

Ardent Alacrity

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

Psionic
KEYWORDS

No Action		Close burst 5
ACTION	←	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

Each ally in burst

Trigger: You are bloodied by an attack
Effect: Each target can use a free action either to shift 1 square or to move half his or her speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE FEATURE	LEVEL
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ENCOUNTER POWER

Ardent Outrage

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

Psionic
KEYWORDS

No Action		Close burst 5
ACTION	←	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

Each enemy in burst

Trigger: You are bloodied by an attack
Effect: Each target grants combat advantage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE FEATURE	LEVEL
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ENCOUNTER POWER

Ardent Surge

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

Psionic, Healing
KEYWORDS

Minor		Close burst 5 (10 at 16th level)
ACTION	←	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

You or one ally

Effect: The target can spend a healing surge and regain 1d6 additional hit points.
 Level 6: 2d6 additional hit points.
 Level 11: 3d6 additional hit points.
 Level 16: 4d6 additional hit points.
 Level 21: 5d6 additional hit points.
 Level 26: 6d6 additional hit points.
Mantle of Clarity: The target gains a +1 bonus to all defenses until the end of your next turn.
Mantle of Elation: The target gains a +1 bonus to attack rolls until the end of your next turn.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE FEATURE	LEVEL
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ENCOUNTER POWER

Demoralizing Strike

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

Psionic, Augmentable, Fear, Weapon
KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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

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

Augment 2
 Close burst 1
Target: Each creature in burst
Hit: 1[W] + Charisma modifier damage, and the target takes a penalty to all defenses equal to 1 + your Constitution modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Energizing Strike

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

Psionic, Augmentable, Weapon
KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Focusing Strike

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

Psionic, Augmentable, Weapon
KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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

Augment 1
Hit: As above, and if the saving throw is against a charm or a fear effect, it gains a power bonus equal to your Wisdom modifier.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Ire Strike

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

Psionic, Augmentable
KEYWORDS

Standard		Melee 1
ACTION	↓	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

One enemy

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

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

Augment 2
Effect: One ally within 5 squares of you can use a free action to shift to a square adjacent to the target and then make a melee basic attack against it. If the attack hits, it deals 1d8 extra damage to the target, and the target has vulnerability to all damage equal to 1 + your Charisma modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Psionic Shield

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

Psionic, Augmentable, Weapon
KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

One creature

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Adrenaline Strike

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

Psionic, Weapon
KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
CHA	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Hit: 2[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever you or any of your allies hits the target, the character who made the attack can shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Battleborn Acuity

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

Psionic, Weapon

KEYWORDS

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

Hit: 2[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of your next turn, your allies gain both a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier while they are adjacent to you.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Implanted Suggestion

You compel your enemy to open itself to attack.

Psionic, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and the target is dazed (save ends).
Miss: Half damage.
Effect: The target is affected by your suggestion (save ends). Until the suggestion ends, whenever the target makes an attack, one ally adjacent to the target can make a melee basic attack against it as a free action after the target's attack is resolved.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Mental Turmoil

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

Psionic, Weapon

KEYWORDS

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

Hit: 2[W] + Charisma modifier damage, and the target takes a penalty to attack rolls equal to your Wisdom modifier (save ends).
Miss: Half damage, and the target takes a penalty to attack rolls equal to half your Wisdom modifier (save ends).
Effect: Until the end of the encounter, whenever the target misses with a melee attack, you or one ally adjacent to you gains temporary hit points equal to 5 + one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Wormhole Plunge

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

Psionic, Teleportation, Weapon, Zone

KEYWORDS

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

Hit: 1[W] + Charisma modifier damage.
Miss: Half damage.
Effect: You teleport the target a number of squares equal to your Wisdom modifier, and then one ally adjacent to the target can make a melee basic attack against it as a free action. The attack creates a zone in the space that the target vacated. The zone lasts until the end of your next turn. Any creature that starts its turn within 3 squares of the zone is pulled 1 square toward it or into it. As a free action, you can teleport a creature within the zone 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Bend Space

You close the distance between an ally and an enemy.

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Dimension Swap

You fold the space between yourself and an ally.

Psionic, Teleportation

KEYWORDS

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

Target: One ally in burst
Effect: You teleport yourself and the target, swapping positions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Psionic Conduit

You lend psionic power to an ally in need.

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Mind Over Matter

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Wellspring of Vigor

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Distracting Strike

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 2

Close burst 1
Target: Each enemy in burst

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 3

AT-WILL POWER

Impatient Strike

You cannot contain yourself - you must close at once!

Psionic, Augmentable, Weapon

KEYWORDS

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

Effect: Before the attack, you shift 1 square.

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

Augment 1

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 3

AT-WILL POWER

Prescient Strike

You let your weapon serve as warning to your comrade.

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Secondary Attack: Charisma vs. Will
Hit: The target takes a penalty to its attack roll equal to your Wisdom modifier.

Augment 1

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 3

AT-WILL POWER

Unnerving Shove

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

Psionic, Augmentable, Fear, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

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

Augment 1

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 3

AT-WILL POWER

Empowered Arsenal

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

Psionic, Weapon, Zone

KEYWORDS

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

Hit: 2[W] + Charisma modifier damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 5

DAILY POWER

Enlightening Pulse

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

Psionic, Weapon, Zone

KEYWORDS

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

Hit: 3[W] + Charisma modifier damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 5

DAILY POWER

Fate Exchange

You bend space to let yourself and an ally exchange positions.

Psionic, Healing, Teleportation

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
vs		You and one ally in burst
ATTACK	DEFENSE	TARGET

Effect: The targets teleport, swapping positions, and can then each make a basic attack as a free action, with a +2 power bonus to the attack rolls. For each of these attacks that hits, you or one ally you can see can both spend a healing surge and make a saving throw. If both basic attacks miss, you regain the use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 5

DAILY POWER

Persistent Veil

Whether or not your attack hits, your psionic assault makes your foe think you blinded it.

Psionic, Charm, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier damage, and the target is blinded (save ends).

Aftereffect: All creatures have concealment against the target, and it takes a -5 penalty to Perception checks (save ends both).

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

Aftereffect: All creatures have concealment against the target, and it takes a -5 penalty to Perception checks (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 5

DAILY POWER

Body Adjustment

At your touch, your ally trembles with newfound energy.

Psionic

KEYWORDS

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

Target: You or one ally

Effect: The target gains temporary hit points equal to 1d12 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Evade Attack

When your friend steps into harm's way, you whisk him or her to safety.

Psionic, Teleportation

KEYWORDS

Imm. Interrupt	↗	Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally is hit by an opportunity attack
Effect: You teleport the target a number of squares equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	6

UTILITY POWER

Thought Shield

You focus your mind and construct a psionic shield to shelter you and your allies from harm.

Psionic, Zone

KEYWORDS

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

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies gain both resist 3 to all damage and a +2 bonus to saving throws while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	6

UTILITY POWER

Battle Link

Your senses merge with your ally's until you see things from all perspectives.

Psionic

KEYWORDS

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

Target: Two allies you can see or you and one ally you can see
Effect: Until the end of the encounter, whenever the targets are within 5 squares of each other, neither grants combat advantage for being flanked unless both are flanked.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	6

UTILITY POWER

Mend Wounds

You accelerate your friend's natural healing ability so that his or her wounds close with amazing speed.

Psionic, Healing

KEYWORDS

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

Target: You or one ally
Effect: The target regains hit points as if he or she had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	6

UTILITY POWER

Courageous Strike

You strike at your foe and fill your friend with courage, bolstering both of you against the foe's attack.

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier damage, and you and one ally adjacent to you gain a +2 power bonus to AC against the target's attacks until the end of your next turn.

Augment 1
Hit: As above, but the power bonus applies to all defenses, not just AC.

Augment 2 (Zone)
Close burst 1
Target: Each enemy in burst
Hit: 1[W] + Charisma modifier damage.
Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies gain a power bonus to AC equal to your Wisdom modifier while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	7

AT-WILL POWER

Forward-Thinking Cut

You fling yourself at your enemy, and your allies attack more mightily in response.

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls until the start of your next turn.

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

Augment 1
Effect: if you make a charge attack with this power, you can shift 1 square before the charge.

Augment 2
Effect: One or two allies you can see can each charge creatures other than the target as a free action, with a power bonus to their damage rolls equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	7

AT-WILL POWER

Mindlink Strike

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1
Effect: As above, and the ally gains a +3 power bonus to the damage roll if he or she is marking the target.

Augment 2
Close burst 1
Target: Each enemy you can see in burst
Hit: 1[W] + Charisma modifier damage, and one ally adjacent to the target can make a melee basic attack against it as an opportunity action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	7

AT-WILL POWER

Rewarding Strike

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

Psionic, Augmentable, Healing, Weapon

KEYWORDS

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

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	7

AT-WILL POWER

Unhinging Strike

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

Psionic, Augmentable, Charm, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

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

Augment 1
Hit: Charisma modifier psychic damage. Until the end of the target's next turn, enemies provoke opportunity attacks from the target, and it must make those attacks.

Augment 2
Hit: 1[W] + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against one or two creatures of your choice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	7

AT-WILL POWER

Agony Field

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

Psionic, Psychic, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and ongoing 5 psychic damage (save ends).
Miss: Half damage.
Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Whenever you take damage from an attack, each enemy within the zone takes 5 psychic damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 9
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DAILY POWER

Dulled Reflexes

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

Psionic, Weapon

KEYWORDS

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

Hit: 2[W] + Charisma modifier damage, and the target takes a -1 penalty to speed (save ends). Until the penalty ends, it worsens by 1 whenever the target attacks. When the target's speed reaches 0 in this way, the penalty ends, but the target is restrained and stunned (save ends both).
Effect: Until the end of the encounter, any enemy that starts its turn adjacent to the target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 9
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DAILY POWER

Feast of Despair

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

Psionic, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier psychic damage.
Effect: Until the end of the encounter, the target takes a -2 penalty to all defenses, and whenever it misses with an attack, you or an ally you can see regains 1 power point.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 9
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DAILY POWER

Feast of Plenty

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

Psionic, Weapon

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 9
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DAILY POWER

Passage of Swords

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

Psionic, Weapon

KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
CHA vs Fort		One enemy in burst
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 9
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DAILY POWER

Incite Bravery

Your allies find new courage with your support.

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 10
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UTILITY POWER

Reactive Resistance

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

Psionic

KEYWORDS

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

Target: You or the ally in burst
Trigger: An attack damages you or an ally
Effect: The damage the target takes from the triggering attack is reduced by an amount equal to your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 10
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UTILITY POWER

From the Brink

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

Psionic, Healing

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 10
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UTILITY POWER

Tower of Iron Will

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

Psionic, 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 your next turn. While within the zone, you and your allies gain resist 10 psychic, a +4 power bonus to Will, and a +2 power bonus to AC, Fortitude, and Reflex. In addition, any ally who starts his or her turn within the zone can make a saving throw against a dominating or stunning effect.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARDENT	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 10
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UTILITY POWER

Confusing Strike

You flood your opponent's thoughts with confusing images.

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 4 (Zone)

Close burst 1
Target: Each enemy you can see in burst
Hit: 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.
Effect: The burst creates a zone that lasts until the end of your next turn. Enemies take a -2 penalty to attack rolls while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 13

AT-WILL POWER

Field of Alacrity

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 4

Close burst 1
Target: Each enemy in burst
Hit: 1[W] + Charisma modifier damage. One ally within 5 squares of you can take a move action as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 13

AT-WILL POWER

Flood of Madness

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

Psionic, Augmentable, Charm, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

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

Augment 2

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

Augment 6

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 13

AT-WILL POWER

Hope's Audacity

Your optimism is an inspiration to those around you.

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 4

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 13

AT-WILL POWER

Revelatory Strike

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

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier damage. One ally adjacent to you or the target can either make a saving throw with a +5 power bonus to all defenses until the end of your next turn.

Augment 1

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

Augment 4 (Zone)

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 13

AT-WILL POWER

Victorious Urging

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 4

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 13

AT-WILL POWER

Extermination Urge

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

Psionic, Charm, Weapon

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Imminent Demise

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

Psionic, Psychic, Weapon, Zone

KEYWORDS

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

Hit: 2[W] + Charisma modifier psychic damage.
Miss: Half damage.
Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. Bloodied enemies that start their turn within the zone take 10 psychic damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Mountainfall Strike

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

Psionic, Weapon

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Unchecked Aggression

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

Psionic, Weapon, Zone

KEYWORDS

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

Hit: 3[W] + Charisma modifier damage.
Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. While within the zone, allies gain a bonus to damage rolls equal to your Constitution modifier, and enemies grant combat advantage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Vigorous Offensive

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

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
CHA vs AC		One, two, three, or four creatures
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage.
Effect: For each attack you make with this power, an ally within 5 squares of you gains temporary hit points equal to 3 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Fortunate Recovery

You share your luck with your allies.

Psionic

KEYWORDS

No Action	↓	Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each ally in burst
Trigger: You succeed on a saving throw
Effect: The next saving throw each target makes before the end of your next turn gains a bonus equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Bountiful Life

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

Psionic, Zone

KEYWORDS

Standard	↓	Close burst 10
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 your next turn. Whenever you regain hit points, each ally within the zone gains temporary hit points equal to half the hit points you regained.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Mental Rejuvenation

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

Psionic, Healing

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Re-Form Mind

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

Psionic

KEYWORDS

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

Target: One creature
Requirement: You must be taking a short rest.
Effect: The target gains training in a skill of your choice until you take an extended rest.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Uncanny Awareness

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

Psionic

KEYWORDS

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

Target: You and each ally in burst
Trigger: You roll initiative
Effect: Each target can move half his or her speed as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Diamond Defense Assault

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

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier psychic damage. One ally adjacent to the target marks it until the end of your next turn.
Augment 1
Hit: 1[W] + Charisma modifier psychic damage. If the target shifts during its next turn, one ally can make a melee basic attack against it as a free action.
Augment 4 (Zone)
 Close burst 2
Target: Each enemy in burst
Hit: 1[W] + Charisma modifier damage, and you slide the target 1 square.
Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, allies gain a +4 bonus to all defenses against attacks from outside the zone, and enemies take a -2 penalty to attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 17

AT-WILL POWER

Illuminating Strike

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

Psionic, Augmentable, Radiant, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier radiant damage. One ally adjacent to you or the target gains resistance to all damage equal to your Wisdom modifier until the start of your next turn.
Augment 1
Hit: 1[W] + Charisma modifier radiant damage. One ally within 5 squares of you gains necrotic, psychic, or radiant resistance equal to 3 + your Wisdom modifier until the start of your next turn.
Augment 4
 Close burst 1
Target: Each enemy in burst
Hit: 2[W] + Charisma modifier radiant damage.
Effect: If you hit at least one target, one ally within 5 squares of you gains resistance to all damage equal to 3 + your Wisdom modifier until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 17

AT-WILL POWER

Temporal Strike

Time bends around your foe to protect your allies.

Psionic, Augmentable, Weapon, Zone

KEYWORDS

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

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

Augment 1
Hit: As above, but you and your allies are instead insubstantial against attacks that target Reflex.

Augment 4
Hit: 2[W] + Charisma modifier damage, and the target is slowed until the end of your next turn. The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, you and your allies are insubstantial.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	17

AT-WILL POWER

Terrifying Deluge

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

Psionic, Augmentable, Fear, Weapon

KEYWORDS

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

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

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

Augment 4
 Close burst 2
Target: Each enemy in burst
Hit: 1[W] + Charisma modifier damage, and you slide the target 1 square. When any ally hits the target before the start of your next turn, you can slide the target 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	17

AT-WILL POWER

Chains of Affinity

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

Psionic, Psychic, Weapon, Zone

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
CHA vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage.
Effect: The burst creates a zone that lasts until the end of your next turn. When any ally takes damage from an attack while within the zone, each enemy within the zone takes 5 psychic damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	19

DAILY POWER

Deflecting Disk

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

Psionic, Conjunction, Weapon

KEYWORDS

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

Hit: 4[W] + Charisma modifier damage, and you push the target 2 squares.
Miss: Half damage.
Effect: You conjure a shimmering disk of force in a square within 5 squares of you. Allies in the disk's square or adjacent to it gain a +2 power bonus to all defenses. You can move the disk 3 squares as part of a move action. When an attack hits an ally adjacent to the disk, you can use an immediate interrupt to grant the ally a +2 bonus to all defenses against that attack. The disk lasts until the end of the encounter or until you use the immediate interrupt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	19

DAILY POWER

Shared Vigor

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

Psionic, Healing, Weapon, Zone

KEYWORDS

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

Hit: 3[W] + Charisma modifier damage.
Effect: The attack creates a zone in a close burst 2. The zone lasts until the end of the encounter. When any ally within the zone spends a healing surge, all other allies within the zone regain 1d10 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	19

DAILY POWER

Temporal Acceleration

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

Psionic, Weapon, Zone

KEYWORDS

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

Hit: 4[W] + Charisma modifier damage, and the target is slowed and cannot shift (save ends both).
Miss: Half damage, and the target is slowed and cannot shift until the end of your next turn.
Effect: The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. Any enemy that starts its turn within the zone is slowed until the end of its next turn. Any ally that starts his or her turn within the zone gains a +2 power bonus to speed until the end of his or her next turn.
Sustain Minor: The zone persists.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	19

DAILY POWER

Vitality Transfer

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

Psionic, Healing, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	19

DAILY POWER

Guided Opportunity

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

Psionic

KEYWORDS

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

Target: The triggering ally in burst
Trigger: An ally within 3 squares of you makes an opportunity attack
Effect: The target gains a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	22

UTILITY POWER

Insensate Mind

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	22

UTILITY POWER

Borrowed Time

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

Psionic
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	22

UTILITY POWER

Rapid Recovery

You channel positive thoughts to speed your allies' recovery.

Psionic, Healing, Zone
KEYWORDS

Minor	←	Close burst 1
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 your next turn. When you move, the zone moves with you, remaining centered on you. Any ally who starts his or her turn within the zone regains 10 hit points.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	22

UTILITY POWER

Perception Shift

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

Psionic, Augmentable, Psychic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier psychic damage. The next time the target makes an attack before the start of your next turn, it attacks a defense of your choice.
Augment 2
Close burst 1
Target: Each enemy you can see in burst
Hit: 1[W] + Charisma modifier psychic damage. Whenever the target attacks before the end of your next turn, it attacks a defense of your choice.
Augment 6 (Zone)
Close burst 1
Target: Each enemy you can see in burst
Hit: 2[W] + Charisma modifier psychic damage. Whenever the target attacks before the end of your next turn, it attacks a defense of your choice.
Effect: The burst creates a zone that lasts until the end of your next turn. When any enemy attacks while within the zone, the enemy attacks a defense of your choice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	23

AT-WILL POWER

Revealing Strike

Your attack highlights the target's weaknesses.

Psionic, Augmentable, Weapon
KEYWORDS

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

Hit: 1[W] + Charisma modifier damage, and the target takes a -3 penalty to all defenses until the start of your next turn.
Augment 2
Hit: 2[W] + Charisma modifier damage, and the target takes a -2 penalty to all defenses and can't benefit from concealment or invisibility until the end of your next turn.
Augment 6
Hit: 4[W] + Charisma modifier damage, and the target takes a -3 penalty to all defenses until the end of your next turn. In addition, you and each ally adjacent to you gain blindsight 10 until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	23

AT-WILL POWER

Revelatory Slash

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

Psionic, Augmentable
KEYWORDS

Standard	←	Close burst 10
ACTION		RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target can make a melee basic attack as a free action. If that attack hits, the creature that is hit grants combat advantage until the end of your next turn.
Augment 2
Effect: The target can make a melee basic attack as a free action against a creature granting combat advantage to you. The target gains a power bonus to the damage roll equal to your Constitution modifier. If that attack hits, the creature that is hit is dazed until the end of your next turn.
Augment 6
Target: One or two allies in burst
Effect: Each target can make an at-will attack as a free action. If a target's attack hits, he or she gains 15 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	23

AT-WILL POWER

Blistering Aversion

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

Psionic, Fire, Weapon, Zone
KEYWORDS

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

Hit: 3[W] + Charisma modifier fire damage, and ongoing 15 fire damage (save ends).
Miss: Half damage.
Effect: The attack creates a zone in a close burst 3. The zone lasts until the end of your next turn. Any enemy that ends its turn within the zone takes ongoing 10 fire damage (save ends).
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	25

DAILY POWER

Corona of Battle

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

Psionic, Healing, Zone
KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	25

DAILY POWER

Intellect Bomb

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

Psionic, Psychic, Weapon
KEYWORDS

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

Hit: 3[W] + Charisma modifier damage, and you slide the primary target 1 square.
Effect: Before the end of the encounter, you can make the following secondary attack once, either when the primary target drops to 0 hit points or as a minor action. The secondary attack is a close burst 2 centered on the primary target.
Secondary Target: Each enemy in burst
Secondary Attack: Charisma vs. Will
Hit: 2d10 + Charisma modifier psychic damage, and the secondary target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	25

DAILY POWER

Revealed Assets

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

Psionic, Weapon, Zone
KEYWORDS

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

Hit: 4[W] + Charisma modifier damage.
Miss: Half damage.
Effect: The attack creates a zone in a close burst 2. The zone lasts until the end of your next turn. While within the zone, allies gain a bonus to all defenses equal to the number of enemies within the zone.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	25

DAILY POWER

Summons to Doom

You compel your enemies to approach to be punished.

