

Incredible Toughness



Through dogged determination and sheer physical hardiness, you shrug off an effect that would daunt a lesser person.

KEYWORDS

No Action		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You start your turn.

Effect: You end any ongoing damage or any dazed, slowed, stunned, or weakened condition currently affecting you.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MUL	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Thri-Kreen Claws

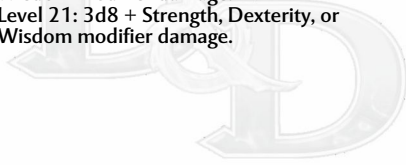


You quickly lash out with all your claws, tearing at nearby enemies.

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
VS		AC
ATTACK	DEFENSE	One, two, or three enemies TARGET

Hit: 1d8 + Strength, Dexterity, or Wisdom modifier damage. You gain a bonus to the damage roll equal to the number of targets.
Level 11: 2d8 + Strength, Dexterity, or Wisdom modifier damage.
Level 21: 3d8 + Strength, Dexterity, or Wisdom modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THRI-KREEN	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Adept's Insight

With a mental focus, you enhance the undeniability of your actions.

Psionic, Augmentable

KEYWORDS

Free		Close burst 5
ACTION	←	RANGE

VS

ATTACK	DEFENSE	TARGET
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Trigger: You or an ally in burst makes an attack roll, saving throw, or skill check.
Effect: You add 1 to the triggering roll.
Augment 1
Effect: You instead add 1d4+1 to the triggering roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: NOBLE ADEPT POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Disrupting Advance

With an attack followed by a violent shove, your enemy flies backward. As it flails for balance, it loses its footing and stumbles into the creatures around it.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

Primary ability VS AC One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] + ability modifier damage, and you push the target 2 squares. The target and each enemy adjacent to the target at the end of the push are slowed until the end of your next turn.
 Level 11: 3[W] + ability modifier damage.
 Level 21: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GLADIATOR POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Excise from Sight

Magic removes all evidence from your foe's senses that you or one of your allies exists.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE

VS

ATTACK	DEFENSE	TARGET
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Special: You can spend a minor action when you use this power to enhance it. If you do so, you can also slide the target 1 square on a hit.
Target: One creature
Attack: Primary ability vs. Will
Hit: 1d10 + ability modifier psychic damage, and you or one ally within 10 squares of you becomes invisible to the target until the end of your next turn.
 Level 11: 2d10 + ability modifier psychic damage.
 Level 21: 3d10 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VEILED ALLIANCE POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Mark of Thunder

You invoke the fading power of the world as you strike.

Primal, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

Primary ability VS AC One creature

ATTACK	DEFENSE	TARGET
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Hit: 1[W] + ability modifier thunder damage.
 Level 11: 2[W] + ability modifier thunder damage.
 Level 21: 3[W] + ability modifier thunder damage.
Effect: You mark the target until the end of your next turn. Until the mark ends, if the target makes an attack that does not include you, it takes 5 thunder damage.
 Level 11: 10 thunder damage.
 Level 21: 15 thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRIMAL GUARDIAN POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Poisoned Strike

You splash a few drops of poison on your weapon from a vial at your belt, and slash at your foe. The pain can bring your target to its knees.

Martial, Poison, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE

Primary ability VS AC One creature

ATTACK	DEFENSE	TARGET
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Hit: 1[W] damage plus 5 poison damage. Until the end of your next turn, if the target willingly moves more than 2 squares or makes an attack, it then falls prone, and it is immobilized until the end of its next turn.
 Level 11: 2[W] damage plus 5 poison damage.
 Level 21: 3[W] damage plus 5 poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ATHASIAN MINSTREL POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Psychic Surge

You unleash a psychic shock wave at your enemy, hoping to harness its energy on your next attack.

Psionic, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE

Primary ability VS Reflex One creature

ATTACK	DEFENSE	TARGET
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Hit: 1d8 + ability modifier psychic damage, and your attacks against the target before the end of your next turn can score a critical hit on a roll of 18-20.
 Level 11: 2d8 + ability modifier psychic damage.
 Level 21: 3d8 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDER POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Quick Formation

You lash out at your enemies and move your allies into a defensible position.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE

Primary ability VS AC One creature

ATTACK	DEFENSE	TARGET
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Hit: 1[W] + ability modifier damage, and either you shift 4 squares, or each ally within 5 squares of you can shift 2 squares as a free action.
 Level 11: 2[W] + ability modifier damage.
 Level 21: 3[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DUNE TRADER POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Spirit of Athas

A spirit appears, defending you and your allies with its body.

Primal, Conjunction, Implement

KEYWORDS

Minor		Ranged 5
ACTION	↗	RANGE

VS

ATTACK	DEFENSE	TARGET
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Effect: You conjure a spirit of Athas. You and your allies gain a +1 power bonus to all defenses while adjacent to it. As a standard action, you can dismiss the spirit and make the following melee 1 attack from the spirit's square.
Target: One enemy
Attack: Primary ability vs. Reflex
Hit: 1d10 + ability modifier damage, and the target takes a -2 penalty to attack rolls and all defenses until the end of your next turn.
 Level 11: 2d10 + ability modifier damage.
 Level 21: 3d10 + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ELEMENTAL PRIEST POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Templar's Fist

You command your foe to submit, crushing its spirit and slowing its flight. The same power that compels your foe to despair fills a nearby ally with brutal zeal.

Arcane, Implement, Psychic

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE

Primary ability VS Will One creature in burst

ATTACK	DEFENSE	TARGET
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Hit: 1d10 + ability modifier psychic damage, and the target is slowed until the end of your next turn.
 Level 11: 2d10 + ability modifier psychic damage.
 Level 21: 3d10 + ability modifier psychic damage.
Effect: The next ally who hits and damages the target before the end of your next turn gains a +3 power bonus to attack rolls until the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TEMPLAR POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Wasteland Fury

You catch the merciless sun's cruel radiance in your weapon and redirect it to dazzle your foe, covering your movement.

Primal, Weapon

KEYWORDS

Standard	↕ ↗	Melee or Ranged weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Effect: If you use this power while you are not adjacent to any of your allies, you can shift 1 square before or after the attack.

Hit: 1[W] + ability modifier damage. If you have combat advantage against the target, you deal extra damage equal to your primary ability modifier.

Level 11: 2[W] + ability modifier damage.
Level 21: 3[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WASTELAND NOMAD POWER TYPE: FEATURE LEVEL: 2

ENCOUNTER POWER

Concealed Weapon

You have learned how to keep a weapon completely hidden from searching eyes.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One weapon you're holding

Effect: The weapon is invisible until you are no longer holding it, until the end of the encounter, or until you attack with it. The first creature you attack with a weapon affected by this power grants combat advantage to you for that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ATHASIAN MINSTREL POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Go with the Flow

You adjust to the shifting battlefield to position yourself where you can resume your bloody work.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy

Trigger: An enemy within 5 squares of you that you can see moves willingly.

Effect: You shift half your speed and gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GLADIATOR POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Reward the Obedient

You call upon your subject to slay the enemies of your master, drawing your ally onward into the fray.

Arcane, Healing

KEYWORDS

Standard		Close burst 5
ACTION	↖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One enemy in burst

Effect: The next ally who ends his or her turn adjacent to the target before the end of your next turn can spend a healing surge and make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TEMPLAR POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Sandstep

In a swirl of wind-driven sand, you move across the battlefield, and the sand obscures you and nearby allies.

Primal

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You shift 3 squares. Until the end of your next turn, you gain concealment, as do your allies while they are adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRIMAL GUARDIAN POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Slave's Sacrifice

Your ally takes your place, emboldened by a sudden notion that you are too important to be harmed.

Psionic

KEYWORDS

Imm. Interrupt		Close burst 1
ACTION	↖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One willing ally in burst

Trigger: You are hit by an attack.

Effect: You swap places with the target. The target becomes subject to the triggering attack instead of you and gains a +2 bonus to all defenses against the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: NOBLE ADEPT POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Slick Negotiator

You don't let a gaffe sabotage your negotiation, moving on as if the misstep never occurred.

Martial

KEYWORDS

Free		Close burst 5
ACTION	↖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering creature

Trigger: You or an ally in burst makes a Bluff, Diplomacy, Intimidate, or Streetwise check and dislikes the result.

Effect: If you are the target, you gain a +3 power bonus to the skill check. If an ally is the target, the ally can reroll the skill check, using either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DUNE TRADER POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Veiled Arcana

You distract observers to conceal the use of arcane power, sometimes catching them off guard.

Arcane

KEYWORDS

Minor		Close burst 5
ACTION	↖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally you can see in burst

Effect: The target gains combat advantage on his or her next arcane attack before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VEILED ALLIANCE POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Wilder's Armor

You instinctually reinforce your skin with psionic plates as strong as chitin.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a +2 power bonus to all defenses until the end of your next turn. If you score a critical hit before the end of your next turn, you also gain temporary hit points equal to 5 + your primary ability modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDER POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Lone Resolve

Isolation clarifies your senses, helping you to shrug off your enemies' attacks.

Primal
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You start your turn while you are not adjacent to any of your allies.
Effect: You can make a saving throw with a bonus equal to your primary ability modifier. If the saving throw fails, you do not expend this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WASTELAND NOMAD	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Scion of Stone

The ground trembles as a misshapen hulk forms from rocks and dirt to shelter your companions from harm.

Primal, Conjunction
KEYWORDS

Minor		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a scion of stone that lasts until the end of the encounter. You and your allies gain a +1 power bonus to all defenses while adjacent to it. As a minor action, you can dismiss it to grant you and each ally adjacent to it temporary hit points equal to 5 + one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ELEMENTAL PRIEST	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Unnerving Suggestion

You stagger an enemy with a mental attack, then send your underling forth to take advantage with a well timed attack.

Psionic, Implement, Psychic
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs Will One creature
 ATTACK DEFENSE TARGET

Requirement: You must expend 2 power points each time you use this power.
Hit: 1d8 + ability modifier psychic damage, and the target is dazed until the end of your next turn. In addition, one ally within 3 squares of the target gains a +1d6 bonus to damage rolls against the target until the end of your next turn.
 Level 13: You must expend 4 power points each time you use this power, damage is 2d8 + ability modifier, and the bonus to damage rolls is +2d6.
 Level 23: You must expend 6 power points each time you use this power, damage is 3d8 + ability modifier, and the bonus to damage rolls is +3d6.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS NOBLE ADEPT	POWER TYPE ATTACK	LEVEL 3
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AT-WILL POWER

Armor of the Land

The land's blessings wrap themselves around you, encasing you in a shell of wood and stone and thunder.

Primal, Polymorph, Thunder, Weapon
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

vs
 ATTACK DEFENSE TARGET

Effect: You assume the armor of the land form until the end of your next turn. While in this form, you gain resist 5 to all damage. Once before the end of your next turn, you can make the following attack as an immediate interrupt.
Trigger: An enemy adjacent to you moves willingly.
Target: The triggering enemy
Attack: Primary ability vs. Fortitude
Hit: 2[W] + ability modifier thunder damage, and you knock the target prone.
 Level 13: 3[W] + ability modifier thunder damage.
 Level 23: 4[W] + ability modifier thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRIMAL GUARDIAN	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Bloodthirsty Elemental

A spirit made of bones, blood, and sand savages your enemy.

Primal, Conjunction, Implement
KEYWORDS

Minor		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

vs
 ATTACK DEFENSE TARGET

Effect: You conjure a bloodthirsty elemental that lasts until the end of your next turn. Enemies grant combat advantage while adjacent to it. As a standard action, you can dismiss it and make a close burst 1 attack centered on its square.
Target: Each enemy in burst
Attack: Primary ability vs. Reflex
Hit: 1d10 + ability modifier damage, and the target cannot shift until the end of its next turn.
 Level 13: 2d10 + ability modifier damage.
 Level 23: 3d10 + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ELEMENTAL PRIEST	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Dazzling Flash

Unleashing a flash of arcane magic, you escape your enemies' clutches.

Arcane, Implement, Radiant
KEYWORDS

Standard		Close blast 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs Fort Each enemy in blast
 ATTACK DEFENSE TARGET

Special: You can spend a minor action when you use this power to enhance it. If you do so, the target cannot make opportunity attacks or immediate action attacks until the end of your next turn instead of taking a penalty to attack rolls.
Effect: Before or after the attack, you can shift 3 squares.
Hit: 1d8 + ability modifier radiant damage, and until the end of your next turn the target is slowed and takes a -4 penalty to opportunity action and immediate action attack rolls.
 Level 13: 2d8 + ability modifier radiant damage.
 Level 23: 3d8 + ability modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VEILED ALLIANCE	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Delaying Strike

A painful hit against your opponent helps you make good your escape.

Martial, Weapon
KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs AC One creature
 ATTACK DEFENSE TARGET

Hit: 2[W] + ability modifier damage, and the target is slowed until the end of your next turn.
Effect: Either you shift your speed, or each ally within 2 squares of you can shift half his or her speed as a free action.
 Level 13: 3[W] + ability modifier damage.
 Level 23: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DUNE TRADER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Fearsome Command

You cause your foes to hesitate with a spell of magical terror, but your ally takes heart from your authority.

Arcane, Fear, Implement, Psychic
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs Will Each creature in burst
 ATTACK DEFENSE TARGET

Hit: 2d6 + ability modifier psychic damage, and the target is slowed until the end of your next turn.
Effect: The next ally who hits and damages one of the targets before the end of your next turn automatically succeeds on any one saving throw at the end of his or her turn.
 Level 13: 3d6 + ability modifier psychic damage.
 Level 23: 5d6 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TEMPLAR	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Fever Poison

You draw a hidden vial and sprinkle its contents on your weapon just before attacking. This poison disorients your foe.

Martial, Poison, Weapon
KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs AC One creature
 ATTACK DEFENSE TARGET

Hit: 2[W] damage plus 5 poison damage. Until the end of your next turn, if the target willingly moves more than 2 squares or makes an attack, it is dazed until the end of its next turn.
 Level 13: 3[W] damage plus 5 poison damage.
 Level 23: 4[W] damage plus 5 poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ATHASIAN MINSTREL	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Savage Sweep

You whip your weapon around you, cutting a swath of bloody carnage.

Martial, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
Primary ability VS	AC	One creature you can see in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + ability modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
 Level 13: 2[W] + ability modifier damage.
 Level 23: 3[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **GLADIATOR** POWER TYPE: **ATTACK** LEVEL: **3**

ENCOUNTER POWER

Stalking the Prey

You see a gap in your foe's defenses and deliver an attack that leaves your enemy reeling and unable to protect itself.

Primal, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Primary ability vs. AC. If none of your allies are adjacent to you or the target, you gain combat advantage on the attack.
Hit: 2[W] + ability modifier damage, and you gain combat advantage against the target until the end of your next turn.
 Level 13: 3[W] + ability modifier damage.
 Level 23: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **WASTELAND NOMAD** POWER TYPE: **ATTACK** LEVEL: **3**

ENCOUNTER POWER

Wildfire Bolt

Your mind unleashes a tearing rift of fire that sears your enemy and scatters a cloud of embers into the air.

