style demonstrates that these weapons can be potent in the right hands.

Focusing on speed and accuracy, masters of this fighting style snap off quick shots and then speed away

before foes can find the source of the attack. The style depends on positioning and subtlety, so it appeals to those who have a talent for stealth.

SILENT SHOT STUDENT [LESSER STYLE]

Prerequisite: Ranger or rogue; proficiency with shortbow or any crossbow

Benefit: You gain a +2 feat bonus to Stealth checks.

When you are attacking with a shortbow or a crossbow and you have proficiency with that weapon, you also gain the following benefit.

Whenever you use a power associated with this feat and hit a creature you are hidden from, you deal extra damage equal to your Intelligence modifier.

PASSAGEWAY GHOST STYLE

The halfling servants in Merrendral's Hall were forced to hide their comings and goings from their elf rulers. Their lowly status proved to be their salvation when the hall was captured. Accustomed to stealth, the halflings raided the armory and hid loaded crossbows behind the castle's secret doors. By attacking the invaders from these cavities, they were able to eventually drive away the interlopers. The halflings' unseen style of attack established the legend of a haunted hall, which kept them safe for generations.

Alternative to Silent Shot

Associated At-Will Powers: *careful attack* (ranger PH), *gloaming cut* (rogue MP2)

SILENT SHOT HUNTER [GREATER STYLE]

Prerequisite: Ranger, Silent Shot Student feat

Benefit: When you are attacking with a shortbow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to Perception checks until the end of your next turn.

When you attack with a power associated with this feat, you can shift 2 squares before the attack as a free action.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Shadow wasp strike* | PH 107 |
| 7th | Hunter's shot | MP 49 |
| 13th | Knockdown shot | PH 109 |
| 17th | Blow-through assault* | MP 53 |
| 23rd | Hammer shot | PH 112 |
| 27th | Lightning shot | PH 113 |

*Only when used as a ranged attack

SILENT SHOT PHANTOM [GREATER STYLE]

Prerequisite: Rogue, Silent Shot Student feat

Benefit: When you are attacking with a shortbow or a crossbow and you have proficiency with that weapon, you gain the following two benefits.

Whenever you hit an enemy with a martial power, that enemy takes a -2 penalty to Perception checks until the end of your next turn.

When you attack with a power associated with this feat, you can use a free action before the attack to shift 2 squares and make a Stealth check to become hidden.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Trickster's blade* | PH 120 |
| 7th | Rogue's luck* | PH 121 |
| 13th | Powerful shot | MP 80 |
| 17th | Guerrilla blitz* | MP 82 |
| 23rd | Blindside* | MP 84 |
| 27th | Perfect strike* | PH 126 |

*Only when used as a ranged attack

STEEL VANGUARD STYLE

Any two-handed heavy blade

An elite mercenary company, the Steel Vanguard sells its services to anyone who can pay. The fighting style from which the mercenaries take their name is far older than the company, but Steel Vanguard warriors are its most renowned masters. Using long-bladed weapons, a warrior trained in this style can

hew several enemies at once, sweeping the great blade around to lop off limbs and heads.

STEEL VANGUARD STUDENT [LESSER STYLE]

Prerequisite: Fighter or warlord; proficiency with any two-handed heavy blade

Benefit: You gain a +2 feat bonus to Athletics checks.

When you are attacking with a two-handed heavy blade and you have proficiency with that weapon, you also gain the following benefit.

When attacking with a power associated with this feat, you can score a critical hit on a roll of 19-20.

Associated At-Will Powers: *cleave* (fighter PH), *viper's strike* (warlord PH)

STEEL VANGUARD SOLDIER [GREATER STYLE]

Prerequisite: Fighter, Steel Vanguard Student feat

Benefit: When you are attacking with a two-handed heavy blade and you have proficiency with that weapon, you gain the following benefit.

When attacking with a power associated with this feat, you can score a critical hit on a roll of 19-20.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Parry and riposte | MP 10 |
| 7th | Iron bulwark | PH 80 |
| 13th | Storm of blows | PH 82 |
| 17th | Skirmisher pounce | MP 17 |
| 23rd | Turnabout riposte | MP 20 |
| 27th | Coward's reward | MP 22 |

STEEL VANGUARD CAPTAIN [GREATER STYLE]

Prerequisite: Warlord, Steel Vanguard Student feat

Benefit: When you are attacking with a two-handed heavy blade and you have proficiency with that weapon, you gain the following benefit.

When attacking with a power associated with this feat, you can score a critical hit on a roll of 19-20.

| Level | Associated Encounter Power | Source |
|-------|----------------------------|--------|
| 3rd | Hold the line | PH 146 |
| 7th | Phalanx assault | MP 107 |
| 13th | Grim mark | MP 110 |
| 17th | Deadly inspiration | MP 112 |
| 23rd | Rabbits and wolves | PH 151 |
| 27th | Eye of the storm | MP 116 |

NEW FEATS

Feats provide you with hundreds of options for customizing your character, allowing you to build almost any martial hero you can imagine.

You must meet a feat's prerequisites, if any, to select the feat. If you ever lose a prerequisite for a feat (for example, you use the retraining rules to replace training in a required skill with training in a different skill), you can't use that feat until you meet the prerequisites again. A feat that has a class as a prerequisite is available either to characters of that class or to characters who have chosen a multiclass feat associated with that class.

HEROIC TIER FEATS

Feats in this section are available to characters of any level who meet the prerequisites.

ACTION RUSH

Prerequisite: Human, ranger or rogue

Benefit: When you spend an action point to take an extra action, you can shift 2 squares as a free action before or after the extra action.

AGILE RUNNING ATTACK

Prerequisite: Ranger, Running Attack class feature

Benefit: When you move as part of using a ranger attack power, you ignore difficult terrain.

AGILE STAND

Prerequisite: Ranger or rogue

Benefit: Whenever you use a move action to stand up, you can also shift 1 square.

AMBUSH TACTICS

Prerequisite: Any martial class

Benefit: The first enemy you damage during the first round of an encounter takes 1d6 extra damage if it has not yet acted.

ARCHER CAPTAIN

Prerequisite: Warlord, Archer Warlord class feature

Benefit: You and any ally within 5 squares of you ignore the penalty for attacking at long range.

ARMORED ENDURANCE TRAINING

Prerequisite: Any martial class

Benefit: You don't take an armor check penalty to your Strength- or Constitution-based skill checks.

ARMORED SWIFTNESS TRAINING

Prerequisite: Any martial class

Benefit: You don't take an armor check penalty to your Dexterity-based skill checks.

ARMORED WARLORD

Prerequisite: Warlord, Battlefront Leader class feature

Benefit: You gain proficiency with scale armor, and you increase your number of healing surges by one.

BARRELING CHARGE

Prerequisite: Any martial class

Benefit: When you charge with a reach weapon, you can end your charge in the nearest square adjacent to the target of the charge.

BLOOD QUARRY

Prerequisite: Tiefling, ranger, Hunter's Quarry class feature

Benefit: The bonus to attack rolls from your Bloodhunt racial trait increases to +2 against a creature designated as your quarry.

BRAWLER GUARD

Prerequisite: Fighter, Brawler Style class feature

Benefit: You gain a +1 shield bonus to AC and Reflex while you wield a weapon in one hand and your other hand is free.

BRUTAL BRAWLER

Prerequisite: Fighter, Brawler Style class feature

Benefit: The damage die of your unarmed attacks increases to 1d6. Your damage die for spiked gauntlets (*Adventurer's Vault*, page 9) increases to 1d8.

NONCOMBAT FEATS

When selecting feats, it's tempting to focus your choices solely on options that enhance or improve your combat capabilities. Battle is a large part of the *DUNGEONS & DRAGONS* game, but it's not the only part. In addition to delving into dungeons, you might find yourself drawn into mysteries, negotiations, exploration, and more—challenges in which combat either is not an option or is not the best one. Remember, over thirty levels, you'll pick up at least eighteen feats (more depending on race and class), so

investing a feat or two in unconventional areas can go a long way toward making a more interesting and well-rounded character. Skill Training lets you contribute to more types of checks in skill challenges, and Skill Focus makes you the authority in a specific area. Linguist broadens your options to interact with monsters, and perhaps enables you to circumvent unnecessary combat. Ritual Caster allows you to contribute to the party's needs beyond firing arrows and swinging swords.

HEROIC TIER FEATS

| Any Martial Class | Other Prerequisites | Benefit |
|----------------------------|---------------------------|---|
| Ambush Tactics | – | 1d6 extra damage against enemy that has not yet acted |
| Armored Endurance Training | – | No armor penalty to Strength and Constitution skills |
| Armored Swiftess Training | – | No armor penalty to Dexterity skills |
| Barreling Charge | – | Charge to adjacent square with reach weapon |
| Crushing Mace | – | +2 damage with basic attacks using mace |
| Dragonborn Channeling | Dragonborn | Expend <i>dragon breath</i> for extra damage on a hit |
| Draw First Blood | – | Undamaged enemy takes extra damage |
| Formation Fighting | – | Bonus to opportunity attacks when allies near an enemy |
| Gnome Weapon Training | Gnome | Proficiency and damage bonus with hammers and picks |
| Infernal Might | Tiefling | Extra damage with <i>infernal wrath</i> |
| Martial Adaptation | – | Swap daily power after extended rest |
| Martial Dilettante | Half-elf | Use Dilettante power twice per encounter |
| Martial Flexibility | – | Swap martial utility power after extended rest |
| Martial Ploy | – | Ally rolls twice on attack if you use aid another |
| Martial Readiness | – | Swap martial at-will attack power after extended rest |
| Martial Versatility | – | Swap martial encounter attack power after extended rest |
| Nimble Dodge | Halfling | <i>Second chance</i> gives -5 penalty and enemy can't crit |
| Overrun Critical | – | Critical hit on charge pushes enemy and knocks it prone |
| Practiced Prodigy | Practiced Study | Learn two martial practices, add more as you gain levels |
| Practiced Study | – | Learn and use martial practices |
| Precision Throw | – | Use Dexterity for ranged basic attacks with thrown weapons |
| Redoubled Efforts | – | Gain +2 attack instead of bonus to defenses after second wind |
| Resilience of Stone | Dwarf | Use second wind as immediate interrupt when damaged |
| Rumbling Earthshock | Genasi, <i>earthshock</i> | Deal extra damage with <i>earthshock</i> |

CHANGELING'S MARK

Prerequisite: Changeling, fighter

Benefit: You can expend your *changeling trick* racial power to mark each enemy adjacent to you until the end of your next turn. This effect replaces the power's normal effect.

CONSTRICTING SERPENT

Prerequisite: Ranger, Beast Mastery class feature (serpent)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, that creature is also immobilized until the end of the creature's next turn.

BEAST COMPANION FEATS

The heroic tier feats in this book that have the Beast Mastery class feature as a prerequisite allow your beast companion to contribute to the fight when you have been knocked unconscious or your beast companion becomes involved in a fight that you can't join. Although your beast companion can't provide the kind of support you would in combat, your party members will appreciate the extra help.

CRUSHING MACE

Prerequisite: Any martial class

Benefit: You gain a +2 bonus to damage rolls with melee basic attacks that use a mace.

DARKFIRE STRIKE

Prerequisite: Drow, fighter

Benefit: When you hit a creature marked by you with a melee attack, you can use your *darkfire* against that creature as a free action. Using *darkfire* in this way doesn't provoke opportunity attacks.

DEADEYE SLINGER

Prerequisite: Rogue

Benefit: You treat slings as having a +3 proficiency bonus and the high crit weapon property.

DEFENSIVE THROW

Prerequisite: Ranger, Marauder Fighting Style class feature

Benefit: Whenever you make a melee attack, your ranged attacks with thrown weapons don't provoke opportunity attacks until the start of your next turn.

DIRECTING INSPIRATION

Prerequisite: Warlord, *inspiring word* power

Benefit: When you use *inspiring word*, the target gains either a +1 bonus to attack rolls with ranged or area attacks or a +1 bonus to all defenses against ranged or area attacks. The bonus lasts until the end of your next turn.