Psionic, Charm, Psychic, Weapon

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 25

DAILY POWER

Dismissive Strike

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

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier damage, and you teleport the target 5 squares to a square adjacent to an ally.
Augment 2
 Close burst 1
Target: Each enemy you can see in burst
Hit: 1[W] + Charisma modifier damage, and you teleport the target to a square adjacent to an ally who is adjacent to you.
Augment 6 (Zone)
Hit: 2[W] + Charisma modifier damage.
Effect: The attack creates a zone in a close burst 1. The zone lasts until the end of your next turn. When any enemy enters the zone or starts its turn there, you can teleport that enemy 5 squares as a free action. Any ally who enters the zone or starts his or her turn there can teleport 5 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Exhilarating Strike

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

Psionic, Augmentable

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target can make a melee basic attack as a free action.
Augment 2
Effect: The target can make a melee basic attack as a free action, with a power bonus to the damage roll equal to your Wisdom modifier. If that attack hits, the target can make a saving throw.
Augment 6
Target: Each ally in burst
Effect: Each target can use a free action either to make a basic attack or to charge, with a power bonus to the damage roll equal to your Wisdom modifier. If a target hits, he or she can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Restorative Bastion

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

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and one ally within 5 squares of you can make a saving throw.
Augment 2
Hit: 2[W] + Charisma modifier damage, and one ally within 5 squares of you can make a saving throw, with a +5 power bonus if it's against ongoing damage.
Augment 6
Hit: 4[W] + Charisma modifier damage, and each ally you can see can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Unnerving Disruption

You confuse your enemy, throwing off its attacks.

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

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

Hit: 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls.
Augment 2
 Close burst 1
Target: Each enemy in burst
Hit: 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target takes a penalty to attack rolls against Will. The penalty equals your Constitution modifier.
Augment 6 (Zone)
 Close burst 1
Target: Each enemy in burst
Hit: 1[W] + Charisma modifier psychic damage. Until the end of your next turn, the target is weakened and takes a penalty to attack rolls. The penalty equals your Constitution modifier.
Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, allies gain a bonus to damage rolls equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Empathic Projection

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

Psionic, Weapon

KEYWORDS

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

Hit: 4[W] + Charisma modifier damage, and you push the target 2 squares.
Miss: Half damage.
Effect: Until the end of the encounter, whenever you hit with an attack, allies within 3 squares of you gain a +2 power bonus to attack rolls until the end of your next turn, and whenever you miss with an attack, allies within 3 squares of you gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 29

DAILY POWER

Image of Doom

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

Psionic, Fear, Weapon

KEYWORDS

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

Hit: 5[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, the target takes a -2 penalty to attack rolls and all defenses while it can see you, and you can slide it 1 square as a free action when it takes damage from any attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 29

DAILY POWER

Undeniable Weakness

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

Psionic, Weapon, Zone

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
CHA vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier damage, and the target is weakened (save ends).
Miss: Half damage, and the target is weakened until the end of your next turn.
Effect: The burst creates a zone that lasts until the end of the encounter. While within the zone, your allies have resistance to all damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 29

DAILY POWER

Violent Spark

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

Psionic

KEYWORDS

Standard		Close burst 10
ACTION	←	RANGE
vs		Each ally in burst
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 29

DAILY POWER

Battlemind's Demand



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

Psionic, Augmentable

KEYWORDS

Minor			Close burst 3
ACTION	←		RANGE
vs		One creature in burst	
ATTACK	DEFENSE	TARGET	

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

Augment 1

Target: One or two creatures in burst

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
FEATURE

LEVEL

AT-WILL POWER

Blurred Step



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

Psionic

KEYWORDS

Opportunity			Personal
ACTION			RANGE
vs		The triggering enemy	
ATTACK	DEFENSE	TARGET	

Trigger: An adjacent enemy marked by you shifts
Effect: You shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
FEATURE

LEVEL

AT-WILL POWER

Mind Spike



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

Psionic, Force, Psychic

KEYWORDS

Imm. Reaction	↓		Melee 1
ACTION			RANGE
vs		The triggering enemy	
ATTACK	DEFENSE	TARGET	

Trigger: An adjacent enemy marked by you deals damage to your ally with an attack that doesn't include you as a target
Effect: The target takes force and psychic damage equal to the damage that its attack dealt to your ally.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
FEATURE

LEVEL

AT-WILL POWER

Battle Resilience



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

Psionic

KEYWORDS

Free			Personal
ACTION			RANGE
vs		One creature	
ATTACK	DEFENSE	TARGET	

Trigger: An attack hits or misses you for the first time during an encounter
Effect: Until the end of your next turn, you gain resistance to all damage equal to 3 + your Wisdom modifier.
Level 11: Resist 6 + your Wisdom modifier.
Level 21: Resist 9 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
FEATURE

LEVEL

ENCOUNTER POWER

Speed of Thought



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

Psionic

KEYWORDS

Free			Personal
ACTION			RANGE
vs		One creature	
ATTACK	DEFENSE	TARGET	

Trigger: You roll initiative
Effect: You move a number of squares equal to 3 + your Charisma modifier.
Special: You can use this power even if you're surprised.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
FEATURE

LEVEL

ENCOUNTER POWER

Bull's Strength



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

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 push the target 1 square.

Augment 1

Special: Your reach increases by 1 for this attack.

Augment 2

Close blast 3

Target: Each enemy you can see in blast

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Demon Dance



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

Psionic, Augmentable, Fear, Psychic, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Iron Fist



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

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage.
Effect: Until the end of your next turn, you gain resistance to all damage equal to your Wisdom modifier.

Augment 1

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

Augment 2

Hit: 2[W] + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Twisted Eye



You flood the mind of your foe with psionic energy, befuddling its vision and distorting its perception of nearby threats. By increasing the flood to a torrent, you can blind the foe completely.

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Whirling Defense

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

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 mark the target until the end of your next turn.

Augment 1
Effect: Whenever you use your mind spike before the end of your next turn, the target of that power takes extra damage equal to your Charisma modifier.

Augment 2
 Close burst 1
Target: Each enemy you can see in burst

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	1

AT-WILL POWER

Allies to Enemies

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

Psionic, Charm, Psychic, Weapon

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	1

DAILY POWER

Aspect of Elevated Harmony

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

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

Augment 1
Effect: You gain temporary hit points equal to 5 + your Wisdom modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	1

DAILY POWER

Psionic Anchor

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

Psionic, Teleportation, Weapon

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	1

DAILY POWER

Steel Unity Strike

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

Psionic, Stance, Weapon

KEYWORDS

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

Hit: 3[W] + Constitution modifier damage.
Miss: Half damage.
Effect: You assume the steel unity stance. Until the stance ends, you can make the following secondary attack.
Opportunity Action Melee 1
Trigger: An adjacent enemy marked by you moves without shifting on its turn
Secondary Target: The triggering enemy
Secondary Attack: Constitution vs. AC
Hit: 2[W] + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	1

DAILY POWER

Feather Step

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	2

UTILITY POWER

Psionic Vigor

You focus your mind to shrug off injuries.

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	2

UTILITY POWER

Telepathic Challenge

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

Psionic

KEYWORDS

Minor		Close burst 2
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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	2

UTILITY POWER

Mind Snare

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

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 ally within 5 squares of you becomes invisible to the target until the target is adjacent to him or her or until the end of your next turn.

Augment 1
Hit: As above, but the invisibility isn't ended by the target being adjacent to the ally.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	3

AT-WILL POWER

Mist Weapon

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

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage.

Augment 1
Hit: As above, and if the target is insubstantial, it doesn't benefit from that quality against this attack and it takes extra damage equal to your Wisdom modifier.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	3

AT-WILL POWER

Spectral Legion

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1
Hit: As above, and the target takes a penalty to the attack rolls of melee attacks and close attacks until the end of your next turn. The penalty equals your Charisma modifier.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	3

AT-WILL POWER

Visions of Terror

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

Psionic, Augmentable, Fear, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage, and you push the target 2 squares.

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

Augment 2
Hit: 1[W] + Constitution modifier damage, and you push the target a number of squares equal to your Charisma modifier. After the push, you slide each enemy adjacent to the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	3

AT-WILL POWER

Aspect of Living Stone

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

Psionic, Polymorph, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: You assume the aspect of living stone until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1
Effect: You gain resist 5 to all damage until the end of your next turn. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	5

DAILY POWER

Beckoning Strike

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

Psionic, Stance, 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 assume the beckoning stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Melee 1
Trigger: An adjacent enemy marked by you moves without shifting on its turn
Secondary Target: The triggering enemy
Secondary Attack: Constitution vs. AC
Hit: 1[W] + Constitution modifier damage. At the end of the secondary target's turn, you can use a free action to pull the secondary target a number of squares equal to its speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	5

DAILY POWER

Nightmare Vortex

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

Psionic, Fear, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage, and you slide the target 1 square.
Miss: Half damage.
Effect: Until the end of the encounter, whenever an enemy starts its turn within 3 squares of you, you can slide the target 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	5

DAILY POWER

Predator to Prey

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

Psionic, Fear, Weapon

KEYWORDS

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

Hit: 2[W] + Constitution modifier damage.
Miss: Half damage.
Effect: The target's reach is reduced by 1 (minimum 1), and whenever the target is hit, you can slide it 1 square as a free action (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	5

DAILY POWER

Stag's Leap

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	UTILITY	6

UTILITY POWER

Psionic Ambush

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

Psionic, Teleportation

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	UTILITY	6

UTILITY POWER

Sense Minds

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	6

UTILITY POWER

Winged Weapon

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

Psionic
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	6

UTILITY POWER

Ego Crush

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

Psionic, Augmentable, Weapon
KEYWORDS

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

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

Augment 1
Special: When making an opportunity attack, you can use this power in place of a melee basic attack.

Augment 2
Close burst 1
Target: Each enemy in burst
Hit: 2[W] + Constitution modifier damage, and the target cannot gain combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	7

AT-WILL POWER

Ghost in the Steel

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

Psionic, Augmentable, Psychic, Weapon
KEYWORDS

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

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

Augment 1
Hit: Choose one of the target's melee basic attacks. The target hits itself with that attack.

Augment 2
Hit: 1[W] + Constitution modifier damage. The next time the target makes a melee attack before the end of your next turn, you can choose which creature it attacks (not including itself).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	7

AT-WILL POWER

Lightning Rush

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

Psionic, Augmentable, Weapon
KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
CON vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you targets an ally with an attack.
Effect: Before the attack, you move your speed to a square adjacent to the triggering enemy.
Hit: 1[W] + Constitution modifier damage.
Effect: You don't get your normal standard action on your next turn.

Augment 1
Hit: As above, and the target takes a penalty to the triggering attack roll equal to your Charisma modifier.

Augment 2
Hit: 2[W] + Constitution modifier damage, and you become the target of the triggering attack.
Effect: You get your normal standard action on your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	7

AT-WILL POWER

Psionic Speed

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

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One, two, or three creatures
ATTACK	DEFENSE	TARGET

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

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

Augment 2
Hit: 1[W] + Constitution modifier damage.
Effect: You mark the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	7

AT-WILL POWER

Stone Squire

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

Psionic, Augmentable, Weapon
KEYWORDS

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

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

Augment 1
Effect: After the attack, you shift 2 squares to a square adjacent to the target.

Augment 2
Hit: 1[W] + Constitution modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	7

AT-WILL POWER

Aspect of Disembodiment

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

Psionic, Polymorph, Weapon
KEYWORDS

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

Hit: 2[W] + Constitution modifier damage, and the target takes a penalty to attack rolls and saving throws equal to your Wisdom modifier (save ends). The penalty also ends if the target ends its turn without having made an attack during that turn.
Miss: Half damage.
Effect: You assume the aspect of disembodiment until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1
Effect: You shift half your speed before or after the attack. You can move through enemies' spaces during this shift. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	9

DAILY POWER

Inexorable Death Strike

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

Psionic, Psychic, Stance, Weapon
KEYWORDS

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

Hit: 1[W] + Constitution modifier damage, and ongoing 5 psychic damage (save ends).
Miss: Half damage, and ongoing 5 psychic damage (save ends).
Effect: You assume the inexorable death stance. Until the stance ends, you can make the following secondary attack.

Opportunity Action Melee 1
Trigger: An adjacent enemy marked by you moves without shifting on its turn
Secondary Target: The triggering enemy
Secondary Attack: Constitution vs. AC
Hit: 1[W] damage, and the secondary target fails its first saving throw at the end of this turn.
Level 21: 2[W] + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	9

DAILY POWER

Intellect Hammer

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

Psionic, Weapon

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Iron Tomb

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

Psionic, Polymorph, Weapon

KEYWORDS

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

Hit: The target is stunned and immune to all damage but psychic damage (save ends both).
Miss: The target is stunned and immune to all damage but psychic damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Whelm

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

Psionic, Weapon

KEYWORDS

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

Hit: 3[W] + Constitution modifier damage, and you push the target 2 squares.
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Guardian's Speed

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

Psionic

KEYWORDS

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

Target: The triggering ally
Trigger: An adjacent ally takes damage
Effect: You slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Battle Aspect

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

Psionic, Polymorph, Teleportation

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Iron Warding

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Shadow Ally

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

Psionic, Conjuraton, Illusion

KEYWORDS

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

Effect: You conjure an illusory duplicate of yourself in an unoccupied square within range. The duplicate lasts until the end of the encounter. You gain a +4 power bonus to all defenses against any attack that doesn't include both you and the duplicate. As part of a move action, you can move the duplicate 5 squares. The duplicate can be targeted by melee attacks and ranged attacks, although it lacks hit points. The duplicate disappears if a melee or a ranged attack deals any damage to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Brutal Barrage

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

Psionic, Augmentable, Weapon

KEYWORDS

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

Attack: Constitution vs. AC. Make the attack three times.
Hit: Constitution modifier damage.
Effect: If you hit the target two or more times, it falls prone.

Augment 1
Attack: Constitution vs. AC. Make the attack four times.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 13

AT-WILL POWER

Dizzying Strike

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

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 the target 1 square.

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

Augment 4
Hit: 1[W] + Constitution modifier damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 13

AT-WILL POWER

Luring Steel

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

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage. As a free action, you can use your *battlemind's demand* power against the target.
Effect: Until the end of your next turn, whenever an enemy hits any ally who is adjacent to you with a melee attack, that enemy takes psychic damage equal to your Charisma modifier.

Augment 1
Effect: As above, but the enemy takes the damage when it hits or misses.

Augment 4
Hit: 2[W] + Constitution modifier damage, and you pull each enemy within 2 squares of you 1 square. As a free action, you can use your *battlemind's demand* power against each enemy adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	13

AT-WILL POWER

Overwhelming Lunge

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

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon + 1 reach
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage.

Augment 1
Attack: As above, and you ignore the -2 penalty for attacking an enemy that has cover granted by other enemies.

Augment 4
Hit: 2[W] + Constitution modifier damage. You slide each creature adjacent to the target 1 square and then slide the target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	13

AT-WILL POWER

Web of Betrayal

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

Psionic, Augmentable, Charm, Psychic, Weapon

KEYWORDS

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

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

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

Augment 4
Hit: 2[W] + Constitution modifier psychic damage. Until the end of your next turn, when any enemy attacks any ally of yours who is adjacent to the target, the enemy also makes the attack against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	13

AT-WILL POWER

Aspect of Enlightenin Flame

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

Psionic, Fire, Polymorph, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

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

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

Augment 1
Effect: Choose a single creature hit by the at-will attack. That creature takes extra fire and psychic damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	15

DAILY POWER

Intellect Sunder

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

Psionic, Fear, Weapon

KEYWORDS

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

Hit: 2[W] + Constitution modifier damage. Whenever the target attacks, it can use only basic attacks and must include you as a target (save ends both).
Miss: Half damage. Until the end of your next turn, whenever the target attacks, it can use only basic attacks and must include you as a target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	15

DAILY POWER

Mind Blade

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

Psionic, Psychic, Weapon

KEYWORDS

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

Hit: The target falls unconscious (save ends).
Aftereffect: 10 + Constitution modifier psychic damage.
Miss: The target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	15

DAILY POWER

Paralyzing Fear Strike

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

Psionic, Fear, Stance, Weapon

KEYWORDS

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

Hit: 2[W] + Constitution modifier damage, and the primary target is immobilized (save ends).
Miss: Half damage, and the primary target is immobilized until the end of your next turn.

Effect: You assume the paralyzing fear stance. Until the stance ends, you can make the following secondary attack.
Opportunity Action Melee 1
Trigger: An adjacent enemy marked by you moves without shifting
Secondary Target: The triggering enemy
Secondary Attack: Constitution vs. AC
Hit: 1[W] + Constitution modifier damage, and the secondary target is immobilized until the end of your next turn.
Level 21: 2[W] + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	15

DAILY POWER

Extend the Mind's Eye

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	UTILITY	16

UTILITY POWER

Sudden Rush

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

Psionic, Teleportation

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	UTILITY	16

UTILITY POWER

Mind of Endurance

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

Psionic, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER DAILY

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



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Shield of the Iron Mind

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

Psionic, Zone

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER 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. You and your allies gain a +4 power bonus to Will and saving throws while within the zone.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Battle Vortex

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

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

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

AT-WILL ENCOUNTER DAILY

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

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

Augment 4 (Teleportation)
Hit: 3[W] + Constitution modifier damage. Until the end of your next turn, when any enemy starts its turn within 2 squares of you but ends its turn more than 2 squares away from you, you can teleport that enemy 3 squares as a free action, and it is immobilized until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Dazzling Assault

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

Psionic, Augmentable, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
CON vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER DAILY

Trigger: An adjacent enemy marked by you shifts
Hit: 1[W] + Constitution modifier damage. You slide the target 1 square, and it is immobilized until the end of your next turn.
Effect: You don't get your normal standard action on your next turn.

Augment 1
Hit: As above, and the target cannot teleport and is immune to forced movement while immobilized by this attack.

Augment 4
Hit: 3[W] + Constitution modifier damage. You slide the target 2 squares, and it is immobilized until the end of your next turn.
Effect: You get your normal standard action on your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Entangling Weapon

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

Psionic, Augmentable, Weapon

KEYWORDS

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

AT-WILL ENCOUNTER DAILY

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

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

Augment 4
Hit: 3[W] + Constitution modifier damage. When you hit any enemy before the end of your next turn, you slide that enemy 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Festering Wound

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

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

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

AT-WILL ENCOUNTER DAILY

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

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

Augment 4
Hit: 3[W] + Constitution modifier damage, and your next psionic attack against the target before the end of your next turn deals 1d6 extra psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Step of the Pursuer

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

Psionic, Augmentable, Weapon

KEYWORDS

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

AT-WILL ENCOUNTER DAILY

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

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

Augment 4 (Teleportation)
Hit: 3[W] + Constitution modifier damage. If the target moves away from you on its next turn, you can use a free action to teleport to a square adjacent to the target after its move.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Aspect of Stolen Identity

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

Psionic, Charm, Polymorph, Weapon

KEYWORDS

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

AT-WILL ENCOUNTER DAILY

Hit: 3[W] + Constitution modifier damage.
Miss: Half damage.
Effect: You assume the aspect of stolen identity until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 2
Effect: Choose a single creature hit by the at-will attack, and choose a melee basic attack of that creature. The creature then hits itself with that melee basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Mind Wrack

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

Psionic, Psychic, Weapon

KEYWORDS

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

AT-WILL ENCOUNTER DAILY

Hit: 3[W] + Constitution modifier damage.
Miss: Half damage.
Effect: The target takes ongoing 5 psychic damage (save ends). Whenever you hit the target before this ongoing damage ends, the ongoing damage increases by 5.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Relentless Strike

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

Psionic, Stance, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
CON vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	19

DAILY POWER

Vengeful Mind

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

Psionic, Weapon

KEYWORDS

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

Hit: 4[W] + Constitution modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, when the target attacks any ally of yours, you gain a +2 power bonus to attack rolls against the target until the end of your next turn. If you already have the bonus when the target attacks an ally, the bonus increases by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	19

DAILY POWER

Indomitable Maneuver

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

Psionic

KEYWORDS

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

Effect: You shift 12 squares and can move through enemies' spaces during the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	22

UTILITY POWER

Immortal Endurance

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	22

UTILITY POWER

Perfect Eye

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

Psionic

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, you ignore all barriers to line of effect and line of sight that are within 20 squares of you. In addition, you ignore the -2 penalty for attacking enemies that have concealment or cover within that range.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	22

UTILITY POWER

Tactical Supremacy

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

Psionic

KEYWORDS

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

Effect: Until the end of the encounter, enemies grant combat advantage to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	22

UTILITY POWER

Armor of Blades

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

Psionic, Augmentable, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee 1
ACTION		RANGE
CON vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy adjacent to you targets one of your allies with a melee attack
Hit: 1[W] + Constitution modifier damage, and the target attacks you instead of the ally.
Effect: You don't get your normal standard action on your next turn.
Augment 2
Hit: 2[W] + Constitution modifier damage, and the target takes a penalty to its attack roll equal to your Charisma modifier.
Augment 6
Hit: 3[W] + Constitution modifier damage, and you slide the target 3 squares and shift 3 squares to a square adjacent to it. The target then attacks you instead of the ally.
Effect: You get your normal standard action on your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	23

AT-WILL POWER

Might of the Ogre

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

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.
Augment 2
Close burst 1
Target: Each enemy in burst
Hit: 2[W] damage. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.
Augment 6
Hit: 3[W] damage, and the target is dazed until the end of your next turn. You knock the target prone, and if it stands up before the end of your next turn, it provokes opportunity attacks for doing so.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	23

AT-WILL POWER

Press of Battle

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

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage, and squares adjacent to you and squares adjacent to your allies are difficult terrain for the target until the end of your next turn.
Augment 2
Hit: 2[W] + Constitution modifier damage, and the target can't shift until the end of your next turn.
Augment 6
Hit: 3[W] + Constitution modifier damage, and the target is immobilized and grants combat advantage to your allies until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	23

AT-WILL POWER

Spring Assault

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Hit: 1[W] + Constitution modifier damage.