Psionic, Fire, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
Primary ability VS	Reflex	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + ability modifier psychic damage. If you score a critical hit with this power, the target and each enemy adjacent to the target take ongoing 5 fire damage (save ends).
 Level 13: 3d6 + ability modifier psychic damage. If you score a critical hit with this power, the target and each enemy adjacent to the target take ongoing 10 fire damage (save ends).
 Level 23: 4d6 + ability modifier psychic damage. If you score a critical hit with this power, the target and each enemy adjacent to the target take ongoing 15 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **WILDER** POWER TYPE: **ATTACK** LEVEL: **3**

ENCOUNTER POWER

Blunt Force Strike

Your weapon strikes with a satisfying crunch, leaving your opponent unable to defend itself

Martial, Reliable, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + ability modifier damage, and the target is dazed (save ends). In addition, either you make a basic attack against the target, or two allies within 5 squares of you can each make a basic attack against different creatures (but not against the target) as a free action.
 Level 15: 3[W] + ability modifier damage.
 Level 25: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **DUNE TRADER** POWER TYPE: **ATTACK** LEVEL: **5**

DAILY POWER

Draining Poison

A splash from a tiny vial coats your weapon with a lethal venom that cripples the target with cramping muscles.

Martial, Poison, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] damage, and ongoing 5 poison damage (save ends). The first time the target takes the ongoing poison damage, it takes a -4 penalty to its next saving throw against the ongoing damage. The target is also slowed until the start of its next turn.
 Level 15: 2[W] damage plus 5 poison damage, and ongoing 5 poison damage (save ends).
 Level 25: 2[W] damage plus 10 poison damage, and ongoing 5 poison damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **ATHASIAN MINSTREL** POWER TYPE: **ATTACK** LEVEL: **5**

DAILY POWER

Glare of Oppression

You create a wave of blistering sunlight and mental oppression. It saps your enemies' will to fight while renewing the vigor of those you command.

Arcane, Healing, Implement, Radiant

KEYWORDS

Standard	☼	Area burst 2 within 10 squares
ACTION		RANGE
Primary ability VS	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d10 + ability modifier radiant damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: The next ally who hits and damages one of the targets before the end of your next turn gains regeneration 3 until the end of the encounter.
 Level 15: 3d10 + ability modifier radiant damage.
 Level 25: 4d10 + ability modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **TEMPLAR** POWER TYPE: **ATTACK** LEVEL: **5**

DAILY POWER

Imperious Torture

Every thrilling strike and victorious attack your allies make tortures your enemy even more.

Psionic, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
Primary ability VS	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + ability modifier psychic damage.
Effect: The target is affected by imperious torture (save ends). While the target is affected by imperious torture, once per round whenever an enemy within 5 squares of the target takes damage, the target takes psychic damage equal to your primary ability modifier. If the enemy was bloodied by that damage, the target also falls prone.
 Level 15: 4d6 + ability modifier psychic damage.
 Level 25: 6d6 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **NOBLE ADEPT** POWER TYPE: **ATTACK** LEVEL: **5**

DAILY POWER

Infuriating Challenge

With one precise strike you find your foe's weak spot, both physically and mentally, and put it off guard for the rest of the battle.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + ability modifier damage, and the target grants combat advantage to you until the end of the encounter.
 Level 15: 4[W] + ability modifier damage.
 Level 25: 5[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **GLADIATOR** POWER TYPE: **ATTACK** LEVEL: **5**

DAILY POWER

Nomad's Pursuit

You catch your prey's scent. No matter where it flees, you will follow.

Primal, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + ability modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever you start your turn and you are not adjacent to the target or any ally, you can shift a number of squares equal to your primary ability modifier as a free action. This movement ignores difficult terrain. You must end this shift closer to the target.
 Level 15: 3[W] + ability modifier damage.
 Level 25: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: **WASTELAND NOMAD** POWER TYPE: **ATTACK** LEVEL: **5**

DAILY POWER

Psionic Shelter

A shield of force erupts from your thoughts, protecting you and slamming into your foes.

Psionic, Force, Implement, Psychic

KEYWORDS

Imm. Reaction			Close burst 2
ACTION	←		RANGE
Primary ability VS Will		Each creature in burst	
ATTACK	DEFENSE	TARGET	

Trigger: An enemy in burst damages you with an attack.
Hit: 2d8 + ability modifier force damage, and you push the target 2 squares.
Miss: Half damage.
Effect: You gain a +2 power bonus to all defenses until the end of your next turn. Each time you score a critical hit while under the effect of this power, you extend the duration of the power bonus to all defenses until the end of your next turn and increase the power bonus by 1, and each enemy within 5 squares of you takes 5 psychic damage.
 Level 15: 3d8 + ability modifier force damage, and you push the target 3 squares.
 Level 25: 5d8 + ability modifier force damage, and you push the target 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Psychic Veil

A buzzing shroud issues from your mind, convincing your foes that you are a powerful user of psionic power.

Arcane, Implement, Psychic

KEYWORDS

Standard			Close burst 5
ACTION	←		RANGE
Primary ability VS Will		Each enemy in burst	
ATTACK	DEFENSE	TARGET	

Special: You can spend a minor action when you use this power to enhance it. If you do so, the target takes 5 psychic damage each time it fails a saving throw against this power.
Hit: 1d10 + ability modifier psychic damage, and the target is deafened and takes a -2 penalty to opportunity action and immediate action attack rolls (save ends both).
Miss: Half damage, and the target takes a -2 penalty to any check made to discern your use of arcane power until the end of the encounter.
 Level 15: 2d10 + ability modifier psychic damage.
 Level 25: 3d10 + ability modifier psychic damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VEILED ALLIANCE	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Storm of Debris

Splinters of wood, serrated leaves, and thorny brush whirl around you with thunderous fury, striking your foes and preventing their escape.

Primal, Polymorph, Thunder, Weapon

KEYWORDS

Minor			Personal
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

Effect: You assume the form of a storm of debris until the end of the encounter. While you are in this form, each enemy that starts its turn within 2 squares of you takes 5 thunder damage and is marked by you until the end of your next turn.
 Once during the encounter while in this form, you can make the following attack.
Standard Action Close burst 2
Target: Each creature in burst
Attack: Primary ability vs. Reflex
Hit: 5[W] + ability modifier thunder damage, and you slide the target 1 square. The target is also slowed (save ends).
 Level 15: Enemies within 2 squares take 10 thunder damage, damage is 2[W] + ability modifier.
 Level 25: Enemies within 2 squares take 15 thunder damage, damage is 3[W] + ability modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRIMAL GUARDIAN	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Vengeful Elementals

Warped elementals pull themselves from the landscape and scuttle forward to engage the enemy.

Primal, Conjunction

KEYWORDS

Standard			Ranged 10
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

Effect: You conjure four vengeful elementals in four different squares. The elementals last until the end of the encounter. Allies gain a +1 power bonus to attack rolls and a +1d6 bonus to damage rolls on melee attacks while adjacent to a vengeful elemental. As a minor action, you can dismiss one vengeful elemental and let one ally adjacent to it make a basic attack as a free action.
 Level 15: The basic attack has a +3 power bonus to the damage roll.
 Level 25: The basic attack has a +6 power bonus to the damage roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ELEMENTAL PRIEST	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Bloody Menace

Your skill at the kill gives your enemies pause.

Martial

KEYWORDS

Free			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: You bloody an enemy or reduce an enemy to 0 hit points with a melee attack.
Effect: Each enemy within 10 squares of you that can see you grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GLADIATOR	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Deft Avoidance

You duck out of the way, slipping to where you can best land your next attack.

Martial

KEYWORDS

Imm. Reaction			Close burst 2
ACTION	←		RANGE
<input type="checkbox"/> AT-WILL		<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An enemy in burst you can see misses you with a melee attack.
Effect: The target grants combat advantage until the end of its next turn. In addition, either you can shift 2 squares, or each ally in the burst can shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DUNE TRADER	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Dune Dancer

You roll with the attack, taking a better position where you are bound to make your enemy pay.

Primal

KEYWORDS

Imm. Reaction			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: The triggering enemy
Trigger: An enemy hits you with an attack while you are not adjacent to any of your allies.
Effect: As a free action, you shift a number of squares equal to your primary ability modifier. You gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WASTELAND NOMAD	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Enforced Competence

At your urging, your allies work harder and better. There might be some drawbacks, but none you need to suffer.

Psionic, Psychic

KEYWORDS

Imm. Interrupt			Close burst 10
ACTION	←		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: The triggering ally
Trigger: An ally in burst makes a skill check or a saving throw and dislikes the result.
Effect: The target rerolls the check or the saving throw. If this second check or saving throw is not successful, the target takes psychic damage equal to half your healing surge value, and this power is not expended.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS NOBLE ADEPT	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Envenomed Weapon

You smear prepared poison on your weapon to erode your enemy's stamina.

Martial

KEYWORDS

Minor			Melee touch
ACTION	+		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: One weapon you're wielding
Effect: The next creature hit by a melee attack using this weapon before the end of the encounter gains vulnerable 5 poison until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ATHASIAN MINSTREL	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Lifting Winds

Primal spirits riding fierce winds propel your ally into battle.

Primal
KEYWORDS

Move		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally in burst
Effect: The target flies a number of squares equal to your primary ability modifier and lands at the end of this movement. Until the end of your next turn, when the target hits an enemy with a melee attack, he or she also pushes the enemy 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRIMAL GUARDIAN	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Veiled Escape

Your subtle magic lends speed to an ally's feet and calls up dust to conceal your ally's movement.

Arcane
KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally
Effect: The next time the target shifts before the end of your next turn, he or she can shift 2 additional squares and gain concealment until the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VEILED ALLIANCE	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Mantle of Might

An invisible aura of power protects you from enemies that dare to approach.

Arcane, Fear
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of your next turn, enemies grant combat advantage and take a -4 penalty to attack rolls against you while adjacent to you. The next ally who hits and damages an enemy adjacent to you before the end of the encounter gains 1 action point.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TEMPLAR	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Retrieving Elemental

The wind elementals gather to form a dust devil that can whisk an ally to safety.

Primal, Conjunction
KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a retrieving elemental that lasts until the end of the encounter. You can push any creature that ends its turn in a square adjacent to the retrieving elemental 1 square. When you start your turn, you can move the elemental 1 square before you take any other actions. As a minor action, you can dismiss the elemental, and an ally adjacent to it can shift 5 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ELEMENTAL PRIEST	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Wild Repulsion

Physical shields manifest around your body, dampening attacks.

Psionic, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the wild repulsion stance. Until the stance ends, you gain resist 5 to all damage. Once per turn, when you score a critical hit with an attack, you increase the resistance by 1, to a maximum of 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDER	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Cruel Decree

With the voice of authority, you call for your allies to take the fight to your enemies.

Psionic, Implement, Psychic
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs Will
Each enemy in burst

ATTACK	DEFENSE	TARGET
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Requirement: You must expend 2 power points each time you use this power.
Hit: 2d6 + ability modifier psychic damage, and the target is slowed until the end of your next turn. Each ally in the burst gains a +2 power bonus to damage rolls against the target until the end of your next turn.
 Level 17: You must expend 4 power points each time you use this power, damage is 3d6 + ability modifier, and the bonus to damage rolls is +4.
 Level 27: You must expend 6 power points each time you use this power, damage is 4d6 + ability modifier, and the bonus to damage rolls is +6.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS NOBLE ADEPT	POWER TYPE ATTACK	LEVEL 7
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AT-WILL POWER

Armor of Living Dunes

Primal spirits of sand, stone, and wood infuse your body with energy, transforming you into a creature of desert life and giving you the ability to hurl a blast of sand from your weapon.

Primal, Polymorph, Weapon
KEYWORDS

Minor		
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

vs

ATTACK	DEFENSE	TARGET
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Effect: You assume the armor of living dunes form until the end of your next turn. While in this form, you are immune to forced movement. Once before the end of your next turn, you can make the following attack.
Standard Action Close blast 3
Target: Each creature in blast
Attack: Primary ability vs. Reflex
Hit: 1[W] + ability modifier damage, and you push the target 2 squares. In addition, the target is blinded until the end of your next turn.
 Level 17: 2[W] + ability modifier damage.
 Level 27: 3[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRIMAL GUARDIAN	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Crystal Spider Poison

You splash a few drops of a debilitating poison on your blade before striking. The poison briefly weakens your foe.

Martial, Poison, Weapon
KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs AC
One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] damage plus 5 poison damage. Until the end of your next turn, if the target willingly moves more than 2 squares or makes an attack, it is weakened until the end of its next turn.
 Level 17: 3[W] damage plus 5 poison damage.
 Level 27: 4[W] damage plus 5 poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ATHASIAN MINSTREL	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Elemental Justice

When an ally falls victim to an attack, the elementals leap to your companion's defense.

Primal, Conjunction, Implement
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

vs

ATTACK	DEFENSE	TARGET
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Effect: You conjure an elemental that lasts until the end of your next turn. You and allies gain a +1 power bonus to attack rolls while adjacent to the elemental. As a standard action, you can make a melee 1 attack from the elemental's square.
Target: One creature
Attack: Primary ability vs. Will
Hit: 2d8 + ability modifier damage, plus 2 damage for each bloodied ally with line of sight to the elemental. In addition, you slide the target 3 squares to a square adjacent to the elemental.
Effect: The elemental is dismissed.
 Level 17: 3d8 + ability modifier damage, plus 3 damage for each bloodied ally with line of sight to the elemental.
 Level 27: 4d8 + ability modifier damage, plus 4 damage for each bloodied ally with line of sight to the elemental.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ELEMENTAL PRIEST	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Fettering Glare

You create ghostly, constricting iron manacles to pin your foe in place. The manacles draw an enchantment or blight affecting one of your allies away from him.

Arcane, Implement, Psychic

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
Primary ability VS	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + ability modifier psychic damage, and you knock the target prone.
Effect: The next ally who hits and damages one of the targets before the end of your next turn rolls twice on any one attack roll made before the end of his or her next turn, using either result.
 Level 17: 3d8 + ability modifier psychic damage.
 Level 27: 5d8 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TEMPLAR | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Flensing Wind Strike

Your attack creates a sandstorm around the foe, shredding its flesh until it escapes.

Primal, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION	↔	RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + ability modifier damage. If the target doesn't move at least 2 squares during its next turn, it takes extra damage equal to 5 + your primary ability modifier at the end of its turn.
 Level 17: 2[W] + ability modifier damage.
 Level 27: 3[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WASTELAND NOMAD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Mind Clash

You fully unleash the power of your mind, crushing your enemy's will with your reckless, savage onslaught.

Psionic, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
Primary ability VS	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + ability modifier psychic damage. If you score a critical hit with this power, the target takes 10 extra psychic damage and is dazed until the end of your next turn.
 Level 17: 3d8 + ability modifier psychic damage. If you score a critical hit with this power, the target takes 15 extra psychic damage and is dazed until the end of your next turn.
 Level 27: 4d8 + ability modifier psychic damage. If you score a critical hit with this power, the target takes 20 extra psychic damage and is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Murderous Rampage

The path to victory lies through your opponent. With a devastating strike, you take a step toward that goal.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + ability modifier damage.
Effect: Until the end of your next turn, whenever any enemy starts its turn adjacent to the target, that enemy takes damage equal to your primary ability modifier.
 Level 17: 3[W] + ability modifier damage.
 Level 27: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GLADIATOR | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Sandman's Veil

A spray of mind-stinging particles covers your flight from danger.

Arcane, Implement, Psychic, Teleportation

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
Primary ability VS	Reflex	Each enemy in blast
ATTACK	DEFENSE	TARGET

Special: You can spend a minor action when you use this power to enhance it. If you do so, you can teleport 2 squares instead of shifting 2 squares.
Effect: Before or after the attack, you can shift 2 squares.
Hit: 1d10 + ability modifier psychic damage, and the target cannot see anything farther than 2 squares away until the end of your next turn.
 Level 17: 2d10 + ability modifier psychic damage.
 Level 27: 3d10 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VEILED ALLIANCE | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Sly Gambit

Your quick strike lures your enemy into a rash counterattack.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION	↗	RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + ability modifier damage, and the target makes a melee basic attack against a creature of your choice as a free action. Until the end of your next turn, either you gain a +4 power bonus to AC, or the target provokes opportunity attacks when shifting or making melee attacks.
 Level 17: 2[W] + ability modifier damage.
 Level 27: 3[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DUNE TRADER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Bloody Blades

You whip your weapons around you to keep your enemies from blocking your progress to a swift victory.