HEROIC TIER FEATS CONT.

| Fighter Feat | Other Prerequisites | Benefit |
|------------------------------|----------------------------------|--|
| Brawler Guard | Brawler Style | +1 shield bonus to AC and Reflex when one hand is free |
| Brutal Brawler | Brawler Style | Increase damage of unarmed attack and spiked gauntlet |
| Changeling's Mark | Changeling | Use <i>changeling trick</i> to mark adjacent enemies |
| Darkfire Strike | Drow | Use <i>darkfire</i> when you hit a marked creature |
| Dragonclaw Mark | Dragonborn | Marked creature takes extra damage from <i>dragon breath</i> |
| Eladrin's Challenge | Eladrin | While you use longsword or spear, marked enemies take -3 penalty to attack rolls |
| Elven Sidestep | Elf | Don't provoke when moving away from your marked enemies |
| Goliath Crusher | Goliath | When attacking a marked creature, your mace has high crit |
| Hip Throw | Brawler Style | Knock enemy prone when you crit on a grab or a martial power that grabs |
| Inescapable Hold | Brawler Style | Resist grab escape attempts with Fortitude |
| Longtooth Fury | Longtooth shifter | +4 damage against marked creatures while you're shifting |
| Marked Fury | — | Extra penalty to marked enemy's attack |
| Memory of a Thousand Battles | Deva | Expend <i>memory of a thousand lifetimes</i> to reroll attacks with reliable power |
| Razorclaw Mark | Razorclaw shifter | Marked creatures take -3 penalty while you're shifting |
| Telepathic Mark | Kalashtar | On a crit, mark enemies within range of telepathy |
| Trickster's Mark | Gnome | Use <i>ghost sound</i> to mark enemy |
| Versatile Talent | Human, Fighter Weapon Talent | Gain Fighter Weapon Talent with both weapon types |
| Warforged Superiority | Warforged, Combat Superiority | Knock creature prone when using Combat Superiority |
| Wrenching Grasp | Brawler Style | Deal Dex modifier damage with failed grab |

DRAGONBORN CHANNELING

Prerequisite: Dragonborn, any martial class

Benefit: When you hit an enemy with a martial power, you can expend your *dragon breath* racial power to deal extra damage to that enemy. Determine the amount of damage and the type of damage dealt by rolling damage as if you had hit with *dragon breath*.

DRAGONCLAW MARK

Prerequisite: Dragonborn, fighter

Benefit: Your *dragon breath* racial power deals extra damage equal to your Strength modifier to creatures marked by you.

DRAW FIRST BLOOD

Prerequisite: Any martial class

Benefit: Your basic attacks against undamaged enemies deal extra damage equal to your Wisdom modifier.

ELADRIN'S CHALLENGE

Prerequisite: Eladrin, fighter

Benefit: When you are wielding a longsword or any spear, enemies marked by you take a -3 penalty to attack rolls for being marked instead of a -2 penalty.

ELVEN SIDESTEP

Prerequisite: Elf, fighter

Benefit: When you move, the first square of your movement does not provoke opportunity attacks from enemies you have marked.

EXPERT COMBAT LEADER

Prerequisite: Warlord, Combat Leader class feature

Benefit: The bonus to initiative from Combat Leader increases to +3.

EXPLOSIVE LEADER

Prerequisite: Genasi, warlord; *earthshock*, *firepulse*, or *promise of storm*

Benefit: When you hit an enemy using your *earthshock*, *firepulse*, or *promise of storm* racial power, your allies gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

FEARLESS SEEKER

Prerequisite: Goliath, ranger, Hunter's Quarry class feature

Benefit: When your quarry hits you with a melee attack, you can use your *stone's endurance* racial power as an immediate interrupt.

FEYBORN SHROUD

Prerequisite: Int 13, gnome, warlord, *inspiring word* power

Benefit: When you use *inspiring word*, the target gains concealment until the end of your next turn.

FLANK ON THE RUN

Prerequisite: Ranger, Running Attack class feature

HEROIC TIER FEATS CONT.

| Ranger Feat | Other Prerequisites | Benefit |
|----------------------|---------------------------|---|
| Action Rush | Human | Shift 2 squares after spending action point |
| Agile Running Attack | Running Attack | Ignore difficult terrain when moving as part of an attack |
| Agile Stand | – | Shift when standing up |
| Blood Quarry | Tiefling, Hunter's Quarry | +2 attack when using Bloodhunt against quarry |
| Constricting Serpent | Beast Mastery (serpent) | While independent, beast immobilizes creatures |
| Defensive Throw | Marauder Fighting Style | Opportunity attacks provoked by thrown weapons are delayed |
| Fearless Seeker | Goliath, Hunter's Quarry | Use stone's <i>endurance</i> when hit by quarry's melee attack |
| Flank on the Run | Running Attack | Don't provoke when moving around enemy and remaining adjacent |
| Furious Charge | Half-orc, Hunter's Quarry | Expend <i>furious assault</i> to reroll charge attack |
| Goring Boar | Beast Mastery (boar) | While independent, beast pushes creatures |
| Harassing Raptor | Beast Mastery (raptor) | While independent, beast makes creatures grant combat advantage |
| Hobbling Strike | Hunter's Quarry | Give up 1 die of Hunter's Quarry damage to slow enemy |
| Manticore's Fury | – | Extra damage when mixing melee and ranged attacks |
| Mauling Bear | Beast Mastery (bear) | While independent, beast grabs creatures |
| Pouncing Cat | Beast Mastery (cat) | While independent, beast attacks again after charge hits |
| Savage Wolf | Beast Mastery (wolf) | While independent, beast knocks creatures prone |
| Second Shot | Hunter's Quarry | Designate second-nearest enemy as quarry |
| Shifting Companion | Shifter, Beast Mastery | Beast companion shares effects of shifting |
| Snapping Lizard | Beast Mastery (lizard) | While independent, beast damages creature that moves away |
| Staggering Strike | Hunter's Quarry | Give up die of Hunter's Quarry damage to push enemy |
| Swift Footwork | – | Increase your shifts from encounter and daily powers by 2 |
| Twilight Training | Human | Gain low-light vision |
| Venomous Spider | Beast Mastery (spider) | While independent, beast slows creatures and gives -2 attack |

Benefit: Whenever you are adjacent to an enemy and move to another square adjacent to that enemy, you do not provoke an opportunity attack from that enemy for leaving your square.

FORMATION FIGHTING

Prerequisite: Any martial class

Benefit: Whenever you make an opportunity attack against an enemy, you gain a bonus to the

attack roll and the damage roll equal to the number of your allies adjacent to that enemy.

FURIOUS CHARGE

Prerequisite: Half-orc, ranger, Hunter's Quarry class feature

Benefit: When you miss your quarry with a charge attack, you can expend your *furious assault* racial power to reroll the charge's attack roll. If the attack hits, you deal 1[W] extra damage to your quarry.



HEROIC TIER FEATS CONT.

| Rogue Feat | Other Prerequisites | Benefit |
|------------------------|--|---|
| Action Rush | Human | Shift 2 squares after spending action point |
| Agile Stand | – | Shift when standing up |
| Deadeye Slinger | – | Gain +3 proficiency bonus with slings and treat as high crit |
| Hidden Pulse | Genasi, <i>firepulse</i> , Sneak Attack | Extra damage with <i>firepulse</i> if you have combat advantage |
| Improved Cunning Sneak | Cunning Sneak | Move 1 square less to gain benefit of Cunning Sneak feature |
| Lethal Hammer Training | Dwarf | Use hammers with Sneak Attack and rogue powers |
| Menacing Thug | Half-orc | Gain combat advantage on hits with <i>furious assault</i> |
| Opportunity Knocks | – | Gain combat advantage after some opportunity attacks |
| Risky Shift | – | Shift 1 extra square and grant combat advantage |
| Startling Distraction | <i>Ghost sound</i> | After using <i>ghost sound</i> , roll twice on Stealth checks |
| Swift Footwork | – | Increase your shifts from encounter and daily powers by 2 |
| Treetop Sniper | Elf | Use bow with Sneak Attack and rogue exploits |

| Warlord Feat | Other Prerequisites | Benefit |
|------------------------|--|--|
| Archer Captain | Archer Warlord | You and allies ignore long range penalty |
| Armored Warlord | Battlefront Leader | Gain proficiency with scale armor and one extra healing surge |
| Directing Inspiration | <i>Inspiring word</i> | Target of <i>inspiring word</i> gains +1 attack or defense for ranged and area attacks |
| Expert Combat Leader | Combat Leader | Combat Leader initiative bonus increases to +3 |
| Explosive Leader | Genasi; <i>earthshock</i> , <i>firepulse</i> , or <i>promise of storm</i> | Allies gain +2 to hit enemy hit by your racial power |
| Feyborn Shroud | Int 13, gnome, <i>inspiring word</i> | Target of <i>inspiring word</i> gains concealment |
| Guide the Shot | – | Ally ignores concealment and cover on attacks you grant |
| Guiding Step | Elf | Allies ignore difficult terrain when you let them shift |
| Improved Insight | Insightful Presence | Insightful Presence can grant greater bonus to single defense |
| Improved Skirmishing | Skirmishing Presence | Ally benefiting from Skirmishing Presence gains +1 to attack |
| Inspirational Attacker | <i>Inspiring word</i> | <i>Inspiring word</i> heals extra hp if target is adjacent to enemy you hit |
| Inspiring Breath | Dragonborn | Allies gain +5 damage against enemies hit by <i>dragon breath</i> |
| Lend Strength | – | Ally gains +2 damage with basic attack you grant |
| Shared Memories | Deva | Use <i>memory of a thousand lifetimes</i> on adjacent ally's roll |
| Speed of Sea and Sky | Genasi, <i>swiftcurrent</i> or <i>windwalker</i> | Elemental manifestation power grants allies speed bonus |
| Warpath Leader | Half-orc, Combat Leader | Allies within 5 squares gain +2 speed when charging |

GNOME WEAPON TRAINING

Prerequisite: Gnome, any martial class

Benefit: You gain proficiency with simple and military hammers and picks and gain a +2 feat bonus to damage rolls with such weapons. This bonus increases to +3 at 11th level and +4 at 21st level.

GOLIATH CRUSHER

Prerequisite: Goliath, fighter

Benefit: Whenever you use a mace to attack a creature marked by you, you treat the mace as having the high crit property.

GORING BOAR

Prerequisite: Ranger, Beast Mastery class feature (boar)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a charge attack, that creature is also pushed 2 squares away from the beast.

GUIDE THE SHOT

Prerequisite: Warlord

Benefit: Whenever you grant an ally a ranged basic attack, that ally's attack ignores cover and concealment (but not superior cover or total concealment).

GUIDING STEP

Prerequisite: Elf, warlord

Benefit: Whenever you use a power that lets your allies shift, they ignore difficult terrain during the shift.

HARRYING RAPTOR

Prerequisite: Ranger, Beast Mastery class feature (raptor)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, that creature grants combat advantage until the end of your next turn.

HIDDEN PULSE

Prerequisite: Genasi, rogue, *firepulse*, Sneak Attack class feature

Benefit: If you have combat advantage against the target of your *firepulse* racial power, you can deal your Sneak Attack damage to the target. This use doesn't count toward your use of Sneak Attack for this round.

HIP THROW

Prerequisite: Fighter, Brawler Style class feature

Benefit: Whenever you score a critical hit with a grab attack or a martial power that allows you to grab a creature, you also knock that creature prone.

HOBBLING STRIKE

Prerequisite: Ranger, Hunter's Quarry class feature

Benefit: Whenever you would deal Hunter's Quarry damage, you can forgo one die of that damage to slow the target until the end of your next turn.

IMPROVED CUNNING SNEAK

Prerequisite: Rogue, Cunning Sneak class feature

Benefit: When you make a Stealth check to become hidden using your Cunning Sneak class feature, you must end a move action at least 2 squares away from your starting position instead of 3.

IMPROVED INSIGHT

Prerequisite: Warlord, Insightful Presence class feature

Benefit: When an ally benefits from your Insightful Presence class feature, that ally can forgo the normal bonus to all defenses to instead gain a bonus to a single defense equal to your Charisma or Wisdom modifier until the end of your next turn.

IMPROVED SKIRMISHING

Prerequisite: Warlord, Skirmishing Presence class feature

Benefit: When an ally who can see you spends an action point to attack, that ally gains a +1 bonus to attack rolls for that attack.

INESCAPABLE HOLD

Prerequisite: Fighter, Brawler Style class feature

Benefit: Whenever an enemy grabbed by you attempts to escape your grab, it must make its escape check against your Fortitude even if it uses Acrobatics.

INFERNAL MIGHT

Prerequisite: Tiefling, any martial class

Benefit: When you use your *infernal wrath* racial power, if your next attack is a martial weapon power, it deals 1[W] extra damage. This extra damage increases to 2[W] at 11th level and 3[W] at 21st level.

INSPIRATIONAL ATTACKER

Prerequisite: Warlord, *inspiring word* power

Benefit: The target of your *inspiring word* regains additional hit points equal to your Strength modifier if it is adjacent to an enemy you have hit during this turn.

INSPIRING BREATH

Prerequisite: Dragonborn, warlord

Benefit: When you hit an enemy using your *dragon breath* racial power, your allies gain a +5 bonus to damage rolls against that enemy until the end of your next turn.

LEND STRENGTH

Prerequisite: Warlord

Benefit: Whenever you grant an ally a basic attack against an enemy that is adjacent to you, the ally gains a +2 bonus to the attack's damage roll.

LETHAL HAMMER TRAINING

Prerequisite: Dwarf, rogue

Benefit: You can use a warhammer or a throwing hammer with Sneak Attack or any rogue power that normally requires a light blade.