Augment 2

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

Augment 6

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 23

AT-WILL POWER

Veil of the Mind's Eye

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 1

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

Augment 6

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 23

AT-WILL POWER

Aspect of Luminous Thought

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

Psionic, Polymorph, Psychic, Weapon

KEYWORDS

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

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Deadly Haste Strike

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

Psionic, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One, two, three, or four creatures
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Constitution modifier damage. **Miss:** Half damage.

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

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting.

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Psychic Hammer

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

Psionic, Charm, Psychic, Weapon

KEYWORDS

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Vitality Theft

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

Psionic, Psychic, Weapon

KEYWORDS

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

Hit: 5[W] + Constitution modifier psychic damage.

Miss: Half damage.

Effect: You regain 6 power points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Brilliant Recovery

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

Psionic, Augmentable, Weapon

KEYWORDS

Minor	↓	Melee weapon
ACTION		RANGE
CON vs AC		An enemy you missed with an attack during this turn
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage.

Augment 2

Attack: Constitution vs. Reflex

Hit: 2[W] + Constitution modifier damage.

Augment 6

Hit: 3[W] + Constitution modifier damage.

Miss: You regain the power points you spent to augment this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 27

AT-WILL POWER

Cage of Cowardice

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

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 mark the target until the end of your next turn.

Augment 2

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

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

Augment 6

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 27

AT-WILL POWER

Mind of Mirrors

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

Psionic, Augmentable, Charm, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, the target takes a -5 penalty to attack rolls against creatures other than you.

Augment 2

Hit: 2[W] + Constitution modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack that doesn't include at least one of your enemies as a target.

Augment 6

Hit: 3[W] + Constitution modifier damage, and the target is dominated until the end of your next turn. Until this domination ends, the target has combat advantage against itself and your enemies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 27

AT-WILL POWER

Psionic Storm



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

Psionic, Augmentable, Weapon

KEYWORDS

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

Hit: 1[W] + Constitution modifier damage.
Effect: Until the end of your next turn, your *mind spike* power deals extra damage equal to 5 + your Wisdom modifier.

Augment 2

Close burst 2

Target: Each enemy in burst

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

Augment 6

Hit: 4[W] + Constitution modifier damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	27

AT-WILL POWER

Aspect of Annihilation



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

Psionic, Polymorph, Weapon

KEYWORDS

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

Hit: 3[W] + Constitution modifier damage, and ongoing 20 damage (save ends).

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

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	29

DAILY POWER

Fatal Barrage



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

Psionic, Weapon

KEYWORDS

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

Hit: 6[W] + Constitution modifier damage. The damage increases by 5 for each effect on the target that a save can end.
Miss: Half damage. The damage increases by 2 for each effect on the target that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	29

DAILY POWER

Mind-Sundering Burst



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

Psionic, Psychic, Stance, Weapon

KEYWORDS

Standard	↩	Close burst 3
ACTION		RANGE
CON vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

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

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

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

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	29

DAILY POWER

Nova Strike



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

Psionic, Weapon

KEYWORDS

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

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

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATTLEMIND	ATTACK	29

DAILY POWER

Centered Flurry of Blows

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

Psionic
KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
DEX vs Fort		One creature. Level 11: One or two creatures. Level 21: Each enemy adjacent to you
ATTACK	DEFENSE	TARGET

Trigger: You hit with an attack during your turn
Effect: The target takes damage equal to 2 + your Wisdom modifier, and you slide it 1 square to a square adjacent to you or 1 square in any direction if the target wasn't targeted by the triggering attack.
Special: You can use this power only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE FEATURE	LEVEL 1
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AT-WILL POWER

Stone Fist Flurry of Blows

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

Psionic
KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
DEX vs Fort		One creature. Level 11: One or two creatures. Level 21: Each enemy adjacent to you
ATTACK	DEFENSE	TARGET

Trigger: You hit with an attack during your turn
Effect: The target takes damage equal to 2 + your Strength modifier. If the target wasn't targeted by the triggering attack, the damage increases by 2 (4 at 11th level and 6 at 21st level).
Special: You can use this power only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE FEATURE	LEVEL 1
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AT-WILL POWER

Crane's Wings

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 1d10 + Dexterity modifier damage, and you push the target 1 square.
 Level 21: 2d10 + Dexterity modifier damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Dancing Cobra

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 1d10 + Dexterity modifier damage. If the target has made an opportunity attack against you during this turn, the target takes extra damage equal to your Wisdom modifier.
 Level 21: 2d10 + Dexterity modifier damage.

Movement Technique
Effect: You move your speed + 2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Dragon's Tail

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Melee 1
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 1d6 + Dexterity modifier damage, and you knock the target prone.
 Level 21: 2d6 + Dexterity modifier damage.

Movement Technique
Target: One ally or one prone enemy
Effect: You swap places with the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Five Storms

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↔	Close burst 1/Personal
ACTION		RANGE
DEX vs Reflex		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 1d8 + Dexterity modifier damage.
 Level 21: 2d8 + Dexterity modifier damage.

Movement Technique
Effect: You shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Awaken the Slumbering Hurt

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Drunken Monkey

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Will		One enemy
ATTACK	DEFENSE	TARGET

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

Movement Technique
Effect: You move your speed + 1. During this movement, you ignore difficult terrain and gain a power bonus to all defenses against opportunity attacks. The bonus equals your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Open the Gate of Battle

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Rising Storm

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

Psionic, Full Discipline, Implement, Thunder

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

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

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Harmonious Thunder

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

Psionic, Implement, Thunder

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Dexterity modifier thunder damage.

Miss: Half damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

DAILY POWER

Masterful Spiral

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

Psionic, Force, Implement, Stance

KEYWORDS

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

Hit: 3d8 + Dexterity modifier force damage.

Miss: Half damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

DAILY POWER

Spinning Leopard Maneuver

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

Psionic, Implement

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

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

Target: One enemy

Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

DAILY POWER

Whirling Mantis Step

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

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

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

Target: One, two, or three creatures

Attack: Dexterity vs. Fortitude

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

DAILY POWER

Careful Stride

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Grasp the Wind

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

Psionic

KEYWORDS

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

Trigger: You are pulled, pushed, or slid
Effect: Instead of being affected by the forced movement, you shift the number of squares it would have moved you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Harmonious Discipline

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Supreme Flurry

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

Psionic

KEYWORDS

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Dance of Swords

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

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK DEFENSE		TARGET

Attack Technique

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

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Enduring Champion

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

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK DEFENSE		TARGET

Attack Technique

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

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Eternal Mountain

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

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	←	Close burst 1/Personal
ACTION		RANGE
DEX vs Fort		Each enemy in burst
ATTACK DEFENSE		TARGET

Attack Technique

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

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Twin Thunders

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

Psionic, Full Discipline, Implement, Thunder

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK DEFENSE		TARGET

Attack Technique

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

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Deadly Cobra Strike

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

Psionic, Implement, Poison

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK DEFENSE		TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 5

DAILY POWER

One Hundred Leaves

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

Psionic, Implement

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
DEX vs Reflex		Each creature in blast
ATTACK DEFENSE		TARGET

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 5

DAILY POWER

Steel Warrior Technique

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

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK DEFENSE		TARGET

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 5

DAILY POWER

Supreme Avalanche Combination

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

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK DEFENSE		TARGET

Hit: 3d10 + Dexterity modifier damage.

Miss: Half damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 5

DAILY POWER

Echoing Thunder

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

Psionic

KEYWORDS

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

Trigger: You use your Flurry of Blows power

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Leap of the Heavens

You leap into the air, reaching incredible heights.

Psionic
KEYWORDS

Move		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 with a +10 power bonus. You are considered to have a running start.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Purifying Meditation

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

Psionic
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Centered Defense

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

Psionic, Stance
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Fist of One Hundred Strikes

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

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

Movement Technique
Effect: You shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Grasping Tide

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Strike the Avalanche

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 2d10 + Dexterity modifier damage, and you slide the primary target a number of squares equal to your Wisdom modifier. Make a secondary attack that is a close burst 1 centered on the primary target.
Secondary Target: Each creature in burst other than the primary target
Secondary Attack: Dexterity vs. Fortitude
Hit: The secondary target falls prone.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Titan's Step

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

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Crane Dance

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

Psionic, Implement
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One, two, three, or four creatures
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Dexterity modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: You shift 1 square after each attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Relentless Hound Technique

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

Psionic, Implement
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the end of your next turn, when the target willingly leaves a square adjacent to you, you can shift 1 square as a free action. You can make the following secondary attack against the target once before the end of the encounter.
Immediate Interrupt Melee touch
Trigger: The target makes an attack
Secondary Attack: Dexterity vs. Reflex
Hit: 2d10 + Dexterity modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Strength to Weakness

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

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: Ongoing damage equal to 15 + your Dexterity modifier (save ends).
Miss: Ongoing 10 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 9

DAILY POWER

Twilight Touch

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

Psionic, Implement, Psychic

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 9

DAILY POWER

Spider Technique

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Iron Dragon Defense

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Spring Up

You leap to your feet.

Psionic

KEYWORDS

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

Trigger: You are prone at the start of your turn
Effect: You stand up.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Internal Power

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

Psionic, Healing

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Dance of the Stinging Hornet

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

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Furious Bull

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

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	←	Close burst 2/Personal
ACTION		RANGE
DEX vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack Technique
Requirement: You must not be immobilized.
Hit: 2d6 + Dexterity modifier damage, and you slide the target 1 square. The target is dazed until the end of your next turn.
Effect: You shift 3 squares to a square in the burst.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Overpowering Strike

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

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

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

Movement Technique
Effect: You shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Step Between the Worlds

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

Psionic, Full Discipline, Implement, Teleportation

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	13

ENCOUNTER POWER

Dancer on the Sea of Battle

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

Psionic, Implement

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You shift your speed and can make the following attack once against each enemy you move adjacent to during the shift.
Target: One enemy
Attack: Dexterity vs. Fortitude
Hit: 3d10 + Dexterity modifier damage, and you knock the target prone.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	15

DAILY POWER

Ring the Golden Bell

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

Psionic, Force, Implement

KEYWORDS

Standard	↖	Close burst 1
ACTION		RANGE
DEX vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you jump 10 squares. This movement doesn't provoke opportunity attacks.
Hit: 4d6 + Dexterity modifier force damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	15

DAILY POWER

Way of the Autumn Wind

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

Psionic, Cold, Implement, Stance

KEYWORDS

Standard	↖	Close burst 2
ACTION		RANGE
DEX vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Dexterity modifier cold damage, and the target is weakened (save ends).
Miss: Half damage, and the target is weakened until the end of your next turn.
Effect: You can assume the autumn wind stance. Until the stance ends, you can shift 2 squares as an immediate reaction when you are hit by any attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	15

DAILY POWER

Diamond Mind

Your disciplined mind repels an attack.

Psionic

KEYWORDS

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

Trigger: An attack hits your Will
Effect: You gain a +5 bonus to Will against the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

Master of Winds Stance

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

Psionic, Stance

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

Meditative Solace

By focusing your mind, you banish your ills.

Psionic, Stance

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

Stance of the Still Sword

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

Psionic, Stance

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

Death's Chilled Embrace

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

Psionic, Full Discipline, Implement, Necrotic

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	17

ENCOUNTER POWER

Steps of Grasping Fire

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

Psionic, Fire, Full Discipline, Implement

KEYWORDS

Standard/Move		Close blast 3/Personal
ACTION	←	RANGE
DEX vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: 2d10 + Dexterity modifier fire damage.

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Three Winds Kick

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

Psionic, Full Discipline, Implement, Teleportation

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: 1d10 + Dexterity modifier + Wisdom modifier damage, and you shift 2 squares.

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Whirlwind Kick

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

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	←	Close burst 3/Personal
ACTION		RANGE
DEX vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: You pull the target 2 squares.

Effect: Make a secondary attack.

Secondary Target: Each enemy adjacent to you

Secondary Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier + Strength modifier damage.

Movement Technique

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Angelic Legion Technique

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

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d10 + Dexterity modifier damage, and you mark the target (save ends).

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

Effect: Until this power's mark ends, you can use a free action to force the target to attack you with its ranged attacks and melee attacks as long as you are within those attacks' range. Each time the target attacks you, you gain a +4 power bonus to attack rolls against it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 19

DAILY POWER

Duel in the Heavens

You draw on your inner reserves to unleash a deadly kick. Your foe soars through the air, and in a flash you leap after it. For a brief moment, the two of you float in midair until you unleash a second attack that sends it crashing to the ground.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: You slide the target 5 squares and then shift 5 squares to a square adjacent to it. Make a secondary attack against the target.

Secondary Attack: Dexterity vs. Fortitude

Hit: 10 + Dexterity modifier damage. The target falls prone, and it is dazed until the end of your next turn.

Miss: Half damage, and the target falls prone. **Effect:** You fly your speed. This movement doesn't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 19

DAILY POWER

Inevitable Fist

You strike at your foe. No matter how it tries to dodge your attack, it cannot escape.

Psionic, Implement, Stance

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX +2 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Dexterity modifier damage.

Miss: 2d10 + Dexterity modifier damage.

Effect: You can assume the stance of the inevitable fist. Until the stance ends, your Flurry of Blows power deals 2 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 19

DAILY POWER

Rising Dragon Fire

You exhale an inferno to burn your enemies.

Psionic, Fire, Implement, Zone

KEYWORDS

Standard	←	Close burst 2
ACTION		RANGE
DEX vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Dexterity modifier fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. When you hit any creature that is within the zone, that creature takes 2d6 extra fire damage.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 19

DAILY POWER

Wind Walker

You step through the air, relying on your focus and psionic power to fly with the same ease others walk.

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Diamond Body

Your incredible speed and resilience, born from your mastery of psionic magic, allow you to shrug off a deadly attack.

Psionic

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 20 to all damage against the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Mist Walker's Step

With the proper focus of your psionic power, even physical obstacles are no match for you.

Psionic
KEYWORDS

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

Effect: You are phasing and ignore difficult terrain until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Indomitable Technique

At one moment, you were on the edge of death. The next moment, psionic power courses through you, mending your wounds.

Psionic, Healing
KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You have 0 hit points or fewer at the start of your turn
Effect: You spend a healing surge to regain hit points equal to your bloodied value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Fist of Golden Light

Focusing your psionic energy, you transform your fist into a brand of radiance.

Psionic, Full Discipline, Implement, Radiant
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 2d10 + Dexterity modifier radiant damage. Make a secondary attack that is a close burst 1 centered on the primary target.
Secondary Target: Each enemy in burst
Secondary Attack: Dexterity vs. Fortitude
Hit: The secondary target is blinded until the end of your next turn.

Movement Technique
Effect: You move your speed + 4.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Hungry Ghost

You transform into a spectral version of yourself, and your strike gives you vitality.

Psionic, Full Discipline, Implement, Necrotic
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 3d10 + Dexterity modifier necrotic damage. You gain temporary hit points equal to 10 + your Wisdom modifier.

Movement Technique
Effect: You are insubstantial and phasing until the end of your turn, and you move your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Legion of One

The carnage you leave in your wake marks your path through the enemy.

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move		Close burst 3/Personal
ACTION	←	RANGE
DEX vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 2d10 + Dexterity modifier damage.
Effect: You shift 4 squares to a square in the burst.

Movement Technique
Effect: You shift 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Sunder the Castle

You settle into a fighting posture, and your enemies sense that you are about to unleash an attack capable of pushing a castle off its foundation.

Psionic, Full Discipline, Implement
KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 3d10 + Dexterity modifier damage, and you push the target a number of squares equal to your Strength modifier and knock it prone.

Movement Technique
Effect: You move your speed + 4. During this movement, any enemy that misses you with an opportunity attack falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Phoenix Dance

You focus your psionic energy and project it outward as a halo of golden flame. You rampage among your foes, burning them as you unleash a series of kicks and punches.

Psionic, Fire, Implement, Radiant
KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You shift your speed and make the following attack once against each enemy you move adjacent to during the shift.
Target: One enemy
Attack: Dexterity vs. Fortitude
Hit: 3d10 + Dexterity modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: The target takes fire and radiant damage equal to 5 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Strike of the Vulnerable Turtle

Your hands become a blur as you make a rapid series of attacks, reducing your foe's armor to a crumpled ruin.

Psionic, Implement
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 6d8 + Dexterity modifier damage. Until the end of the encounter, attacks against the target's AC or Reflex are against the lower of the two defenses.
Miss: Half damage. Attacks against the target's AC or Reflex are against the lower of the two defenses (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Wandering Comet Strike

You deliver a crushing blow to one foe, focus your psionic energy to step between the worlds, and repeat this attack again.

Psionic, Implement, Teleportation
KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
DEX vs Reflex		One, two, or three enemies
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex.
Hit: 3d10 + Dexterity modifier damage.
Miss: Half damage.
Effect: After attacking a target with this power, you teleport to a square adjacent to a different enemy within 10 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Watchful Hydra Stance

You make a series of quick attacks against enemies around you and assume a vigilant stance against them all.

Psionic, Implement, Stance

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
DEX vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Dexterity modifier damage.

Miss: Half damage.

Effect: You can assume the watchful hydra stance. Until the stance ends, you can target an additional creature within 3 squares of you with your Flurry of Blows power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 25

DAILY POWER

Celestial Drunken Boxer

You shudder and stumble, yet there is a method to your madness. Each move is perfectly timed to mislead your enemies, causing them to attack each other.

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move		Close burst 1/Personal
ACTION	←	RANGE
DEX vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: The target makes a melee basic attack as a free action against one enemy of your choice. The target gains a bonus to the attack roll and the damage roll against that enemy. The bonus equals your Wisdom modifier.

Movement Technique

Effect: You shift 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Fist of Indomitable Iron

Your arm transforms into solid iron as you punch your foe and pierce past its armor.

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: 4d10 + Dexterity modifier + Strength modifier damage.

Movement Technique

Effect: You shift a number of squares equal to your Strength modifier. During this movement, you can shift through enemies' spaces.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Heart-Sundering Strike

You focus psionic power in your hands, creating a lethal resonance. With a touch, you leave your foe at your mercy.

Psionic, Full Discipline, Implement, Psychic

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

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

Aftereffect: 2d6 + Dexterity modifier psychic damage.

Movement Technique

Effect: You move your speed + 4. You can use the attack technique at any point during the movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Tap the Life Well

Psionic energy flows through you, whisking you through space and disrupting your enemies' life force.

Psionic, Full Discipline, Implement, Teleportation

KEYWORDS

Standard/Move	↓	Melee touch/Personal
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: 3d10 + Dexterity modifier damage. You teleport to a square adjacent to an enemy within 6 squares of you. Then make a secondary attack.

Secondary Target: One enemy other than the primary target

Secondary Attack: Dexterity vs. Fortitude

Hit: The primary and secondary targets are dazed until the end of your next turn.

Movement Technique

Effect: You teleport to a square adjacent to an enemy within 6 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Mist on the Storm

You transform into a ghostly figure and walk among your foes, your fists and feet passing through their armor like mist.

Psionic, Implement, Stance

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
DEX vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 7d6 + Dexterity modifier damage, and the target is weakened (save ends).

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

Effect: You can assume the misty storm stance. Until the stance ends, you are phasing. When you are hit by an attack, as an immediate interrupt you can become insubstantial until the end of your next turn, and the stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 29

DAILY POWER

Quivering Palm

Your vicious blow causes supernatural agony to your foe. Slowly but surely, its life slips away.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d10 + Dexterity modifier damage.

Miss: Half damage.

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

Each Failed Saving Throw: The ongoing damage increases by 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 29

DAILY POWER

Stunning Fist

Every living creature has weak points, some more subtle than others. You execute the strike of the nine stars, hitting each of your foe's vulnerable spots.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 6d8 + Dexterity modifier damage.

Effect: Make a secondary attack against the target.

Secondary Attack: Dexterity vs. Reflex

Hit: The target is stunned (save ends).

Miss: The target is either dazed or weakened (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 29

DAILY POWER

Distract

Your mental barrage momentarily confuses an enemy.

Psionic
KEYWORDS

Minor	⤴	Ranged 10
ACTION		RANGE
VS		One creature. Level 11: One or two creatures. Level 21: One, two, or three creatures
ATTACK	DEFENSE	TARGET

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Far Hand

You lift an object into the air with the power of your mind.

Psionic
KEYWORDS

Minor	⤴	Ranged 5
ACTION		RANGE
VS		One object that weighs 20 pounds or less and isn't carried by another creature
ATTACK	DEFENSE	TARGET

Effect: You either move the target to a square within range or manipulate it. When you move the target with this power, you can cause the target to remain aloft until the end of your next turn. If you are holding the target when you use this power, you can put it into a container that's on your person and simultaneously move a second object that you're carrying to your hand. The second object then becomes the target if it weighs 20 pounds or less.
Sustain Minor: You either move the target to a square within range or manipulate it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Forceful Push

With a focused thought, your mental push becomes physical force, moving a creature in the direction you choose.