Martial, Stance, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
Primary ability VS	AC	Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you move your speed. Each enemy that makes an opportunity attack against you during this movement takes damage equal to your primary ability modifier and is pushed 1 square after its attack.
Hit: 2[W] + ability modifier damage.
Effect: You can assume the stance of the bloody blades. Until the stance ends, as a free action you can deal damage equal to your primary ability modifier to any enemy that starts its turn adjacent to you. Any enemy you deal damage to cannot shift until the end of your next turn.
 Level 19: 3[W] + ability modifier damage.
 Level 29: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GLADIATOR | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Chaotic Thoughts

You assault your enemy's mind with confusing thoughts, and it harms its own psyche as it tries to break free from your control.

Psionic, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
Primary ability VS	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + ability modifier psychic damage.
Effect: The target takes ongoing 5 psychic damage (save ends). Each time the target fails a saving throw against the ongoing damage, it takes damage equal to the result of the saving throw. If you score a critical hit with any attack while the target is still affected by this power, the target is dazed until the end of your next turn.
 Level 19: 3d8 + ability modifier psychic damage.
Effect: As above, but ongoing 10 psychic damage (save ends).
 Level 29: 4d8 + ability modifier psychic damage.
Effect: As above, but ongoing 15 psychic damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDER | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Face of Defeat

You make your foe believe defeat is imminent, and your point is reinforced by well-aimed attacks from your followers.

Psionic, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
Primary ability VS	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + ability modifier psychic damage.
Effect: The target is dazed (save ends). If the target is hit by an attack while dazed by this power, it instead becomes stunned until the end of your next turn.
 Level 19: 4d6 + ability modifier psychic damage.
 Level 29: 6d6 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: NOBLE ADEPT | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Hounding Presence

You step in close to your enemy to land your attack but stay in motion, using its proximity to your advantage.

Martial, Weapon

KEYWORDS

Standard	⬇	↗	Melee or Ranged weapon
ACTION			RANGE

Primary ability vs AC One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] + ability modifier damage, and the target cannot shift (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, while you are adjacent to the target either you gain a +4 power bonus to all defenses, or the target grants combat advantage.

Level 19: 3[W] + ability modifier damage.

Level 29: 5[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DUNE TRADER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Imperious Gaze

You fix your eye on a foe or a friend, driving your ally onward with magical compulsion or crushing your enemy's will.

Arcane, Implement, Psychic

KEYWORDS

Standard			Close burst 2
ACTION	⬅		RANGE

Primary ability vs Will Each enemy in burst

ATTACK	DEFENSE	TARGET
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Hit: 2d10 + ability modifier psychic damage, and the target is dazed (save ends).

Effect: The next ally who hits and damages one of the targets before the end of the encounter can regain any one expended encounter attack power of this power's level or lower.

Level 19: 3d10 + ability modifier psychic damage.

Level 29: 4d10 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TEMPLAR POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Insidious Poison

You venom your weapon with a lethal poison that is exceptionally difficult to shake off. Few survive its touch.

Martial, Poison, Weapon

KEYWORDS

Standard	⬇	↗	Melee or Ranged weapon
ACTION			RANGE

Primary ability vs AC One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] + ability modifier damage, and ongoing 5 poison damage (save ends). The first time the target takes the ongoing poison damage, the target cannot make a saving throw against the ongoing poison damage on its turn.

Level 19: 2[W] + ability modifier damage plus 5 poison damage, and ongoing 5 poison damage (save ends).

Level 29: 2[W] + ability modifier damage plus 10 poison damage, and ongoing 5 poison damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ATHASIAN MINSTREL POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Monstrous Savagery

Bloodlust drives you into a wild frenzy, and your attacks fall with shocking power.

Primal, Weapon

KEYWORDS

Standard	⬇		Melee weapon
ACTION			RANGE

Primary ability vs AC One creature

ATTACK	DEFENSE	TARGET
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Attack: Primary ability vs. AC, two attacks. If none of your allies are adjacent to you, make three attacks instead.

Hit: 5 + ability modifier damage per attack, and the target takes a penalty to attack rolls equal to the number of times you hit it with this power (save ends).

Miss: Half damage.

Level 19: Attacks are Primary ability + 2 vs. AC.

Level 29: Attacks are Primary ability + 2 vs. AC, damage is 10 + ability modifier per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WASTELAND NOMAD POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Of Wood and Stone

Angry primal spirits bind themselves to you, transforming your body into a hulking mass of rock and wood.

Primal, Polymorph, Weapon

KEYWORDS

Minor			Personal
ACTION			RANGE

vs

ATTACK	DEFENSE	TARGET
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Effect: You assume the form of wood and stone until the end of the encounter. While you are in this form, you and all allies adjacent to you gain resist 5 to all damage and cannot be pulled, pushed, or slid unless you or the ally adjacent to you chooses to be.

Once before the end of the encounter while you are in this form, you can make the following attack.

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Primary ability vs. Fortitude

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

Level 19: 3[W] + ability modifier damage.

Level 29: 4[W] + ability modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRIMAL GUARDIAN POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Primordial Retribution

Horrific elementals spring forth from the ground and latch onto your enemies, holding them fast and rending their flesh.

Primal, Conjunction, Implement

KEYWORDS

Minor		↗	Ranged 10
ACTION			RANGE

vs

ATTACK	DEFENSE	TARGET
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Effect: You conjure four tortured elementals in four different squares. The elementals last until the end of the encounter. As a standard action, you can make the following melee 1 attack from each elemental's square.

Target: One, two, three, or four creatures, each adjacent to at least one tortured elemental

Attack: Primary ability vs. Reflex

Hit: The target is restrained and takes ongoing 5 damage (save ends both). Remove one tortured elemental from play.

Miss: Slide the target and the tortured elemental each 1 square.

Level 19: 2d6 + ability modifier damage, and the target is restrained and takes ongoing 5 damage (save ends both).

Miss: As above, plus half damage.

Level 29: 5d6 + ability modifier damage, and the target is restrained and takes ongoing 5 damage (save ends both).

Miss: As above, plus half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ELEMENTAL PRIEST POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Sequestering Veil

A sparkling mist covers your foes and swirls around them, locking them in place and obscuring their vision.

Arcane, Implement, Psychic

KEYWORDS

Standard		✳	Area burst within 10 squares
ACTION			RANGE

Primary ability vs Fort Each creature in burst

ATTACK	DEFENSE	TARGET
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Special: You can spend a minor action when you use this power to enhance it. If you do so, the target takes a -2 penalty to saving throws against this power.

Hit: 2d6 + ability modifier psychic damage, and the target is restrained and cannot teleport (save ends both). Until the target saves, all creatures that are not adjacent to it have concealment against it.

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

Level 19: 3d6 + ability modifier psychic damage.

Level 29: Area burst 2 within 10 squares, 4d6 + ability modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VEILED ALLIANCE POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Berate the Weak

You lash your failing allies with words of scorn, driving them back into the fray with renewed determination.

Arcane, Healing

KEYWORDS

Minor			Close burst 5
ACTION	⬅		RANGE

AT-WILL ENCOUNTER DAILY

Target: Each bloodied, dazed, stunned, or prone ally in burst

Effect: Each target can choose to spend a healing surge, automatically remove one dazed or stunned effect, or stand up. In addition, each target in the burst can move his or her speed as a free action, as long as this movement ends with that target adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TEMPLAR POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Command Decision

As your enemy's blade comes down, you are forced to decide - your life, or that of your ally?

Martial

KEYWORDS

Imm. Interrupt		⬅	Close burst 1
ACTION			RANGE

AT-WILL ENCOUNTER DAILY

Target: You or one ally in burst

Trigger: You are hit by an attack.

Effect: If you are the target, you lose a healing surge and gain temporary hit points equal to your healing surge value. If an ally is the target, that ally is hit by the triggering attack instead of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DUNE TRADER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Perceive Weakness

You spot the flaws in your foe's technique and can bring this knowledge to bear during your next attack.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An enemy you can see misses with a melee attack.
Effect: Your next melee weapon attack against the target before the end of your next turn gains a +2 power bonus to the attack roll and deals 1[W] extra damage.
Special: If your next attack against the target misses, you regain the use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GLADIATOR	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Psychic Feedback

A mental shield emanates psychic feedback against those who attack you.

Psionic, Psychic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You assume the stance of psychic defense. Until the stance ends, when you're damaged by an attack, the attacker takes 5 psychic damage. When you score a critical hit with an attack, you can end the stance as a free action to deal 10 extra psychic damage on that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Balm of the Guardian

You leech the moisture from the area around you, directing it to your allies and creating kindling for the fire.

Primal, Healing, Zone

KEYWORDS

Minor		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You spend a healing surge. You regain hit points as normal, and each ally in the burst gains temporary hit points equal to one-half your level. The burst creates a zone that lasts until the end of your next turn. Each enemy within the zone gains vulnerable 5 thunder while it is within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRIMAL GUARDIAN	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Elemental Boon

The favor of elemental powers shines across your allies, transforming their strength into vitality.

Primal, Conjunction, Healing

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a rewarding elemental that lasts until the end of the encounter. You and each ally that spends a healing surge while adjacent to the elemental regains additional hit points equal to your primary ability modifier. When an ally you can see fails a death saving throw, you can dismiss the elemental as a free action to allow the ally to spend a healing surge and gain a +4 power bonus to all defenses until the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ELEMENTAL PRIEST	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Framing Assassin

You have mastered a fighting technique in which you lunge swiftly toward one opponent to strike at other foes behind it.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the stance of the framing assassin. Until the stance ends, you can use a square adjacent to you that is occupied by an enemy as the origin square for your weapon attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ATHASIAN MINSTREL	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Lone Nomad

You're toughest when you're all alone.

Primal, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the lone nomad's stance. Until the stance ends, you have resist 7 to all damage. If you end your turn adjacent to an ally, this stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WASTELAND NOMAD	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Psionic Sustenance

Your ally sacrifices his or her well-being to renew your psionic strength.

Psionic

KEYWORDS

Minor		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One willing ally
Effect: The target loses a healing surge, and you regain 2 power points.
 Level 23: The target loses a healing surge, and you regain 4 power points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS NOBLE ADEPT	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Sensory Absorption

Your senses ride atop your target's senses, allowing you to gain a broader perspective.

Arcane

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature
Effect: You can see and hear as if you were in the target's space (save ends).
Aftereffect: You can see and hear as if you were in the target's space until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VEILED ALLIANCE	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Veiled Guardian Stance

With a vicious sweep of your weapon, you attract the attention of all nearby enemies. Leaving your presence is asking for swift punishment.

Weapon, Stance

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability vs AC Each creature in burst

ATTACK	DEFENSE	TARGET
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Special: You can spend a minor action when you use this power to enhance it. If you do so, you gain a +2 power bonus to the melee basic attack rolls granted by this stance.
Hit: 2[W] + ability modifier damage, and you mark the target (save ends).
Miss: Half damage, and you mark the target until the end of your next turn.
Effect: You can assume the veiled guardian stance. Until the stance ends, when a target of this power marked by you leaves a square adjacent to you, you can make a melee basic attack against the target as an opportunity action. If your attack hits, the target cannot leave the square until the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VEILED GUARDIAN	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Arcane Defiling



You draw upon the vitality of nearby life to fuel your magic, heedless of the harm you cause to the land and your allies.

Arcane, Necrotic

KEYWORDS

Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You make an attack roll or a damage roll as part of an arcane daily attack power.
Effect: You can reroll the triggering roll but must use the second result. In addition, each ally (willing or unwilling) within 20 squares of you takes necrotic damage equal to half his or her healing surge value. This damage ignores immunities and cannot be reduced in any way.
Special: You can use this effect once for any arcane daily attack power you use, affecting any single attack roll or the damage roll for that power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARCANE	POWER TYPE FEATURE	LEVEL
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AT-WILL POWER

Concussive Spike

Your weapon shimmers with force as you bring it trashing down, clobbering your foes and driving some of them back.

Psionic, Augmentable, Force, Weapon

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CON vs AC		One creature you can see in blast
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier force damage. You push each enemy in the blast other than the target a number of squares equal to 1 + your Charisma modifier.

Augment 1

Close burst 3

Target: One creature you can see in burst

Hit: 1[W] + Constitution modifier force damage. You push one enemy in the burst other than the target a number of squares equal to 1 + your Charisma modifier.

Augment 2

Hit: 1[W] + Constitution modifier force damage, and you knock the target prone. You push each enemy in the blast other than the target a number of squares equal to 1 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Corona of Floating Force

As you swing, the air around you ripples with psionic force that knocks back your enemy and levitates you.

Psionic, Force, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

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

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

Effect: You can assume the floating force stance. Until the stance ends, you ignore difficult terrain and take no damage from hindering terrain or terrain hazards.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Concussive Response

With a thought, you transform your injuries into energy that bolsters your attacks.

Psionic, Force

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be bloodied.

Effect: Until the end of your next turn, your unaugmented psionic attacks deal 1d6 extra force damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Wrenching Claw

You manifest a claw of force around your weapon. Then, as you strike, the claw encloses your foe and drags it into position.

Psionic, Augmentable, Force, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

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

Augment 1

Special: Your reach increases by 1 for this attack.

Augment 2

Special: Your reach increases by a number of squares equal to your Charisma modifier for this attack.

Hit: 2[W] + Constitution modifier force damage, and you slide the target 3 squares to a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
3

AT-WILL POWER

Wild Speed

Your strike warps temporal bonds, sapping your opponent's speed and infusing you with unpredictable bursts of movement.

Psionic, Force, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

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

Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: After the attack, you shift half your speed to a square adjacent to the target. You can assume the wild speed stance. Until the stance ends, you can move a number of squares equal to your speed + 1d4 as a move action. You roll a d4 each time you begin the movement. If the result is odd, the movement doesn't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
5

DAILY POWER

Surging Durability

With each attack, you use the power of your mind to bolster your vitality.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the stance of surging durability. Until the stance ends, whenever you hit with an augmented power, you gain temporary hit points equal to the number of power points you spent to augment that power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
6

UTILITY POWER

Forceful Reversal

You draw the force from an enemy's attack and hurl it back at your attacker through your weapon.

Psionic, Augmentable, Force, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
CON vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits you.

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

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

Augment 1

Hit: 1[W] + Constitution modifier force damage. You push the target 1 square and then shift 1 square to the square the target vacated. In addition, you gain combat advantage against the target until the end of your next turn.

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

Augment 2

Hit: 2[W] + Constitution modifier force damage. You push the target a number of squares equal to your Charisma modifier and knock it prone. The target cannot stand up until the start of its next turn.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
7

AT-WILL POWER

Cascade of Rippling Force

Your weapon and body flare with telekinetic energy as you attack. Afterward, waves of force roll off your body.

Psionic, Force, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

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

Miss: Half damage.

Effect: You can assume the rippling force stance. Until the stance ends, you can take the following action.

Move Action Personal

Effect: You shift 3 squares. During this movement, you can move through the spaces of enemies marked by you. If you do so, the first time you enter an enemy's space during the shift, that enemy takes force damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
9

DAILY POWER

Hands of the Titan

Your arms bulge with strength, and your weapon ripples with elemental energy as your mind draws from a deep font of power.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, your weapon attacks deal extra damage equal to your Charisma modifier and deal cold, fire, lightning, and thunder damage in addition to their normal damage types.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
10

UTILITY POWER

Kinetic Fist

The energy from your attack causes swirling force to gather about you, which you can unleash on an attacker.