LONGTOOTH FURY

Prerequisite: Longtooth shifter, fighter

Benefit: While you are under the effect of your *longtooth shifting* racial power, you gain a +4 bonus to damage rolls against creatures marked by you instead of +2.

MANTICORE'S FURY

Prerequisite: Ranger

Benefit: When you hit an enemy with a melee attack, you gain a +2 bonus to the damage roll of the next ranged attack you make against that enemy before the end of your next turn. When you hit an enemy with a ranged attack, you gain a +2 bonus to the damage roll of the next melee attack you make against that enemy before the end of your next turn. This bonus increases to +4 at 11th level and +6 at 21st level.

MARKED FURY

Prerequisite: Fighter

Benefit: If an adjacent enemy that is marked by you makes an attack that doesn't include you as a target, it takes a penalty to the attack roll equal to either -2 or the number of enemies adjacent to you, whichever is worse. This penalty replaces the normal penalty for having a creature marked.

MARTIAL ADAPTATION

Prerequisite: Any martial class

Benefit: When you take this feat, choose one martial daily attack power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial daily attack power you know of the same level. You can substitute the original power back in after another extended rest.

MARTIAL DILETTANTE

Prerequisite: Half-elf, any martial class

Benefit: If the power you gained from your Dilettante racial trait is a martial power, you can use it twice per encounter.

MARTIAL FLEXIBILITY

Prerequisite: Any martial class

Benefit: When you take this feat, choose one martial utility power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial utility power you know of the same level. You can substitute the original power back in after another extended rest.

MARTIAL PLOY

Prerequisite: Any martial class

Benefit: When you use aid another on an ally's weapon attack roll, the ally can roll twice and use either result. This effect replaces the normal +2 bonus to the attack roll. An ally can benefit from this feat only once per attack.

MARTIAL READINESS

Prerequisite: Any martial class

Benefit: When you take this feat, choose one martial at-will attack power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial at-will attack power you know of the same level. You can substitute the original power back in after another extended rest.

MARTIAL VERSATILITY

Prerequisite: Any martial class

Benefit: When you take this feat, choose one martial encounter attack power of your level or lower from your class. After an extended rest, you can swap the chosen power for a martial encounter attack power



you know of the same level. You can substitute the original power back in after another extended rest.

MAULING BEAR

Prerequisite: Ranger, Beast Mastery class feature (bear)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, it also grabs that creature.

MEMORY OF A THOUSAND BATTLES

Prerequisite: Deva, fighter

Benefit: When you miss every target with a reliable fighter power, you can expend your *memory of a thousand lifetimes* racial power to reroll every attack roll.

MENACING THUG

Prerequisite: Half-orc, rogue

Benefit: Whenever you use your *furious assault* racial power, the enemy you hit grants combat advantage to you until the end of your next turn.

NIMBLE DODGE

Prerequisite: Halfling, any martial class

Benefit: When you make an enemy reroll an attack roll using your *second chance* racial power, the enemy takes a -5 penalty to the second attack roll and can't score a critical hit on that roll.

OPPORTUNITY KNOCKS

Prerequisite: Rogue

Benefit: Whenever you hit with an opportunity attack, or when an enemy misses you with an opportunity attack, the enemy you hit or the enemy that missed you grants combat advantage to you until the end of your next turn.

OVERRUN CRITICAL

Prerequisite: Any martial class

Benefit: Whenever you score a critical hit against an enemy with a charge attack, you can push that enemy 1 square and knock it prone.

POUNCING CAT

Prerequisite: Ranger, Beast Mastery class feature (cat)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a charge attack, it can make an additional melee basic attack against that creature as a free action.

PRACTICED PRODIGY

Prerequisite: Practiced Study feat

Benefit: You acquire two martial practices of your level or lower. Increase the number of practices acquired to three at 5th level, four at 11th level, five at 15th level, six at 21st level, and seven at 25th level.

PRACTICED STUDY

Prerequisite: Any martial class

Benefit: You can master and perform martial practices (page 147). You acquire one martial practice of your level or lower.

PRECISION THROW

Prerequisite: Any martial class

Benefit: Whenever you make a ranged basic attack using a thrown weapon with which you have

proficiency, you can use Dexterity instead of Strength for the attack roll and the damage roll.

RAZORCLAW MARK

Prerequisite: Razorclaw shifter, fighter

Benefit: While you are under the effect of your *razorclaw shifting* racial power, any creature marked by you takes a -3 penalty to attack rolls for making an attack that does not include you as a target. This penalty replaces the normal penalty for having a creature marked.

REDOUBLED EFFORTS

Prerequisite: Any martial class

Benefit: When you use your second wind, you can forgo the bonus to defenses to gain a +2 bonus to attack rolls until the end of your next turn.

RESILIENCE OF STONE

Prerequisite: Dwarf, any martial class

Benefit: You can use your second wind as an immediate interrupt when you are damaged by an attack.

RISKY SHIFT

Prerequisite: Rogue

Benefit: Whenever you shift, you can shift 1 additional square. If you do so, you grant combat advantage until the start of your next turn.

RUMBLING EARTHSHOCK

Prerequisite: Genasi, any martial class, *earthshock*

Benefit: Your *earthshock* racial power deals extra damage equal to your Strength modifier.

SAVAGE WOLF

Prerequisite: Ranger, Beast Mastery class feature (wolf)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, it knocks that creature prone.

SECOND SHOT

Prerequisite: Ranger, Hunter's Quarry class feature

Benefit: You can designate the second-nearest enemy as your quarry instead of the nearest enemy.

SHARED MEMORIES

Prerequisite: Deva, warlord

Benefit: Whenever an ally adjacent to you makes an attack roll, a saving throw, or skill check, you can

expend your *memory of a thousand lifetimes* racial power as a free action to add 1d6 to the roll.

SHIFTING COMPANION

Prerequisite: Shifter, ranger, Beast Mastery class feature

Benefit: Your beast companion also benefits from your *longtooth shifting* racial power or your *razorclaw shifting* racial power.

SNAPPING LIZARD

Prerequisite: Ranger, Beast Mastery class feature (lizard)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, that creature takes 5 damage if it moves away from the beast companion before the end of the creature's next turn.

SPEED OF SEA AND SKY

Prerequisite: Genasi, warlord, *swiftcurrent* or *windwalker*

Benefit: When you use your *swiftcurrent* or *windwalker* racial power, each ally within 5 squares of you gains a +2 bonus to speed until the end of your next turn.

STAGGERING STRIKE

Prerequisite: Ranger, Hunter's Quarry class feature

Benefit: Whenever you would deal Hunter's Quarry damage to an enemy, you can forgo one die of that damage to push that enemy 1 square.

STARTLING DISTRACTION

Prerequisite: Rogue, *ghost sound* power

Benefit: When you use *ghost sound* during your turn, you can roll twice on Stealth checks you make before the end of your turn and use the higher result.

SWIFT FOOTWORK

Prerequisite: Ranger or rogue

Benefit: Whenever you use a martial encounter or daily power that allows you to shift, you can shift 2 extra squares.

TELEPATHIC MARK

Prerequisite: Kalashtar, fighter

Benefit: Whenever you score a critical hit with a fighter attack power, you can mark each enemy within the range of your telepathy. The mark lasts until the end of your next turn.

TREETOP SNIPER

Prerequisite: Elf, rogue

Benefit: You can use any bow with Sneak Attack or any rogue power that normally requires a crossbow.

TRICKSTER'S MARK

Prerequisite: Gnome, fighter

Benefit: As a minor action, you can expend the use of *ghost sound* granted by your Master Trickster racial trait to mark one enemy within 10 squares of you until the end of your next turn. This use of *ghost sound* does not provoke opportunity attacks.

TWILIGHT TRAINING

Prerequisite: Human, ranger

Benefit: You gain low-light vision.

SUPERIOR FEAT SELECTION

With the variety of feats available to martial characters, it can be hard to decide which feat to select. Retraining helps take the sting out of a feat choice that doesn't pay off in the end, letting you replace a previously selected feat for a different or more useful one as your character develops. However, even with retraining, an unfortunate feat choice lingers for at least one level. To improve your feat choices, keep the following points in mind when making a selection.

Style: You might be a fighter, but what kind of fighter are you? Are you the first into battle, smashing through enemies with a craghammer, or are you a defensive fighter, locking down enemies and sheltering allies with your shield? Before picking your feat, keep in mind your character's style. If you're defensive-minded, Power Attack might not be the feat for you, and you might do better with Defensive Resilience from *Martial Power* instead.

Race: Your race grants access to feats that reinforce your racial abilities or reflect your race's cultural idiosyncrasies. These feats can help make your character stand out, and might even reveal a style that you previously overlooked. Furthermore, these feats can encourage or reinforce multi-class options, helping you combine classes in exciting and interesting ways.

Weapon: Another easy way to help determine your feats is to look at your weapon choice. The combat style feats presented in this book enhance certain powers when used in combination with specific weapons. Other feats are keyed to the use of particular weapons or types of weapons, such as Reaping Blade from *Martial Power*, Brutal Bludgeon in this book, and Spear Push from the *Player's Handbook*.

PARAGON TIER FEATS

| Any Martial Class | Other Prerequisites | Benefit |
|-------------------|-----------------------|--|
| Avalanche Reaver | Goliath | Push target of charge 1 square, shift into vacated square |
| Deceptive Staff | – | Gain combat advantage after you miss with a staff |
| Deft Blade | – | Basic attack with light blade targets AC or Reflex |
| Dwarven Recovery | Dwarf | +5 to saving throws after second wind |
| Hammer Shock | Trained in Intimidate | Melee basic attack with hammer gains rattling keyword |
| Impaling Spear | – | Melee basic attack with spear targets Reflex |
| Lashing Flail | – | Melee basic attack with flail slides creature |
| Martial Accuracy | Elf | Roll twice when using <i>elven accuracy</i> on exploit |
| Piercing Pick | – | Melee basic attack with pick targets AC or Fortitude |
| Punishing Axe | – | Treat rolls of 1 or 2 on critical hit and high crit dice as 3s |
| Rapid Practice | Practiced Study | Perform martial practices in half the time |
| Wicked Blade | – | Basic attack with heavy blade gains high crit property |

| Fighter Feat | Other Prerequisites | Benefit |
|----------------------|---------------------|--|
| Clobbering Brawler | Brawler Style | Daze when unarmed attack crits |
| Crushing Pin | Brawler Style | Deal damage when enemy fails to escape your grab |
| Reliable Persistence | – | +4 to attack same target after reliable exploit misses |
| Striking Resurgence | – | Trade second wind bonuses to make a melee basic attack |
| Tactical Superiority | Combat Superiority | Slow marked enemy hit by opportunity attack |

| Ranger Feat | Other Prerequisites | Benefit |
|----------------------|--------------------------------------|--|
| Bestial Death Strike | Beast Mastery (boar or lizard) | Beast companion gains +1 attack while bloodied, attacks when reduced to 0 hit points |
| Elusive Movement | – | +1 AC and Reflex if you moved at least 3 squares |
| Fearsome Assault | Half-orc | Use <i>furious assault</i> on two targets at once |
| Gliding Beast | Beast Mastery (cat or raptor) | Beast companion can shift after it hits |
| Poisonous Beast | Beast Mastery (serpent or spider) | Beast companion deals ongoing 5 poison damage on a hit |
| Rampaging Beast | Beast Mastery (bear or wolf) | Beast companion pushes creature on a hit |
| Retreat Technique | – | No opportunity attack when moving away from enemy you hit |

VENOMOUS SPIDER

Prerequisite: Ranger, Beast Mastery class feature (spider)

Benefit: Your beast companion gains a +2 bonus to saving throws.

While your beast companion acts independently, it need not move adjacent to you but must remain within 10 squares of you.

In addition, if it hits a creature with a melee basic attack, that creature is slowed until the end of its next turn and takes a -2 penalty to its next attack roll before the end of the creature's next turn.

VERSATILE TALENT

Prerequisite: Human, fighter, Fighter Weapon Talent class feature

Benefit: You benefit from your Fighter Weapon Talent feature with both one-handed and two-handed weapons.

WARFORGED SUPERIORITY

Prerequisite: Warforged, fighter, Combat Superiority class feature

Benefit: Whenever you hit a creature with an opportunity attack granted by Combat Superiority, you also knock that creature prone.

WARPATH LEADER

Prerequisite: Half-orc, warlord, Combat Leader class feature

Benefit: Any ally who starts his or her turn within 5 squares of you gains a +2 feat bonus to his or her speed when charging.

WRENCHING GRASP

Prerequisite: Fighter, Brawler Style class feature

Benefit: Whenever you miss an enemy with an attack that would allow you to grab it, you deal damage equal to your Dexterity modifier to that enemy.