Psionic
KEYWORDS

Free	⤴	Ranged 10
ACTION		RANGE
VS		One creature
ATTACK	DEFENSE	TARGET

Effect: You slide the target 1 square, but not into hindering terrain.
Level 11: You slide the target 2 squares.
Level 21: You slide the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Send Thoughts

You communicate telepathically with a creature.

Psionic
KEYWORDS

Free	⤴	Ranged 20
ACTION		RANGE
VS		One creature that shares a language with you
ATTACK	DEFENSE	TARGET

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: FEATURE LEVEL:

ENCOUNTER POWER

Dishearten

You insert thoughts of defeat into your foes' minds, sapping the enemies' will to fight.

Psionic, Augmentable, Implement, Psychic
KEYWORDS

Standard	⤴	Area burst 1 within 10 squares
ACTION	✱	RANGE
INT	VS	Will
ATTACK	DEFENSE	TARGET

Each creature in burst

Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 1
Hit: As above, and the target cannot make opportunity attacks until the end of your next turn.

Augment 2
Hit: 2d6 + Intelligence modifier psychic damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Force Punch

You punch your foe telekinetically, pushing it and its allies away from you.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard	⬇	Melee 1
ACTION		RANGE
INT	VS	Fort
ATTACK	DEFENSE	TARGET

One creature

Hit: 1d8 + Intelligence modifier force damage, and you push the target and each enemy adjacent to you 1 square.

Augment 1
Hit: As above, but you push the target a number of squares equal to your Wisdom modifier.

Augment 2
Hit: 1d8 + Intelligence modifier + Wisdom modifier force damage, and you knock the target prone. In addition, you push the target and each enemy adjacent to you 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Kinetic Trawl

You catch your foe in a net of constricting force and draw the foe toward you.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
INT	VS	Reflex
ATTACK	DEFENSE	TARGET

One creature

Hit: 1d8 + Intelligence modifier force damage, and you pull the target 1 square.
Special: You can use this power unaugmented as a ranged basic attack.

Augment 1
Hit: 1d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

Augment 2
Hit: 2d10 + Intelligence modifier force damage, and you pull the target a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Memory Hole

You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.

Psionic, Augmentable, Implement, Psychic
KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
INT	VS	Will
ATTACK	DEFENSE	TARGET

One creature

Hit: 1d6 + Intelligence modifier psychic damage, and you become invisible to the target until the start of your next turn.

Augment 1
Hit: As above, but the invisibility lasts until the end of your next turn.

Augment 2
Area burst 1 within 10 squares
Target: Each creature in burst
Hit: 2d6 + Intelligence modifier psychic damage, and you become invisible to the target until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Mind Thrust

You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

Psionic, Augmentable, Implement, Psychic
KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
INT	VS	Will
ATTACK	DEFENSE	TARGET

One creature

Hit: 1d10 + Intelligence modifier psychic damage.
Special: You can use this power unaugmented as a ranged basic attack.

Augment 1
Hit: As above, and the target takes a penalty to Will equal to your Charisma modifier until the end of your next turn.

Augment 2
Hit: 2d10 + Intelligence modifier psychic damage, and the target takes a penalty to all defenses equal to your Charisma modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Hand of Caution

You forge a barrier of hand-shaped force. When your foe moves too close to you, the barrier repels it.

Psionic, Force, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier force damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can use a minor action to push the target 1 square when the target is within 5 squares of you. This effect ends if you end your turn adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Mental Trauma

You assault your enemy with a psychic bolt, impairing its ability to withstand subsequent assaults on its mind.

Psionic, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence modifier psychic damage.
Miss: Half damage.
Effect: The target gains vulnerable 5 psychic (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Ravering Thought

You craft an insidious idea barbed with contradictions and horrors and project it into the mind of your foe. The thought then tries to invade other foes' minds.

Psionic, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).
Miss: Half damage, and ongoing 3 psychic damage (save ends).
Effect: Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Telekinetic Anchor

You drive an unseen spike of force into space itself, anchoring creatures in place and causing them harm if they struggle.

Psionic, Force, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Intelligence modifier force damage.
Miss: Half damage.
Effect: Each target takes 5 force damage the first time it moves on its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Intellect Fortress

A shimmering fortress of mind-generated force springs into being, deflecting certain attacks.

Psionic

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: Choose a defense. Until the end of your next turn, you gain a power bonus to that defense equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Transport Self

With a thought, you transport yourself to a position that better suits your desires.

Psionic, Teleportation

KEYWORDS

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

Effect: You teleport a number of squares equal to 1 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Skill Empowerment

You send currents of energy into your ally's mind and body, empowering your comrade to achieve exceptional deeds.

Psionic

KEYWORDS

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

Target: One ally
Effect: Choose a skill. The target gains a +3 power bonus to checks using that skill until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Telekinetic Lift

You lift a creature or an object into the air with the power of your mind and can hold it there or move it as you wish.

Psionic

KEYWORDS

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

Target: One ally, helpless enemy, or object that weighs 400 pounds or less and isn't carried by another creature
Effect: You slide the target 3 squares in any direction, even into the air. The target remains aloft and is immobilized until the end of your next turn. You can end this effect as a free action, and it ends if you end your turn out of range of the target. If the target is a creature, it can end the effect as a minor action.
Sustain Minor: The target remains aloft and is immobilized until the end of your next turn, and you can slide the target 3 squares in any direction. Alternatively, you can drop the target and then use the power on a new target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Betrayal

You weaken your foe's sense of self and force the enemy to betray a comrade.

Psionic, Augmentable, Charm, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One enemy
ATTACK	DEFENSE	TARGET

Hit: You slide the target 1 square to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a bonus to the attack roll equal to your Charisma modifier.
Augment 1
Hit: As above, and the target gains a bonus to the damage roll equal to your Charisma modifier.
Augment 2
Hit: You slide the target a number of squares equal to your Charisma modifier to a square adjacent to an enemy. The target then makes a melee basic attack as a free action against that enemy, with a bonus to the attack roll and the damage roll equal to your Charisma modifier. The target is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Burning Flux

You telekinetically grasp empty space and shape it into a whirlwind of burning, grasping filaments that sears nearby enemies.

Psionic, Augmentable, Fire, Implement, Zone

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier fire damage.
Effect: Choose a square in the target's space. That square becomes a zone that lasts until the end of your next turn. Any creature that enters the zone, starts its turn there, or starts its turn adjacent to it takes fire damage equal to your Wisdom modifier.

Augment 1
Effect: As above, and the zone is totally obscured.

Augment 2
 Area burst 1 within 10 squares
Target: Each creature in burst
Hit: 2d6 + Intelligence modifier fire damage.
Effect: The burst creates a zone that lasts until the end of your next turn. The zone is totally obscured, and any creature that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Force Hammer

You fashion a hammer of force to smash your enemies and either slow them or knock them to the ground.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.

Augment 1
Hit: As above, and the target can't shift until the end of your next turn.

Augment 2
Hit: 1d8 + Intelligence modifier force damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Id Insinuation

You send tendrils of thought burrowing into your foes' minds, compromising the enemies' resilience. By increasing the size of the tendrils, you can make your foes more susceptible to harm.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.

Augment 1
Hit: As above, but the penalty to Fortitude equals your Charisma modifier.

Augment 2
Hit: 2d8 + Intelligence modifier psychic damage. If an attack hits the target's Fortitude before the end of your next turn, that attack deals extra damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Crisis of Identity

You pull on the invisible threads of your foe's self-knowledge, scrambling the creature's mind.

Psionic, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Intelligence modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Hypnotic Pulse

You emanate a hypnotic ripple of psychic influence that spreads among your foes.

Psionic, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier psychic damage, and the target is dazed (save ends).
Miss: The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Shredding Ribbons

A mass of whirling, shredding, translucent ribbons of force erupts into existence at your behest. The razor-sharp tendrils repeatedly slice into your foes.

Psionic, Force, Implement, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier force damage.
Miss: Half damage.
Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes force damage equal to your Wisdom modifier.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Telekinetic Maul

You form a maul of telekinetic force and slam it into your foe, knocking that enemy backward.

Psionic, Force, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d12 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier (minimum 1). If you push the target into difficult terrain, the target falls prone.
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Telekinetic Screen

You mentally project a thin layer of force around yourself to ward off a deadly attack.

Psionic

KEYWORDS

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

Trigger: An enemy scores a critical hit against you
Effect: The attack's damage is reduced by 10 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	6

UTILITY POWER

Mind Shadow

Your enemies' ability to pay attention to you fades. You recede to the edge of your foes' vision as nothing but a blurred shadow.

Psionic

KEYWORDS

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

Effect: Until you hit any creature with an attack or until the end of the encounter, you are invisible to your enemies if you are not their nearest enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	6

UTILITY POWER

Steadfast Stanchion

You clamp invisible wedges of force onto space itself, tethering yourself and your allies against forced movement.

Psionic
KEYWORDS

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

Effect: You become immune to forced movement until the end of your next turn. In addition, your allies are immune to forced movement while within 5 squares of you. If you move, the effect ends.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Cranial Disturbance

You generate a spike of expanding force within your enemy, disorienting that foe and knocking it off balance. You can expand the spike to have it explode, affecting more foes.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier force damage, and you knock the target prone.

Augment 1
Hit: As above, and each creature adjacent to the target takes force damage equal to your Wisdom modifier.

Augment 2
Hit: 1d8 + Intelligence modifier force damage, and the target is dazed until the end of your next turn. In addition, each creature adjacent to the target takes force damage equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 7
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AT-WILL POWER

Dread Spiral

You focus your thoughts on your foe, binding it with unbreakable force that lets you move it as you wish. By exerting more willpower, you can move your enemy farther.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Intelligence modifier force damage, and you slide the target 1 square.

Augment 1
Hit: As above, but you pull the target a number of squares equal to your Wisdom modifier, instead of sliding it.

Augment 2
Hit: 2d10 + Intelligence modifier force damage, and you slide the target a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 7
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AT-WILL POWER

Force Grasp

You grasp your foe with a hand of shimmering force, slowing it. You can hold the foe in place if you infuse the hand with enough power.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

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

Augment 1
Target: One creature or two creatures adjacent to each other

Augment 2
Target: One or two creatures
Hit: 2d8 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 7
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AT-WILL POWER

Mind Break

You lance your foe's mind with mental trauma, which makes the enemy vulnerable to psychic damage. If you choose, you can strip away its psychic resistances.

Psionic, Augmentable, Implement, Psychic
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.
Special: You can use this power unaugmented as a ranged basic attack.

Augment 1
Hit: As above, but the vulnerability equals 5. The target loses psychic resistance until the end of your next turn.

Augment 2
Hit: 2d8 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to 5 + your Charisma modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 7
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AT-WILL POWER

Clear the Slate

You create huge gauntlets of mental force that snatch creatures and move them into positions that you desire.

Psionic, Force, Implement
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier force damage, and you slide the target a number of squares equal to 3 + your Wisdom modifier.
Miss: Half damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Mind Blast

You blast your foes with a torrent of psychic energy.

Psionic, Implement
KEYWORDS

Standard		Close blast 5
ACTION		RANGE
INT vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: The target is stunned (save ends).
Miss: The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Mind Cannon

You rend your foe with a thunderous explosion of force, which sends a shock wave into nearby creatures.

Psionic, Force, Implement, Thunder
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier force and thunder damage. You push the primary target 1 square, and it is deafened (save ends).
Effect: Make a secondary attack that is a close burst 1 centered on the primary target.
Secondary Target: Each creature in burst other than the primary target
Secondary Attack: Intelligence vs. Fortitude
Hit: 1d8 + Wisdom modifier thunder damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Sensory Onslaught

You overload your foe's senses with a blaring, flashing, odorless mental onslaught that only that creature can perceive.

Psionic, Implement, Psychic
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).
Miss: Half damage.
Effect: Until the end of your next turn, the target takes a -2 penalty to attack rolls and to all defenses, and it can't take opportunity actions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Force Bubble

You create invisible spheres of force around yourself and your nearby allies. The spheres mute or even stop dangerous energy that rages beyond them.

Psionic
KEYWORDS

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

Target: You and each ally in burst
Effect: Choose cold, fire, force, lightning, necrotic, radiant, or thunder. Until the end of your next turn, each target gains resistance to that damage type, but only when the damage is from ranged or area attacks. The resistance equals 5 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Mind over Flesh

You draw on your reservoir of psionic power to bolster yourself against a debilitating effect.

Psionic
KEYWORDS

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

Trigger: An effect dazes, dominates, or stuns you
Effect: You make a saving throw against the triggering effect. If you save, the triggering effect doesn't affect you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Intellect Leech

You force a short-range telepathic connection on your foe. Every time your enemy's mind is damaged, you draw invigorating energy from it.

Psionic
KEYWORDS

Minor	↗	Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature
Effect: Until the end of the encounter, whenever the target takes psychic damage while within 10 squares of you, you gain temporary hit points equal to 5 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Sky Hook

You direct your telekinetic focus on yourself and raise yourself into the air.

Psionic
KEYWORDS

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

Effect: Until the end of the encounter, you have a fly speed equal to your speed (hover; altitude limit 2).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Concussion Burst

The air ripples as you knock your foes down with a wave of pummeling force.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: Intelligence modifier force damage, and the target falls prone.

Augment 1
Hit: As above, and if the target is hit by an attack against Fortitude before the start of your next turn, the target falls prone.

Augment 4
Hit: 3d6 + Intelligence modifier force damage, and the target falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Dual Hallucination

You pull disquieting images from your foes' minds and combine the images into horrific hallucinations, which you use to disorient those foes.

Psionic, Augmentable, Implement, Psychic
KEYWORDS

Standard	↗	Ranged 20
ACTION		RANGE
INT vs Will		One or two creatures
ATTACK	DEFENSE	TARGET

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

Augment 1
Hit: As above, and the target takes a penalty to Reflex equal to your Charisma modifier until the end of your next turn.

Augment 4
Hit: 2d8 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Mind Wipe

You fray your foes' offensive abilities with a psychic lance of disruption.

Psionic, Augmentable, Implement, Psychic
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 1
Hit: As above, but the penalty equals your Charisma modifier and applies only to the target's next attack roll that isn't a basic attack before the end of your next turn.

Augment 4
Hit: 3d8 + Intelligence modifier psychic damage, and the target takes a penalty equal to your Charisma modifier to the next attack roll it makes before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Thunder Tether

You focus your will and wrench space around your foes, tethering them in place. Any of them that try to move pay a thunderous price.

Psionic, Augmentable, Implement, Thunder
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE
INT vs Reflex		One or two creatures in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier thunder damage. If the target moves on its next turn, it takes thunder damage equal to your Wisdom modifier.

Augment 1 (Zone)
Hit: As above, and the burst creates a zone that lasts until the end of your next turn. The target can't leave the zone during its next turn.

Augment 4
Hit: 3d8 + Intelligence modifier thunder damage. If the target moves before the start of your next turn, it and each creature adjacent to it at the start of that move take thunder damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Crushing Bludgeon

You manifest a massive fist of unstoppable force and bludgeon your foe with it, slowing that enemy's movements.

Psionic, Force, Implement
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Intelligence modifier force damage, and the target is slowed (saved ends).
Miss: Half damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Dominate

A silvery ray of psychic compulsion lances into your foe's innermost thoughts, dazing the creature long enough for you to assume control of its actions.

Psionic, Charm, Implement, Psychic

KEYWORDS

Standard	Ranged 20	
ACTION	RANGE	
INT vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).
Aftereffect: The target takes ongoing 10 psychic damage (save ends).
Miss: The target takes ongoing 10 psychic damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Imprison

You release an explosion of force that sends your foes spinning away. You then reshape that force into shackles to bind your enemies in place.

Psionic, Force, Implement

KEYWORDS

Standard	Area burst 1 within 10 squares	
ACTION	RANGE	
INT vs Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Intelligence modifier force damage. You slide the target a number of squares equal to 2 + your Wisdom modifier, and it is immobilized (save ends).
Miss: Half damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Psychofeedback

You sever one of your foe's mental pathways, causing searing pain. You can exploit that mental wound whenever the foe harms your friends, renewing your own vitality.

Psionic, Implement, Psychic

KEYWORDS

Standard	Ranged 10	
ACTION	RANGE	
INT vs Fort	One or two creatures	
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence modifier psychic damage, and the target is dazed (save ends). While the target is dazed by this power, you gain temporary hit points equal to 1d8 + your Charisma modifier whenever the target deals damage to another creature.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Psychic Surgery

You send a charge of psionic energy into yourself or an ally, delaying an adverse effect.

Psionic

KEYWORDS

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

Target: You or the ally
Trigger: You or an ally is subjected to an effect that a save can end
Effect: The target isn't subjected to the effect until the end of his or her next turn and can't start making saving throws against the effect until after that turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Freedom of Movement

You generate a field of slippery force that aids your allies who are entangled in difficult situations.

Psionic

KEYWORDS

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

Target: Each ally in burst
Effect: You slide each target a number of squares equal to 1 + your Wisdom modifier. In addition, the immobilized, restrained, and slowed conditions end on each target, and if a target is grabbed, the grab ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Precognitive Step

You can see the shades of things to come a heartbeat before they occur, granting you a sliver of time in which to alter events.

Psionic

KEYWORDS

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

Effect: Roll a d20. Once during this encounter, you can use that roll's result in place of one of your attack rolls, saving throws, skill checks, or ability checks or in place of an enemy's attack roll against you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Telekinetic Boost

You focus your mental energy on creating a conduit for your allies' movement.

Psionic, Zone

KEYWORDS

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

Effect: You create a zone in an unoccupied square within range. The zone lasts until the end of your next turn. When any ally enters the zone, you can use a free action to slide that ally a number of squares equal to your Wisdom modifier. You can slide the ally in any direction, even into the air.
Sustain Minor: The zone persists, and you can move it to a different unoccupied square within range.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Crystalline Bonds

You construct a lattice of binding crystalline force. By increasing the lattice's strength, you can induce pain in the foes inside the lattice.

Psionic, Augmentable, Implement

KEYWORDS

Standard	Close blast 3	
ACTION	RANGE	
INT vs Fort	Each creature in blast	
ATTACK	DEFENSE	TARGET

Hit: The target is immobilized until the end of your next turn.
Augment 1 (Force)
Hit: As above, and Wisdom modifier force damage.
Augment 4 (Force)
Hit: 3d10 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 17
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AT-WILL POWER

Forced Opportunity

You jolt your foe's psyche, disrupting the creature's concentration and allowing an ally to strike the foe during the lapse. By channeling more psionic energy, you can create an opening for several allies to exploit.

Psionic, Augmentable, Implement

KEYWORDS

Standard	Ranged 10	
ACTION	RANGE	
INT vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: One ally adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.
Augment 1
Hit: As above, and the ally gains combat advantage for the opportunity attack.
Augment 4
Hit: Each of your allies adjacent to the target can make an opportunity attack against it as a free action, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION	POWER TYPE ATTACK	LEVEL 17
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AT-WILL POWER

Psychic Brand

You manifest a glowing symbol over your enemy's head. The symbol moves with your foe, helping reveal its location. At your choosing, the symbol can intensify your foe's pain.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Intelligence modifier psychic damage. Until the end of your next turn, the target cannot benefit from concealment or total concealment.

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

Augment 1
Hit: As above, and the target grants combat advantage until the end of your next turn.

Augment 4
Hit: 2d10 + Intelligence modifier psychic damage. Until the end of your next turn, the target cannot benefit from concealment or total concealment, and it gains vulnerability to all damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	17

AT-WILL POWER

Shield Crack

Lightning erupts from your brow in all directions, battering the defenses of all in its path. By refining the shape of the arc, you can have it strike only those you choose.

Psionic, Augmentable, Implement, Lightning

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier lightning damage, and the target takes a -2 penalty to AC until the end of your next turn.

Augment 1
Target: Each enemy in burst

Augment 4
Hit: 3d8 + Intelligence modifier lightning damage, and the target takes a penalty to AC and Reflex until the end of your next turn. The penalty equals your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	17

AT-WILL POWER

Crisis of Breath

You telekinetically plug your foe's airways, causing the creature to suffocate, and interfering with its other vital functions.

Psionic, Implement, Reliable

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier damage, and ongoing 10 damage (save ends). The target takes a -4 penalty to its first saving throw against this ongoing damage.

Sustain Minor: The target takes a -2 penalty to its next saving throw against the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Psychic Crush

You crush some of your enemies' mental processes. The enemies' bodies spasm with the pain that lingers.

Psionic, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends). If the target is bloodied, it is also dazed (save ends).

Miss: Half damage. If the target is bloodied, it is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Psychic Leech

You plunge a thread of command into your foe's mind, forcing the foe to turn on its ally. You draw psionic power from your foe, and you gain vitality if the foe hits its companion.

Psionic, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Intelligence modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit points equal to the damage it deals.

Miss: The target makes a basic attack as a free action against a creature of your choice. If that attack hits, you gain temporary hit points equal to your Charisma modifier.

Effect: You regain 1 power point.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Shred Reality

With an explosion of telekinetic force, you rip a temporary hole in reality that pulls at friend and foe alike. One of them is briefly sucked into that void.

Psionic, Force, Implement, Teleportation

KEYWORDS

Standard		Area burst 3 within 10 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence modifier force damage, and you teleport the target 3 squares.