Psionic, Augmentable, Force, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and one enemy marked by you other than the target takes force damage equal to your Charisma modifier.

Augment 1

Effect: Until the end of your next turn, when an enemy adjacent to you hits and damages you, that enemy takes force damage equal to your Charisma modifier, and you can push it 1 square.

Augment 4

Hit: 2[W] + Constitution modifier damage, and one enemy marked by you other than the target takes force damage equal to your Charisma modifier.

Effect: Until the end of your next turn, when an enemy adjacent to you hits and damages you, that enemy takes force damage equal to 5 + your Charisma modifier, and you mark it until the end of the enemy's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
13

AT-WILL POWER

Aspect of the Desert Storm

Your enemy flies back from your attack, and before it lands, you exchange positions so you can lash out against other foes.

Psionic, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage.
Miss: Half damage.

Effect: You push the primary target 5 squares and knock it prone. In addition, you and the primary target teleport, swapping positions. If you teleport, you then make a secondary attack that is a close burst 1.

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

Secondary Attack: Constitution vs. AC.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Savage Intent

You fix your enemies in your mind's eye, allowing you to swiftly react to their movement.

Psionic

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each enemy marked by you in burst
Effect: Until the end of your next turn, when the target completes a willing move without teleporting, you can shift an equal number of squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
16

UTILITY POWER

Ruinous Grasp

When your strike connects, you seize the mind of a nearby foe and gain limited control over the enemy's movement.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and you slide one creature marked by you 3 squares.

Augment 1

Effect: After the attack, you shift 1 square and gain a +2 power bonus to one defense of your choice until the end of your next turn.

Augment 4

Hit: 2[W] + Constitution modifier damage, and you push the target a number of squares equal to your Charisma modifier. In addition, until the end of your next turn, the target is immobilized and you can use a free action to slide the target 1 square whenever you take damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
17

AT-WILL POWER

Indomitable Presence

Your wrath burns so hot it warps the air around you, causing your attackers to recoil in pain.

Psionic, Force, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Constitution modifier damage, and the target takes 1d6 extra force and psychic damage from your attacks, not including this one (save ends).

Miss: Half damage.

Effect: Until the end of your next turn, any enemy that hits you takes 1d10 force and psychic damage, and you can push that enemy 1 square.

Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
19

DAILY POWER

Psionic Feast

You devour your enemy's anguish as you deliver a killing blow.

Psionic

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You reduce a nonminion enemy to 0 hit points.

Effect: You gain temporary hit points equal to your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
22

UTILITY POWER

Blade Tremor

You clobber your foe with a pulverizing blow. As the enemy staggers, you wrack the earth with a wave of power.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and one enemy adjacent to you and marked by you falls prone.

Augment 2

Hit: 2[W] + Constitution modifier damage, and one enemy adjacent to you and marked by you falls prone. If the enemy you knock prone is flanking you with another enemy, that other enemy also falls prone.

Augment 6

Close burst 1

Target: Each enemy you can see in burst

Hit: 2[W] + Constitution modifier damage, and you knock the target prone. In addition, one enemy marked by you and within 5 squares of you falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
23

AT-WILL POWER

Corona of the Sunsphere

Your weapon's arc carves a red orb of force that sears your foes and sends them tumbling away.

Psionic, Fire, Stance, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Target Each enemy in burst

Attack: Constitution vs. AC

Hit: 5[W] + Constitution modifier fire damage, and you push the target a number of squares equal to your Charisma modifier.

Miss: Half damage, and you push the target 2 squares.
Effect: You can assume the sunsphere stance. Until the stance ends, you can take the following action.

Opportunity Action Melee 1

Trigger: An enemy that started its turn adjacent to you willingly moves away from you or makes an attack that doesn't include you as a target during that turn.

Target: The triggering enemy

Effect: 1[W] Charisma modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Focused Rampage

You tear through your opponent with one mighty blow, bolstering you and improving your prowess.

Psionic, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 6[W] + Constitution modifier damage, and you gain temporary hit points equal to 10 your Constitution modifier.

Miss: Half damage, and you gain temporary hit points equal to 5 + your Constitution modifier.

Effect: You can assume the focused rampage stance. Until the stance ends, you can use any of your at-will unaugmented psionic attack powers in place of melee basic attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
29

DAILY POWER

Vicious Offensive

You smash into your opponent with such force that a nearby enemy can't help but take notice.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you mark an enemy adjacent to you until the end of your next turn.
Level 21: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 1

AT-WILL POWER

Goading Maneuver

After a swift strike, you step to the side and draw another one or two foes into your trap.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you shift 2 squares. In addition, you mark one or two enemies adjacent to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 1

ENCOUNTER POWER

Master's Edge

Your extensive experience helps you pick out the flaws in your opponent's technique, letting you move to meet the enemy's attacks.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage.
Effect: Until the end of the encounter, whenever the target willingly moves to a square adjacent to one of your allies, you can use an opportunity action either to make a melee basic attack against the target or to charge the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 1

DAILY POWER

Sidestep Maneuver

The enemy closes to strike, but you duck away and ready a nasty counterstrike.

Martial

KEYWORDS

Opportunity		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy ends its move in a square adjacent to you.
Effect: You shift 3 squares to a square adjacent to the triggering enemy. You gain a +2 power bonus to your next attack roll against the triggering enemy before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: UTILITY | LEVEL: 2

UTILITY POWER

Daunting Onslaught

You bring down your rage upon an enemy, frightening nearby foes with your brutality.

Martial, Fear, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. The target and each enemy adjacent to either you or the target take a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Crashing Assault

Your opponent flies back from your attack and crashes into other foes, sending them staggering.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target 3 squares and knock it prone.
Miss: Half damage, and you push the target 1 square.
Effect: Each enemy adjacent to the target takes damage equal to your Strength modifier. In addition, you push each enemy adjacent to the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Kirre's Roar

You let out an explosive roar, diverting your enemies' attentions to you. The call steels you against the imminent assault.

Martial

KEYWORDS

Minor	←	Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each enemy in burst
Effect: You mark each target until the end of your next turn. In addition, you gain resistance to all damage equal to your Dexterity modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Menacing Strike

You deliver a brutal blow to one enemy, causing your other foes to recoil in fear whenever you lunge at one.

Martial, Fear, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier + Dexterity modifier damage. In addition, whenever an enemy ends its move adjacent to the target, you can slide that enemy 1 square as an opportunity action. This effect lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Shield Ripper

You strike past your enemy's guard and hew through the foe's defenses.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target takes a -2 penalty to AC and Reflex (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIGHTER | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Another Day

After suffering a hit, you leap out of your opponent's reach to escape any subsequent attacks.

Martial

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack.
Effect: You shift your speed +4.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Menacing Surge

Rushing forward, your opponents recoil before your menacing presence and your fearsome attacks.

Martial, Fear, Weapon

KEYWORDS

Standard		Close blast 2
ACTION		RANGE
STR vs AC		Each enemy you can see in blast
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you move your speed +2.
Hit: 2[W] + Strength modifier damage.
Effect: Until the end of your next turn, enemies take a -2 penalty to attack rolls while adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Dust Storm Assault

You become a violent storm, flensing the flesh of all who try to stand up to your attacks.

Martial, Stance, Weapon

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
STR vs AC		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage.
Effect: You can assume the dust storm assault stance. Until the stance ends, you can make the following secondary attack.
Opportunity Action Melee weapon
Trigger: An enemy willingly moves adjacent to one of your allies within 3 squares of you or makes an attack that does not include you as a target while within 3 squares of you.
Effect: Before the secondary attack, you shift 6 squares to a square adjacent to the triggering enemy.
Secondary Target: The triggering enemy
Secondary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the secondary target falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Tyrian Battle Stance

You have mastered the combat stance used by gladiators in Tyr's arenas, which lets you wade among your foes with impunity.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the Tyrian battle stance. Until the stance ends, you do not provoke opportunity attacks and you gain a +2 power bonus to AC and Reflex as long as you are able to make opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Cruellest Chains

Your words or actions cause the enemy to draw close, giving you an opportunity to attack. If your foe ignores your summons, you vow to make it pay.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: An enemy able to take actions and within 4 squares of you makes an attack that doesn't include you as a target.
Effect: The triggering enemy can shift 6 squares as a free action to a square adjacent to you. If the enemy makes this shift, you make the following attack. Otherwise, your next weapon attack against that enemy that hits before the end of your next turn deals 4[W] extra damage.
Target: The triggering enemy
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Bloodletter Stance

You strike at vital spots to draw your foe's blood. With each hit, you aggravate the wounds and slowly destroy your enemy.

Martial, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: The target takes ongoing 10 damage (save ends). In addition, you can assume the stance of the bloodletter. Until the stance ends, whenever you hit an enemy with a melee weapon attack, that enemy takes ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Urikite Warmaster Stance

You emulate the warmaster gladiators of Urik with an aggressive stance that lets you punish enemies that come too close.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the Urikite warmaster stance. Until the stance ends, you can use an opportunity action to deal damage equal to 5 + your Dexterity modifier to any enemy that ends its turn adjacent to you. In addition, while you are in this stance and adjacent to an enemy, you can shift 3 squares as a move action to a square adjacent to that enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Executioner's Gambit

After you hit your enemy with a telling blow, you hold your weapon ready for a killing stroke if the enemy tries to escape.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage. You gain a +5 power bonus to attack rolls and damage rolls with opportunity attacks against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Blind with Rage

Your strike causes blood to flow into your enemy's face, and the foe lashes out blindly at anyone nearby as you call for your allies to back away.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target is blinded (save ends). Until this condition ends, whenever any creature starts its turn adjacent to the target, the target must use a free action to make a melee basic attack against that creature.
Effect: You and each ally adjacent to the target can shift 2 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 25
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DAILY POWER

Demolishing Surge



After knocking down nearby foes once, you ready your weapon to upend any creatures that try to escape your wrath.

Martial, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	↩	RANGE
STR vs AC		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you move your speed.

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

Effect: Until the start of your next turn, any enemy that willingly leaves a square adjacent to you falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 27
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ENCOUNTER POWER

Final Challenge



You call out a challenge to your enemy. If it answers your summons, you bring your weapon around in a wicked strike. Otherwise, you charge toward it, delivering an assault that leaves a gaping wound.

Martial, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Trigger: An enemy able to take actions and within 4 squares of you makes an attack that doesn't include you as a target.

Effect: The triggering enemy can shift 6 squares as a free action to a square adjacent to you. If the enemy makes this shift, you make the following attack. Otherwise, you charge the enemy and make the following attack in place of a melee basic attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and ongoing 15 damage (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIGHTER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Spirit's Wrath

Burning hatred drives your spirit to smash into your enemy.

Primal, Implement, Spirit

KEYWORDS

Opportunity	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting.
Hit: 1d6 + Wisdom modifier damage, and the target grants combat advantage until the end of your next turn.
Level 21: 2d6 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE FEATURE	LEVEL 1
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AT-WILL POWER

Spirit Infusion

You dismiss your spirit companion, which flows into an ally and enables him or her to make a swift and sudden attack.

Primal, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
vs		One ally
ATTACK	DEFENSE	TARGET

Effect: Your spirit companion disappears, and the target can make a basic attack with a +2 power bonus to the attack roll and a power bonus to the damage roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Scorching Sands

Sands infused with desert fire pour out from your spirit companion, splashing an enemy with terrible flames as your companion dissipates.

Primal, Fire, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier fire damage, and the target gains vulnerable 5 fire until the end of your next turn.
Elemental Spirit: You and each ally adjacent to your spirit companion can choose to deal fire damage until the end of your next turn. This fire damage replaces an attack's normal damage types.
Effect: Your spirit companion disappears.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Dust Storm Binding

Your spirit companion explodes in an obscuring cloud of dust, sand, and silt that blinds and stings your foes.

Primal, Implement, Spirit, Zone

KEYWORDS

Standard	←	Close burst spirit 1
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: The target is blinded (save ends).
Miss: The target takes a -2 penalty to attack rolls until the end of your next turn.
Effect: Your spirit companion disappears. The burst creates a zone that lasts until the end of your next turn. Squares within the zone are heavily obscured. Any enemy that starts its turn within the zone takes 5 damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Condensation

Moisture gathers in the air around your spirit companion as you fuse its form with one of your allies to provide healing and a protective barrier against the elements.

Primal, Healing, Spirit

KEYWORDS

Minor	↓	Melee spirit 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

Target: One ally
Effect: Your spirit companion disappears. The target gains resist 10 fire and regeneration equal to your Intelligence modifier until the end of the encounter or until you use *call spirit companion*.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Granite Armor

Your spirit companion enters your ally's body, encasing your comrade in a stony sheath and sending rocky shards flying outward.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
vs		One ally
ATTACK	DEFENSE	TARGET

Effect: Your spirit companion disappears, and the primary target gains resist 3 to all damage until the end of your next turn. Make an attack that is a close burst 1 centered on the primary target.
Elemental Spirit: The resistance equals 2 + your Intelligence modifier.
Secondary Target: Each enemy in burst
Attack: Wisdom +2 vs. AC
Hit: 2d6 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Shrieking Wind Spirits

The shrieking desert winds gather about your spirit companion, which you then dismiss to unleash a storm that leaves your enemies reeling.

Primal, Implement, Spirit, Zone

KEYWORDS

Standard	←	Close burst spirit 2
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage, and you slide the primary target 3 squares. The primary target is dazed (save ends).
Effect: Your spirit companion disappears. The burst creates a zone that lasts until the end of your next turn. While the zone persists, you can make the following secondary attack using the burst's origin square as the secondary attack's origin square.
Opportunity Action Close burst 2
Trigger: An enemy ends its turn within the zone.
Secondary Target: The triggering enemy in burst
Secondary Attack: Wisdom vs. Fortitude
Hit: You slide the secondary target 3 squares.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Light of the Crimson Sun

Your spirit erupts in flames, shining with coruscating light that empowers some of your allies' attacks.

Primal, Spirit, Zone

KEYWORDS

Minor	←	Close burst spirit 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: Your spirit companion disappears. The burst creates a zone that lasts until the end of your next turn. While within the zone, your allies gain a +2 power bonus to attack rolls with fire powers and radiant powers. In addition, whenever an ally hits with a fire power or a radiant power while within the zone, he or she gains temporary hit points equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Memories of Wind and Rain

You dismiss your spirit companion and unleash wind and rain spirits that shriek as they descend on your enemies. Gusts of wind shove your allies about while slamming any enemies that come too close.

Primal, Implement, Spirit, Zone

KEYWORDS

Standard	←	Close burst spirit 1
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage.
Effect: Your spirit companion disappears, and you slide each ally in the burst 1 square. The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn within the zone is dazed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Mountain's Might

When your spirit merges with your ally, the ground trembles and knocks foes from their feet. That ally then assumes a rocky form that is slow but resilient.

Primal, Implement, Polymorph, Spirit

KEYWORDS

Standard		Melee spirit 1
ACTION	↓	RANGE
WIS vs Reflex		One ally
ATTACK	DEFENSE	TARGET

Effect: Your spirit companion disappears. Until the end of your next turn, the primary target assumes the form of mountain's might. While in this form, the primary target is slowed, gains resist 5 to all damage, and gains a power bonus to melee damage rolls equal to your Intelligence modifier. The primary target can end the effect as a minor action. Make an attack that is a close burst 1 centered on the primary target.

Secondary Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage, and the secondary target falls prone.