PARAGON TIER FEATS CONT.

| Rogue Feat | Other Prerequisites | Benefit |
|-------------------------|--------------------------|--|
| Brutal Bludgeon | – | Clubs and maces gain brutal 1 property |
| Combat Opportunist | – | Ally's opportunity attack grants combat advantage to you |
| Disheartening Ambush | Sneak Attack | Forgo one Sneak Attack die to give your attack the rattling keyword |
| Dragon Breath Scoundrel | Dragonborn, Sneak Attack | Sneak Attack creatures hit with <i>dragon breath</i> |
| Elusive Movement | – | +1 AC and Reflex if you moved at least 3 squares |
| Expert Sneak | – | Gain combat advantage against enemies with some conditions |
| Sneaky Gnome | Gnome, Sneak Attack | Sneak Attack while invisible does not end invisibility |
| Sneaky Opportunity | – | Deal extra damage with light blade on opportunity attack |
| Unerring Ambush | First Strike | In first round, roll two attack rolls against enemy that has not yet acted |

| Warlord Feat | Other Prerequisites | Benefit |
|----------------------------|--|---|
| Agile Command | Int 15, Skirmishing Presence | Adjacent allies gain +2 AC against opportunity attacks |
| Commander's Memory | Deva | Use <i>memory of a thousand lifetimes</i> on ally's roll |
| Cragborn Courage | Con 13, goliath, <i>inspiring word</i> | <i>Inspiring word</i> heals extra hit points equal to Constitution modifier |
| Dragon Breath Tactician | Int 13, dragonborn | Slide ally out of burst of your <i>dragon breath</i> |
| Fading Forces | Gnome | Use <i>fade away</i> on self and ally when ally takes damage |
| Feyborn Stratagem | Gnome | Allies have combat advantage against some enemies |
| Feywild Flanker | Eladrin | One enemy you teleport next to grants combat advantage |
| Fight On | <i>Inspiring word</i> encounter power | Gain one additional use of <i>inspiring word</i> as encounter power |
| Improved Battlefront Shift | Battlefront Leader | Target one additional character with <i>battlefront shift</i> |
| Insightful Preparation | – | Allies gain +1 attack against enemies that have not yet acted |

PARAGON TIER FEATS

A character must be at least 11th level to select any of the feats in this section.

AGILE COMMAND

Prerequisite: 11th level, Int 15, warlord, Skirmishing Presence class feature

Benefit: Any ally who starts his or her turn adjacent to you gains a +2 feat bonus to AC and Reflex against opportunity attacks until the end of his or her turn.

AVALANCHE REAVER

Prerequisite: 11th level, goliath, any martial class

Benefit: When you hit with a charge attack, you can also push the target of the charge 1 square. If you do, you can shift 1 square into any square the target just vacated.

BESTIAL DEATH STRIKE

Prerequisite: 11th level, ranger, Beast Mastery class feature (boar or lizard)

Benefit: Your beast companion gains a +1 bonus to attack rolls while bloodied.

In addition, when your beast companion drops to 0 hit points, it can make a melee basic attack as a free action.

BRUTAL BLUDGEON

Prerequisite: 11th level, rogue

Benefit: When you hit with a club or a mace, you treat the weapon as though it had the brutal 1 property: Reroll any damage die result of 1 until the die shows 2 or higher.

CLOBBERING BRAWLER

Prerequisite: 11th level, fighter, Brawler Style class feature

Benefit: Whenever you use an unarmed attack to make a melee basic attack against a creature and you score a critical hit, you also daze that creature until the end of your next turn.

COMBAT OPPORTUNIST

Prerequisite: 11th level, rogue

Benefit: Whenever one of your allies hits an enemy with an opportunity attack, that enemy grants combat advantage to you until the end of your next turn.

COMMANDER'S MEMORY

Prerequisite: 11th level, deva, warlord

Benefit: Whenever an ally within 10 squares of you makes an attack roll, saving throw, or skill check, you can expend your *memory of a thousand lifetimes* racial power as a free action to add 1d6 to the roll.

CRAGBORN COURAGE

Prerequisite: 11th level, Con 13, goliath, warlord, *inspiring word* power

Benefit: When you use *inspiring word*, the target regains additional hit points equal to your Constitution modifier.

CRUSHING PIN

Prerequisite: 11th level, fighter, Brawler Style class feature

Benefit: Whenever an enemy grabbed by you attempts to escape the grab and fails, it takes damage equal to your Dexterity modifier.

DECEPTIVE STAFF

Prerequisite: 11th level, any martial class

Benefit: Whenever you miss an enemy with a melee attack using a staff, that enemy grants combat advantage to you until the end of your next turn.

DEFT BLADE

Prerequisite: 11th level, any martial class

Benefit: When you make a basic attack using a light blade, you can target AC or Reflex.

DISHEARTENING AMBUSH

Prerequisite: 11th level, rogue, Sneak Attack class feature

Benefit: Whenever you would deal Sneak Attack damage, you can forgo one die of that damage to give your attack the rattling keyword (page 57).

DRAGON BREATH SCOUNDREL

Prerequisite: 11th level, dragonborn, rogue, Sneak Attack class feature

Benefit: When you use your *dragon breath* racial power, you can expend your Sneak Attack for this round to deal your Sneak Attack damage to each enemy you hit that is granting combat advantage to you.

DRAGON BREATH TACTICIAN

Prerequisite: 11th level, Int 13, dragonborn, warlord

Benefit: When you use your *dragon breath* racial power, you can slide one ally in the burst a number of squares equal to your Intelligence modifier before the attack.

DWARVEN RECOVERY

Prerequisite: 11th level, dwarf, any martial class

Benefit: When you use your second wind, you gain a +5 bonus to saving throws until the end of your next turn.

ELUSIVE MOVEMENT

Prerequisite: 11th level, ranger or rogue

Benefit: Whenever you end your turn at least 3 squares away from where you began your turn, you gain a +1 feat bonus to AC and Reflex until the start of your next turn.

EXPERT SNEAK

Prerequisite: 11th level, rogue

Benefit: You have combat advantage against enemies that are deafened, immobilized, slowed, or weakened.

FADING FORCES

Prerequisite: 11th level, gnome, warlord

Benefit: When an ally adjacent to you takes damage, you can use your *fade away* racial power as an immediate reaction and apply its effect to both you and the ally who was damaged.

FEARSOME ASSAULT

Prerequisite: 11th level, half-orc, ranger

Benefit: When you hit two creatures with one attack, you can use your *furious assault* racial power to deal the power's extra damage to both creatures.

FEYBORN STRATAGEM

Prerequisite: 11th level, gnome, warlord

Benefit: While you are hidden from an enemy, your allies have combat advantage against that enemy when they make basic attacks granted by your warlord powers.

FEYWILD FLANKER

Prerequisite: 11th level, eladrin, warlord

Benefit: Whenever you teleport, one enemy that you teleport adjacent to grants combat advantage until the end of your next turn.

FIGHT ON

Prerequisite: 11th level, warlord, *inspiring word* encounter power

Benefit: You can use your *inspiring word* one additional time per encounter.

GLIDING BEAST

Prerequisite: 11th level, ranger, Beast Mastery class feature (cat or raptor)

Benefit: After your beast companion hits with a melee basic attack, it can shift 1 square as a free action.

HAMMER SHOCK

Prerequisite: 11th level, any martial class, trained in Intimidate

Benefit: Whenever you use a hammer to make a melee basic attack, the attack gains the rattling keyword (page 57).

IMPALING SPEAR

Prerequisite: 11th level, any martial class

Benefit: Whenever you use a spear to make a melee basic attack, you can target AC or Reflex.

IMPROVED BATTLEFIELD SHIFT

Prerequisite: 11th level, warlord, Battlefront Leader class feature

Benefit: Your *battlefield shift* power targets one additional character.

INSIGHTFUL PREPARATION

Prerequisite: 11th level, warlord

Benefit: Any ally within 5 squares of you gains a +1 bonus to attack rolls against enemies that have not yet acted during the encounter.

LASHING FLAIL

Prerequisite: 11th level, any martial class

Benefit: Whenever you use a flail to hit an enemy with a melee basic attack, you can slide that enemy 1 square.

MARTIAL ACCURACY

Prerequisite: 11th level, elf, any martial class

Benefit: When you use your *elfen accuracy* racial power to reroll the attack roll of a martial power, you can roll twice and use either result.

PIERCING PICK

Prerequisite: 11th level, any martial class

Benefit: Whenever you use a pick to make a melee basic attack, you can target AC or Fortitude.

POISONOUS BEAST

Prerequisite: 11th level, ranger, Beast Mastery class feature (serpent or spider)

Benefit: Whenever your beast companion hits a creature with a melee basic attack, that creature takes ongoing 5 poison damage (save ends).

This ongoing damage increases to 10 at 21st level.

PUNISHING AXE

Prerequisite: 11th level, any martial class

Benefit: Whenever you score a critical hit using an axe, you treat rolls of 1 or 2 on the critical hit damage dice and the extra dice provided by the high crit property as rolls of 3.

RAMPAGING BEAST

Prerequisite: 11th level, ranger, Beast Mastery class feature (bear or wolf)

Benefit: Whenever your beast companion hits a creature with a melee basic attack, it pushes that creature 1 square.

RAPID PRACTICE

Prerequisite: 11th level, any martial class, Practiced Study feat

Benefit: You can perform martial practices in half the time it normally takes.

RELIABLE PERSISTENCE

Prerequisite: 11th level, fighter

Benefit: When you miss a creature with a martial power that has the reliable keyword, you gain a +4 bonus to attack rolls against that creature using that power. This bonus lasts until the end of your next turn.

RETREAT TECHNIQUE

Prerequisite: 11th level, ranger

Benefit: Whenever you hit an enemy with a melee attack during your turn, you don't provoke opportunity attacks from that enemy for moving away from it until the end of your turn.

SNEAKY GNOME

Prerequisite: 11th level, gnome, rogue, Sneak Attack class feature

Benefit: Once per encounter when you attack and deal Sneak Attack damage to a creature while you are invisible, the invisibility does not end as a result of the attack.

SNEAKY OPPORTUNITY

Prerequisite: 11th level, rogue

Benefit: Your opportunity attacks with light blades deal 1d6 extra damage. This extra damage increases to 2d6 at 21st level.

STRIKING RESURGENCE

Prerequisite: 11th level, fighter

Benefit: When you use second wind as a standard action, you can forgo the bonus to defenses to make a melee basic attack as a free action.

TACTICAL SUPERIORITY

Prerequisite: 11th level, fighter, Combat Superiority class feature

Benefit: Whenever you hit an enemy marked by you with an opportunity attack, that enemy is slowed until the end of your next turn.

UNERRING AMBUSH

Prerequisite: 11th level, rogue, First Strike class feature

Benefit: During the first round of combat, when you attack a creature that has not yet acted, you can make two attack rolls and use either result.

WICKED BLADE

Prerequisite: 11th level, any martial class

Benefit: Whenever you use a heavy blade to make a melee basic attack, you treat the weapon as having the high crit property.

EPIC TIER FEATS

A character must be at least 21st level to select any of the feats in this section.

ALLIED OPPORTUNITY

Prerequisite: 21st level, fighter, Combat Challenge class feature

Benefit: Whenever you attack a creature because of Combat Challenge, one ally adjacent to that creature can make a melee basic attack against it as an opportunity action.

DRIVEN LEADERSHIP

Prerequisite: 21st level, warlord

Benefit: While you are conscious, bloodied allies you can see gain a +1 bonus to speed.

DUAL CHALLENGE

Prerequisite: 21st level, fighter, Combat Challenge class feature

Benefit: Whenever you mark an enemy with Combat Challenge, you can mark one additional enemy adjacent to that enemy. This mark lasts until the end of your next turn.

ENABLING SHOT

Prerequisite: 21st level, warlord

Benefit: Whenever you score a critical hit against an enemy on a ranged attack, one ally can make a melee basic attack against that enemy as a free action.

EXPERT SKIRMISHER

Prerequisite: 21st level, ranger, Running Attack class feature

Benefit: Your bonus to attack rolls from Running Attack is +2 instead of +1.

FATE FAVORS THE BOLD

Prerequisite: 21st level, warlord, Bravura Presence class feature

Benefit: Whenever an ally makes a basic attack granted by your Bravura Presence, the ally gains a bonus to the damage roll equal to your Charisma modifier.

Whenever an ally takes a move action granted by your Bravura Presence, the ally gains a bonus to speed during that move equal to your Charisma modifier.

HEARTENING EXPLOIT

Prerequisite: 21st level, warlord

Benefit: Choose a warlord encounter attack power that you know. When you hit a creature with the chosen power, any ally who hits that creature before the end of your next turn gains temporary hit points equal to one-half your level.

Special: Each time you gain a level, you can choose a different warlord encounter attack power to gain this feat's benefit instead of the power currently benefiting from it.