Effect: Make a secondary attack.

Secondary Target: One creature hit by the primary attack

Secondary Attack: Intelligence vs. Will

Hit: The target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice within 5 squares of you and is dazed until the end of its next turn.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Warding Shield

As your enemy's assault washes toward you, you create a field of psionic energy to protect yourself and your allies.

Psionic

KEYWORDS

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

Target: You and each ally in burst

Trigger: An enemy targets you with an area or a close attack

Effect: Until the end of your next turn, each target gains a bonus to AC, Fortitude, and Reflex equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	22

UTILITY POWER

Mind over Earth

The ground falls away as you effortlessly propel yourself upward.

Psionic

KEYWORDS

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

Effect: You gain fly 8 (hover) until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	22

UTILITY POWER

Rejuvenate the Mind

When you catch your breath, you experience a rush of psionic vigor.

Psionic

KEYWORDS

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

Trigger: You use your second wind

Effect: You regain 2 power points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	22

UTILITY POWER

Through the Walls

You alter the physical form of those nearby, allowing you and your friends to walk through walls.

Psionic
KEYWORDS

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

Target: You and each ally in burst
Effect: Each target is phasing until the end of your next turn.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	22

UTILITY POWER

Cruel Crush

You smash your foe to the ground with crushing telekinetic force. By channeling more power, you can grind the foe into the ground.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier force damage, and you knock the target prone.

Augment 2
Hit: 2d10 + Intelligence modifier force damage, and you knock the target prone.

Augment 6
Hit: 4d8 + Intelligence modifier force damage, and you knock the target prone. It cannot stand up until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	23

AT-WILL POWER

Daggers of Pain

You send shards of psychic aggression ripping through your enemies, scarring their minds. When those foes move, you can intensify the pain.

Psionic, Augmentable, Implement, Psychic
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

Augment 2
Hit: 2d10 + Intelligence modifier psychic damage, and the target gains vulnerability to psychic damage equal to your Charisma modifier until the end of your next turn.

Augment 6
Hit: 4d8 + Intelligence modifier psychic damage, and the target takes psychic damage equal to your Charisma modifier whenever it enters a square on its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	23

AT-WILL POWER

Space Vortex

You tear a momentary vortex in space above your foe and hurl the foe through it.

Psionic, Augmentable, Force, Implement, Teleportation
KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.

Augment 2
Hit: 1d12 + Intelligence modifier force damage, and you teleport the target to a square within 5 squares of you.

Augment 6
Hit: 2d12 + Intelligence modifier force damage, and the target is removed from play. At the end of your next turn, the target reappears in an unoccupied space of your choice that you can see.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	23

AT-WILL POWER

Sudden Control

With a thought, you force your foe to attack one of its companions. With greater concentration, your control becomes absolute.

Psionic, Augmentable, Charm, Implement
KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
INT vs Will		One enemy
ATTACK	DEFENSE	TARGET

Hit: You slide the target a number of squares equal to your Charisma modifier. The target then makes a basic attack as a free action against a creature of your choice, with a bonus to the attack roll and the damage roll equal to your Charisma modifier.

Augment 2 (Psionic)
Hit: As above, and the target takes 10 psychic damage if its attack misses.

Augment 6
Hit: The target is dominated until the end of your next turn. Until the domination ends, the target gains a bonus to attack rolls and damage rolls equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	23

AT-WILL POWER

Forest of Exclusion

Strands of force ripple outward from you, battering your foes away. With focus, you can maintain the field of energy to continue pushing away those who wish you harm.

Psionic, Force, Implement, Zone
KEYWORDS

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

Hit: 4d10 + Intelligence modifier force damage, and you push the target 4 squares.
Miss: Half damage, and you push the target 2 squares.
Effect: The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Any enemy that enters the zone or starts its turn there takes 5 force damage and grants combat advantage until the end of its next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	25

DAILY POWER

Telekinetic Bombard

You project a shimmering dart of deadly force toward your foes. It explodes, flinging victims away.

Psionic, Force, Implement
KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Intelligence modifier force damage, and you push the target a number of squares from the center of the burst equal to your Wisdom modifier. If the target ends adjacent to blocking terrain, the target takes 3d6 extra damage.
Miss: Half damage, and you push the target 2 squares from the center of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	25

DAILY POWER

Thrall

Psionic energy pierces your foe's sense of self, distracting the foe so that you can assume control of its actions.

Psionic, Charm, Implement, Psychic
KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).
Aftereffect: 2d10 + Intelligence modifier psychic damage, and the target is dominated until the end of its next turn.
Miss: The target is dazed (save ends).
Aftereffect: 1d10 psychic damage, and the target grants combat advantage until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	25

DAILY POWER

Claws of Force

Claws of force erupt around your enemy. By increasing the claws' strength, you can keep your foe close or hold it in place.

Psionic, Augmentable, Force, Implement
KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

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

Augment 2
Hit: 2d8 + Intelligence modifier force damage. If the target starts its next turn adjacent to you or your allies, it can move during that turn only to squares that are adjacent to you or your allies.

Augment 6
Hit: 2d8 + Intelligence modifier force damage, and the target is restrained until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	27

AT-WILL POWER

Concussive Detonation

You unleash a blast of force, which tears into your foes, leaving them off balance. You can focus the blast to knock your enemies senseless.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
INT vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

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

Augment 2

Hit: 2d8 + Intelligence modifier force damage, and the target gains vulnerability to force damage equal to your Wisdom modifier until the end of your next turn.

Augment 6

Hit: 2d8 + Intelligence modifier force damage, and the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Intrusive Spear

You fashion a spear of telekinetic force and launch it at your foe. The spear strikes with such might that the foe's defenses falter.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard		Ranged 20
ACTION	→	RANGE
INT vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.

Augment 2

Target: Two creatures adjacent to each other
Hit: 2d10 + intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.

Augment 6

Hit: 4d8 + Intelligence modifier force damage, and the target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Psionic Veil

You pull a veil over your foes' senses, hiding yourself and your allies. With a little more power, you can blind your enemies.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✳	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.

Augment 2

Area burst 2 within 20 squares
Hit: 2d10 + Intelligence modifier psychic damage, and you and each ally adjacent to you are invisible to the target until the end of your next turn.

Augment 6

Area burst 2 within 20 squares
Hit: 3d8 + Intelligence modifier psychic damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Clasp of the Psion

You cause two shimmering, gigantic hands of force to smash your foes and grasp them in place.

Psionic, Force, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✳	RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Intelligence modifier force damage, and the target is immobilized (save ends).

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

Effect: The burst creates a zone that lasts until the end of the encounter. While within the zone, any enemy that is hit by a force power is also immobilized until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Microcosm

You blast your foe with a cacophony of conflicting images and muscle commands, replacing its perception of reality with sights, sounds, and smells that don't exist.

Psionic, Implement, Psychic

KEYWORDS

Standard		Ranged 20
ACTION	→	RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Intelligence modifier psychic damage, and the target is deafened (save ends), blinded (save ends), and slowed (save ends).

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

Effect: Until the power's effects end on the target, you can slide it a number of squares equal to your Charisma modifier as a minor action once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Soul Break

You sear your foe with an ebony ray of psychic compulsion, giving it the choice to remain under your domination or pay a terrible price.

Psionic, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 20
ACTION	→	RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).
Aftereffect: The target chooses either to be stunned until the end of its next turn or to take 3d10 + your Intelligence modifier psychic damage.

Miss: 2d10 + Intelligence modifier psychic damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Tear the World

You strike your enemies with an overwhelming blast of telekinetic force that drives your foes away and almost tears the fabric of reality itself.

Psionic, Force, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
INT vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Intelligence modifier force damage, and ongoing 15 force damage (save ends).

Aftereffect: If the target is within 10 squares of you, you push it a number of squares equal to your Wisdom modifier.

Miss: Half damage, and you push the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Rune of Mending

The healing rune flares with a cold blue fire as you trace it in the air. The rune then appears on your allies' armor.

Divine, Healing, Runic

KEYWORDS

Minor	↔	Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

You or one ally in burst

Effect: The target can spend a healing surge.

Level 6: The target regains 1d6 additional hit points.

Level 11: The target regains 2d6 additional hit points.

Level 16: The target regains 3d6 additional hit points.

Level 21: The target regains 4d6 additional hit points.

Level 26: The target regains 5d6 additional hit points.

Rune of Destruction: You and each ally in the burst gain a +2 power bonus to damage rolls (+4 power bonus at 11th level and +6 power bonus at 21st level) until the end of your next turn.

Rune of Protection: You and each ally in the burst gain a +1 bonus to all defenses until the end of your next turn.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
FEATURE

LEVEL
1

ENCOUNTER POWER

Word of Binding

You tap your foe with your weapon and draw on the rune of binding. Divine power coils around the foe, holding it in place.

Divine, Runic, Weapon

KEYWORDS

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

One creature

Hit: Strength modifier damage, and the target is immobilized until the end of your next turn or until you aren't adjacent to it.

Rune of Destruction: Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier.

Rune of Protection: One ally adjacent to either you or the target gains a power bonus to AC equal to your Wisdom modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Word of Diminishment

Your weapon flares with golden energy as you invoke the rune of diminishment. That energy ripples forth as you strike your enemy.

Divine, Runic, Weapon

KEYWORDS

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

One creature

Hit: 1[W] + Strength modifier damage.

Rune of Destruction: Until the end of your next turn, the target has vulnerable 2 to all damage, but vulnerable 5 against opportunity attacks.

Level 11: Vulnerable 4, but 7 against opportunity attacks.

Level 21: Vulnerable 6, but 10 against opportunity attacks.

Rune of Protection: Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Word of Exchange

The rune of exchange embodies the opposing forces contained within the divine runic alphabet. What one creature gains, another must lose.

Divine, Runic, Weapon

KEYWORDS

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

One creature

Hit: 1[W] + Strength modifier damage.

Rune of Destruction: Before the end of your next turn, the next attack against the target from one of your allies deals extra damage to the target equal to your Wisdom modifier, and the ally gains temporary hit points equal to your Wisdom modifier.

Rune of Protection: The target takes a -2 penalty to all defenses until the end of your next turn, and the next ally to hit the target before the end of your next turn gains a power bonus to AC equal to your Wisdom modifier. The bonus lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Word of Shielding

The rune of shielding flares to life when your foe strikes at you or your friends.

Divine, Runic, Weapon

KEYWORDS

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

One creature

Hit: 1[W] + Strength modifier damage.

Rune of Destruction: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target takes damage equal to your Constitution modifier. The target doesn't take this damage if it attacks a creature marking it.

Rune of Protection: The first time the target hits or misses you or an ally adjacent to you with an attack before the end of your next turn, the target of that attack gains temporary hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

AT-WILL POWER

Anvil of Battle

The rune of the anvil, when enhanced by your mastery of divine magic, allows you to become a bulwark.

Divine, Runic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	Fort
ATTACK	DEFENSE	TARGET

One creature

Hit: 1[W] + Strength modifier damage. Until the start of your next turn, you have resist 5 to all damage against the target's attacks.

Rune of Destruction: Until the end of your next turn, whenever the target shifts, you or an ally adjacent to you can make an opportunity attack against it with a bonus to the attack roll equal to your Constitution modifier.

Rune of Protection: Until the end of your next turn, whenever the target shifts, you and each ally within 2 squares of the target can shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Divine Rune of Thunder

You invoke the rune of thunder and strike your foe, hammering it with a boom.

Divine, Runic, Thunder, Weapon

KEYWORDS

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

One creature

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

Rune of Destruction: Add your Wisdom modifier to the damage roll. The target grants combat advantage until the end of your next turn.

Rune of Protection: You push the target a number of squares equal to your Wisdom modifier, and it is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Executioner's Call

Your weapon batters your foe, branding it with the rune of the executioner.

Divine, Runic, Weapon

KEYWORDS

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

One creature

Hit: 1[W] + Strength modifier damage. Your allies gain a +2 bonus to damage rolls against the target until the end of your next turn.

Rune of Destruction: One ally within 5 squares of you gains a +4 power bonus to the next attack roll he or she makes against the target before the start of your next turn.

Rune of Protection: The target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Flames of Purity

You strike the ground, marking it with the rune of purifying fire and causing divine flames to wash over your enemies.

Divine, Fire, Healing, Runic, Weapon

KEYWORDS

Standard	↔	Close blast 3
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Each enemy in blast

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

Rune of Destruction: Each ally in the blast gains a +3 power bonus to damage rolls until the end of your next turn.

Rune of Protection: Each ally in the blast regains 3 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

ENCOUNTER POWER

Rune of Endless Fire

The sun was shaped by the rune of endless fire. You invoke the least form of the rune to wreath your foe in golden, killing light.

Divine, Fire, Radiant, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier fire and radiant damage, and the target is blinded until the end of your next turn.
Miss: Half damage.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls, your attacks deal fire and radiant damage instead of their normal damage types, and the number of hit points and temporary hit points granted by your powers increases by 4.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Rune of Iron's Rebuke

The rune of iron's rebuke was first inscribed during the performance of a great ritual that bound the golem Talos within the depths of the Elemental Chaos.

Divine, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage, and the target is slowed and cannot shift (save ends both).
Miss: Half damage, and the target is slowed and cannot shift until the end of your next turn.
Effect: Until the end of the encounter, while the target is adjacent to you, it takes damage equal to your Strength modifier when any attack misses it and deals no damage on a miss.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Rune of the Undeniable Dawn

In the ancient days, the gods created a mighty rune to protect their astral domains against the primordial. You strike this rune into the ground, creating a consecrated space.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard	↔	Close burst 3
ACTION		RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier radiant damage.
Miss: Half damage.
Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies gain a +2 power bonus to all defenses while within the zone.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Rune of Twilight's Beacon

You trace a rune in the air, the first of the seven runes that represent the gates of death. The first gate symbolizes death's undeniable call.

Divine, Weapon; Varies

KEYWORDS

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

Hit: 2[W] + Strength modifier necrotic or radiant damage.
Miss: Half damage.
Effect: Choose an ally within 5 squares of you. Until the end of the encounter, the target takes 5 necrotic or radiant damage whenever it doesn't end its turn adjacent to that ally. This effect ends if the ally ends his or her turn not adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
1

DAILY POWER

Mark of Skilled Effort

You call on the runes of knowledge to grant to an ally the skill he or she needs to complete a daunting task.

Divine

KEYWORDS

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

Target: One ally
Effect: Until the end of your next turn, the target gains a +5 power bonus to his or her next untrained skill check or a +2 power bonus to his or her next trained skill check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Rune of the Final Effort

You trace the rune of the final effort on your ally, granting him or her the resilience needed to see the battle to the end.

Divine

KEYWORDS

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

Target: One bloodied ally
Effect: Until the end of your next turn, the target gains a +5 power bonus to all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Icon of Victory

The icons of victory were runes that steered the divine echelons against the primordial hordes. You invoke the least of these runes, inspiring your allies to victory.

Divine, Zone

KEYWORDS

Minor	↔	Close burst 1
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 your next turn. You and your allies gain a +2 power bonus to attack rolls while within the zone.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Shield of Sacrifice

You invoke the rune of sacrifice, ensuring that he or she who gives strength in the name of the gods will also receive their protection.

Divine, Healing

KEYWORDS

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

Target: You or one ally in burst
Effect: The target loses a healing surge. One or two allies within 5 squares of the target regain hit points as if they had each spent a healing surge. The target and each ally who regained hit points gain a +5 power bonus to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
UTILITY

LEVEL
2

UTILITY POWER

Beacon of Vengeance

You invoke a rune of avenging light that burns the image of one of your allies from your foe's mind.

Divine, Radiant, Runic, Weapon

KEYWORDS

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

Hit: 1[W] + Strength modifier radiant damage, and one ally adjacent to the target becomes invisible to it until the end of your next turn.
Rune of Destruction: If the ally's next attack against the target before the end of your next turn is against AC, it is against Reflex instead if that defense is lower.
Rune of Protection: The ally can use a free action to shift a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
3

ENCOUNTER POWER

Symbol of Wrath Reversed

You brand your foe with the symbol of wrath reversed. The more the enemy struggles against you, the more the symbol lends strength to you and your allies.

Divine, Healing, Runic, Weapon

KEYWORDS

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

Hit: 1[W] + Strength modifier damage.
 Rune of Destruction: The target's first attack during its next turn provokes an opportunity attack from you or an ally of your choice.
 Rune of Protection: If the target makes any attacks during its next turn, you and each ally within 3 squares of it regain hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Word of Alliance

You weave together your allies' strength, combining your efforts to overwhelm your enemy.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage.
 Rune of Destruction: Until the end of your next turn, when any ally attacks the target, he or she gains a power bonus to the attack roll equal to the number of his or her allies adjacent to the target.
 Rune of Protection: Until the end of your next turn, the target takes a penalty to attack rolls equal to the number of your allies adjacent to it when it attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Word of the Blinding Shield

You call out the word of the blinding shield, creating a halo of energy that protects your ally.

Divine, Radiant, Runic, Weapon

KEYWORDS

Imm. Interrupt	←	Close burst 5
ACTION	←	RANGE
STR vs Fort		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy makes an attack roll against your ally
Hit: The target is blinded until the end of its turn.
 Rune of Destruction: The target also takes radiant damage equal to your Constitution modifier.
 Rune of Protection: The ally gains temporary hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Cage of Light

You slam your weapon into the ground, imprinting a rune of imprisonment that causes light to wash over your enemies.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard	←	Close blast 3
ACTION	←	RANGE
STR vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier radiant damage.
Miss: Half damage.
Effect: The blast creates a zone that lasts until the end of your next turn. Leaving the zone costs enemies 1 extra squares of movement. Any enemy that attacks an ally who is within the zone grants combat advantage (save ends).
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Rune of Arrow's Flight

In the elder days, Gruumsh carved this rune to guide Corellon's arrow into the heart of a primordial serpent. Corellon later used the same rune against Gruumsh to destroy his eye.

Divine, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage, and the target grants combat advantage when targeted by area attacks and ranged attacks and has vulnerable 5 to all damage from area attacks and ranged attacks (save ends both).
Aftereffect: The target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.
Miss: Half damage, and the target grants combat advantage when targeted by area attacks and ranged attacks until the end of your next turn.
Effect: Until the end of the encounter, enemies don't grant cover to the target against ranged attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Rune of the Ember of Wrath

You strike your foes, branding them with the rune of the ember of wrath.

Divine, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION	←	RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier fire damage.
Miss: Half damage.
Effect: If you attack only one creature with this power, it takes ongoing 5 fire damage (save ends). If you attack two creatures, both are affected by the ember of wrath (save ends). Until the ember ends on a target, whenever that target is hit by a melee or a ranged attack, the other target takes 5 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Rune of the Final Act

You invoke the second of the seven runes that represent the gates of death. The second gate embodies the soul's first step from the body.

Divine, Weapon; Varies

KEYWORDS

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

Hit: 2[W] + Strength modifier necrotic or radiant damage.
Miss: Half damage.
Effect: The target is affected by a deathly rune (save ends). Until the rune ends, you and your allies gain a +2 power bonus to damage rolls against the target. Whenever you or any of your allies hit the target, the bonus increases by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Compact of Peace

You invoke the runes of peace, making a pledge to set aside your weapons and giving you and your allies the chance to negotiate.

Divine

KEYWORDS

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

Target: You and each ally in burst
Effect: Each target gains a +5 power bonus to Diplomacy checks and Insight checks until the end of your next turn. The effect ends if any target makes an attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Rune of Unyielding Steel

The rune of unyielding steel strengthens anything, even a living creature's skin, to the point that arrows and blades bounce off it.

Divine

KEYWORDS

Standard	↓	Melee 1
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: The target gains a +2 power bonus to all defenses until the end of your next turn or until he or she is no longer adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

Banner of Alliance

You invoke the rune of shared pains, allowing you to absorb the punishment meant for an ally.

Divine
KEYWORDS

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

Target: One ally in burst
Effect: Until the end of the encounter, whenever the target takes damage, you can use an immediate interrupt to take the damage in the target's place.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	UTILITY	6

UTILITY POWER

Rune of Meritorious Alacrity

As battle begins, you invoke the rune of meritorious alacrity, bringing your friends instantly to readiness.

Divine
KEYWORDS

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

Target: You and each ally
Trigger: You roll initiative
Effect: Each target gains a +10 bonus to his or her initiative check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	UTILITY	6

UTILITY POWER

Gathering Storm Intonation

You tap your foe with your weapon, placing a rune of storm upon it.

Divine, Lightning, Runic, Weapon
KEYWORDS

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

Hit: 1[W] + Strength modifier lightning damage. Until the end of your next turn, you can make the following secondary attack, using a square in the primary target's space as the origin square.
Opportunity Action Close burst 1
Trigger: The primary target makes an attack
Secondary Target: Each enemy in burst other than the primary target
Secondary Attack: Strength vs. Reflex
Hit: Strength modifier lightning damage.
Rune of Destruction: The primary target takes lightning damage equal to your Constitution modifier.
Rune of Protection: You slide the secondary target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	7

ENCOUNTER POWER

Rune of Roaring Fire

Your attack leaves a rune of fire on your foe, causing a torrent of flame to surround it.

Divine, Fire, Runic, Weapon
KEYWORDS

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

Hit: 2[W] + Strength modifier fire damage.
Rune of Destruction: Until the end of your next turn, the target takes fire damage equal to 5 + your Constitution modifier whenever it makes an opportunity attack.
Rune of Protection: Until the end of your next turn, you and your allies have concealment against the target, and the target takes a penalty to Perception checks equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	7

ENCOUNTER POWER

Symbol of Cowardice

Your divine magic infects the target with overwhelming fear, ruining its attacks or causing it to shrink away from your allies.