Miss: Half damage.

Sustain Minor: The form of mountain's might persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Swirling Dust

Your spirit companion enters your ally's body, and nothing remains of either except swirling dust.

Primal, Spirit

KEYWORDS

Minor		Melee spirit 5
ACTION	↓	RANGE
<input type="checkbox"/> AT-WILL		<input checked="" type="checkbox"/> ENCOUNTER
		<input type="checkbox"/> DAILY

Target: One ally

Effect: Your spirit companion disappears. Until the end of your next turn, the target is insubstantial, and its space and any squares adjacent to it are lightly obscured.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Seething Zephyr

Winds gather around your spirit companion, which bursts into a zephyr that scatters your enemies and sends one of your allies flying.

Primal, Implement, Spirit

KEYWORDS

Standard		Close burst spirit 1
ACTION	←	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and you slide the target 1 square.

Effect: Your spirit companion disappears. If you hit at least one target, one ally in the burst can fly 6 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Volcanic Circle

Your spirit companion disappears into the ground, where it awakens the angry earth and unleashes bubbling fire and molten rock.

Primal, Fire, Implement, Spirit, Zone

KEYWORDS

Standard		Close burst spirit 2
ACTION	←	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier fire damage, and the target grants combat advantage and takes ongoing 10 fire damage (save ends both).

Effect: Your spirit companion disappears. The burst creates a zone that lasts until the end of your next turn. Squares within the zone are lightly obscured. Any creature that ends its turn within the zone takes 10 fire damage.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Guiding Winds

The gentle breeze swirling around your spirit companion intensifies, pushing your allies to confront an enemy.

Primal, Spirit

KEYWORDS

Minor		Close burst spirit 1
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL		<input checked="" type="checkbox"/> ENCOUNTER
		<input type="checkbox"/> DAILY

Target: Each ally in burst

Effect: Your spirit companion disappears. You slide each target a number of squares equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Cloudburst

Your spirit companion dissolves into roiling black clouds that loose lightning and slashing rain.

Primal, Implement, Lightning

KEYWORDS

Standard		Close burst spirit 1
ACTION	←	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

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

Elemental Spirit: You and each ally in the burst can choose to deal lightning damage until the end of your next turn. This lightning damage replaces an attack's normal damage types.

Effect: Your spirit companion disappears.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Sirocco Spirit

Your elemental spirit breaks apart to become a storm of dust and wind that blinds your enemies and makes them more susceptible to attacks.

Primal, Implement, Spirit

KEYWORDS

Standard		Close burst spirit 2
ACTION	←	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and the target is blinded and gains vulnerable 5 to all damage (save ends both)

Miss: Half damage, and the target gains vulnerable 5 to all damage (save ends).

Effect: Your spirit companion disappears.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Sand Summons

You dismiss your spirit companion, using its power to cause sand to boil up from the ground. The sands consume your allies and deliver them to safety while leaving an area of unstable terrain.

Primal, Spirit, Teleportation, Zone

KEYWORDS

Minor		Close burst spirit 2
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL		<input type="checkbox"/> ENCOUNTER
		<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst

Effect: Your spirit companion disappears. You teleport each target 5 squares. The burst creates a zone of difficult terrain that lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Boulder Smash

As your spirit moves, it transforms into a rolling boulder that smashes through your enemies' ranks before disappearing.

Primal, Implement, Spirit, Zone

KEYWORDS

Standard		Close burst spirit 1
ACTION	←	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier damage, and you knock the target prone.

Elemental Spirit: The burst creates a zone of difficult terrain that lasts until the end of the encounter or until you use *call spirit companion*.

Effect: Your spirit companion disappears.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Caustic Rain



Your spirit companion dissolves into acid green clouds that wash the battlefield with acid rain and funnel life from your enemies into your allies.

Primal, Acid, Healing, Implement, Spirit, Zone

KEYWORDS

Standard		Close burst spirit 2
ACTION	↔	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier acid damage, and the target takes a -2 penalty to all defenses and ongoing 15 acid damage (save ends both).

Effect: Your spirit companion disappears. The burst creates a zone that lasts until the end of your next turn. Squares within the zone are lightly obscured. Any creature that ends its turn within the zone takes 15 acid damage. Whenever this zone reduces a nonminion enemy to 0 hit points, one ally you can see can spend a healing surge.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 25
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DAILY POWER

Immolating Spirit



Your spirit companion merges with your ally, causing your comrade to erupt in flames as he or she delivers a sudden attack.

Primal, Fire, Healing, Spirit

KEYWORDS

Standard	↓	Melee spirit 5
ACTION		RANGE
	vs	One ally
ATTACK	DEFENSE	TARGET

Effect: Your spirit companion disappears. The target can use a free action either to make a melee basic attack or to charge. If this attack hits, the target deals 2d10 extra fire damage and can spend a healing surge.

Elemental Spirit: If the target's attack hits, each enemy adjacent to the target takes fire damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 27
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ENCOUNTER POWER

Fury of Athas



You dismiss your spirit companion and use its power to call forth the world spirit's tattered remnants, empowering your allies to launch a brutal assault.

Primal, Spirit

KEYWORDS

Standard		Close burst spirit 2
ACTION	↔	RANGE
	vs	Each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Your spirit companion disappears. Each target can make a basic attack as a free action. If this attack hits, the target of the attack is stunned and takes ongoing 10 damage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Hand of Blight

A crackling black sphere gathers around your outspread hand. You can smite a nearby foe with it, or else fling it at a distant enemy.

Arcane, Implement, Necrotic, Psychic

KEYWORDS

Standard	⬇	⬆	Melee touch or Ranged 10
ACTION			RANGE

CHA or CON vs	Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma or Constitution modifier necrotic and psychic damage, and the target grants combat advantage until the end of your next turn.

Level 21: 2d8 + Charisma or Constitution modifier necrotic and psychic damage.

Sorcerer-King Pact: If you spend your fell might, the target takes 1d8 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Cruel Bounty

You create a blazing sigil that flares with unwholesome light, scouring your foe and promising an obscene blessing to any of your allies who bathe in its radiance.

Arcane, Implement, Radiant

KEYWORDS

Standard	⬇	⬆	Melee touch or Ranged 5
ACTION			RANGE

CHA or CON vs	Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma or Constitution modifier radiant damage. Until the end of your next turn, your allies gain a +1 power bonus to attack rolls against the target.

Sorcerer-King Pact: If you spend your fell might, the bonus increases to +2 and the bonus affects attack rolls and damage rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Ashen Scourge

You lash at your foe with a whip of fire, dragging it close. The whip leaves behind a residue of necrotic ash that withers your foe's flesh.

Arcane, Fire, Necrotic, Implement

KEYWORDS

Standard	⬇	⬆	Melee touch or Ranged 5
ACTION			RANGE

CHA or CON vs	Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma or Constitution modifier fire damage. The target grants combat advantage and takes ongoing 5 necrotic damage (save ends both).

Miss: Half damage.

Effect: You pull the target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Assassin's Bane

The ground blackens as coruscating energy swirls around you, hindering your foes' movements and revealing any hidden enemies.

Arcane, Zone

KEYWORDS

Minor		Close burst 3
ACTION	⬅	RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Effect: The burst creates a zone that lasts until the end of your next turn. Enemies within the zone cannot shift, teleport, or benefit from invisibility, concealment, or total concealment.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Sinister Extraction

Your enemy falters as you tear at its soul. One of your allies, seeing the foe's defiance vanish, can use the opportunity to deliver an invigorating attack.

Arcane, Implement, Psychic

KEYWORDS

Standard	⬇	⬆	Melee touch or Ranged 5
ACTION			RANGE

CHA or CON vs	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma or Constitution modifier psychic damage. The next one of your allies who hits the target with a melee attack before the end of your next turn gains temporary hit points equal to your Intelligence modifier.

Sorcerer-King Pact: If you spend your fell might, your ally's attack need not be a melee attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Flames of the Smoking Crown

Hungry flames consume your enemy and send the creature into a panic that ignites your other foes.

Arcane, Fear, Fire, Implement

KEYWORDS

Standard	⬇	⬆	Melee touch or Ranged 5
ACTION			RANGE

CHA or CON vs	Reflex	One creature
ATTACK	DEFENSE	TARGET

Hit: The target is affected by the flames of the smoking crown (save ends). Until the flames end, the target takes ongoing 5 fire damage. Also, whenever the target starts its turn you slide it a number of squares equal to your Intelligence modifier, and each enemy adjacent to the target after the slide takes ongoing 5 fire damage (save ends).

Effect: 1d10 + Charisma or Constitution modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Sand Shape

You transform your body into sand, allowing you to resist attacks and pass through solid barriers.

Arcane, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Effect: Until the end of your next turn, you are insubstantial and can pass through any opening large enough to accommodate a single grain of sand. You cannot attack, pick up anything, or manipulate objects.

Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Sorcerer-King's Decree

Crackling lightning scorches your enemy with such ferocity that it sends nearby foes staggering back.

Arcane, Implement, Lightning, Psychic

KEYWORDS

Standard	⬇	⬆	Melee touch or Ranged 5
ACTION			RANGE

CHA or CON vs	Reflex	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma or Constitution modifier lightning damage. You push the target and each enemy adjacent to the target a number of squares equal to your Intelligence modifier.

Sorcerer-King Pact: If you spend your fell might, each enemy adjacent to the target before the push takes psychic damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Kalak's Burning Sands

You transform the ground beneath your foe's feet into seething black sand. As your enemy sinks down, the sand scorches the creature.

Arcane, Fire, Implement

KEYWORDS

Standard	⬇	⬆	Melee touch or Ranged 5
ACTION			RANGE

CHA or CON vs	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma or Constitution modifier fire damage, and you knock the target prone. The target cannot stand up and has cover against all creatures except you (save ends both).

First Failed Saving Throw: The target takes ongoing 5 fire damage and is removed from play (save ends both). When the target saves, it reappears in the space it last occupied or in the nearest unoccupied space of its choice.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

King's Step

After an enemy misses you with an attack, you take a form of sand and ash. You then zip across the battlefield and lay your curse upon the offending creature.

Arcane

KEYWORDS

Imm. Reaction			Personal
ACTION			RANGE

<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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Trigger: An enemy misses you with an attack.
Effect: You fly your speed and are insubstantial during the move. After the move, you place your Warlock's Curse on the triggering enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Break the Will

Your magic breaks into your foe's mind and leaves the creature reeling from the experience.

Arcane, Implement, Psychic

KEYWORDS

Standard	↓	↗	Melee touch or Ranged 5
ACTION			RANGE

CHA or CON vs	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma or Constitution modifier psychic damage, and the target is dazed until the end of your next turn.

Sorcerer-King Pact: If you spend your fell might, each enemy adjacent to the target takes psychic damage equal to your Intelligence modifier. In addition, you place your Warlock's Curse on each enemy adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Touch of the Two Moons

Invoking the name of Tectuktitlay, ruler of Draj the Two Moon City, you plunge your hand into a creature's flesh and tear loose a piece of the creature's spirit.

Arcane, Fear, Implement

KEYWORDS

Standard	↓		Melee touch
ACTION			RANGE

CHA or CON vs	Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Charisma or Constitution modifier damage.

Miss: Half damage.

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

Secondary Target: Each enemy in burst
Secondary Attack: Charisma or Constitution vs. Will

Hit: You push the secondary target a number of squares equal to its speed. The secondary target grants combat advantage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Fail Me Not

Your magic infuses your allies' attacks with power that comes at a dangerous cost.

Arcane, Zone

KEYWORDS

Minor			Close burst 3
ACTION	←		RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, your allies gain both a +2 power bonus to attack rolls and a power bonus to damage rolls equal to your Intelligence modifier. The bonus applies to melee attacks and ranged attacks. Also, whenever one of your allies within the zone misses every target with a melee or a ranged attack, he or she gains vulnerable 5 to all damage until the start of his or her next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Obedience's Reward

At your command, an ally leaps forward to savage an enemy. However, that comrade suffers your ire if he or she wastes the opportunity you provide.

Arcane, Healing

KEYWORDS

Standard	↓	↗	Melee touch or Ranged 5
ACTION			RANGE

vs	Will	One ally
ATTACK	DEFENSE	TARGET

Effect: The target can use a free action either to make a melee basic attack or to charge, gaining a power bonus to the attack roll of either attack equal to your Intelligence modifier. If the target's attack hits, it deals 2d8 extra damage. If it misses every target, the target takes damage equal to the higher of your Charisma or Constitution modifiers, and you regain the use of this power.

Sorcerer-King Pact: If you spend your fell might, the target's attack also deals extra damage equal to your Warlock's Curse damage if it hits.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Voice of the Dictator

When you speak, the voice of Andropinis, sorcerer-king of Balic, joins your own, giving weight and power to your commands.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard			Close burst 5
ACTION	←		RANGE

CHA or CON vs	Will	One creature that can hear you in burst
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).

Each Failed Saving Throw: The target takes psychic damage equal to your Charisma or Constitution modifier, and one ally within 5 squares of you gains temporary hit points equal to your Charisma or Constitution modifier.

Miss: 2d12 + Charisma or Constitution modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Cerulean Shield

You throw up an arcane shield that catches a portion of an incoming attack and fashions it into a potent defense.

Arcane

KEYWORDS

Imm. Interrupt			Personal
ACTION			RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Trigger: You are hit by an attack that deals acid, cold, fire, lightning, necrotic, radiant, or thunder damage.

Effect: You gain resistance equal to 10 + your Intelligence modifier to the triggering attack's damage types until the end of your next turn. In addition, until the end of your next turn, any enemy that starts its turn adjacent to you takes damage of the triggering attack's damage types. The damage equals the resistance you gained from this power.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Command of Execution

Your dire command staggers your foe and compels a couple of your allies to launch attacks against the creature.

Arcane, Implement

KEYWORDS

Standard	↓	↗	Melee touch or Ranged 10
ACTION			RANGE

CHA or CON vs	Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: The target is dazed until the end of your next turn. One or two of your allies within 5 squares of the target can use a free action either to make a melee basic attack against the target or to charge the target.

Sorcerer-King Pact: If you spend your fell might, the allies' attacks deal extra damage equal to your Warlock's Curse damage if they hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Word of the Sorcerer-King

With a single powerful word, you make your enemies feel the might of a sorcerer-king.

Arcane, Implement, Psychic

KEYWORDS

Standard			Close blast 5
ACTION	←		RANGE

CHA or CON vs	Fort	Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Charisma or Constitution modifier psychic damage, and the target is stunned (save ends).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 25
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DAILY POWER

Price of Defiance



A ghostly hand enfolds your enemy, wrenching it toward waiting allies who dispatch it at your command.

Arcane, Force, Implement

KEYWORDS

Standard	↓	↗	Melee touch or Ranged 10
ACTION		RANGE	

CHA or CON vs	Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma or Constitution modifier force damage, and the target is immobilized until the end of your next turn. You slide the target 5 squares to a square adjacent to one of your allies. That ally can then make a melee basic attack against the target as an opportunity action, gaining a power bonus to the damage roll equal to your Intelligence modifier.

Sorcerer-King Pact: If you spend your fell might, after your ally's attack, you can slide the target 5 squares to a square adjacent one of your allies. That ally can then make a melee basic attack against the target as an opportunity action, with a power bonus to the damage roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 27
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ENCOUNTER POWER

Dregoth's Ashen Curse



You ignite your enemy with black fire that corrupts the flesh and soul. As the flames gutter out, your foe's body begins to turn to ash.

Arcane, Fire, Implement, Necrotic

KEYWORDS

Standard	↓	↗	Melee touch or Ranged 10
ACTION		RANGE	

CHA or CON vs	Reflex	One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma or Constitution modifier fire damage, and the target is slowed and takes ongoing 15 fire damage (save ends both).