LEARN BY DOING

Prerequisite: 21st level, warlord

Benefit: When you use a warlord power to grant an ally a basic attack and that attack misses a creature, the ally gains a +2 bonus to his or her next attack roll against that creature before the end of his or her next turn.

LINGERING ILLUSION

Prerequisite: 21st level, gnome, rogue, Sneak Attack class feature

Benefit: You gain concealment until the end of the encounter against any enemy you deal Sneak Attack damage to while you are invisible.

MARKED TAKEDOWN

Prerequisite: 21st level, fighter, Brawler Style class feature

Benefit: Whenever your melee attack hits an enemy marked by you that is dazed, immobilized, or stunned, you knock that enemy prone.

OVERWHELMING IMPACT

Prerequisite: 21st level, fighter

Benefit: Whenever you use a hammer to hit an enemy with a melee attack, and that attack would slow the enemy, you can instead daze the enemy for the same duration.

PERCEPTIVE LEADERSHIP

Prerequisite: 21st level, warlord

Benefit: While you are conscious, bloodied allies you can see do not grant combat advantage from being flanked.

RELIABLE ACTION

Prerequisite: 21st level, warlord

Benefit: When an ally you can see spends an action point to use an encounter attack power that misses every target, that power is not expended.

RESILIENT BEAST

Prerequisite: 21st level, ranger, Beast Mastery class feature

Benefit: Your beast companion gains a +2 feat bonus to all defenses.

EPIC TIER FEATS

| Fighter Feat | Other Prerequisites | Benefit |
|---------------------|---------------------|--|
| Allied Opportunity | Combat Challenge | Ally also attacks when you use Combat Challenge |
| Dual Challenge | Combat Challenge | Mark extra creature with Combat Challenge |
| Marked Takedown | Brawler Style | Knock prone marked enemies that are dazed, immobilized, or stunned |
| Overwhelming Impact | – | Daze instead of slow enemy when using hammer |
| Slashing Storm | – | After you hit, adjacent enemies take damage |

| Ranger Feat | Other Prerequisites | Benefit |
|-------------------|---------------------|---|
| Expert Skirmisher | Running Attack | +2 to attack rolls from Running Attack |
| Resilient Beast | Beast Mastery | +2 to all beast companion's defenses |
| Slashing Storm | – | After you hit, adjacent enemies take damage |

| Rogue Feat | Other Prerequisites | Benefit |
|--------------------|---------------------|---|
| Lingering Illusion | Gnome, Sneak Attack | Gain concealment if you Sneak Attack while invisible |
| Shadow Eyes | – | Ignore concealment; take -2 penalty from total concealment |
| Spirit Breaker | – | Creature you hit that is affected by a rattling power grants combat advantage |
| Versatile Rogue | Human | Gain another Rogue Tactics option |

| Warlord Feat | Other Prerequisites | Benefit |
|-----------------------|---------------------|---|
| Driven Leadership | – | Bloodied allies gain +1 speed |
| Enabling Shot | – | Grant melee basic attack when you crit with ranged attack |
| Fate Favors the Bold | Bravura Presence | Increase damage and speed with Bravura Presence |
| Heartening Exploit | – | Allies gain temporary hit points when they hit target of chosen power |
| Learn by Doing | – | When granted attack misses, ally gains +2 to next attack |
| Perceptive Leadership | – | Bloodied allies don't grant combat advantage when flanked |
| Reliable Action | – | When using an action point, ally doesn't expend power that missed |
| Shared Resources | Inspiring word | Inspiring word also gives allies temporary hit points |
| Shift the Field | Battlefront Leader | Battlefront shift affects wider area and all allies in area |

SHADOW EYES

Prerequisite: 21st level, rogue

Benefit: Your attacks ignore concealment (but not total concealment). When attacking a creature that has total concealment, you take only a -2 penalty to your attack roll for the total concealment.

SHARED RESOURCES

Prerequisite: 21st level, warlord, *inspiring word*

Benefit: When you use *inspiring word*, each ally in the burst also gains temporary hit points equal to 3 + your Intelligence modifier.

SHIFT THE FIELD

Prerequisite: 21st level, warlord, Battlefront Leader class feature

Benefit: Your *battlefield shift* power becomes a close burst 5 and targets you and each ally in the burst.

SLASHING STORM

Prerequisite: 21st level, fighter or ranger

Benefit: Any enemy that starts its turn adjacent to you takes damage equal to your Wisdom modifier if you hit a creature during your last turn with a melee attack.

SPIRIT BREAKER

Prerequisite: 21st level, rogue

Benefit: Whenever you hit a creature that is taking a penalty from the rattling keyword, the creature grants combat advantage until the end of your next turn.

VERSATILE ROGUE

Prerequisite: 21st level, human, rogue

Benefit: You gain one additional option from Rogue Tactics.

MULTICLASS FEATS

The following feats allow multiclass characters to sample the features and benefits gained from playing martial characters.

AGILE BRAWLER

[MULTICLASS FIGHTER]

Prerequisite: Any multiclass fighter feat, paragon multiclassing as a fighter

Benefit: You gain the fighter class feature Combat Agility (page 6).

MULTICLASS FEATS

| Name | Other Prerequisites | Benefit |
|--------------------|---|--|
| Agile Brawler | Any multiclass fighter feat, paragon multiclassing as a fighter | Fighter: Combat Agility |
| Bravura Leader | Str 13 or Cha 13 | Warlord: training in one class skill, ally gains bonus to damage with action point |
| Brawling Warrior | Str 13 or Wis 13 | Fighter: training in one class skill, +1 attack or AC once per encounter |
| Cyclone Warrior | Str 13 or Dex 13 | Fighter: training in one class skill, +1 damage once per encounter |
| Insightful Leader | Str 13 or Wis 13 | Warlord: training in one class skill, ally gains +1 defenses with action point |
| Resourceful Leader | Int 13 or Cha 13 | Warlord: training in one class skill, ally gains benefit with action point |
| Skirmishing Leader | Str 13 or Int 13 | Warlord: training in one class skill, ally can shift with action point |
| Twilight Adept | Dex 13 or Int 13 | Rogue: training in Stealth, Cunning Sneak 1/encounter |
| Wrathful Warrior | Str 13 or Con 13 | Fighter: training in one class skill, temporary hp when hit 1/encounter |

BRAVURA LEADER

[MULTICLASS WARLORD]

Prerequisite: Str 13 or Cha 13

Benefit: You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to attack, that ally can choose to gain a +4 bonus to the attack's damage roll. If the ally chooses to use the bonus, he or she grants combat advantage to the target of the attack until the end of his or her next turn. This bonus increases to +6 at 11th level and +8 at 21st level.

BRAWLING WARRIOR

[MULTICLASS FIGHTER]

Prerequisite: Str 13 or Wis 13

Benefit: You gain training in one skill from the fighter's class skills list.

Once per encounter while you wield a weapon in one hand and have nothing in your other hand, you can use a free action during your turn to gain a +1 bonus to an attack roll you just made or a +1 bonus to AC until the start of your next turn.

CYCLONE WARRIOR

[MULTICLASS FIGHTER]

Prerequisite: Str 13 or Dex 13

Benefit: You gain training in one skill from the fighter's class skills list.

Once per encounter as a free action during your turn, while you are wearing light armor or chainmail and wielding a weapon in each hand, you can gain a +1 bonus to damage rolls with melee or close attacks until the end of your turn. This bonus increases to +2 at 11th level and +3 at 21st level.

INSIGHTFUL LEADER

[MULTICLASS WARLORD]

Prerequisite: Str 13 or Wis 13

Benefit: You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to take an extra action, that ally gains a +1 bonus to all defenses until the end of his or her next turn.

RESOURCEFUL LEADER

[MULTICLASS WARLORD]

Prerequisite: Int 13 or Cha 13

Benefit: You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to make an attack, the ally gains a +3 bonus to damage rolls on a hit or gains 3 temporary hit points on a miss. This bonus increases to +5 at 11th level and +7 at 21st level. These temporary hit points increase to 5 at 11th level and 7 at 21st level.

SKIRMISHING LEADER

[MULTICLASS WARLORD]

Prerequisite: Str 13 or Int 13

Benefit: You gain training in one skill from the warlord's class skills list.

When an ally you can see spends an action point to take an extra action, that ally can shift 1 square as a free action before or after the extra action.

TWILIGHT ADEPT [MULTICLASS ROGUE]

Prerequisite: Dex 13 or Int 13

Benefit: You gain training in Stealth.

Once per encounter, you can use a free action during your turn to gain the benefit of the rogue class feature Cunning Sneak (page 56) until the end of your turn.

WRATHFUL WARRIOR

[MULTICLASS FIGHTER]

Prerequisite: Str 13 or Con 13

Benefit: You gain training in one skill from the fighter's class skills list.

Once per encounter, when you are hit by a melee attack or a close attack, you gain temporary hit points equal to your Constitution modifier.

Beyond the exploits for which they're famed, martial heroes can push the bounds of what is possible for ordinary mortals by mastering challenging techniques called martial practices. Using these rare methods, an adventurer can run for days, swim to great depths, and even create magic items. Although martial practices approach what's possible with rituals, they exist wholly in the realm of martial power.

A martial practice is similar to a ritual. To use a martial practice, you must acquire it, master it, and perform it. The component costs sometimes include healing surges. After you finish performing a practice, you gain its benefit.

ACQUIRING MARTIAL PRACTICES

You can learn the rudiments of martial practices from a master or purchase them on the open market. Unless you find the practice as part of a treasure hoard, you'll pay something for it.

Learn through Training: Any character who has mastered a martial practice can teach it to you. The instructor can be another player character or a nonplayer character you meet. Training is costly and arduous. Usually, you pay the cost in gold or other treasure. Learning a martial practice costs half the market price if you learn it from another player character. In such a case, you are paying for the supplies needed for training, not for your ally's work and time.

Purchase: If you can find a merchant that deals in rare goods, you can pay the market price of a martial practice to acquire it.

Find in Treasure: You might also find martial practices inscribed in ancient manuals hidden away in dusty libraries or haunted castles. Practices contained within these texts offer detailed instructions so that with careful study you can master them. Your DM accounts for the market price of a martial practice you find in the treasure you acquire.

MASTERING MARTIAL PRACTICES

You must master a martial practice before you are able to perform it. To master a practice, you must:

- ◆ Acquire the martial practice.
- ◆ Have the Practiced Study feat.
- ◆ Meet or exceed the practice's level requirement.
- ◆ Be trained in at least one of the key skills for the practice.
- ◆ Study the martial practice for a total of 8 hours.

The studying process differs depending on how you acquired the martial practice. If you acquired it through training, the study period takes place at the same time as acquiring the practice. If you bought or found the practice, the time is spent closely studying the manual and repeating the lessons and steps within the text.

PERFORMING MARTIAL PRACTICES

The steps to perform a martial practice correspond to the headers of the practice's description.

Time: Martial practices take time to perform. You might have to adopt the right physical and mental state, sweat over a forge to craft an item, or painstakingly camouflage your party's campsite.

Component Costs: Martial practices are strenuous. Unlike rituals, which usually require only a monetary component cost, most martial practices require an expenditure of healing surges. This cost reflects the strain on your body and mind.

A few martial practices also require materials to properly perform them. When a practice has a component cost, you must pay the price from your store of treasure, whether you're spending gold, gems, or other valuables. The component cost represents the price of equipment and raw materials.

You pay the component cost, including both the monetary cost and the healing surges, when you complete a practice. If you cannot pay the full cost, the practice has no effect.

Skills: Each practice has one or more key skills, and you must be trained in at least one of these skills to master and perform the practice. Some practices also require skill checks to determine your effort's effectiveness. Usually, the practice succeeds regardless of the check result, and high check results produce the best effects.

Unless a practice says otherwise, you make your skill check at the end of its performance. As with rituals, you cannot take 10 on this check.

EFFECTS OF A MARTIAL PRACTICE

After you finish performing a practice, you gain its benefit for the practice's duration. Sometimes the duration is instantaneous: You have learned the information or completed the task. Other times, you gain a benefit for a set amount of time, or you create a permanent object.

ASSISTANCE

Typically you must perform a martial practice without help.

INTERRUPTING A MARTIAL PRACTICE

You can stop performing a martial practice at any point before it's completed without expending any healing surges or other component costs. Once you stop, you cannot resume the performance; you must start the entire process over again.

HOW TO READ A MARTIAL PRACTICE

NAME AND FLAVOR TEXT

Under each martial practice's name, a short description covers what the practice does.

LEVEL

This entry gives the minimum level required for a character to master and perform the practice.

TIME

Performing a martial practice takes a specific amount of time to complete.

DURATION

A martial practice's effects usually last longer than those of a power. This entry tells you how long the practice's effects last.

COMPONENT COST

This entry gives the number of healing surges or the amount of gold (or both) required to perform the practice.