Divine, Fear, Runic, Weapon
KEYWORDS

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

Hit: 2[W] + Strength modifier damage.
Rune of Destruction: Until the end of your next turn, each ally who ends his or her turn adjacent to the target can push the target 1 square as a free action.
Rune of Protection: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier + the number of your allies adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	7

ENCOUNTER POWER

Word of Befuddlement

You craft a cunning runic phrase and invoke it as you strike your opponent, smashing its intellect. It fights like a wild beast, lashing out in pain when injured.

Divine, Runic, Weapon
KEYWORDS

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

Hit: 2[W] + Strength modifier damage.
Rune of Destruction: Until the end of your next turn, the first time any of your allies hits the target, the target makes a melee basic attack as a free action against an enemy of your choice.
Rune of Protection: Until the end of your next turn, the target takes a -5 penalty to attack rolls against your allies who aren't adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	7

ENCOUNTER POWER

Rune of Boundless Fury

Kord first carved this rune, cutting it into the flesh of a primordial beast. His sacred berserkers, their wrath fired by the bloody symbol, overwhelmed the foe.

Divine, Weapon
KEYWORDS

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

Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: Until the end of your next turn, whenever any ally starts his or her turn adjacent to the target, that ally can make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	9

DAILY POWER

Rune of Death's Verge

You invoke the third of the seven runes that represent the gates of death. The third gate slams shut as the soul passes through, severing the soul's link to its body.

Divine, Weapon; Varies
KEYWORDS

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

Hit: 2[W] + Strength modifier necrotic or radiant damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can make the following secondary attack, using a square in the primary target's space as the origin square.
Opportunity Action Close burst 3
Trigger: The primary target drops to 0 hit points
Secondary Target: Each enemy in burst
Secondary Attack: Strength vs. Will
Hit: The secondary target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	9

DAILY POWER

Rune of Shielding

You inscribe a rune of containment on your foe to protect you and your allies from attacks that rage around the foe.

Divine, 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: Until the end of the encounter, when the target is included as a target of a close or an area attack that also includes you or any of your allies, the attack automatically misses you and your allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	9

DAILY POWER

Unconquered Redoubt

With a mighty swing, you place the rune of the unconquered redoubt into the ground. The blast knocks your enemies back as your magic weaves a defense.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
STR vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier radiant damage, and you push the target 4 squares.
Miss: Half damage, and you push the target 1 square.
Effect: The blast creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain a +2 power bonus to AC and resist 5 to all damage against close attacks and area attacks.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	9

DAILY POWER

Rune of the Astral Winds

You place a rune of the astral winds on your ally, allowing him or her to slip by your enemies in safety.

Divine

KEYWORDS

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

Target: One ally
Effect: You slide the target 4 squares.
Special: You can use this power only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	UTILITY	10

UTILITY POWER

Rune of Daunting Light

You invoke a rune on yourself and your allies that makes you all appear daunting even when your defenses are down.

Divine

KEYWORDS

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

Target: You and each ally in burst
Effect: The targets don't grant combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	UTILITY	10

UTILITY POWER

Banner of Resolution

You invoke the rune of resolve, granting your ally the bravery and strength needed to repel the enemy.

Divine

KEYWORDS

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

Target: One ally in burst
Effect: Until the end of the encounter, the target gains 5 temporary hit points whenever he or she hits with an attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	UTILITY	10

UTILITY POWER

Rune of Shared Lore

You invoke the rune of shared lore. Your skill is your allies' skill, and theirs is yours.

Divine

KEYWORDS

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

Target: You and each ally in burst
Effect: Choose a skill. Until the end of the encounter, whenever each target makes a check with that skill, he or she uses the highest bonus for that skill from among all the targets.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	UTILITY	10

UTILITY POWER

Iron Redoubt

You invoke the runes of iron and perseverance, a combination that allows you to stand against the enemy's mightiest attacks.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 1[W] + Strength modifier damage, and you mark the target until the end of your next turn.
Rune of Destruction: Until the mark ends, you can use an opportunity action to make a melee basic attack against the target when it makes any attack that doesn't include you as a target. You gain a power bonus to the attack roll and the damage roll against the target equal to your Wisdom modifier.
Rune of Protection: Until the end of your next turn, the target takes a penalty to damage rolls equal to your Wisdom modifier.
Effect: Until the end of your next turn, you have resist 5 to all damage against the target's attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	13

ENCOUNTER POWER

Whirling Storm Word

The word of whirling storms carries within it the power of an astral hurricane. You impart this energy to your foe, causing the rune's energy to push and pull it, ruining its defenses.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 1[W] + Strength modifier damage, and the target grants combat advantage until the end of your next turn.
Rune of Destruction: Until the end of your next turn, while the target is flanked, you and your allies gain a bonus to damage rolls against it equal to your Constitution modifier.
Rune of Protection: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	13

ENCOUNTER POWER

Word of Astral Defiance

Runes of power radiate defiant light around you and either weaken your foes or defend your allies.

Divine, Radiant, Runic, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier radiant damage, and you slide the target 1 square.
Rune of Destruction: Until the end of your next turn, the target has vulnerability to all damage while adjacent to you. The vulnerability equals your Wisdom modifier.
Rune of Protection: Until the end of your next turn, allies gain a power bonus to all defenses while adjacent to you. The bonus equals your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	13

ENCOUNTER POWER

Word of Lingering Thunder

Your weapon burns the word of lingering thunder on your foe. If that foe draws too close to your allies or moves away from a specific combatant, the rune's energy roars forth to punish it.

Divine, Runic, Thunder, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier thunder damage.
Rune of Destruction: Choose one or two allies within 5 squares of you. If the target enters a square adjacent to either of those allies during its next turn, it takes thunder damage equal to your Constitution modifier and falls prone.
Rune of Protection: Choose one ally within 5 squares of you. If the target moves away from that ally during its next turn, it takes thunder damage equal to your Constitution modifier and falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	13

ENCOUNTER POWER

Brand of Arcing Lightning

Lightning plays along your weapon as you attack your foe. The lightning then jumps to strike at other foes.

Divine, Lightning, Weapon

KEYWORDS

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

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier lightning damage.
Miss: Half damage.
Effect: The target is affected by a lightning brand (save ends). Until the brand ends, whenever you or any of your allies hit the target, an enemy within 5 squares of the target takes lightning damage equal to 5 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Rune of Judgment's Levy

Souls are judged in the afterlife and must account for their deeds. This rune, the fourth of the seven runes that represent the gates of death, symbolizes that step along the soul's journey.

Divine, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: You mark the target until the end of the encounter. Until the mark ends, you can make the following secondary attack against the target.
Immediate Interrupt: Close burst 5
Trigger: The target makes an attack that doesn't include you as a target
Secondary Attack: Strength vs. Will
Hit: 1[W] damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Rune of the First Fortress

The First Fortress was a redoubt built to defend against the primordial's attacks on the Astral Sea. This rune was carved to bolster the fortress's gates.

Divine, Weapon, Zone

KEYWORDS

Standard	↓	Close burst 3
ACTION	←	RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, you and your allies gain resist 5 to all damage. Any enemy that willingly enters the zone is immobilized until the end of your next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Rune of the Flanking Wind

You imprint the rune of the flanking wind on your foe. Thus summoned, the wind carries your allies into position against the foe and protects them.

Divine, Teleportation, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: Choose one ally within 10 squares of you. You teleport that ally to a square where he or she flanks the target. Until the end of the encounter, you and your allies gain a +2 power bonus to all defenses while flanking the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Rune of Preservation

The rune of preservation grants its targets the ability to withstand attacks that would cripple a normal creature.

Divine, Healing

KEYWORDS

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

Target: Two allies in burst or you and one ally in burst
Effect: Each target gains resist 5 to all damage until the end of your next turn. In addition, each target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Rune of the Warded Path

You invoke the rune of the warded path, a mark once used by the gods to ensure the safety of secret ways through the planes.

Divine

KEYWORDS

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

Effect: Choose up to four unoccupied squares in the burst. Until the end of your next turn, you and your allies don't provoke opportunity attacks when leaving those squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Rune of Reinvigoration

This potent symbol infuses you and your allies with energy.

Divine, Healing

KEYWORDS

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

Target: You and each ally in burst
Effect: Each target regains hit points as if he or she had spent a healing surge and gains a +4 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Rune of the Unblinking Eye

A gentle light washes over the area, allowing you and your allies to see details that would otherwise escape your notice.

Divine

KEYWORDS

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

Target: You and each ally in burst
Effect: Each target gains a +5 power bonus to Perception checks until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Mark of Battle's End

As your weapon slams into your foe, the mark of battle's end blazes on the foe. Other enemies stagger away, pushed back by the mark's power.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage, and you push each enemy within 3 squares of the target 3 squares away from it.
Rune of Destruction: You slide each ally within 3 squares of the target 3 squares to a square adjacent to the target.
Rune of Protection: You push each ally within 3 squares of the target 3 squares away from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

Rune of the Astral Phalanx

You invoke a rune that marked the battle standards of the divine armies in the earliest days of creation and that bound angel, god, and mortal together in a unified fighting force.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 1[W] + Strength modifier damage, and each ally adjacent to the target can make a melee basic attack against it as a free action.

Rune of Destruction: Each ally gains a bonus to the melee basic attack's damage roll equal to your Wisdom modifier.

Rune of Protection: Each ally can shift a number of squares equal to your Wisdom modifier as a free action, instead of making the melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
17

ENCOUNTER POWER

Whisper of the Cunning Step

Many runes embody a principle of balance. As you invoke the rune of the cunning step, you steal a foe's speed and agility and grant it to an ally.

Divine, Runic, Teleportation, Weapon

KEYWORDS

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

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

Rune of Destruction: One ally within 5 squares of you can use a free action to shift half his or her speed. If that ally ends this shift adjacent to the target, the ally gains a +2 power bonus to the next attack roll he or she makes against the target before the end of your next turn.

Rune of Protection: One ally within 5 squares of you can use a free action to teleport a number of squares equal to his or her speed + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
17

ENCOUNTER POWER

Word of Healing Assault

A single empowered word infuses your allies with might and returns their health.

Divine, Healing, Runic

KEYWORDS

Standard	↔	Close burst 5
ACTION		RANGE
vs		One or two allies in burst
ATTACK	DEFENSE	TARGET

Effect: Each target can make a basic attack as a free action. If a target's attack hits, he or she can also spend a healing surge and regain 2d10 additional hit points.

Rune of Destruction: The basic attacks each deal extra damage equal to your Constitution modifier.

Rune of Protection: Each target gains resist 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
17

ENCOUNTER POWER

Mark of Ill Luck

You place the mark of ill luck on your foe. The mark ensures that failed attacks ricochet onto that foe.

Divine, 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: Until the end of the encounter, the target takes 5 damage both when a ranged attack against a creature within 5 squares of it misses and when a melee attack against a creature adjacent to it misses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
19

DAILY POWER

Rune of Rust

As you strike your foe, dull red energy spreads across it in the pattern of the rune of rust, a mark of the decay of all things.

Divine, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.

Effect: The target takes a -4 penalty to AC (save ends).

Each Failed Saving Throw: The penalty increases by 2.

Aftereffect: The penalty persists until the end of the target's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
19

DAILY POWER

Rune of Warding Light

You invoke the rune of warding light, which produces a fortified area that your enemies have little chance of breaching.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard	↔	Close burst 2
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies have cover while within the zone. While the zone persists, you can make the following attack, using the burst's origin square as the attack's origin square.

Opportunity Action Close burst 2

Trigger: An enemy enters the zone or starts its turn there

Target: The triggering enemy in burst

Attack: Strength vs. Will

Hit: 1[W] + Strength modifier radiant damage, and you slide the target 3 squares.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
19

DAILY POWER

Rune of the Threshold

The fifth of the seven runes that represent the gates of death embodies the threshold a soul must pass on its way to its final reward. Only the most strong-willed of creatures can resist that gate's lure.

Divine, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage.
Miss: Half damage.

Effect: Until the end of your next turn, whenever the target saves against an effect, that effect instead persists until the end of the target's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
ATTACK

LEVEL
19

DAILY POWER

Symbol of Defiance

The symbol of defiance fortifies your allies when your foes believe they have defeated you.

Divine

KEYWORDS

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

Target: Each bloodied ally in burst

Effect: You slide each target 5 squares. Until the end of your next turn, each target gains a power bonus to all defenses equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
UTILITY

LEVEL
22

UTILITY POWER

Banner of the Undeclared

You forge a rune of endless battle, one that compels your allies to fight on even when death tugs at them.

Divine

KEYWORDS

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

Target: You and each ally in burst

Effect: Until the end of the encounter, the dying condition doesn't cause the targets to fall unconscious. Each target instead falls unconscious when he or she fails a death saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
RUNEPRIEST

POWER TYPE
UTILITY

LEVEL
22

UTILITY POWER

Banner of Victory



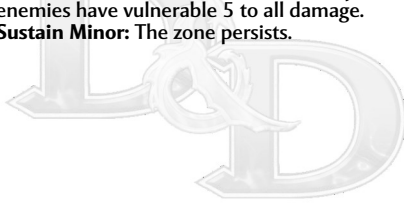
You forge a rune of victory, keeping your allies on their feet while your foes suffer.

Divine, 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 your next turn. While within the zone, you and your allies have regeneration 5 while bloodied. While within the zone, your enemies have vulnerable 5 to all damage.
Sustain Minor: The zone persists.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Rune of the Hero's Resolve



The rune of the hero's resolve allows a single warrior to fight with the vigor and purpose of two combatants.

Divine

KEYWORDS

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

Target: You or one ally in burst
Effect: The target gains temporary hit points equal to his or her current hit point total and can take a standard action as a free action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Mark of Untamed Wrath



Many divine runes contain the power of wrath, since they arose during the Dawn War. This rune turns your enemy's anger into destruction for its cohorts.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage.
Rune of Destruction: Until the end of your next turn, when any of your allies hit the target, each enemy adjacent to the target takes 5 damage.
Rune of Protection: Until the end of your next turn, the target must include your enemy nearest to it as a target of its attacks. If the target can't include any of your enemies when it makes an attack, the target is dazed until the end of its next turn, after it makes the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Rune of Rising Fury



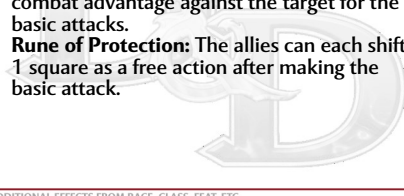
You call forth the rune of rising fury, lighting it among your foes. As your allies press the attack, the rune glows red and incites them to greater glory.

Divine, Runic, Weapon

KEYWORDS

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

Hit: Three of your allies can each make a basic attack against the target as a free action once during each of their next turns.
Rune of Destruction: The allies have combat advantage against the target for the basic attacks.
Rune of Protection: The allies can each shift 1 square as a free action after making the basic attack.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Rune of the Wandering Star



You invoke the rune of the wandering star. A mote of energy appears and sears your enemies with light.

Divine, Radiant, Runic, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier radiant damage.
Rune of Destruction: The target takes extra radiant damage equal to your Constitution modifier. At the end of the target's next turn, each enemy within 5 squares of it takes radiant damage equal to your Constitution modifier.
Rune of Protection: The target takes a -2 penalty to the next attack roll it makes before the end of your next turn. At the end of the target's next turn, each enemy within 5 squares of it takes a penalty to damage rolls on that enemy's next turn. The penalty equals 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Tide of Victory



You trace the rune of imminent victory on your foe, which quails in terror, since it now sees that you and your allies are an indomitable force.

Divine, Fear, Runic, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage.
Rune of Destruction: You push the target a number of squares equal to the number of your allies within 3 squares of it. The target also takes extra damage equal to your Constitution modifier.
Rune of Protection: Until the end of your next turn, whenever the target makes an attack roll, it takes a penalty to that roll equal to the number of your allies within 3 squares of it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Rune of Allied Effort



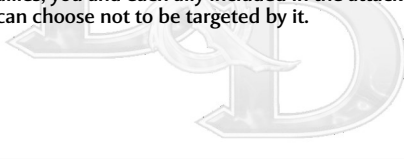
The gods unleashed monstrous energy against their enemies during the Dawn War. The rune of allied effort ensured that such power did not harm their allies.

Divine, Weapon

KEYWORDS

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

Hit: 6[W] + Strength modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, when the target is included as a target of a close or an area attack that also includes you or your allies, you and each ally included in the attack can choose not to be targeted by it.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Rune of the Conquering Sign



The foe you curse with this rune has little hope of escaping your allies' relentless attacks.

Divine, Weapon

KEYWORDS

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

Hit: 4[W] + Strength modifier damage.
Miss: Half damage.
Effect: The target is affected by the conquering sign (save ends). Until the sign ends, each ally within 5 squares of the target can make a basic attack against it as a free action at the start of each of the target's turns.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Rune of the Penultimate Step



The sixth of the seven runes that represent the gates of death describes the next-to-last step a soul takes on its final journey. At this stage, the soul enters a state of deep slumber as it prepares for its final destination.

Divine, Weapon

KEYWORDS

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

Hit: The target is stunned (save ends).
First Failed Saving Throw: The target is unconscious instead of stunned (save ends).
Miss: The target is stunned (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNEPRIEST | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Sylarian Sign

The Sylarian Sign is a potent symbol of divine magic that extinguishes the elemental nature of primordial and other foes of the gods.

Divine, Weapon

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
STR vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target doesn't benefit from resistances or immunities until the end of the encounter. In addition, the target takes a -10 penalty to damage rolls that deal acid, cold, fire, lightning, or thunder damage (save ends).
Miss: Half damage, and the target's resistances are reduced by 10 until the end of the encounter. In addition, the target takes a -5 penalty to damage rolls that deal acid, cold, fire, lightning, or thunder damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	25

DAILY POWER

Invocation of Carceri

You invoke the rune of the prison domain, causing red chains of astral energy to form and bind your enemies.

Divine, Radiant, Runic, Weapon, Zone

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs Reflex		One, two, or three enemies in burst
ATTACK	DEFENSE	TARGET

Effect: Before the attack, the burst creates a zone that lasts until the end of your next turn.
Hit: 2[W] + Strength modifier radiant damage, and the target can't leave the zone until the end of your next turn.
Rune of Destruction: When a target within the zone hits or misses a creature outside the zone, that target takes radiant damage equal to your Constitution modifier and falls prone.
Rune of Protection: While within the zone, each target takes a -4 penalty to attack rolls against creatures outside the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	27

ENCOUNTER POWER

Word of Divine Battle

The word of divine battle hammers your foe, while giving your allies the edge they need to win the day.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage.
Rune of Destruction: Until the end of your next turn, your allies gain a +4 power bonus to attack rolls against the target.
Rune of Protection: Until the end of your next turn, each ally you can see gains a power bonus to all defenses equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	27

ENCOUNTER POWER

Word of Vengeful Thunder

Thunder rumbles across the battlefield as you unleash this rune, blasting your enemy and cloaking your allies in a protective shield.

Divine, Runic, Thunder, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier thunder damage.
Rune of Destruction: Choose up to two allies within 10 squares of you. Until the end of your next turn, any enemy that deals damage to either ally takes thunder damage equal to half the damage it dealt.
Rune of Protection: Choose up to two allies within 10 squares of you. Until the end of your next turn, those allies take half damage from all attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	27

ENCOUNTER POWER

Word of Weal and Woe

As you smite your foe, you draw on this word to cure your allies and bring additional pain to your opponent.

Divine, Healing, Radiant, Runic, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier radiant damage, and each ally within 5 squares of you can spend a healing surge.
Rune of Destruction: For each ally who spends a healing surge, the target takes extra damage equal to your Wisdom modifier.
Rune of Protection: For each ally who spends a healing surge, the target and each enemy within 2 squares of it take a -1 penalty to attack rolls and damage rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	27

ENCOUNTER POWER

Brand of Death's Gate

The last of the seven runes that represent the gates of death blasts the soul from your foe's body.

Divine, Weapon; Varies

KEYWORDS

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

Hit: 7[W] + Strength modifier necrotic or radiant damage.
Miss: Half damage.
Effect: The first time you use this power each day, you regain the use of the power if it reduces the target to 0 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	29

DAILY POWER

Rune of Awakening

As you slam your foe with your weapon, you invoke the rune of awakening. Divine energy sweeps over the battlefield as your allies tap into newfound reserves of strength.

Divine, Healing, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier damage, and three allies you can see regain all their hit points.
Miss: Half damage, and one ally you can see regains all his or her hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	29

DAILY POWER

Rune of Pacifism

You tap your foe gently, belying this rune's potent magic. Under its influence, your foe can barely defend itself.

Divine, Weapon

KEYWORDS

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

Hit: 5[W] + Strength modifier damage, and the target cannot attack (save ends).
Miss: Half damage, and the target cannot attack until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNEPRIEST	ATTACK	29

DAILY POWER

Encaging Spirits

You call on protecting spirits to harry your foes.

Primal
KEYWORDS

Minor		Close burst 1 (2 at 11th level, 3 at 21st level)
ACTION	←	RANGE
WIS vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Effect: You push each target 1 square, and each target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Inevitable Shot

Even as your target ducks under your shot, the projectile moves on its own to find another enemy.