Aftereffect: The target is slowed, is weakened, and takes ongoing 15 necrotic damage (save ends all).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Body Equilibrium

You sense how to shift your weight from step to step, staying atop a tricky surface.

Psionic
KEYWORDS

Move		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You move your speed. During the move, you gain a +5 power bonus to Acrobatics checks to balance and do not sink when moving over soft or brittle terrain, such as dust, silt, mud, snow, or thin ice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Far Hearing

For a moment, you can hear even distant whispers.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Choose one square you can see that is within 10 squares of you. Until the end of your next turn, you can hear as if you occupied that square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Know Direction

With a moment's concentration, you sense which way is true north.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You determine which way is north. For 1 hour, you gain a +2 power bonus to checks to navigate natural terrain using either Perception or Nature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Mental Tools

From thought, you create matter, equipping yourself with the simple tools you need.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You create a simple tool you can hold in one hand. The object appears in your hand or at your feet. You can not use the object to attack or hinder another creature. The object lasts until the end of the encounter or until you use this power again.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Object Projection

Your force of will teleports an object a short distance away.

Psionic, Teleportation
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You teleport an object you are holding in one hand to an unoccupied square within 10 squares of you or to a willing creature within 10 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Psionic Image

You plant the image of an object in the minds of nearby creatures.

Psionic, Illusion
KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
VS		
ATTACK	DEFENSE	TARGET

One or more creatures in burst

Effect: Each target sees the image of a Small or smaller object in your hand or in a square in the burst. The image lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Psionic Spark

You focus your anger, frustration, or passion into one small object until the heat of your emotion ignites it.

Psionic
KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

One flammable object that isn't carried by another creature

Effect: You cause the target to catch fire.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Sensing Eye

An image forms in your mind, revealing what you would see if you were standing some distance away.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Choose one square you can see that is within 5 squares of you. Until the end of your next turn, you can determine your line of sight from that square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Telekinetic Grasp

With your mental strength, you can manipulate nearby objects.

Psionic
KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

One object that weighs 20 pounds or less and isn't carried by another creature

Effect: You manipulate the target or move it 5 squares to a square within range.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL

AT-WILL POWER

Thought Projection



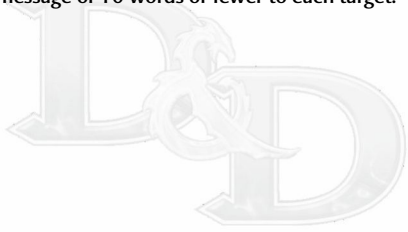
You broadcast a thought or an image to nearby allies.

Psionic

KEYWORDS

Minor		Close burst 5
ACTION	↔	RANGE
VS		One or more allies in burst
ATTACK	DEFENSE	TARGET

Effect: You convey either an image or a message of 10 words or fewer to each target.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
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AT-WILL POWER

Guarded Land

The land's spirits awaken, answering your plea for aid.

Primal, Zone

KEYWORDS

Minor			Close blast 3
ACTION	←		RANGE
VS			
ATTACK	DEFENSE	TARGET	

Effect: You mark each enemy in the blast until the end of your next turn. The blast creates a zone that lasts until the end of the encounter, or until a creature uses arcane defiling within the zone. The zone is difficult terrain for your enemies. You can move the zone 1 square as part of a move action, or 3 squares as a move action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	GUARDIAN OF THE LAND	POWER TYPE	FEATURE	LEVEL	
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ENCOUNTER POWER

Capturing Claws

You snag your foe with one of your claws and rend the enemy with your weaker claws as long as it remains in your grasp.

Standard

KEYWORDS

Standard	↓		Melee touch
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

STR. CON. or DEX + VS Fort One creature

Hit: 3d8 + Strength, Constitution, or Dexterity modifier damage, and you grab the target. Until the grab ends, the target takes 5 damage at the start of each of its turns.
Special: While grabbing the target, you can use a move action to move half your speed and pull the target with you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	THRI-KREEN PREDATOR	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Challenge of Blades

You plunge into the fray with a strike at the legs of one foe, then shift and make a second strike at another foe.

Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

STR. CON. or WIS VS AC One creature

Hit: 2[W] + Strength, Constitution, or Wisdom modifier damage, and the target is slowed and marked by you until the end of your next turn.
Effect: You shift 2 squares and make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength, Constitution, or Wisdom vs. AC
Hit: 2[W] + Strength, Constitution, or Wisdom modifier damage, and the target is slowed and marked by you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	MUL BATTLE SLAVE	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Defiling Alacrity

Your mastery of defiling with simple spells allows you to cast them with alarming quickness.

Arcane, Necrotic

KEYWORDS

Standard			Personal
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

Effect: You can use one of your at-will arcane attack powers as a free action. If the attack hits, the power deals 1d10 extra necrotic damage to one target hit by the attack. In addition, the next time you use an arcane attack power before the end of your next turn, you roll two dice for one attack roll and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	MASTER DEFILER	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Desert Skirmish

You direct your allies to form a hasty skirmish line, foiling your enemies' advance for a moment.

Martial

KEYWORDS

Standard	←		Close burst 5
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

You and one ally in burst, or two allies in burst

Effect: As a free action, the target can shift 2 squares and make a basic attack against an enemy of his or her choice. Until the start of your next turn, any enemy that willingly moves to a square adjacent to the target must stop moving.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	CARAVAN MASTER	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Direct Order

You stagger the target with a mental attack, either to provide your ally with a vulnerable target or allow the ally to get away.

Psionic, Augmentable, Implement

KEYWORDS

Standard	↗		Ranged 10
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

Primary ability VS Will One creature

Hit: The target is dazed until the end of your next turn.
Effect: As a free action, one ally adjacent to the target can either take a move action or make a melee basic attack with a +2 power bonus to the attack roll.
Augment 2
Effect: As a free action, two allies adjacent to the target can each either take a move action or make a melee basic attack with a +2 power bonus to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	MIND GENERAL	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Elegant Blade

A well-aimed blow briefly confounds your enemy as you easily slip into a better position.

Martial, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

Primary ability VS Reflex One creature

Requirement: You must be wielding a light blade or a heavy blade and use it to attack with this power.
Hit: 3[W] + ability modifier damage, and you shift 3 squares. Until the end of your next turn, you can make the following attack against the target.
Immediate Interrupt
Trigger: The target willingly moves to a square that is not adjacent to you or makes an attack.
Attack: Primary ability vs. AC
Hit: You slide the target 3 squares, and you shift 3 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	ARMS-TROUBADOUR	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Fuming Cloud

You scour your foes with the breath of the volcano.

Primal, Fire, Implement

KEYWORDS

Standard	←		Close blast 3
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

Primary ability VS Reflex Each creature in blast

Hit: 3d8 + ability modifier fire damage.
Effect: Choose one ally within 5 squares of you. The target is marked by that ally until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	SMOKING CROWN INITIATE	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Hailburst

You evoke an elemental from the high mountains and deep sky, creating a short-lived shower of magical hailstones to impede your foes.

Primal, Cold, Implement

KEYWORDS

Standard	←		Close burst 1
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

Primary ability VS Fort Each enemy in burst

Hit: 1d8 + ability modifier cold damage, and the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	RAINBRINGER	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Hateful Binding

You force your enemy to endure the ravages that have plagued Athas, causing it to turn against one of its allies.

Primal, Charm, Psychic

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
Primary ability VS	Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Primary ability + vs. Will. Level 21:
Primary ability +9 vs. Will
Hit: 1d10 + ability modifier psychic damage, and as a free action the target makes a basic attack against a creature of your choice, with a bonus to the damage roll equal to your ability modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VOICE FOR THE RAVAGED
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Impose Your Will

As your weapon strikes home, the aspect of your psyche imbued into your weapon burns into your foe's mind and influences its actions.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + ability modifier damage, and the target grants combat advantage until the end of your next turn.

Augment 2

Hit: 2[W] + ability modifier damage. Until the end of your next turn, the target grants combat advantage and any attack it makes provokes opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIELDER OF THE WAY
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Land's Rebuke

The land is your ally, and at your call it rises up to smash your enemies.

Primal

KEYWORDS

Imm. Interrupt	✳	Area special
ACTION		RANGE
Primary ability VS	Fort	Each enemy within the zone created by guarded land
ATTACK	DEFENSE	TARGET

Trigger: An enemy within the zone created by your *guarded land* and marked by you makes an attack that does not include you as a target.
Hit: 2d10 + ability modifier damage, and you slide the target 3 squares to a square within the zone created by *guarded land*.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GUARDIAN OF THE LAND
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Noxious Strike

A light wound belies the virulent poison you just introduced into the target's system.

Martial, Poison, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + ability modifier damage plus 5 poison damage. Until the end of your next turn, if the target willingly moves more than 2 squares or makes an attack, it is subject to one of the following effects: The target takes 2d10 poison damage; the target takes 1d10 poison damage and is immobilized until the end of your next turn; or the target takes 1d10 poison damage and is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNWELCOME GUEST
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Obsidian Javelin

You create a black, ghostly javelin of magical force. Its concussion drives your foe back and makes it a tempting target for your ally.

Arcane, Force, Implement

KEYWORDS

Standard	↓ ↗	Melee touch or Ranged 10
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Target One creature

Attack: Primary ability vs. Reflex Hit 3d8 + ability modifier force damage, and you push the target 3 squares.

Effect: The next ally who hits and damages the target before the end of your next turn gains resist 10 to all damage until the end of that ally's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRAETOR LEGATE
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Opening Ploy

An attack against one of your enemies reveals weakness in all of them, helping you seize whatever advantage it might grant you.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + ability modifier damage, and you slide the target 2 squares. Until the end of your next turn, you and your allies gain combat advantage against the target and a +4 power bonus to damage rolls against enemies adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GLADIATOR CHAMPION
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Principle of the Razor

You know where to place your blades to cause the most pain.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability VS	AC	One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade and use it to attack with this power.
Hit: 2[W] + ability modifier damage, and the target is dazed until the end of your next turn. If the target is already dazed, you deal 2d6 extra damage instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: JAZZ DANCER
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Psionic Capture

You compel your foe to remain still as you probe its mind and erode its defenses.

Psionic, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
Primary ability VS	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + ability modifier psychic damage, and the target is immobilized until the end of your next turn. In addition, until the end of your next turn the target either loses one resistance of your choice or takes a -2 penalty to the defense of your choice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSIONIC SCHOLAR
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Reckless Fury

Friend and foe alike must flee to escape your wild rage and whirling weapons.

Primal, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
Primary ability VS	AC	Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + ability modifier damage. If the target ends its next turn adjacent to you, it provokes an opportunity attack from you.
Effect: You grant combat advantage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SAND REAVER
POWER TYPE: ATTACK
LEVEL: 11

ENCOUNTER POWER

Resurgent Repulsion

After suffering your opponents' attacks, you strike back, frying one with a psychic assault that prevents it from concentrating.

Psionic, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE

Primary ability	VS	Will	One creature
ATTACK	DEFENSE	TARGET	

Hit: 3d8 + ability modifier psychic damage, and the target is slowed and takes a -2 penalty to attack rolls against you until the end of your next turn. If this attack is a critical hit, the target is also dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	RESURGENT WILDER	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Rope the Mark

Making yourself appear vulnerable lures your enemy into danger.

Martial, Charm

KEYWORDS

Standard		Ranged 5
ACTION		RANGE

Primary ability	VS	One creature that can see and hear you	Will
ATTACK	DEFENSE	TARGET	

Effect: Before the attack, you shift 1 square to a square not adjacent to any enemies.
Attack: Primary ability +6 (9 at 21st level) vs. Will
Hit: You pull the target 5 squares. In addition, choose one of the following effects: Either you make an at-will melee attack with combat advantage against the target, or one or two of your allies can make ranged basic attacks against the target as free actions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	SHADY DEALER	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Screaming Sand Strike

The wind howls when your weapon connects, as the desert spirits clamor for blood to quench their bitter thirst.

Primal, Thunder, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE

Primary ability	VS	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 1[W] + ability modifier thunder damage, and the target is blinded until the end of your next turn.
Effect: You gain concealment until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	DUNE STRIDER	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Soul-Veiling Strike

Using special techniques, you deliver a blow that wounds the body, mind, and soul.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE

Primary ability	VS	AC	One creature
ATTACK	DEFENSE	TARGET	

Special: You can spend a minor action when you use this power to enhance it. If you do so and your attack hits, one ally adjacent to the target can shift 1 square.
Hit: 2[W] + ability modifier damage, and you mark the target until the end of your next turn. Until the mark ends, the target can use only at-will powers and cannot recharge powers.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	VEILED GUARDIAN	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Towering Presence

You slam a foe to the ground and stand astride it, preventing the enemy from rising until it has dealt with you.

Weapon

KEYWORDS

Standard		Melee 1
ACTION		RANGE

STR, CON, or DEX	VS	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 3[W] + Strength, Constitution, or Dexterity modifier damage, and you knock the target prone. Until the end of the target's next turn, it cannot stand up until either it attacks you or you are not adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	HALF-GIANT THUG	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Vital Spell

Your mastery of preserving allows you to conserve the fleeting vitality of your enemy to invigorate an ally.

Arcane, Healing

KEYWORDS

Standard		Personal
ACTION		RANGE

Primary ability	VS	One creature
ATTACK	DEFENSE	TARGET

Effect: You can use one of your arcane at-will attack powers as a free action. If you hit, you deal 1d10 extra damage, and you or one ally within 10 squares of you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	MASTER PRESERVER	POWER TYPE	ATTACK	LEVEL	11
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ENCOUNTER POWER

Fail to Disappoint

No matter how grim the situation, you find a way to snatch victory from the jaws of defeat.

Martial

KEYWORDS

Free		Melee 1
ACTION		RANGE

<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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Target: The triggering enemy
Trigger: You are hit and damaged by an enemy's attack while you are bloodied.
Effect: You shift 1 square as a free action. You slide the target 1 square into the square you just left, and you gain combat advantage against it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	GLADIATOR CHAMPION	POWER TYPE	UTILITY	LEVEL	12
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UTILITY POWER

Land Stride

While on or near the lands you guard, nothing can hold you.

Primal, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE

<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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Requirement: You are within the zone created by guarded land or adjacent to it.
Effect: You teleport 3 squares to a square within the zone created by guarded land.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	GUARDIAN OF THE LAND	POWER TYPE	UTILITY	LEVEL	12
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UTILITY POWER

Balm of Rain

Gentle mist forms around your allies, concealing them. The touch of the mist brings healing to one of them.

Primal, Healing

KEYWORDS

Standard		Area burst 3 within 10 squares
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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Target: Each ally in burst
Effect: Each target gains concealment until the end of your next turn. In addition, one target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	RAINBRINGER	POWER TYPE	UTILITY	LEVEL	12
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UTILITY POWER

Convincing Deception

You spew a stream of prattle to give your allies the opening they need.

Martial

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One enemy in burst you can see
Effect: The target grants combat advantage to one ally in the burst until the end of your next turn. In addition, a different ally in the burst can shift 3 squares to a square adjacent to the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHADY DEALER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Defiling Recovery

You quickly defile your surroundings to conserve the energy of a failed spell.

Arcane

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You miss every target with an arcane encounter attack spell.
Effect: The triggering power is not expended.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER DEFLER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Dust Storm Dance

You become a raging dust storm, sending your enemies stumbling as you sweep across the battlefield.