MARKET PRICE

This entry describes the cost you pay to purchase a martial practice. This amount also tells a DM the value of a practice if he or she wants to give it out as part of a treasure parcel.

KEY SKILL

This entry gives the skill you must be trained in to master and perform the practice. If this entry ends with "(no check)," then performing the practice does not require a skill check.

If a practice has more than one key skill, you choose which skill to use.

EFFECTS

The remaining text details the benefit you gain when you finish performing the practice.

MARTIAL PRACTICES BY LEVEL

| Lvl | Martial Practice | Key Skill |
|-----|------------------------|------------------------|
| 1 | Master Artisan | Athletics |
| 1 | Temporary Fix | Athletics or Thievery |
| 1 | Tracker's Eye | Nature or Perception |
| 1 | Travel Sense | Nature |
| 2 | Embalm | Heal |
| 2 | Survivor's Preparation | Nature |
| 3 | Speech without Words | Diplomacy |
| 3 | Warded Campsite | Nature or Thievery |
| 4 | Forge Armor | Athletics |
| 4 | Forge Weapon | Athletics |
| 5 | Fortify Beast | Nature |
| 5 | Hidden Pocket | Thievery |
| 5 | Precise Forgery | Thievery |
| 5 | Reliable Balance | Acrobatics |
| 5 | Thorough Search | Perception |
| 5 | Uncanny Strength | Athletics or Endurance |
| 6 | Decipher Script | History or Streetwise |
| 6 | Long-Distance Runner | Athletics or Endurance |
| 8 | Alter Ego | Bluff |
| 8 | Feign Death | Bluff or Endurance |
| 8 | Handle Steed | Nature |
| 11 | Word on the Street | Streetwise |
| 12 | Peerless Exploration | Stealth |
| 15 | Use Scroll | Thievery |
| 17 | Survivor's Assurance | Nature |

MARTIAL PRACTICE DESCRIPTIONS

The practice descriptions use the words "character" and "creature" interchangeably.

ALTER EGO

With a little makeup and a bit of misdirection, you can appear to be anyone.

Level: 8

Time: 1 hour

Duration: 24 hours

Component Cost: 50 gp plus 1 healing surge

Market Price: 275 gp

Key Skill: Bluff

You alter your own appearance or the appearance of an ally who is present throughout your performance of the practice. The disguise can alter facial and physical features and appear to modify height and weight by up to 10%. You can also use this martial practice to disguise gender, race, and age.

Make a Bluff check with a +5 bonus. Your result determines the Insight check a creature must make to determine that the person you are disguised as is not who he or she appears to be.

You can use this practice to impersonate another humanoid. When you interact with a creature that is familiar with the person you're imitating, that creature gains a +10 bonus to its Insight check.

DECIPHER SCRIPT

You might not know the language, but with some time and effort, you can decipher the meaning of any writing.

Level: 6 **Market Price:** 150 gp
Time: 10 minutes **Key Skill:** History or Streetwise
Duration: Instantaneous
Component Cost: 1 healing surge

You learn the meaning of any written text you study, even if you are not fluent in its language. You must examine the words for the entire time, after which you understand the gist of whatever the text says. You also make a History or Streetwise check, and if your result is 30 or higher, you can read the text as if you were fluent in the language. Each use of this martial practice allows you to examine about one page of writing or an equivalent amount of text.

EMBALM

Ancient methods halt decay to preserve a body for a time.

Level: 2 **Market Price:** 50 gp
Time: 1 hour **Key Skill:** Heal (no check)
Duration: Special
Component Cost: 20 gp plus 1 healing surge

You use this martial practice on an adjacent corpse. The practice doubles the time a corpse can be dead and still be affected by Raise Dead or a similar ritual.

FEIGN DEATH

You slow your breathing and heartbeat so you appear to be dead.

Level: 8 **Market Price:** 275 gp
Time: 10 minutes **Key Skill:** Bluff or Endurance
Duration: 24 hours or until dismissed
Component Cost: 1 healing surge

You enter a deep trance that slows your heartbeat and breathing to become almost imperceptible. While in this state, you appear unconscious or dead, but you are aware of your surroundings. You can emerge from the trance as a free action. Other creatures perceive you as dead unless they make a Heal check or Insight check equal to your check result + 10.

FORGE ARMOR

Although your means are mundane, the armor you forge is enchanted through your superior skill.

Level: 4 **Market Price:** 175 gp
Time: 1 day **Key Skill:** Athletics (no check)
Duration: Permanent
Component Cost: See below

You construct magic armor. Your level determines the highest enhancement bonus the armor can have (see the table below). You can create only *magic armor* (*Player's Handbook*, page 230). Armor you forge with this martial practice can be masterwork (*Player's Handbook*, page 212), provided the armor meets the minimum enhancement bonus.

The component cost is equal to the price of the magic armor you create.

| Armor Created | Minimum Level | Component Cost |
|----------------|---------------|----------------|
| +1 magic armor | 4th | 360 gp |
| +2 magic armor | 6th | 1,800 gp |
| +3 magic armor | 11th | 9,000 gp |
| +4 magic armor | 16th | 45,000 gp |
| +5 magic armor | 21st | 225,000 gp |
| +6 magic armor | 26th | 1,125,000 gp |

FORGE WEAPON

Using ancient crafting techniques, you forge a weapon of such artfulness that it becomes enchanted.

Level: 4 **Market Price:** 175 gp
Time: 1 day **Key Skill:** Athletics (no check)
Duration: Permanent
Component Cost: See below

You construct a magic weapon. Your level determines the highest enhancement bonus the weapon can have (see the table below). You can create only a *magic weapon* (*Player's Handbook*, page 235). You can also make the weapon silvered while you perform this practice by paying the normal price (*Player's Handbook*, page 220).

The component cost is equal to the price of the magic weapon you create.

| Weapon Created | Minimum Level | Component Cost |
|-----------------|---------------|----------------|
| +1 magic weapon | 4th | 360 gp |
| +2 magic weapon | 6th | 1,800 gp |
| +3 magic weapon | 11th | 9,000 gp |
| +4 magic weapon | 16th | 45,000 gp |
| +5 magic weapon | 21st | 225,000 gp |
| +6 magic weapon | 26th | 1,125,000 gp |

FORTIFY BEAST

Your technique ensures that your beast will carry you through difficult situations.

Level: 5 **Market Price:** 250 gp
Time: 10 minutes **Key Skill:** Nature (no check)
Duration: Special
Component Cost: 1 healing surge

You prepare up to six natural beasts that have the mount keyword for the hardships ahead. Each beast gains temporary hit points equal to your healing surge value. These temporary hit points last until you take an extended rest.



HANDLE STEED

Your hands and voice soothe a beast so that it will bear you as a rider.

Level: 8 **Market Price:** 275 gp
Time: 5 minutes **Key Skill:** Nature
Duration: See below
Component Cost: 1 healing surge

You convince a nonhostile creature of your level or lower that has the mount keyword to bear you as a rider. If you have the Mounted Combat feat, you are treated as being three levels higher for the purpose of determining what mount benefits you gain from riding the creature. Your Nature check determines the duration for which the creature will bear you and for which you gain this benefit.

| Nature Check Result | Duration |
|---------------------|----------|
| 9 or lower | 1 hour |
| 10–14 | 2 hours |
| 15–19 | 4 hours |
| 20–24 | 8 hours |
| 25–29 | 16 hours |
| 30 or higher | 24 hours |

HIDDEN POCKET

You hide an object on your person, confident that no matter how thoroughly you are searched, it will not be found.

Level: 5 **Market Price:** 80 gp
Time: 1 minute **Key Skill:** Thievery
Duration: Until object is retrieved
Component Cost: 1 healing surge

You hide a small object on your person so that it cannot be found. Make a Thievery check with a +10 bonus. Anyone searching you must make a Perception check with a DC equal to your check result to find the item. The DM can modify the DC based on the size of the object.

LONG-DISTANCE RUNNER

You can run without stopping, pushing past your physical limits without risk of harm.

Level: 6 **Market Price:** 150 gp
Time: 10 minutes **Key Skill:** Athletics or
Duration: See below Endurance
Component Cost: 1 healing surge

After undergoing vigorous conditioning, you can run for long distances. This martial practice requires 10 minutes of stretching, breathing, and physical preparation. At the end of that time, you make an Athletics check or Endurance check that determines how long you can run before you have to stop. You are considered to be running for the duration.

| Athletics or Endurance | |
|------------------------|----------|
| Check Result | Duration |
| 9 or lower | 1 hour |
| 10–14 | 2 hours |
| 15–19 | 4 hours |
| 20–24 | 8 hours |
| 25–29 | 16 hours |
| 30 or higher | 24 hours |

MASTER ARTISAN

You create useful objects from raw materials.

Level: 1 **Market Price:** 50 gp
Time: Special **Key Skill:** Athletics (no check)
Duration: Permanent
Component Cost: Special

You create a nonmagical item, such as a mundane weapon or a suit of mundane armor, or a piece of adventuring gear. This process usually takes at least 1 hour, and certain items might take more or less time at the DM's discretion. The component cost is equal to the item's price.

PEERLESS EXPLORATION

You set off from your allies to gain a sense of your environs.

Level: 12 **Market Price:** 1,000 gp
Time: 1 hour **Key Skill:** Stealth (no check)
Duration: Instantaneous and 24 hours
Component Cost: 1 healing surge

When you are outdoors and aboveground, you can use this martial practice to survey the land around you within a 1-mile radius. At the end of the exploration, you return to the point where you began with knowledge of any bodies of water, suitable campsites, settlements, and ruins, as well as the presence or absence of hostile inhabitants (at the DM's discretion). During your explorations, you are not at risk of triggering encounters unless you choose to be.

In addition, you gain a +5 bonus to Nature checks to forage or you grant a +5 bonus to an ally's next Endurance check made against an environmental danger (*Dungeon Master's Guide*, page 159) during the next 24 hours.

PRECISE FORGERY

Your falsified papers are resistant to even the closest scrutiny.

Level: 5 **Market Price:** 80 gp
Time: 10 minutes **Key Skill:** Thievery
Duration: Permanent
Component Cost: 1 healing surge

You fabricate papers or documents so that you can foist them off as being authentic. You can create forgeries of any kind, including written orders, treasure maps, paintings, manifests, and land grants. Forging a simple document takes 10 minutes. More complex works take as long as the DM decides.

At the end of the performance of the practice, make a Thievery check. Your check result determines the forgery's quality. Anyone examining the document must succeed on a Perception check with a DC equal to your Thievery check result to discern the falsehood. If the forgery contradicts other documents or orders, you might have to make a skill check or engage in a skill challenge to convince another creature that the document is authentic.

RELIABLE BALANCE

You can keep yourself stable when moving across any surface.

Level: 5 **Market Price:** 100 gp
Time: 5 minutes **Key Skill:** Acrobatics (no check)
Duration: 10 minutes
Component Cost: 1 healing surge

You focus on your center of balance and use techniques to keep your footing. For the practice's duration, you can take 10 on Acrobatics checks.

SPEECH WITHOUT WORDS

No language barrier can keep you from communicating.

Level: 3 **Market Price:** 50 gp
Time: 5 minutes **Key Skill:** Diplomacy (no check)
Duration: 10 minutes
Component Cost: 1 healing surge

Through pantomime, you communicate with a nonhostile creature you can see, even if it does not speak your language. The creature must have an Intelligence score higher than 3. You can communicate simple ideas and concepts, such as figuring out where a monster went, where someone might find fresh water, if there's a safe place to camp, and so on. Conveying complex ideas might require a skill challenge, at the DM's discretion.

SURVIVOR'S ASSURANCE

You adjust your companions' clothing and gear, and you show them techniques for breathing and marching that will help them bear the harsh conditions ahead.

Level: 17 **Market Price:** 4,500 gp
Time: 10 minutes **Key Skill:** Nature
Duration: 24 hours
Component Cost: 1 healing surge

Using the most advanced survival techniques, you prepare yourself and up to ten allies who are present while you perform this practice to endure harsh conditions. For the practice's duration, you and your allies can use the Nature check result you make to perform this practice in place of any Endurance checks against environmental dangers (*Dungeon Master's Guide*, page 159).

Additionally, for the practice's duration, you and your allies gain a +5 bonus to Endurance checks against starvation and thirst.

SURVIVOR'S PREPARATION

You prepare yourself and your companions for the dangers of cold or heat, adjusting clothing and lightening loads to make the environment more bearable.

Level: 2 **Market Price:** 100 gp
Time: 10 minutes **Key Skill:** Nature (no check)
Duration: 24 hours
Component Cost: 1 healing surge

Using survival techniques, you ready yourself and up to six allies present while you perform this practice. For the practice's duration, you and your allies do not need to make Endurance checks for the heat and cold environmental dangers (*Dungeon Master's Guide*, page 159). A protected creature and its equipment can tolerate temperatures between -20 and 120 degrees Fahrenheit.