Primal
KEYWORDS

Free		Personal
ACTION		RANGE
WIS vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: You miss a creature with a ranged attack
Effect: You make a ranged basic attack against an enemy within 5 squares of the creature you missed, using a square in that creature's space as the attack's origin square.
Special: You regain the use of this power when you spend an action point.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Spirits' Rebuke

You dodge your enemy's attack, and spirits coalesce around you to punish your attacker.

Primal, Weapon
KEYWORDS

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

Requirement: You must be wielding a light thrown or a heavy thrown weapon.
Trigger: An enemy misses you with a melee attack
Effect: The target takes 1[W] + your Strength modifier damage, and you push it 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Biting Swarm

Stinging spirit insects swarm around your enemy.

Primal, Weapon
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and the target and each enemy adjacent to it take a -2 penalty to attack rolls until the start of your next turn.
 Level 21: 2[W] + Wisdom modifier damage.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Elemental Spirits

Taking the form of blazing flame, crackling ice, sizzling lightning, or thunderous storm, elemental spirits shoot forth to do your enemy harm.

Primal, Weapon; Varies
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Special: Choose cold, fire, lightning, or thunder whenever you use this power. Your choice determines the power's damage type.
Hit: 1[W] + Wisdom modifier damage of the chosen type. Until the end of your next turn, any creature that starts its turn adjacent to the target takes damage of the chosen type equal to your Dexterity modifier.
 Level 21: 2[W] + Wisdom modifier damage of the chosen type.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Grappling Spirits

Spirits erupt from your weapon, seizing your enemy and impeding its movement.

Primal, Weapon
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and the target is slowed and can't shift until the end of its next turn.
 Level 21: 2[W] + Wisdom modifier damage.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Guardian Harrier

A raptor spirit claws at your foe's face until the foe retreats.

Primal, Weapon
KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 1[W] + Wisdom modifier damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes damage equal to your Strength modifier.
 Level 21: 2[W] + Wisdom modifier damage.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Thorn Cloud Shot

Thorn-covered vines sprout up from the ground around the enemy you strike.

Primal, Poison, Weapon, Zone
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the start of your next turn. Any creature that ends its turn within the zone takes poison damage equal to your Wisdom modifier.
 Level 21: 2[W] + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Flickering Arrow

With a flash, primal motes of light illuminate your target and dazzle those nearby.

Primal, Weapon
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d6 + Wisdom modifier damage. Until the end of your next turn, the target can't benefit from cover, concealment, or total concealment, and enemies take a -2 penalty to attack rolls while within 2 squares of the target.
Bloodbond: Enemies take the penalty while within a number of squares of the target equal to 2 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Mischief Spirits

Troublesome spirits shimmer around your foe, tripping it if it dares move.

Primal, Weapon

KEYWORDS

Standard			Ranged weapon
ACTION			RANGE
WIS vs AC			One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + 1d6 + Wisdom modifier damage. If the target moves on its next turn, it falls prone at the end of that turn.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Possessing Spirits

From your foe's wound, a possessing spirit takes hold, making the foe attack its companion.

Primal, Charm, Weapon

KEYWORDS

Standard			Ranged weapon
ACTION			RANGE
WIS vs Will			One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + Wisdom modifier damage, and the target makes a melee basic attack as a free action against an enemy adjacent to it. If that attack hits, the target and that enemy are also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Serpent Arrow

Your projectile takes the form of a constrictor serpent. Where it strikes, it binds with menacing strength. When it releases, it scatters your foes.

Primal, Weapon

KEYWORDS

Standard			Melee or Ranged weapon
ACTION			RANGE
WIS vs AC			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 1[W] + 1d6 + Wisdom modifier damage. At the end of the target's next turn, you slide the target and each enemy adjacent to it 1 square.
Spiritbond: The number of squares you slide the enemies adjacent to the target equals your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Spider Spirits

The spider spirit sends forth its children to harry your foe.

Primal, Poison, Weapon

KEYWORDS

Standard			Ranged weapon
ACTION			RANGE
WIS vs AC			One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + 1d8 + Wisdom modifier poison damage, and the target is slowed and takes a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Fungal Blooms

When your projectile strikes your foe, the air fills with spores that create quivering puffballs where they land.

Primal, Conjuraton, Poison, Weapon

KEYWORDS

Standard			Ranged weapon
ACTION			RANGE
WIS vs AC			One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + Wisdom modifier damage, and the primary target is immobilized (save ends).
Effect: You conjure four fungal blooms in four different squares adjacent to the primary target. A fungal bloom can make the following secondary attack, using the fungal bloom's square as the origin square. Once a fungal bloom attacks, it disappears. It otherwise lasts until the end of the encounter.
Opportunity Action Close burst 1
Trigger: An enemy enters the fungal bloom's square
Secondary Target: Each enemy in burst
Secondary Attack: Wisdom vs. Fortitude
Hit: Wisdom modifier poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Rime Strike

You attack your enemy and call on primal spirits to rime the ground around it.

Primal, Cold, Weapon, Zone

KEYWORDS

Standard			Ranged weapon
ACTION			RANGE
WIS vs AC			One creature
ATTACK	DEFENSE		TARGET

Hit: 1[W] + Wisdom modifier cold damage, and the target is immobilized (save ends).
Miss: Half damage.
Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the target. The zone lasts until the end of the encounter. Any creature that enters the zone or starts its turn there takes 5 cold damage. As a minor action, you can end the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Spirit Rider

A malformed spirit leaps from your weapon to latch onto your foe and then slash at nearby enemies when the foe's attacks fail.

Primal, Weapon

KEYWORDS

Standard			Melee or Ranged weapon
ACTION			RANGE
WIS vs AC			One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 2[W] + Wisdom modifier damage.
Effect: Until the end of the encounter, the first time the target misses with an attack each round, each enemy adjacent to the target takes damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Storm of Spirit Shards

Your projectile becomes a burst of spirit shards, which rain down on your foes.

Primal, Weapon

KEYWORDS

Standard			Area burst 1 within weapon range
ACTION			RANGE
WIS vs AC			Each enemy in burst
ATTACK	DEFENSE		TARGET

Hit: 1[W] + 2d6 + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Swarming Bats

Your attack brings with it a flutter of bat spirits that confuse your enemies.

Primal, Weapon, Zone

KEYWORDS

Standard			Area burst 2 within 10 squares
ACTION			RANGE
WIS vs Reflex			Each enemy in burst
ATTACK	DEFENSE		TARGET

Hit: 1[W] + Wisdom modifier damage.
Effect: You slide each target 1 square. The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying creatures. While within the zone, enemies grant combat advantage. As a move action, you can move the zone 4 squares.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Stag's Grace

With spirit-granted grace, you move and attack in a way that prevents your foe from taking advantage of your attention being elsewhere.

Primal
KEYWORDS

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

Effect: Choose one enemy you can see. Until the end of your next turn, you do not provoke opportunity attacks from that enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Stone Spirit Ward

You become as resilient as stone, causing attacks to bounce off you with little effect.

Primal
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 gain resistance to all damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Harrying Spirits

When your enemy shrugs off an ill effect, you call spirits from the remnants of that effect to distract a different foe.

Primal
KEYWORDS

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

Target: One enemy in burst other than the triggering enemy
Trigger: An enemy you can see saves against an effect that a save can end
Effect: Whenever the target attacks you before the end of the encounter, the target grants combat advantage until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Hunter's Instinct

In the middle of battle, you know where to strike and make it hurt the most.

Primal, Stance
KEYWORDS

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

Effect: Until the stance ends, when you make a ranged weapon attack against any creature within 2 squares of you, you can score a critical hit on a roll of 19-20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Burrowing Shot

Beetles burrow into your enemy's flesh, erupting to attack nearby foes when your target makes an aggressive action.

Primal, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d8 + Wisdom modifier damage. The first time the target makes an attack before the end of your next turn, each enemy adjacent to the target takes 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Escaping Shot

Brandishing your weapon, you call forth spirits to stupefy your enemy.

Primal, Psychic, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.
Effect: You shift 1 square.
Bloodbond: The number of squares you shift equals your Dexterity modifier.
Special: Making this attack doesn't provoke an opportunity attack from the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Spectral Scorpion Sting

Your attack calls forth a spirit scorpion to sting your enemies.

Primal, Conjunction, Poison, Weapon
KEYWORDS

Standard	↓ ↘	Melee or Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 2[W] + Wisdom modifier poison damage. You conjure a spirit scorpion in an unoccupied square adjacent to the target. The scorpion lasts until the end of your next turn. Any enemy that starts its turn adjacent to the scorpion takes 5 poison damage if it ends its turn not adjacent to the scorpion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Stampede Shot

Spectral bison appear and follow your projectile as it streaks toward your enemy.

Primal, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d6 + Wisdom modifier damage, and you push the target 1 square, then push each enemy adjacent to it 2 squares.
Spiritbond: The number of squares you push the target equals your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Winter Spirit

Winter spirits swirl and dance in eddies of snow that appear where your attack falls.

Primal, Cold, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier cold damage, and the target is immobilized until the end of its next turn.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Call of the Ghost Wolf

Your attack calls forth a wolf spirit to keep your foes at bay.

Primal, Conjunction, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Hit: 1[W] + 1d6 + Wisdom modifier damage.

Effect: You conjure a ghost wolf in an unoccupied square adjacent to the target. The wolf occupies its square and lasts until the end of your next turn. Your allies can flank enemies with the wolf and deal 2d6 extra damage when they hit enemies flanked by it.

Sustain Minor: The wolf persists, and each enemy adjacent to it takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Corralling Shot

Your projectile divides midflight into three barbs, which thrust two foes toward a third.

Primal, Reliable, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. Make a secondary attack.

Secondary Target: One or two creatures that are within 5 squares of the primary target

Secondary Attack: Wisdom vs. AC

Hit: 1[W] damage, and you slide the secondary target 5 squares to a square adjacent to the primary target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Ensnaring Shot

Just before your shot strikes your foe, the projectile explodes into tiny, burrowing seeds that grow into binding vines.

Primal, Weapon, Zone

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and the primary target is restrained (save ends).

Effect: The attack creates a zone of difficult terrain in a burst 1 centered on the primary target. The zone lasts until the end of your next turn. Until the zone ends, you can make the following secondary attack, using a square within the zone as the origin square.

Opportunity Action Close burst 1

Trigger: An enemy enters the zone or starts its turn there

Secondary Attack: Wisdom vs. Reflex

Secondary Target: The triggering enemy in burst

Hit: The secondary target is immobilized (save ends).

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Protecting Spirits

With a flurry of spirit-guided attacks, you knock your foes away.

Primal, Weapon

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d6 + Wisdom modifier damage, and you push the target 2 squares and knock it prone.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Wildfire Shot

Your enemy erupts in fire, which spreads to its allies.

Primal, Fire, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends). Whenever the target takes this ongoing damage, each enemy adjacent to the target takes ongoing 5 fire damage (save ends).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Cloak of Quills

Sharp spines emerge from your skin, making your enemies think twice about striking you.

Primal

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, whenever an adjacent enemy hits you with an opportunity attack, that enemy takes damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Eagle's Aim

Your eyesight sharpens until you can pick out the most distant foes.

Primal

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 take no penalty to attack rolls for attacking at long range.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Earthbond Gift

When at your weakest, you draw renewing strength from the land.

Primal

KEYWORDS

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

Requirement: You must be bloodied or weakened.

Effect: You gain temporary hit points equal to twice your Wisdom modifier. If you are weakened, you can also make a saving throw against a single effect on you that is weakening you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Blurring Stride

When you move across the battlefield, you become less and less distinct.

Primal, Illusion

KEYWORDS

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

Effect: You assume a blurry form until the end of your next turn. Until this form ends, if you end a move action at least 3 squares from where you started, you gain concealment until the end of your next turn.

Sustain Minor: The form persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Feyjump Shot

Your missiles shine with emerald light and carry with them the Feywild's power to relocate your foe.

Primal, Teleportation, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and you teleport the target 3 squares.
Effect: If you hit both targets, you can swap their positions when you teleport them, rather than teleporting each one 3 squares. If you do so, both targets are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Thunder Spirit

A distant rumble sounds, portending what will happen when your missile finds its mark.

Primal, Thunder, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier thunder damage, and the target falls prone and is deafened until the end of your next turn.
Bloodbond: Each enemy adjacent to the target takes thunder damage equal to your Dexterity modifier and is deafened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Tremor Shot

When your shot strikes your foe, the ground trembles around it.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1dB + Wisdom modifier damage. Make a secondary attack that is an area burst 1 centered on the primary target.
Secondary Target: Each enemy in burst other than the primary target
Secondary Attack: Wisdom vs. Fortitude
Hit: You slide the secondary target 1 square, and it grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Wasp Sting Shot

Vicious wasps fill the air around your enemy, adding their stingers to your weapon's bite.

Primal, Poison, Weapon, Zone

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d6 + Wisdom modifier poison damage. The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes poison damage equal to your Wisdom modifier.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Windstorm Strike

The winds pick up with sudden force, knocking your enemies away.

Primal, Weapon

KEYWORDS

Standard		Area burst 1 within weapon range
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and you push the target 2 squares.
Spiritbond: The number of squares you push the target equals your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Binding Shot

Two shots leap toward your foes, and when the shots strike, tendrils spread out to bind the foes together.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		Two creatures within 5 squares of each other
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d8 + Wisdom modifier damage.
Miss: Half damage.
Effect: If both attacks hit, you slide one of the targets 5 squares to a square adjacent to the other target, and each target is bound by vines (save ends). Until this effect ends on a target, that target can't move by any means to a square that isn't adjacent to the other target. When a target makes a saving throw against this effect, the target can take 10 damage to gain a +5 bonus to the saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Nature's Vengeance

When you attack, nature responds with vines that ensnare your enemies.

Primal, Weapon, Zone

KEYWORDS

Standard		Ranged or Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 1[W] + 1d6 + Wisdom modifier damage. You slide the target 1 square, and it is immobilized (save ends).
Miss: Half damage.
Effect: The attack creates a zone in a burst 1 centered on the target. The zone lasts until the end of your next turn. Whenever an enemy within the zone deals damage with an attack, that enemy is immobilized (save ends). If that enemy is already immobilized, it takes 5 damage, and it is restrained instead of immobilized (save ends).
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Spirits of Fire and Ice

Flames and frost mingle their power to destroy your enemies.

Primal, Cold, Fire, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier fire damage. Choose either the target or one creature adjacent to it. The creature you choose takes ongoing 5 cold damage and is immobilized (save ends both). Whenever that creature takes this ongoing damage, each enemy adjacent to it takes 5 cold damage.
Miss: Half damage, and the target takes ongoing 5 cold damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Squall Spirit

Spawnd from raging spring storms, the squall spirits strike your foes with primal fury.

Primal, Lightning, Thunder, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 2d8 + Wisdom modifier lightning damage, and each enemy adjacent to the target takes 5 thunder damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Feywild Jaunt

You vanish into the Feywild. A moment later, you reappear some distance away from where you disappeared.

Primal
KEYWORDS

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

Effect: You are removed from play. At the start of your next turn, you reappear in an unoccupied space of your choice. That space must be within a number of squares of the space you left equal to your speed.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Burrowing Stride

You dive into the earth and reappear some distance from your starting point.

Primal, Stance
KEYWORDS

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

Effect: Until the stance ends, you can use a move action to move either your speed through loose earth or half your speed through solid stone. You must end the move in an unoccupied space.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Host of Sparrows

As you are hurt, you dissipate into a host of sparrows, flying to reform farther away.

Primal, Polymorph
KEYWORDS

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

Trigger: You are damaged by an attack
Effect: You assume the form of a cloud of flying sparrows until the start of your next turn, and you fly your speed without provoking opportunity attacks. While in this form, you are insubstantial, you can't attack, and you can't pick up or manipulate objects. If you are still airborne at the start of your turn, you land without taking falling damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Sheltering Underbrush

Vines and undergrowth burst forth to shelter you.

Primal, Zone
KEYWORDS

Minor	Close burst 2
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 your next turn. You and your allies have cover while within the zone, and the zone is difficult terrain for your enemies.
Sustain Minor: The zone persists.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Feymire Trap

Your attack causes your enemy to fall through a fold in space and appear elsewhere, hindered by primal spirits.

Primal, Teleportation, Weapon
KEYWORDS

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

WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 1[W] + 2d6 + Wisdom modifier damage. You teleport the target 3 squares, and it is slowed until the end of its next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Rabid Shot

Your attack poisons your foe, causing it to throw itself at its ally.

Primal, Poison, Weapon
KEYWORDS

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

WIS vs Fort	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier poison damage. The target must use a free action to charge a creature of your choice. If the charge attack misses or the target can't charge anyone, the target takes 10 poison damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Raven Wing Shot

Avian shadows swirl and flutter about your prey, their talons leaving bloody rents.

Primal, Weapon
KEYWORDS

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

WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d8 + Wisdom modifier damage. If the target doesn't end its next turn at least 2 squares away from its starting position, it takes 1d8 damage.
Special: You can use this power as a ranged basic attack.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Swarming Spirits

Angry bees follow your missile, swarming around your enemy until it cannot see and pestering other enemies nearby.

Primal, Weapon
KEYWORDS

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

WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. Until the end of your next turn, the target is blinded, and enemies take a -2 penalty to attack rolls while within 2 squares of the target.
Bloodbond: Enemies take the penalty while within a number of squares of the target equal to 2 + your Dexterity modifier.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Wind Spirits

The wind whips around you and shrieks when you make your attack.

Primal, Weapon
KEYWORDS

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

WIS vs AC	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and you push the target 2 squares and knock it prone.
Spiritbond: The number of squares you push the target equals your Strength modifier.
Special: Using this power doesn't provoke opportunity attacks.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Corrosive Slime

Your missile slams into the foe, causing its skin to bubble. Corrosive ropes of slime then burst from it and burn your other enemies.

Primal, Acid, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier acid damage, and the target and each enemy adjacent to it take ongoing 10 acid damage (save ends).
Miss: Half damage, and each enemy adjacent to the target takes 5 acid damage.
Effect: Any creature reduced to 0 hit points by this power dissolves into a puddle of corrosive slime that fills the creature's space. Until the end of the encounter, any creature that enters that space or starts its turn there takes 5 acid damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Fey Sinkhole

You open a temporary rift to the Feywild. A vortex of beguiling magic lashes around the opening, dragging creatures toward it.

Primal, Psychic, Teleportation, Weapon, Zone

KEYWORDS

Standard		Area burst 1 within weapon range
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: The burst creates a zone that lasts until the end of the encounter or until you dismiss it as a minor action. Until the zone ends, you can make the following attack, using a square within the zone as the origin square.
Opportunity Action Close burst 1
Trigger: A creature starts its turn within the zone
Target: The triggering creature in burst
Attack: Wisdom vs. Will
Hit: 5 psychiC damage, and the target is dazed until the start of its next turn. If the target leaves the zone before the end of its turn, you can use a free action to teleport the target to a square within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Triple Raptor Shot

Your attack explodes into spirit raptors, which tear at your foe.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex. Make the attack three times.
Hit: 1[W] + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Wave of Sleep

Your projectile dissolves into a blast of sand that lodges in your opponents' eyes, causing unendurable fatigue.

Primal, Sleep, Weapon

KEYWORDS

Standard		Area burst 2 within weapon range
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: The target is dazed (save ends).
First Failed Saving Throw: The target is unconscious instead of dazed (save ends).
Miss: The target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Bramble Hide

Thorny vines emerge from your skin, promising pain to any who try to harm you.

Primal

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 gain a +2 bonus to AC, and any creature that hits you with a melee attack takes 10 + your Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Earthfriend

The land welcomes you and your allies as old friends, allowing you easy passage.

Primal

KEYWORDS

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

Target: You and each ally in burst
Effect: Each target ignores difficult terrain until the end of your next turn.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Ephemeral Wings

When you're struck, ephemeral wings carry you to safety.

Primal

KEYWORDS

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

Trigger: An enemy damages you with a melee or a close attack
Effect: You fly a number of squares equal to your Wisdom modifier and must land in a square that is farther away from the enemy than where you started. This movement doesn't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Sure Sight

Your missiles shine with emerald light, and no earthly force can block your sight.

Primal

KEYWORDS

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

Effect: Until the end of the encounter, you gain darkvision, ignore concealment and total concealment, and are immune to the blinded condition.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Convocation of Arrows

Screeching eagles join the fight, emerging from the spirit world to savage your foes.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d8 + Wisdom modifier damage.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Flesh-Tether Shot

The missile punches through your enemy, dragging some of the creature's viscera with it as it slams into the ground. It can move, but it's going to hurt.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. If the target moves before the end of your next turn, it takes 5 damage and is dazed until the end of its next turn.

Bloodbond: The target also grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Infestation of Moths

Your enemy collapses into a fluttering cloud of moths, which blind nearby enemies.

Primal, Polymorph, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Hit: 1[W] + 2d8 + Wisdom modifier damage, and you slide the target 3 squares. Until the start of your next turn, the target is insubstantial, and enemies are blinded while adjacent to it.

Spiritbond: The number of squares you slide the target equals 2 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Sprite Dance

Cunning sprites emerge from the Feywild to dance with your enemies and draw them into danger across the battlefield.

Primal, Teleportation, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and you teleport the target 5 squares. One ally adjacent to the destination space can then make a melee basic attack against the target as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Captivating Missile

When your missile strikes, blue and green light plays across your foe briefly as you establish control over its mind.