Primal

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You swap places with a creature of your size or smaller within 3 squares of you. Then you can swap places with a different creature of your size or smaller within 3 squares of you. Each creature you swap places with grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DUNE STRIDER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Dustwalk

You stride through the air in a whirling cloud of dust.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you can fly (hover) at your speed. You have an altitude limit of 1 square. You have concealment while flying or hovering.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRAETOR LEGATE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Guardian Dash

Your eldritch might threatens to knock aside those who stand in your path as you chase down a chosen adversary.

Arcane, Weapon

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You move your speed to a square adjacent to an enemy. You mark that enemy until the end of your next turn. You have resist 10 to all damage during this movement, and each enemy that makes an opportunity attack against you during this movement is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VEILED GUARDIAN	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Insect's Spring

You suddenly leap across the battlefield, moving too quickly for your enemies to react.

Minor

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make an Athletics check to jump. This jump does not provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THRI-KREEN PREDATOR	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Legion's Press

You send out a telepathic command for your allies to get into position.

Psionic

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst, or each ally in burst if this is your first turn of the encounter
Effect: Each target can shift half his or her speed as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MIND GENERAL	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Life Shield

You shield your ally's life with your arcane energy.

Arcane

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An ally in burst takes damage from an attack.
Effect: The damage the ally takes is reduced by 10 + your primary ability modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER PRESERVER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Merchant's Strategy

You do not allow others to set the terms of your defense, ensuring that you and your comrades are free to act as needed.

Martial

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and one ally in burst
Effect: If the target is marked, the marked condition ends. Until the end of your next turn, the target does not grant combat advantage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CARAVAN MASTER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Rebind the Will

You imbue your weapon with more of the untamed parts of your psyche, transferring those reckless emotions to your enemies.

Psionic
KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One weapon you are wielding
Effect: The next melee weapon attack you make with the target weapon dazes any creature it hits until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WELDER OF THE WAY	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Sudden Endurance

Your enemy might be attacking you, but you barely notice.

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack.
Effect: You gain resist 10 to all damage against that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HALF-GIANT THUG	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Sudden Strength

You exert all the power of your mighty frame.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Special: You can use this power only on your turn.
Effect: Until the end of your next turn, you gain a +5 power bonus to Strength checks and Athletics checks, and your successful attacks also push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MUL BATTLE SLAVE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Arena Dancer

Sinuous movements and practiced steps make it hard for your enemies to pin you down.

Martial, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the stance of the arena dancer. Until the stance ends, you gain a +2 power bonus to AC and Reflex. Also, whenever an enemy misses you with a melee attack, you can shift 1 square as a free action and gain combat advantage against that enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS JAZZ DANCER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Blasted Ground

You call up broken, red-hot rubble from below the ground in a wide circle around you, creating a formidable obstacle.

Primal, Fire, Zone
KEYWORDS

Minor	←	Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that lasts until the end of the encounter. The zone is difficult terrain for your enemies. Any enemy that ends its turn within the zone or that falls prone within the zone takes 1d10 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SMOKING CROWN INITIATE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Bloody Harvest

Each foe you drop adds power to your destructive melee attacks.

Primal, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the bloody harvest stance. Until the stance ends, each time you reduce an enemy to 0 hit points with a melee weapon attack, you gain a bonus to the next damage roll you make with a melee weapon attack before the end of your next turn. The bonus equals your primary ability modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SAND REAVER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Critical Insight

You foresee your enemy's doom.

Psionic
KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One enemy in burst
Effect: Until the end of your next turn, when you or any ally hits the target with an attack, you can choose to end this effect and make that attack a critical hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RESURGENT WILDER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Deadly Deflection

With expert timing, you deflect an enemy's attack so that it misses you or your ally and targets another foe instead.

Martial
KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An enemy adjacent to you targets you or an ally with a melee attack.
Effect: Choose a different creature within the target's reach. The target now attacks that creature instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARMS-TRIOUBADOUR	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Mental Juxtaposition

By predicting your enemy's next attack, you devise the perfect strategy to both avoid it and retaliate.

Psionic
KEYWORDS

Imm. Interrupt	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An enemy in burst hits an ally with an attack.
Effect: The target takes a -5 penalty to the attack roll and takes a -5 penalty to the defense the attack was made against until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSIONIC SCHOLAR	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Pernicious Poison

The vile substance you apply to your weapon muddles your enemy's senses and keeps it weak for the killing strike to follow.

Martial, Poison

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One weapon you're wielding
Effect: Before the end of the encounter, the next creature hit by a melee attack using this weapon becomes weakened until the end of your next turn. That creature is also dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS UNWELCOME GUEST	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Restorative Wind

You summon the primal spirits of air and earth, creating a soothing whirlwind that washes over your allies to give them respite from their wounds.

Primal, Healing

KEYWORDS

Minor	←	Close blast 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in blast
Effect: Each target regains hit points as if it had spent a healing surge and gains a +2 power bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VOICE FOR THE RAVAGED	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Awakened Fury

The land stirs to violence, snatching and rending your enemies.

Primal

KEYWORDS

Standard	↓	Area special
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability +9 VS **Reflex** Each enemy within the zone created by guarded land

ATTACK	DEFENSE	TARGET
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Hit: 3d8 + ability modifier damage, and the target is immobilized and takes ongoing 10 damage (save ends both).
Miss: Half damage, and the target is immobilized (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GUARDIAN OF THE LAND	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Bane of the Crimson Sun

The accursed sun lends strength to your attack, leaving your enemy gasping beneath its punishing heat.

Primal, Fire, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability VS **AC** One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] + ability modifier damage, and the target is weakened (save ends). Each time the target fails this saving throw, it takes 10 fire damage and is knocked prone.
Miss: Half damage, and the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DUNE STRIDER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Burning Venom

The special recipe dripping from your weapon burns the flesh as it works quickly to kill your foe.

Martial, Poison, Reliable, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability VS **AC** One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] + ability modifier damage, and ongoing 15 poison damage (save ends). In addition, the target loses any immunity or resistance to poison until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS UNWELCOME GUEST	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Dance of the Whirling Razors

You run at your opponent, leaping at the last moment, then spin through the air and carve a bloody path through your enemies.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability VS **AC** One, two, or three creatures

ATTACK	DEFENSE	TARGET
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Requirement: You must be wielding a light blade and use it to attack with this power.
Effect: Before the attack, you shift your speed.
Hit: 2[W] + ability modifier damage, and the target takes ongoing 10 damage and is dazed (save ends both).
Miss: Half damage, and ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS JAZZ DANCER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Dictator's Judgment

You channel the power of Dictator Andropinis to pronounce a dire judgment on your foe. Your spell roots the target to the spot and crushes its will to resist you, and you offer a bounty of vitality on the head of the damned.

Arcane, Healing, Implement, Psychic

KEYWORDS

Standard	←	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability VS **Will** One creature in burst

ATTACK	DEFENSE	TARGET
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Hit: 4d8 + ability modifier psychic damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: The next ally who hits and damages the target before the end of the encounter regains hit points as though he or she had spent three healing surges.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRAETOR LEGATE	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Enemies to Ashes

Like defilers of legend, you steal life force from your enemies, wracking them with pain and turning their bodies into lifeless ash in the process.

Arcane, Necrotic

KEYWORDS

Standard		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

VS

ATTACK	DEFENSE	TARGET
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Effect: You can use one of your at-will arcane attack powers as a free action. If the attack hits, one creature hit by the attack also takes ongoing 20 necrotic damage (save ends). Until the ongoing damage ends, the creature hit is considered to be your ally for the purpose of taking damage from arcane defiling. If the attack misses, this power is not expended.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER DEFLER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Fighting Retreat

You make an attack to hobble an enemy, then direct your allies to fall back in a fighting retreat.

Martial, Weapon

KEYWORDS

Standard	↓	Melee or Ranged weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Primary ability VS **AC** One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] + ability modifier damage, and the target is slowed (save ends)
Effect: Either you and each ally within 5 squares of you can shift his or her speed as a free action, or you and one ally within 5 squares of you can shift 2 squares and make a basic attack against different targets as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CARAVAN MASTER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Finishing Strike

You close in for the kill when you sense your enemy's reserves failing, then compel the foe's allies to stay for the slaughter.

Martial, Reliable, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability VS AC		One bloodied creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + ability modifier damage. You can assume the finishing strike stance. Until the stance ends, whenever you deal damage to a bloodied enemy with an attack, each enemy adjacent to the bloodied enemy is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GLADIATOR CHAMPION

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Light of the Lost Sun

You radiate scintillating light that burns into the minds of your enemies and fills your allies with light and life.

Arcane, Healing, Implement, Radiant, Zone

KEYWORDS

Standard	↔	Close burst 5
ACTION		RANGE
Primary ability VS Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d10 + ability modifier radiant damage, and the target takes a -2 penalty to attack rolls and cannot recharge powers (save ends both).
Effect: The attack creates a zone that lasts until the end of the encounter or until you dismiss it as a free action. When you move, the zone moves with you, remaining centered on you. Any ally within the zone who hits with an attack deals 2d6 extra radiant damage or regains hit points equal to your primary ability modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MASTER PRESERVER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Made of Iron

You shrug off attacks; pain only makes you stronger.

Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR, CON, or WIS VS AC		One creature
ATTACK	DEFENSE	TARGET

Effect: You can assume the iron body stance. Until this stance ends, you have resist 5 to all damage.
Hit: 3[W] + Strength, Constitution, or Wisdom modifier damage, and if you assume the iron body stance, you mark the target until the stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MUL BATTLE SLAVE

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Magma Fissures

Jagged fissures full of spouting lava surround your ally, searing your foes and trapping them close to that ally.

Primal, Fire, Implement, Thunder, Zone

KEYWORDS

Standard	⚡	Area burst 2 within 10 squares centered on one of your allies
ACTION		RANGE
Primary ability VS Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + ability modifier fire and thunder damage, and the target is slowed (save ends).
Effect: The burst creates a zone centered on your ally that lasts until the end of your next turn. The zone moves with your ally. The zone is difficult terrain for your enemies, and any enemy within the zone that moves away from your ally on its turn takes 2d10 fire damage and is slowed until the end of its next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SMOKING CROWN INITIATE

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Paralyzing Bite

In the adrenaline rush of combat, your mandibles fill with a toxin that paralyzes a foe that you bite.

Poison, Reliable

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR, CON, or DEX VS Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Strength, Constitution, or Dexterity modifier poison damage, and the target is stunned until the end of your next turn. The target also takes ongoing 5 poison damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: THRI-KREEN PREDATOR

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Perfected Discipline

Using your knowledge of all types of psionic power, you attack your enemies' minds and construct ethereal chains and enervating spikes.

Psionic, Implement, Psychic

KEYWORDS

Standard	⚡	Area burst 3 within 20 squares
ACTION		RANGE
Primary ability VS Fort		One, two, or three enemies in burst
ATTACK	DEFENSE	TARGET

Attack: Primary ability vs. Fortitude, Reflex, and Will
Hit (Fortitude): The target is weakened (save ends).
Hit (Reflex): The target is restrained (save ends).
Hit (Will): The target takes ongoing 15 psychic damage (save ends).
Special: One saving throw ends all effects on a single target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSIONIC SCHOLAR

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Poetic Flourish

You perform a striking flourish after a successful attack and inspire your allies with a defiant smile.

Martial, Stance, Weapon

KEYWORDS

Free	↓	Melee weapon
ACTION		RANGE
VS		The creature you hit
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade or a heavy blade and use it to attack with this power.
Trigger: You hit a creature and deal damage to it with an at-will melee weapon attack.
Effect: You deal 2[W] extra damage, and the target is dazed (save ends). In addition, you can assume the stance of the arms-troubadour. Until the stance ends, you can make the following attack.
Free Action Close burst 3
Trigger: You hit with a melee weapon attack.
Target: Each ally in burst
Effect: Until the end of your next turn, the target can reroll one damage die, using either result, each time he or she hits an enemy with an attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARMS-TROUBADOUR

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Rain Serpent Elemental

You evoke a mighty elemental spirit, the legendary Rain Serpent. Its lightning tongue strikes down your foes, while its primal power heals your allies.

Primal, Healing, Implement, Lightning, Zone

KEYWORDS

Standard	⚡	Area burst 2 within 10 squares
ACTION		RANGE
Primary ability VS Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + ability modifier lightning damage, and the target is dazed (save ends).
Effect: The burst creates a zone that lasts until the end of your next turn. You can move the zone 4 squares as a move action. All squares within the zone are lightly obscured. Bloodied allies who start their turn within the zone gain regain 10 hit points. Each enemy that starts its turn within the zone takes 2d8 lightning damage and grants combat advantage until the start of its next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RAINBRINGER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Reaving Brutality

Your brutal attack leaves the enemy with a difficult choice - stand and fight, or flee the battlefield.

Primal, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability VS AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + ability modifier damage, and the target cannot shift (save ends).
Miss: Half damage, and the target cannot shift until the end of your next turn.
Effect: If the target is bloodied but still conscious after you use this power, you can spend a healing surge as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SAND REAVER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Rockslide Stance

You use techniques you learned through a lifetime of brawls to become tougher and meaner than anyone else around.

Stance

KEYWORDS

Minor		Personal
ACTION	←	RANGE

Primary ability	VS	Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Effect: You assume the rockslide stance. Until the stance ends, you gain resistance equal to your Strength or Constitution modifier to all damage. Once per round when you hit with a melee weapon attack or a close weapon attack on your turn, each enemy adjacent to you takes damage equal to your Strength modifier, plus 1[W] extra damage if you have combat advantage against that enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HALF-GIANT THUG POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Shards of Strength

Your psionic power overcomes all restraints, flooding out and manifesting shards of psionic force that surround your body.

Psionic, Force, Implement

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE

Primary ability	VS	Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Hit: 3d8 + ability modifier force damage. The target takes ongoing 5 damage, and attacks against the target can score a critical hit on a roll of 18-20 (save ends both).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RESURGENT WILDER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Subjugate the Will

With a vicious attack, you fully embed the facet of your soul into your foe, overtaking its mind.

Psionic, Charm, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE

Primary ability	VS	AC	One creature
ATTACK	DEFENSE	TARGET	

Hit: 2[W] + ability modifier damage.
Effect: The target is dominated (save ends). While it is dominated, the target gains a bonus to attack rolls equal to your primary ability modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDER OF THE WAY POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Unequaled Command

You extend your psionic influence to everyone nearby, continually shifting the field of battle to perfect its arrangement.

Psionic, Implement, Psychic, Stance

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE

Primary ability	VS	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Hit: 4d6 + ability modifier psychic damage, and you slide the target 3 squares.
Effect: You can assume the stance of unequaled command. Until the stance ends, at the start of your turn you can either slide each ally within 5 squares of you 1 square or slide each enemy within 5 squares of you 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MIND GENERAL POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Unwitting Ally

Careful manipulation and patience turns an enemy into your dupe.

Martial, Charm, Reliable

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE

Primary ability	+9	VS	Will	One enemy that can see and hear you
ATTACK	DEFENSE	TARGET		

Hit: The target is dominated (save ends). Until the end of the encounter, the target takes a -4 penalty to attack rolls against you and your allies, and the target counts as one of your allies for the purpose of flanking with you or your allies. In addition, until the end of the encounter you can make the following attack against the target.
Standard Action Ranged 5
Attack: Primary ability +9 vs. Will
Hit: The target makes an attack as a free action against an enemy adjacent to it with an at-will attack power of your choice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHADY DEALER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Veiled Guardian Stance

With a vicious sweep of your weapon, you attract the attention of all nearby enemies. Leaving your presence is asking for swift punishment.