Additionally, for the practice's duration, you and your allies gain a +2 bonus to Endurance checks against starvation, thirst, and any environmental dangers that require Endurance checks.

TEMPORARY FIX

A few tools and a bit of time are all you need to make a device work again.

Level: 1
Time: 10 minutes
Duration: 24 hours
Component Cost: 1 healing surge

Market Price: 50 gp
Key Skill: Athletics or
 Thievery (no check)

You repair a single object that can fit within a cube that is 10 feet on each side. The object functions for the practice's duration. After that time, the object returns to its prior state.

THOROUGH SEARCH

You examine a room with such efficiency that all its secrets are revealed.

Level: 5
Time: 1 hour
Duration: Instantaneous
Component Cost: 1 healing surge

Market Price: 75 gp
Key Skill: Perception (no check)

You scour a room for hidden compartments, secret doors, and clues. You gain a +20 bonus to Perception checks you make to search the room. Extremely large areas might require extra uses of this practice.

TRACKER'S EYE

From a few discrete markings, you learn astonishing information about the creatures you pursue.

Level: 1
Time: 10 minutes
Duration: Instantaneous and special
Component Cost: 1 healing surge

Market Price: 50 gp
Key Skill: Nature or Perception

You examine tracks to learn crucial information about your prey. You must study the tracks and their vicinity while you perform the practice. At the end of that time, make a Nature check or a Perception check to determine what you learn. You gain information from your check result and all lower results.

In addition, you gain a +5 bonus to Perception checks to follow the tracks until you take an extended rest.

| Nature or Perception | |
|----------------------|---|
| Check Result | Information Learned |
| 9 or lower | The tracks of any natural beasts, their numbers, and travel direction. |
| 10–19 | The tracks of any natural humanoids, their numbers, and travel direction. |
| 20–29 | The tracks of any natural creatures, their numbers, and travel direction. |
| 30–39 | The tracks of any creatures, their numbers, and travel direction. You also discern their pace, such as running, walking, sneaking, and so on. |
| 40 or higher | Whether or not the creature was encumbered, injured, and any other pertinent details related to the creature's movement. |

TRAVEL SENSE

You forecast the weather with uncanny accuracy.

Level: 1
Time: 10 minutes
Duration: Instantaneous
Component Cost: 1 healing surge

Market Price: 50 gp
Key Skill: Nature (no check)

By examining the sky and the atmospheric conditions, you accurately predict the weather for the next day within a 50-mile radius.

UNCANNY STRENGTH

You can dig deep within yourself to find the strength you need.

Level: 5
Time: 5 minutes
Duration: 10 minutes
Component Cost: 1 healing surge

Market Price: 100 gp
Key Skill: Athletics or
 Endurance (no check)

You call upon hidden reserves to gain a boost to your strength. For the duration of this practice, you can take 10 on Athletics checks.

USE SCROLL

With a little luck and guesswork, you can unlock the secrets an item holds.

Level: 15 **Market Price:** 1,000 gp
Time: 1 hour **Key Skill:** Thievery (no check)
Duration: Special
Component Cost: 1 healing surge

You have picked up a few tricks that let you make use of scrolls, even though you might not have any formal magical training. During the practice's duration, you figure out how to use a ritual scroll in your possession. At the completion of the practice, you perform the ritual on the scroll and can use Thievery in place of any other skill the scroll requires.

WARDED CAMPSITE

You arrange tripwires, traps, and other devices so that you and your allies will know when an intruder approaches your campsite.

Level: 3 **Market Price:** 50 gp
Time: 30 minutes **Key Skill:** Nature or Thievery
Duration: 8 hours (no check)
Component Cost: 1 healing surge

You ward an area no larger than 10 squares by 10 squares. Whenever a creature enters the area, you and your allies within the area are awakened and cannot be surprised. You can designate any specific creatures that are able to move freely through the warded area without waking up sleeping allies.

WORD ON THE STREET

You snoop around, greasing palms and making discreet inquiries to learn the information you seek.

Level: 11 **Market Price:** 360 gp
Time: 1 hour **Key Skill:** Streetwise (no check)
Duration: Instantaneous
Component Cost: 50 gp plus 1 healing surge

While you are in a settlement or a community, you can use this martial practice to make a Streetwise check in place of an Arcana, Dungeoneering, History, or Religion check to gain knowledge.

MARTIAL BACKGROUNDS

The following material expands on the background system presented in *Player's Handbook 2*, with a focus on society and occupation backgrounds. These backgrounds give you a variety of archetypes on which to base your character's personality and motivation. You should select a background that appeals to whatever aesthetic you have in mind for your character, whether it's the quiet, steely warrior who has seen countless battles, the gallant youth who has discovered a talent with the sword through a few local skirmishes with goblins, or any one of a hundred other possibilities.

Like the backgrounds in *Player's Handbook 2*, the backgrounds in this book fall into specific categories, including martial, occupation, and society.

MARTIAL

Some backgrounds are specifically aimed at martial characters. These backgrounds provide an explanation for how your character developed his or her martial prowess.

BEARER OF THE HEIRLOOM

You have inherited a martial heirloom that has been passed through the generations. It might be a

weapon, a shield, a helmet, a scabbard, a quiver, or any other piece of equipment. You and your family cherish the heirloom for its connection to your heritage. Perhaps the item played a pivotal role in a historic battle or was a beloved possession of a famous ancestor. The heirloom might also be the subject of a legend. Regardless of the item's history, you have acquired it through merit, necessity, or perhaps greed. How does your ownership of the item affect your decisions? How do you feel about being its owner? Do you shrink under the mantle of obligation and responsibility, or do you rise up to earn stewardship of the item?

Associated Skills: History, Intimidate

DISENCHANTED

You once had an undeniable talent for magic. You took to your arcane lessons and studied carefully, fascinated by magic. Then, pushed to prove your abilities to yourself or your tutor, you tried to use a spell or a ritual that was beyond your skill. The attempt went disastrously wrong, and you invoked a powerful curse that suppressed or abolished your ability to perform even the simplest spell. You became determined to restore your power or find a new kind of prowess, so you resolved to make your way

in the world through wit and weapon. You are now a master at what you do, yet you can't help but feel that something is missing.

Associated Skills: Arcana, Endurance

GARRISON CHILD

You are the child of military parents who lived in a garrison. Your parents spent your youth drilling and going on patrol, so you were often unsupervised. You might have passed idle days training with soldiers in the garrison, tending the animals, sharpening weapons, or you could have spent your time running amok. Perhaps you resented your parents and constantly stirred up trouble for them with your shenanigans. Whether forced or out of willingness, though, you learned to wield weapons and defend yourself. Over time, maybe your skill even exceeded that of your parents. When the time came to depart, did you leave the garrison full of resentment, or were you fulfilling a sense of duty or obligation to your parents after they disappeared or met with a grisly end?

Associated Skills: Athletics, History

GUILD ORPHAN

After you were abandoned, members of the thieves' guild took you in. You have a mastery over locks, traps, and mechanical devices that is possible only for one who has grown up with thieves' tools as toys. Your upbringing has left you with a distorted view of society. Unless one member of the thieves' guild took you under his or her wing, you probably suffered cruelty during your childhood. A thieves' guild rarely lets its members walk away to pursue other careers. The guild expects a lifetime of service in return for training and care. If you are not still part of the guild that raised you, then the guild either found a good reason to let you go, or it's hunting you right now.

Associated Skills: Perception, Thievery

LOCAL HERO

You never trained in a military academy or participated in a military company. You weren't an apprentice to a master thief or a squire to a noble knight. No famous hero took you under his or her wing. Everything you know, you learned on your own. You duelled your friends for practice, and you watched soldiers from afar, so when the goblin throngs swarmed your hamlet, you were ready. You rallied other young men and women behind you and rounded up weapons to mount a defense. You repelled the creatures, and your efforts attracted the attention of a local lord. The lord offered you the opportunity to receive proper martial training, and you accepted, beginning your life as a warrior.

Associated Skills: Diplomacy, Nature

SCION OF A LEGEND

You have spent your life in the shadow of your mother's or father's martial reputation. You might be the latest descendant in a long line of legendary warriors, or you could be the offspring of a hero who rose to fame through recent deeds. Your parent might be proud or humble, but regardless, he or she has always been the subject of envy and praise. Your sense of who you are is defined by your parent's reputation and by the expectation that everyone holds for you. Do you work twice as hard to prove yourself worthy of your family's reputation? Do you spurn your martial heritage to seek recognition of your own unique talents? Or do you hope to emerge from the shadow of your predecessor, ascending higher than he or she could ever imagine?

Associated Skills: Bluff, Intimidate

OCCUPATION

Martial characters usually have backgrounds that entail the use of their bodies for feats of strength or dexterity.

ATHLETE

You spent years earning your living as a competitive athlete. You might throw hammers, spears, or discs, or you could be a sprinter, a swimmer, a gymnast, or an equestrian. You have participated in athletic competitions, both in small settlements and in major cities. In your youth, you participated in athletic challenges for your own enjoyment or fitness, and you found you had a knack for them. Now, you are in top physical condition, and your athletic training has aided you in your martial prowess. Wherever you go, people recognize your name for the great acts of strength or dexterity you perform. Locals challenge you to arm wrestling, throwing, and running, just for a chance to compete against you. Perhaps now you seek to earn renown as a hero, gaining a new kind of glory, or maybe adventuring is just an excuse to continue training and improving your prowess.

Associated Skills: Acrobatics, Athletics

CIRCUS PERFORMER

You were born into the circus and grew up among acrobats, performers, magicians, and animals. In your formative years, you showed a knack for feats of strength or dexterity, so you began learning from the performers. Living among the members of the circus made you tolerant of people who had alternative lifestyles. Although you never received a formal education, you learned many useful skills from the motley members of the circus. Your upbringing has left you with wanderlust, and it is this feeling that has driven you to explore a life as an adventurer.

Associated Skills: Acrobatics, Thievery

SENTRY

You have served as a sentry on the far-flung borders of some realm or region. You received martial training to equip you with the skills to guard against specific threats. The peaceful existence of the people within the border depended on your vigilance. You might have traveled with a small band of fellow sentries, or you might have remained alone for weeks at a time, relying on signal fires and horns to communicate with other sentries nearby. You were versed in the use of weapons, yet you recognized that mobility and keen senses were your most valuable assets. The chance of meeting your foes in the remote lands you frequented was tiny. However, your ability to identify the signs of an intruder—a broken twig, an upturned leaf, a faint depression—meant that even unseen foes were detected. Did you weather your post stoically, or did the long, lonely days take their toll? Have you seen horrors on the borderlands that have left you taciturn, or do you remain chipper despite the duties you performed?

Associated Skills: Nature, Perception

SOCIETY

The society background element in *Player's Handbook 2* describes social and economic status in the broadest terms. These additional backgrounds tell more specific stories about your character's social origin.

BEGGAR

You have spent time on the streets collecting coin from pedestrians. Successful beggars evoke compassion from onlookers, so you have become skillful at feigning signs of disfigurement and deprivation. Your experience as a beggar has taught you to read people. You can tell whether a stranger is kindhearted or suspicious. You have learned to judge the weight of a person's purse by the way he or she walks, and you can detect the approach of a member of the watch long before the tip of the guard's halberd comes into view. In cities where thieves and beggars form guilds, you have supplemented your income by serving as a lookout on street corners where you can loiter without drawing suspicion. Your time as a beggar has given you both skills and an unquenchable thirst for wealth and status. Now you search for a way to achieve these goals.

Associated Skills: Bluff, Insight

BORDERLAND NOBILITY

Your father or mother is a ruler of an obscure fiefdom along the frontier. The territory is small and out of the way. Nevertheless, your parents are nobility, and that status awards them and their family privileges. As the youngest of many children, you might have no chance of inheriting the realm, but your heritage has

afforded you other opportunities, such as attending the best schools, receiving the best martial training, and meeting people of renown. You'll never inherit your family's estate, yet you can travel the world and do as you please, carousing, adventuring, and being a layabout. With the military talents your upbringing has provided you, you can succeed in whatever endeavors you undertake.

Associated Skills: Diplomacy, History

HELLION

You grew up on the streets and learned everything you know in filthy alleys, backroom brawls, and rooftop gang fights. As a youngster you were fascinated by the culture of the bravo, the rake, and the duelist. In time, you earned a reputation as a hellion, showing a capacity for being tough and improvisational in a fight. You ran the streets and roofs, engaging in duels and brawls with other hellions. You are one with the night, and you revel in the thrills of street life. You evade guards and rivals by using your knowledge of the city, and when you fight, it's always on your terms. Above all, you live for excitement.