Weapon, Stance

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE

Primary ability	VS	AC	Each creature in burst
ATTACK	DEFENSE	TARGET	

Special: You can spend a minor action when you use this power to enhance it. If you do so, you gain a +2 power bonus to the melee basic attack rolls granted by this stance.
Hit: 2[W] + ability modifier damage, and you mark the target (save ends).
Miss: Half damage, and you mark the target until the end of your next turn.
Effect: You can assume the veiled guardian stance. Until the stance ends, when a target of this power marked by you leaves a square adjacent to you, you can make a melee basic attack against the target as an opportunity action. If your attack hits, the target cannot leave the square until the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VEILED GUARDIAN POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

World's Vengeance

You call forth the greatest and most vengeful of your spirit allies, sending that spirit to lash out at your enemies and bring them under your command.

Primal, Charm

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE

Primary ability	+9	VS	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET		

Hit: The target is stunned (save ends).
First Failed Saving Throw: The target is dominated instead of stunned (save ends).
Aftereffect: The target is dazed until the end of your next turn.
Miss: The target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VOICE FOR THE RAVAGED POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Scathing Breath

You channel energy through your implement and into your draconic form, spewing forth a blinding blast of hot ash and grit.

Arcane, Fire, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
Primary ability score VS	Reflex	Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 4d8 + ability modifier fire damage, and the target is blinded until the end of its next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> DRAGON KING	<small>POWER TYPE</small> FEATURE	<small>LEVEL</small>
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ENCOUNTER POWER

Draconic Rampage

Your animalistic rage boils over, and you transform into a draconic terror.

Arcane, Implement, Polymorph

KEYWORDS

Minor		Personal
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the form of a rampaging dragon until the end of the encounter. While you are in this form, your size increases to Large, and whenever a nonminion creature within 10 squares of you drops to 0 hit points, you gain 10 temporary hit points. In addition, while in this form, you can make the following attack.

Immediate Reaction Melee 1
Trigger: An enemy willingly enters a square adjacent to you.
Target: The triggering enemy
Attack: Primary ability score vs. Reflex
Hit: 2d8 + ability modifier damage, and you knock the target prone.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> DRAGON KING	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 26
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UTILITY POWER

Persisting Command

Your leadership inspires your allies and ensures that they do not fall to injury or adverse effects.

Healing, Zone

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. While your allies are within the zone, they gain a +2 power bonus to saving throws. In addition, when any of your allies spends a healing surge to regain hit points while within the zone, he or she regains hit points equal to twice his or her healing surge value.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> HORDEMASTER	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 26
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UTILITY POWER

Rejuvenate the Land

A wave of primal magic spreads outward from you, wiping away the scourge of defiling magic and healing your allies.

Primal, Healing, Zone

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target can choose to lose one or two healing surges. For each healing surge lost in this manner, one target regains hit points as though he or she had spent a healing surge. In addition, each target can make a saving throw against one effect on him or her that a save can end. The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. Any ally that ends his or her turn within the zone regains 10 hit points and gains a +2 power bonus to saving throws until the start of his or her next turn.
Sustain Minor: The zone persists.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> PYREEN	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 26
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UTILITY POWER

Synchronous Minds

You cast out your thoughts, allowing your allies to communicate and act more efficiently

Psionic

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target can immediately take a standard action as an opportunity action. You decide the order in which the targets act. In addition, until the end of the encounter, you and each target gain telepathy 10 when communicating with allies.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> MIND LORD OF THE ORDER	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 26
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UTILITY POWER

Wings of Gold

Your wings become rippling waves of golden light that bolster your allies and debilitate certain foes.

Arcane, Healing, Zone

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. While within the zone, enemies that have vulnerability to radiant damage treat their vulnerability as vulnerability to all damage. In addition, whenever any ally starts his or her turn within the zone, he or she can make a saving throw to end an effect, including one that does not normally end on a save. Any bloodied or dying ally that starts his or her turn within the zone regains 10 hit points.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> AVANGION	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 26
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UTILITY POWER

Drag Behind

Using your *cahulaks*, you entangle your enemy and drag the creature behind you as you move across the battlefield.

Martial

KEYWORDS

Move	↓	Melee 1
ACTION		RANGE
STR vs AC		One immobilized or prone creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a *cahulaks*.
Effect: You move your speed, pulling the target with you. You do not provoke an opportunity attack from the target for this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Dragon Rampage

The enemy might have you surrounded, but a few quick strikes from your dragon paw deter foes from remaining close.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a dragon paw.
Hit: 1[W] + Strength modifier damage.
 Level 17: 2[W] + Strength modifier damage.
 Level 27: 3[W] + Strength modifier damage.
Effect: Make a secondary attack.
Secondary Target: One or two creatures other than the primary target
Secondary Attack: Strength vs. AC (off-hand end)
Hit: 1[W] + Strength modifier damage, or 2[W] + Strength modifier if you target only one creature with the secondary attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Gouge Press

When an enemy staggers under your gouge assault, you adroitly follow.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
STR vs AC		
ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy with a gouge.
Effect: You shift 3 squares to a square adjacent to the enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Gouge Sweep

You swing your gouge in an arc, thrusting it at a couple foes to knock them aside.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a gouge.
Hit: 1[W] + Strength modifier damage, and you slide the target 1 square and knock it prone.
 Level 17: 2[W] Strength modifier damage, and you slide the target 2 squares and knock it prone.
 Level 27: 3[W] Strength modifier damage, and you slide the target 3 squares and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Gythka Claw Swoop

Using the off-hand end of your gythka as a distraction, you swipe at your enemy and then dart around to deliver a more decisive blow with the main end.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a gythka.
Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to you until the end of your turn.
Effect: Make a secondary attack against the target.
Secondary Attack: Strength vs. AC (main end)
Hit: 1[W] + Strength modifier damage.
 Level 17: 2[W] + Strength modifier damage (main end).
 Level 27: 3[W] + Strength modifier damage (main end).
Effect: Before or after the secondary attack, you shift half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Gythka Parry

After delivering a solid blow, you move to a defensive position and adjust your grip to place your gythka between yourself and your enemy.

Martial

KEYWORDS

Free		Personal
ACTION		RANGE
STR vs AC		
ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy with a gythka.
Effect: You shift half your speed and gain a +2 power bonus to AC and Reflex against the triggering enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Lotulis Flurry

You strike an enemy with your lotulis, bashing the foe aside or else using the distraction to move into position to attack another foe.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a lotulis.
Hit: 2[W] + Strength or Dexterity modifier damage, and you slide the primary target 1 square. You can forgo the secondary attack to instead slide the primary target 5 squares.
 Level 17: 3[W] + Strength or Dexterity modifier damage.
 Level 27: 4[W] + Strength or Dexterity modifier damage.
Effect: After the primary attack, you shift 1 square and make a secondary attack (if desired).
Secondary Target: One creature other than the primary target
Secondary Attack: Strength or Dexterity vs. AC (off-hand)
Hit: 2[W] + Strength or Dexterity modifier damage, and you slide the secondary target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Lotulis Parry

Spinning your lotulis, you ward off an incoming attack.

Martial

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
STR vs AC		
ATTACK	DEFENSE	TARGET

Trigger: You are hit by a melee or a ranged attack while wielding a lotulis.
Effect: You gain a bonus to AC and Reflex against the triggering attack equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Mark of Thunder

You invoke the fading power of the world as you strike.

Primal, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
Primary ability vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + ability modifier thunder damage.
 Level 11: 2[W] + ability modifier thunder damage.
 Level 21: 3[W] + ability modifier thunder damage.
Effect: You mark the target (save ends). Until the mark ends, if the target makes an attack that does not include you, it takes 5 thunder damage.
 Level 11: 10 thunder damage.
 Level 21: 15 thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Net Shield

Using your net, you tangle up the weapons or appendages of any creature that attempts to attack you.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a net.
Effect: Until the start of your next turn, you gain a +2 power bonus to AC and Reflex.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Net Sweep

You sweep your net around you, smashing foes with the net's weights and batting aside their attacks.

Martial, Weapon

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
STR vs Fort		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a net and use it to attack with this power.
Hit: 1[W] + Strength modifier damage, and the target is slowed and takes a -2 penalty to attack rolls until the end of your next turn.
 Level 17: 2[W] + Strength modifier damage.
 Level 27: 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Tripping Cahulaks

The weighted end of your cahulaks catches your opponent, pulling the enemy closer while you prepare for another attack if it tries to escape.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a cahulaks.
Hit: 1[W] + Strength modifier damage, and you pull the target 1 square. Until the start of your next turn, you can make the following secondary attack against the target.
 Level 17: 2[W] + Strength modifier damage.
 Level 27: 3[W] + Strength modifier damage.
Opportunity Action Melee 1
Trigger: The target willingly enters a square that is not adjacent to you while you are wielding a cahulaks.
Secondary Attack: Strength vs. AC (off-hand end)
Hit: 1[W] damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Whip Crack

You snap your whip, warning your enemy not to move carelessly while near you.

Martial

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a whip.
Effect: Until the start of your next turn, you can make opportunity attacks using your whip against enemies within 2 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Whip Snare

With a deft flick of the wrist, you coil your whip around your foe's limb, tripping that creature or yanking it toward you.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a whip and use it to attack with this power.
Hit: 3[W] + Dexterity modifier damage, and either you knock the target prone or you pull it 1 square.
 Level 17: 4[W] + Dexterity modifier damage.
 Level 27: 6[W] + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Binding Cahulaks

You spin your cahulaks and hurl it at a distant foe. The weighted cords wrap around the enemy and cause it to fall.

Martial, Reliable, Weapon

KEYWORDS

Standard	↘	Ranged weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a cahulaks.
Hit: 1[W] + 1[W] (off-hand end) + Strength modifier damage, and you knock the target prone. The target is immobilized (save ends).
 Level 25: 2[W] + 2[W] (off-hand end) + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

DAILY POWER

Entangling Whip

Your whip is like an extension of you, coiling around your enemy so you can drag that foe wherever you like.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a whip and use it to attack with this power.
Hit: 2[W] + Dexterity modifier damage
 Level 25: 3[W] + Dexterity modifier damage.
Effect: You grab the target and knock it prone. Until the grab ends, the target takes a -5 penalty to attempts to escape the grab. In addition, until the grab ends, you can pull the target 1 square as a minor action, but you cannot attack with your whip.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

DAILY POWER

Furious Dragon Assault

You lash out your dragon paw and deliver a swift, punishing strike against a single enemy before turning to other foes.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a dragon paw.
Hit: 3[W] + Strength modifier damage, and you slide the target 1 square.
 Level 25: 4[W] + Strength modifier damage.
Effect: Make a secondary attack that is a close burst 1.
Secondary Target: Each enemy you can see in burst other than the primary target
Secondary Attack: Strength vs. AC (off-hand end)
Hit: 1[W] + Strength modifier damage, and you push the secondary target 1 square and knock it prone.
 Level 25: 2[W] + Strength modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

DAILY POWER

Gouge Pin

With driving force, you push your enemy down and pin it to the ground with your gouge.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a gouge.
Hit: 3[W] + Strength modifier damage.
 Level 25: 4[W] + Strength modifier damage.
Miss: Half damage.
Effect: You knock the target prone and grab it. Until the grab ends, the target cannot stand up. When you attack any creature other than the target, the grab ends. When you push, pull, or slide the target while it is grabbed by you, the grab does not end as a result of the forced movement, and you can shift your speed to a square adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

DAILY POWER

Gythka Arc Slam



You punch your gythka into your enemy, causing it to double over in pain. You then heft the weapon up, ready to bring it crashing down if your foe tries to stand.

Martial, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a gythka.
Hit: 2[W] + Strength modifier damage. You slide the target 3 squares to a square adjacent to you and knock it prone. Until the end of your next turn, you can make the following secondary attack against the target.

Level 25: 3[W] + Strength modifier damage.

Immediate Interrupt Melee weapon

Trigger: The target stands up while you are wielding a gythka.

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

Hit: 1[W] damage, and the target cannot stand up (save ends).

Level 25: 2[W] damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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DAILY POWER

Net Trap



You fling your net so that it falls over your enemy. While you maintain a hold on its cord, the net tightens around your foe.

Martial, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
STR vs Reflex			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a net and use it to attack with this power.

Hit: 2[W] + Strength modifier damage, and the target is grabbed. Until the grab ends, the target takes a -5 penalty to attack rolls and attempts to escape the grab. In addition, until the grab ends, you cannot attack with your net. The grab uses the net's long range (normally 5 squares) in place of your melee reach.
 Level 25: 4[W] + Strength modifier damage.
Miss: Half damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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DAILY POWER

Warding Talon



Enemies trying to find an opening in your defenses face a swift slash from your dragon paw.

Martial, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You assume the warding talon stance. Until the stance ends, while you are wielding a dragon paw, any enemy that hits you with an opportunity attack takes 1[W] damage (off-hand end).

Level 21: 2[W] damage (off-hand end).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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DAILY POWER

Whirling Lotulis



You attack with your lotulis, giving you room to dash between your opponents.

Martial, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	↶	RANGE
STR or DEX vs AC		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a lotulis.
Hit: 2[W] + Strength or Dexterity modifier damage.

Level 25: 3[W] + Strength or Dexterity modifier damage.

Miss: Half damage.

Effect: After the attack, you shift half your speed. During this movement, you can move through enemies' spaces.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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DAILY POWER

Create Primal Element

The primal spirits infuse the element before you, making it harmful to unnatural creatures.

10 minutes		24 hours
TIME		DURATION
Special	100 gp	Arcana or Nature (no check)
COMP. COST	PRICE	KEY SKILL

You infuse primal energy into a small container of earth, air, or blood. The component cost is based on the level of the primal element you create, which can be up to your level. A primal element sheds light as a candle.

CATEGORY: CREATION | LEVEL: 2
RITUAL

Land Ward

You channel spiritual energy into the area, protecting it against defilers.

1 hour		24 hours
TIME		DURATION
500 gp, 2 healing surges	2,600 gp	Nature
COMP. COST	PRICE	KEY SKILL

You ward the land in a 30-square-by-30 square area, up to 30 squares high. Creatures that attempt to use a power associated with defiling (one that has defile, defiling, or defiler in the name) within the warded area must succeed on an Arcana check against a DC equal to the result of the Nature check you make when performing this ritual. A creature that fails this check spends the action necessary to use the power but does not expend the power. At the end of the ward's duration, you can spend a healing surge to extend the ward for an additional 24 hours, even if you are not near the ward's area. If the ritual's effect is sustained in this way without interruption for a year and a day, the effect becomes permanent.

CATEGORY: WARDING | LEVEL: 11
RITUAL

Silt Walk

You tread lightly across even the finest silt without danger of sinking.

10 minutes		1 hour
TIME		DURATION
500 gp	2,600 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

You and up to six of your allies can move on silt as if it were solid ground. Any creature affected by this ritual can end the effect on itself as a free action.

CATEGORY: EXPLORATION | LEVEL: 12
RITUAL

Revitalize

You infuse the land with primal energy, healing it.

10 minutes		Instantaneous
TIME		DURATION
3,000 gp	8,000 gp	Nature
COMP. COST	PRICE	KEY SKILL

You transform an area of defiled terrain into normal terrain. The size of the area you transform is determined by the result of your Nature check.
14 or lower: Close burst 1
15-22: Close burst 2
23-30: Close burst 5
31 or higher: Close burst 10

CATEGORY: EXPLORATION | LEVEL: 15
RITUAL

Create Tree of Life

Channeling primal forces into a sapling, you produce a magnificent tree in just a short time.

1 hour		Instantaneous
TIME		DURATION
25,000 gp	200,000 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

You empower a sapling with the mighty primal forces that remain on Athas, transforming it into a tree of life.

CATEGORY: CREATION | LEVEL: 25
RITUAL