Associated Skills: Acrobatics, Athletics

CAMP FOLLOWER

You grew up in the wake of an army on the march, surviving on its scraps. Perhaps your parents were members of the army who later died, or maybe you were in a settlement destroyed by the force. Regardless, you decided the only way to survive and learn to defend yourself was to follow the army. You slept when possible, and when you found yourself in inhospitable conditions, you made do with what you could steal. Your existence sometimes depended on keeping out of sight. You probably jumped from army to army—when one force crushed another, you would ride on the heels of the victors. Did you grow up and eventually join the ranks, or did this formative experience leave you unwilling to be in the company of any band of warriors larger than your own adventuring party?

Associated Skills: Endurance, Stealth



These epic destinies are forged with armor, sword, or arrow. Pursue a path of martial excellence and gain acclaim as an unstoppable combat force.

DRAGONHEART

You are the dragon's heart—forged in fire, tempered in blood, sharpened by scales.

Prerequisite: 21st level, any martial class

The dragon is more than a monster. Fearless, powerful, and nigh impervious, it embodies everything a warrior should be. You have strived to emulate such creatures, aspiring to become the equal of dragons.

Your accomplishments raise you high, and your reputation casts a great shadow. Your enemies fear your ferocity. Both allies and foes claim that you have the heart of a dragon. You shrug off attacks and hew your way through enemy ranks with ease. No matter the opponents arrayed against you, somehow you manage to stand firm against any threat. Your achievements and victories add to the legends already told of you, and your courage and battle prowess awe people across the planes.

IMMORTALITY

Toughness is the hallmark of a dragonheart. Your long journey has hardened you and taught you to

shrug off attacks from weapons and spells. As you near your final quest's completion, you take on increasingly daring acts. The fear that might weaken a lesser hero instead fuels you.

Dragon's Scion: Engaged in the most difficult battle of your life, you fight as you never have before. Your heart beats faster, thudding to match each blow from your weapon. When you deliver the final strike and deliver death to your foe, a new awareness settles over you. You long suspected that dragon's blood burned in your veins, and completing your final quest dispels any lingering doubts. Finally, you have proven your worth to the ancestor who sired your line.

Your heartbeat grows in urgency and strength until you feel as though you can't bear it. After a few moments, your features shift and give way to the scales that reveal your draconic nature. Gone is your humanoid body, replaced by the magnificent form of a dragon. With glittering scales and beating wings, you reflect the level of power and majesty you have earned. Though you lack true immortality, you live out a new life in the form you always desired, finding new victories until the end of your days.

DRAGONHEART FEATURES

Dragon Spirit (21st level): Your Constitution score increases by 2.

Whenever an enemy places a charm effect or a fear effect on you, you can immediately make a saving throw to end the effect on you, even if it does not normally end on a save. If the effect is continuous, such as an aura, a successful saving throw means that you remain unaffected by the effect until the end of your next turn, at which point you can repeat the saving throw.

Dragon Blood (24th level): The first time you become bloodied in an encounter, you gain temporary hit points equal to your bloodied value.

Dragon Soul (30th level): Your healing surge value increases by 10.

DRAGONHEART POWER

Dragon Shield

Dragonheart Utility 26

Girding yourself in the dragon's might, you shrug off blows that would kill an ordinary mortal.

Daily ♦ **Martial, Stance**

Immediate Reaction **Personal**

Trigger: An attack bloodies you

Effect: Until the stance ends, you gain resistance to all damage equal to your Constitution modifier, and whenever you take damage from a melee attack, your resistance increases by 5 (up to a maximum of 20). The stance ends when you are knocked unconscious or are no longer bloodied.



INVINCIBLE VANGUARD

First into battle and last to leave, you are the spear and the shield.

Prerequisite: 21st level, any martial class

When battle erupts, you throw yourself into the thick of combat. You lead the charge against any foes, no matter how tough, how numerous, how terrifying, or how deadly. Your battle cries ring out, inspiring your allies to find courage to discover what fate the gods have in store for them.

You are a blur in battle, striking, leaping away, and then striking again. Each time your weapon bites, death follows. Corpses litter the field in your wake. You are brash in combat, and for a long time, your allies believed you took unnecessary risks, putting yourself and them into danger. Then, with victory after bloody victory, you showed that your brazen courage could bring only triumph and glory.

IMMORTALITY

You do not walk toward destiny—you run. Each victory puts you a step closer to attaining glory and securing your place in legend. Each time you defeat an enemy, you set out to find the next one, leaving carnage in your wake. You seek the ultimate foe, after whose defeat you will understand your place in the world and history.

Eternal Warrior: The long road leads to one climactic battle, one in which to settle scores and complete the mission for which you were born. You have long chased your destiny and do not feel disappointment at the road's end, but rather, you are excited that the battles you fought pointed to this final conflict.

Then, after what feels like mere moments, the fight ends, and the enemy is vanquished. Before you can savor the victory, though, you realize your task is still incomplete. Battles remain to be fought, and wars remain to be won. You squeezed out of this world everything it can offer, and now you must find new realms and realities where you can test your mettle.

INVINCIBLE VANGUARD FEATURES

Invigorating Charge (21st level): Your Strength score increases by 2.

Whenever you charge and make a basic attack, that attack gains the invigorating keyword (page 7).

In addition, you can take actions after a charge.

Forever War (24th level): The first time each day when you drop to 0 hit points or fewer, you regain hit points equal to your bloodied value. As a free action, you then stand up, shift 2 squares, and make a charge attack. If the attack hits, you gain temporary hit points equal to your bloodied value.



Unstoppable Assault (30th level): Whenever you score a critical hit against an enemy with a melee attack, bloody an enemy, or reduce an enemy to 0 hit points, you can make a charge attack against a creature other than that enemy as a free action.

In addition, you never provoke opportunity attacks when charging.

INVINCIBLE VANGUARD POWER

Endless Assault

Invincible Vanguard Utility 26

You hurl yourself at your enemies, chasing them down to the ends of the earth.

Daily ♦ **Martial, Stance**

Minor Action

Personal

Effect: Until the stance ends, you gain a power bonus to speed when you charge equal to your Constitution modifier, and if you score a critical hit with your charge attack, your attack deals 2[W] extra damage.

LEGENDARY SOVEREIGN

You are the long-awaited monarch destined to lead your people into a glorious golden age.

Prerequisite: 21st level; fighter, paladin, ranger, or warlord

Legendary sovereigns come to power in a variety of ways. Some are born to royalty—the scions of existing dynasties. These sovereigns reverse the flagging fortunes of their homelands, defeat ancestral enemies, or usher in ages of expansion and prosperity. Other sovereigns establish new dynasties, building monarchies to heal a land or carve a new kingdom out of the wilderness. A few legendary sovereigns seize power by deposing tyrants and leading nations to freedom. Finally, a handful of legendary sovereigns win their thrones by acclaim. They are chosen by the people to take up the mantle of leadership after performing deeds of renown and demonstrating wisdom and courage.

In the days before acceding to your throne, you won ever-growing renown throughout the land you were destined to rule. An anonymous adventurer in other lands, you were a hero to the people of your home. People crowded the streets to catch a glimpse of you. You accrued accolades, honors, and titles, and the people began to wonder whether you might someday claim the throne. As threats arose, the people of the land sought your opinions and counsel. They



treated you as a great leader, and soon, your destiny to become a lord was apparent.

IMMORTALITY

Though you might live for decades after completing your final quest, true immortality comes through your legacy.

The Golden Age: Upon completing your final quest, you ascend to the throne and begin your reign. For decades, your land flowers and your people prosper. Your victories shield your land from invasion and bring your ancestral enemies to their knees. Your descendants will mount the steps to your throne for centuries to come. When death comes for you at last, your tomb is a monument revered by your people.

LEGENDARY SOVEREIGN FEATURES

Legendary Presence (21st level): Your Charisma score increases by 2.

Great Captain (21st level): Once per encounter when you score a critical hit, each ally within 10 squares of you can make a basic attack as a free action.

Homeland (21st level): With the DM's approval, choose a realm you are destined to rule. You are regarded as a great hero in that land. You gain a +4 bonus to any Charisma-based skill checks you make within that land. You have property or estates there sufficient to provide for your ordinary needs, including the resources to maintain a household and a small force of loyal retainers.

This Is Not My Fate (24th Level): Once per day when you would make a death saving throw, you can instead regain hit points equal to your bloodied value, end any effects on you, and stand up.

Sword of Kings (30th Level): Choose one encounter attack power you know that has the weapon keyword. Whenever you use that power, it is not expended unless you miss every target.

LEGENDARY SOVEREIGN POWER

Sword of the Sovereign

Legendary Sovereign Utility 26

Your courageous example heartens your allies, steeling their resolve for victory.

Daily ♦ **Martial**

Free Action **Close burst 10**

Trigger: You score a critical hit or reduce an enemy to 0 hit points

Target: Each ally in burst

Effect: Each target gains temporary hit points equal to your level + your Charisma modifier. Each target also gains a power bonus to attack rolls with basic attacks and at-will attacks equal to your Charisma modifier until the end of the encounter or until you drop to 0 hit points or fewer.

STAR-FAVORED CHAMPION

Your greatness was written in the stars at the hour of your birth. When your tale is done, your image will live on in the night skies.

Prerequisite: 21st level, any martial class

You were destined for greatness from your earliest days. As a child, you took to weapons with a natural talent that astonished your tutors. In the early days of your career, your skill, athleticism, and courage surprised everyone. Later, your comrades came to expect nothing less of you than the utmost.

You became aware of a force at work in your life, an inexorable pull drawing you toward the most daunting challenges and the greatest adventures. Even insignificant decisions led you down the path of danger, and against each adversity, you triumphed. In time, you realized that a star in the sky was bound to your fortune.

When you suffer trouble or doubt, your star is dim and low in the sky. When you master your circumstances and defeat your foes, your star ascends and grows brighter. On the occasions when your actions and valor shake the thrones of kings or the pillars of the heavens, your star blazes with a glory marked by sages and astrologers throughout the world. Your star's passage through the constellations of great monsters matches your battles against dire foes, and its journeys into signs of wealth or fortune mark the boons you receive.

IMMORTALITY

The story of your greatness is written in the sky for everyone to see. In time, the gods themselves perceive the significance of your star's ascension. From that day on, mighty powers gather around you, and your star is drawn toward its most dangerous passages and most spectacular glories.

A Memory in the Stars: When you complete your final battle, your star comes to rest. Lesser stars array themselves around it, giving shape to a new constellation—a representation of you to inspire mortals for eternity. You are welcomed in the astral dominions of the gods who favored you, honored for your heroism and courage. Then you take a place within your constellation, your eternal presence shod in stardust and crowned with brilliance. Your story is passed on in myth as mortals give you a name—the Swordsman, the Archer, the Captain, or the Hunter—recounting stories of the hero who bestrides the skies in starry glory.

STAR-FAVORED CHAMPION FEATURES

Favored Warrior (21st level): Your Constitution score increases by 2.



You gain a +2 bonus to Acrobatics checks and Athletics checks.

Favored Tenacity (21st level): Whenever your first attack roll with an encounter power misses, until the end of your turn you can make a basic attack as a minor action.

Resurgent Star (24th level): While you have at least one healing surge, you automatically get a result of 20 on any death saving throw.

Sign of Challenge (30th level): You gain the *sign of challenge* power.

Sign of Challenge Star-Favored Champion Feature

Your destiny, spun by your star's course, shows that you will be the one to destroy this foe.

Encounter ♦ **Martial**

Minor Action Close burst 5

Target: One nonminion creature in burst

Effect: Whenever you attack the target, you roll twice and use either result. Whenever you hit the target, each ally you can see gains a +2 bonus to attack rolls against any enemy other than the target until the end of your next turn.

STAR-FAVORED CHAMPION POWER

Sign of Hope Star-Favored Champion Utility 26

You have seen your future mapped out in the sky above, and you know you won't falter now.

Daily ♦ **Martial, Healing**

Minor Action Personal

Effect: You regain one martial encounter attack power that you have expended, and you can spend a healing surge.



LEGENDS MADE WITH BOW AND BLADE

In the war against evil, some heroes turn to magic, faith, or primal spirits. Your strength, however, comes from within. Skill and agility. Cunning and might. Bow and blade. These are the hallmarks of the martial hero.

This DUNGEONS & DRAGONS® Roleplaying Game supplement presents new options for martial characters, including new powers, builds, feats, paragon paths, and epic destinies designed for the fighter, ranger, rogue, and warlord classes. *Martial Power™ 2* also introduces two new rules systems—martial practices and combat styles—that allow you to create custom fighting techniques and play truly legendary martial heroes.

For use with these 4th Edition DUNGEONS & DRAGONS® core products:

Player's Handbook® core rulebooks

Dungeon Master's Guide® core rulebooks

Monster Manual® core rulebooks

D&D® Miniatures D&D™ Dungeon Tiles



ISBN: 978-0-7869-5389-9



EAN

Sug. Retail: U.S. \$29.95 CAN \$37.00

Printed in the U.S.A.

251230000