Primal, Charm, Reliable, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and the target is dominated (save ends).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Conflagration Spirit

Your projectile ignites with blue flames, spilling liquid fire wherever it falls.

Primal, Fire, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 2d8 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).

Miss: Half damage.

Effect: Each enemy adjacent to the target takes 10 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Fury Spirits

A well-placed shot calls forth primal spirits that carry your enemy's pain to your other enemies.

Primal, Conjunction, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 2d8 + Wisdom modifier damage. **Effect:** You conjure four fury spirits in four different squares adjacent to the primary target. Each spirit can make the following secondary attack, using the spirit's square as the origin square. Once a spirit attacks, it disappears. It otherwise lasts until the end of the encounter.

Opportunity Action Close burst 1

Trigger: An enemy enters the spirit's square

Secondary Target: Each enemy in burst

Secondary Attack: Wisdom vs. Reflex

Hit: 5 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Grasping Vines

Your attack causes vines to twist around your foe. They don't let go until it has felt pain.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 3d8 + Wisdom modifier damage. The target is then immobilized until it has taken at least 10 damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Rending Vines

Thorny vines erupt from the earth and snake around your enemies, tearing at them as they try to escape.

Primal, Weapon, Zone

KEYWORDS

Standard		Area burst 2 within weapon range
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d8 + Wisdom modifier damage, and the target is restrained (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Any enemy that starts its turn within the zone takes 5 damage. Until the zone ends, you can make the following secondary attack, using a square within the zone as the origin square.

Free Action Close burst 1

Trigger: An enemy enters the zone

Secondary Target: The triggering enemy in burst

Secondary Attack: Wisdom vs. Reflex

Hit: 5 damage, and the secondary target is restrained (save ends).

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 19

DAILY POWER

Guiding Spirit

Spirits guide your aim, helping you strike a distant foe.

Primal

KEYWORDS

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

Effect: You gain a +5 power bonus to the next ranged attack roll you make before the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Land Passage

The earth opens up and welcomes you and your friend into its primal embrace.

Primal
KEYWORDS

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

Target: You or you and one ally
Trigger: You are targeted by an attack
Effect: The targets are removed from play. At the start of your next turn, they each reappear in unoccupied spaces within 5 squares of the space you left.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Nature's Passage

For a time, you walk partly in the world and partly in the realm of the spirits.

Primal, Stance
KEYWORDS

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

Effect: Until the stance ends, you are phasing.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Primal Morass

Water bubbles up from the ground and creates a morass.

Primal, Zone
KEYWORDS

Standard		Area burst 5 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that lasts until the end of your next turn. Each square within the zone requires 2 extra squares of movement to enter. Creatures ignore this effect while flying.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

Quill Storm

When your projectile hits your enemy, long quills tear from it and fly outward.

Primal, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 2d8 + Wisdom modifier damage. Make a secondary attack that is an area burst 3 centered on the primary target.
Secondary Target: Each creature in burst other than the primary target
Secondary Attack: Wisdom vs. Reflex
Hit: 1d8 damage, and the secondary target takes a -2 penalty to attack rolls (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Roaring Missile

As you attack, your body vibrates with a deep rumble that transitions into a destructive roar from the spirit world and slams into your enemies.

Primal, Thunder, Weapon
KEYWORDS

Standard		Area burst 2 within weapon range
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier thunder damage. Until the end of your next turn, the target is deafened and dazed, and each enemy adjacent to it is deafened.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Sinking Earth

The ground turns to mud beneath your enemy's feet, trapping it in a quagmire.

Primal, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is restrained, and enemies adjacent to it are slowed.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Spirit Inferno

Sparks fly from your weapon as you hit your foe, which erupts in flames that grow worse when its allies attack.

Primal, Fire, Weapon
KEYWORDS

Standard	†	Melee or Ranged weapon
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 2[W] + Wisdom modifier damage. Until the end of your next turn, the target is immobilized and takes 5 fire damage whenever an enemy within 5 squares of it makes an attack.
Spiritbond: Add your Strength modifier to the fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Stride-Breaking Shot

You strike your foe in a sensitive spot, and if the foe retreats, the wound becomes more painful.

Primal, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 2d6 + Wisdom modifier damage. Until the end of your next turn, the target takes 5 damage whenever it moves on its turn or uses an attack power.
Bloodbond: Add your Dexterity modifier to the damage the target takes whenever it moves on its turn or uses an attack power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

Lightning Burst

At your command, tiny sparks grow into humanoid shapes formed from lightning that dance and scorch your enemies.

Primal, Lightning, Weapon
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier lightning damage.
Miss: Half damage.
Effect: Make a secondary attack for each primary target. Each attack is an area burst 1 centered on a different primary target.
Secondary Target: Each creature in burst other than the primary targets
Secondary Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 25
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DAILY POWER

Slavering Sentinels

From the circle drawn with your weapon, slavering spirit beasts appear around you and shelter you from harm.

Primal, Conjunction, Fear, Weapon

KEYWORDS

Standard		Area burst 2 within weapon range
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: You conjure four spirit sentinels in four different unoccupied squares in the burst. The sentinels occupy their squares, and they last until the end of your next turn. The sentinels grant cover to you and your allies. As a move action, you can move a single sentinel to a square within 10 squares of you. While the sentinels persist, you can make the following attack through them.

Opportunity Action Melee 1
Trigger: An enemy starts its turn adjacent to a sentinel
Target: The triggering enemy
Attack: Wisdom vs. Reflex
Hit: 3d8 + Wisdom modifier damage, and you push the target 5 squares from the sentinel.
Sustain Minor: The sentinels persist.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Thundering Shot

An earsplitting crack sounds when you strike, sending thunder out in all directions.

Primal, Thunder, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier thunder damage.
Effect: Make a secondary attack that is an area burst 1 centered on the primary target.
Secondary Target: Each creature in burst
Secondary Attack: Wisdom vs. Fortitude
Hit: 10 thunder damage, and the secondary target is dazed and slowed (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Wind of Decay

A fetid wind carries your missile into the heart of your foes and delivers a sickening stench.

Primal, Poison, Weapon, Zone

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + 2d8 + Wisdom modifier damage, and the target and each enemy adjacent to it are dazed (save ends).
Effect: The attack creates a zone in a burst 1 centered on the target. The zone lasts until you dismiss it as a minor action or until the end of the encounter. Any creature that ends its turn within the zone takes 10 poison damage. As a move action, you can move the zone 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Abundant Growth

Your missile takes root in the target, sprouting creeping vines that cause the target to stumble and fall.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + 2d6 + Wisdom modifier damage, and the target is slowed until the start of your next turn. The first time the target takes damage while slowed by this power, the target is instead immobilized until the end of your next turn. The first time the target takes damage while immobilized by this power, the target falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Angry Earth

Spirits of stone and soil rise in answer to your attack's call and knock down your foes.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + 2d6 + Wisdom modifier damage, and the target and all enemies within 1 squares of it fall prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Devouring Arrow

Your projectile rots as it flies toward your foe, until nothing but horrid maggots remain to feast on the foe.

Primal, Necrotic, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier necrotic damage, and the target and each creature adjacent to it are weakened until the end of your next turn.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Razor Hail

Your projectile splinters into a cloud of razor-sharp icicles that rip flesh and then melt away in a crimson flood.

Primal, Cold, Weapon

KEYWORDS

Standard		Area burst 2 within weapon range
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier cold damage. If the target moves more than half its speed on its next turn, it falls prone at the end of that turn.
Bloodbond: If the target moves at all on its next turn, it grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Widows' Net

The wound your weapon inflicts gives birth to swarming black widows, causing your foe to fall back and ensnare its allies.

Primal, Poison, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.
Hit: 2[W] + Wisdom modifier poison damage, and you slide the target 2 squares. Each enemy adjacent to the target at the end of this movement is restrained until the end of your next turn.
Spiritbond: The number of squares you slide the target equals your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Baleful Shot

The foe you strike with your projectile warps and twists excruciatingly, the sight of which unnerves your enemies.

Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + 2d8 + Wisdom modifier damage, and the target is stunned (save ends).
Miss: Half damage, and the target is dazed (save ends).
Effect: Any enemy that can see the target and isn't immune to fear takes a -2 penalty to attack rolls until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Bones of the Earth



Jagged rocks burst forth in answer to your attack and close on your enemy, crushing it in a stony embrace.

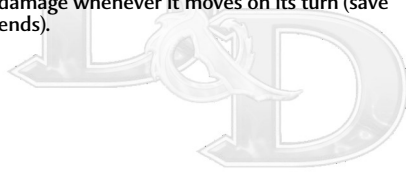
Primal, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + 3d8 + Wisdom modifier damage, and the target takes 10 damage whenever it moves on its turn (save ends).

Miss: Half damage, and the target takes 5 damage whenever it moves on its turn (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Trampling Shot



At your call, spectral rhinos slam into your foes, and then you fire, taking advantage of the chaos unleashed by the stampede.

Primal, Weapon

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

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

Effect: You make a ranged basic attack with a +2 bonus to attack rolls for each target you hit with the close blast and a +5 bonus to damage rolls for each target you missed with it.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Uttercold



Heat flees the target of your attack, freezing the target solid.

Primal, Cold, Weapon

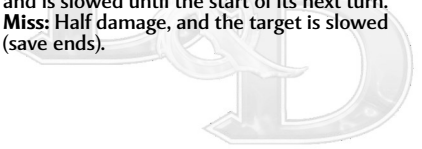
KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + 2d8 + Wisdom modifier cold damage, and the target is restrained and gains vulnerable 10 to all damage (save ends both).

In addition, any enemy that starts its turn adjacent to the target takes 5 cold damage and is slowed until the start of its next turn.

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



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SEEKER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Blade Guide

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

Psionic, Augmentable

KEYWORDS

Minor			Close burst 10
ACTION	←		RANGE
STR	vs	AC	One creature
ATTACK	DEFENSE		TARGET

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

Augment 1

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ETERNAL BLADE | POWER TYPE: FEATURE | LEVEL: 11

ENCOUNTER POWER

Anticipation Tactics

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

Psionic, Augmentable

KEYWORDS

Imm. Interrupt			Close burst 3
ACTION	←		RANGE
INT	vs	Reflex	One ally in burst
ATTACK	DEFENSE		TARGET

Trigger: An enemy within 2 squares of you makes a melee attack
Effect: The target can use a free action to shift 1 square and make a melee basic attack against the triggering enemy. That attack deals 1d8 extra damage to the enemy.

Augment 2

Target: One or two allies in burst or you and one ally in burst
Effect: Each target can use a free action to shift 2 squares and make a basic attack against the triggering enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TALARIC STRATEGIST | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Argent Strike

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

Psionic, Augmentable, Healing, Radiant, Weapon

KEYWORDS

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

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARGENT SOUL | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Avenging Hammer

Your assault scores a deep wound, and your foe will earn itself another if it continues to harm your friends.

Divine, Runic, Teleportation, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage. If the target deals damage to any of your allies before the end of your next turn, you regain the use of this power. You can regain the use of this power only once per encounter.

Rune of Destruction: If the target hits or misses a bloodied ally before the end of your next turn, you can make a melee basic attack against the target as an immediate reaction.
Rune of Protection: If the target hits or misses a bloodied ally before the end of your next turn, you can teleport the target to a square adjacent to you as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HAMMER OF VENGEANCE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Battering Rune

Divine energy blasts out from a gleaming golden rune suspended in the air, battering your foes. The rune's light lingers for a moment, blessing you and your allies with divine favor.

Divine, Runic, Weapon, Zone

KEYWORDS

Standard			Close blast 3
ACTION	←		RANGE
STR	vs	AC	Each enemy in blast
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Strength modifier damage, and you push the target 3 squares.
Effect: The blast creates a zone that lasts until the end of your next turn.

Rune of Destruction: While within the zone, you and your allies gain a +1 power bonus to attack rolls against enemies outside the zone.

Rune of Protection: While within the zone, you and your allies gain a +2 power bonus to AC. The zone is difficult terrain for your enemies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RUNE SHIELD | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Binding Strike

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

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

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

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSIONIC BINDER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Blurring Offensive

You move with such speed and attack with such force that your enemy finds it impossible to track your movements.

Primal, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION			RANGE
WIS	vs	Fort	One creature
ATTACK	DEFENSE		TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Effect: Before the attack, you shift 1 square. If you are marked, that condition ends on you before the shift.

Hit: 2[W] + Wisdom modifier damage, and the target grants combat advantage to you until the end of your next turn. In addition, you slide the target 1 square, and you shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWIFT STRIDER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Bonds of Time

You grasp threads of time and pull them, causing your foes to lose track of the present.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard			Area burst 1 within 20 squares
ACTION	✳		RANGE
INT	vs	Reflex	Each creature in burst
ATTACK	DEFENSE		TARGET

Hit: 2d6 + Intelligence modifier psychic damage, and the target can take only one action during its next turn.

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TIME BENDER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Call of Iron

As you strike your foe, you awaken within your allies' weapons and armor the indomitable power of iron.

Divine, Runic, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage.
Rune of Destruction: Until the end of your next turn, each ally who hits the target with a weapon attack deals 1[W] extra damage.
Rune of Protection: Each ally within 5 squares of you gains a +2 power bonus to AC, or a +4 power bonus if the ally is wearing heavy armor. The bonus lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MASTER OF THE FORGE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Cerulean Blaze

You brandish the Cerulean Sign, channeling its radiance to shove your foe back so hard that it falls. By channeling a bit more energy, you can affect more enemies.

Psionic, Augmentable, Implement, Radiant

Standard		Ranged 20
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier radiant damage, and you push the target 3 squares and knock it prone.

Augment 2

Area burst 1 within 20 squares
Target: Each creature in burst

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CERULEAN ADEPT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Divine Sun

Radiance surrounds you as you teleport yourself and a friend across the battlefield and sear through your enemy's defenses.

Divine, Full Discipline, Implement, Psionic, Radiant, Teleportation

Standard/Move		Melee touch/Melee 1
ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: 3d6 + Dexterity modifier radiant damage, and the target gains vulnerable 5 radiant until the end of your next turn.

Movement Technique

Target: One ally
Effect: You teleport yourself and the target a number of squares equal to your speed + 2 to squares adjacent to each other.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RADIANT FIST POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Draconic Torrent

Like the dragons you seek to emulate, you leap into the air and unleash a torrent of fiery energy upon your enemies.

Psionic, Fire, Full Discipline, Implement

Standard/Move		Close blast 5/Personal
ACTION		RANGE
DEX vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Attack Technique

Hit: 3d8 + Dexterity modifier fire damage.

Movement Technique

Effect: You fly your speed. You can end this movement in midair. At the end of your turn, you fall but take no falling damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INITIATE OF THE DRAGON POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Dream Blade

Your dream form lashes out with a blade of psychic energy at a nearby foe and hinders any enemies that try to pass by it.

Psionic, Implement, Psychic

Standard		Close burst 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Your dream form makes the following melee attack. If your dream form isn't present, you use *manifest dream form* as part of this power, and then your dream form makes the attack.

Target: One creature adjacent to your dream form
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier psychic damage.
Effect: Until the end of your next turn, squares adjacent to your dream form are difficult terrain for your enemies.

Augment 2

Target: Each enemy adjacent to your dream form

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DREAMWALKER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Eternal Vigilance

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

Psionic, Augmentable, Weapon

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

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ETHERAL BLADE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Follow-Up Gore

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

Weapon

Standard		Melee 1
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLOODED CHAMPION POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Freezing Blast

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

Cold

Free		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	The creature you hit

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

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

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS NATURE'S AVATAR POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Guardian's Might

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

Psionic, Augmentable, Weapon

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

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

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

Augment 2

Target: One or two creatures

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS IRON GUARDIAN POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Irruption of the Living Gate

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

Psionic, Augmentable, Implement, Zone

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Intelligence modifier damage.

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

Augment 2 (Teleportation)

Area burst 1 within 10 squares

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHARD DISCIPLE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Knifing Wind

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

Psionic, Augmentable, Weapon

KEYWORDS

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

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ZEPHYR BLADE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Mote of the Sun

Your weapon strike unleashes a mote of blinding light that leaves your foes reeling.

Divine, Radiant, Runic, Weapon

KEYWORDS

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

Attack Strength vs. AC

Hit: The target and each enemy adjacent to it are blinded until the end of your next turn.

Rule of Destruction: The target also takes 1[W] + your Strength modifier radiant damage.

Rule of Protection: When the blindness ends on the target, all creatures have concealment against it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
LIGHT BRINGER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Phantom Hook

You let fly a psychic harpoon, which disrupts both flesh and incorporeal matter with equal reliability.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 20
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d12 + Intelligence modifier psychic damage, and you pull the target 1 square. If the target is insubstantial, it loses the insubstantial quality until the end of your next turn.

Augment 2

Hit: 2d12 + Intelligence modifier psychic damage, and you pull the target 5 squares. If you pull the target to a square adjacent to you, the target is immobilized until the end of your next turn. If the target is insubstantial, it loses the insubstantial quality until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
UNCARNATE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Ravaging Shot

You draw from your ancestors' insights to guide your shots.

Primal, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
CRIMSON HUNTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Savage Archery

The vengeance that you instill in each shot tears into your foes and lowers their defenses.

Primal, Weapon

KEYWORDS

Standard	✱	Area burst 2 within weapon range
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DEATH ARROW

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Spirit Shackles

When your projectile hits, primal spirits pull at your target, slowing it down.

Primal, Weapon

KEYWORDS

Standard	✱	Area burst 1 within weapon range
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SEVEN FATES ARCHER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Stinging Rebuke

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

Psionic, Augmentable, Weapon

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
CON vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy adjacent to you attacks you or your ally with a melee or a close attack
Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
Effect: Until the end of your next turn, the range of your *mind spike* power increases to 10, but it remains a melee power. In addition, you can use your *mind spike* power as a free action once before the start of your next turn.

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
STEEL EGO

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Stygian Strike

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

Psionic, Augmentable, Fear, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

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

Augment 2

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
STYGIAN ADEPT

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Tormented Spirit

Spirits whisk you and an enemy away, and you sap your foe's strength with your deadly touch.

Psionic, Full Discipline, Implement, Necrotic, Teleportation

KEYWORDS

Standard/Move	↓	Melee touch/Melee 1
ACTION		RANGE
DEX vs Fort		One enemy granting combat advantage to you
ATTACK	DEFENSE	TARGET

Attack Technique

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

Movement Technique

Target: One enemy
Effect: You teleport yourself and the target 5 squares to squares adjacent to each other. The target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
GHOSTWALKER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Trace Chance

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

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RRATHMAL | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Tumbling Boulder

The boulder moves slowly at first, but once it picks up speed, few things can stop it.

Psionic, Full Discipline, Implement

KEYWORDS

Standard/Move		Melee touch/Personal
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Hit: 2d10 + Dexterity modifier damage, and the target falls prone and can't stand up until the end of your next turn.

Movement Technique
Effect: You shift half your speed and gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MOUNTAIN DEVOTEE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Blessing of the Forge

At your touch, your ally's armor gains unmatched strength, causing even the mightiest blow to bounce off it.

Divine

KEYWORDS

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

Target: One ally
Effect: Until the end of your next turn, the target gains a +2 power bonus to AC, or a +4 power bonus if the target is wearing heavy armor.
Special: You can use this power only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MASTER OF THE FORGE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Iron Defense

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: IRON GUARDIAN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Rrathmal Pursuit

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

KEYWORDS

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

Trigger: An adjacent enemy shifts away from you
Effect: You shift your speed to a square adjacent to the triggering enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RRATHMAL | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Binding Aim

You pause long enough to whisper your enemy's name to the arrow you are about to fire.

Primal

KEYWORDS

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

Effect: You gain a +6 power bonus to the next ranged attack roll that you make before the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEATH ARROW | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Bloodthirsty Shift

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

KEYWORDS

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

Trigger: You reduce an enemy to 0 hit points
Effect: You shift your speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOODED CHAMPION | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Dream Stride

Stepping through the realm of dreams, you and your dream form switch places.

Psionic, Teleportation

KEYWORDS

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

Effect: You and your dream form teleport, swapping positions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DREAMWALKER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Executioner's Summons

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

Psionic, Teleportation

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSIONIC BINDER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Forceful Contempt

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
STEEL EGO	UTILITY	12

UTILITY POWER

Harden Mind

By focusing on what's real, you shut out the psychic tumult damaging you.

Psionic
KEYWORDS

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

Trigger: You take psychic damage
Effect: You gain psychic resistance equal to 5 + one-half your level until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CERULEAN ADEPT	UTILITY	12

UTILITY POWER

Hunter's Mobility

An enemy's momentary weakness gives you the chance to adjust your position.

Primal
KEYWORDS

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

Trigger: An enemy you can see is bloodied by an attack
Effect: You shift half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CRIMSON HUNTER	UTILITY	12

UTILITY POWER

Intercepting Shot

Reacting with instinctive speed, you intercept an enemy's attack.

Primal, Weapon
KEYWORDS

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

Target: The triggering enemy
Trigger: An enemy hits an ally adjacent to you with a ranged attack
Effect: Make a ranged basic attack against the target with a -2 penalty to the attack roll. Your attack has no effect on the target, whether it hits or misses. However, if it hits, the ally gains a +5 bonus to all defenses against the triggering enemy's attack, and if that attack still hits, the ally takes only half damage from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SEVEN FATES ARCHER	UTILITY	12

UTILITY POWER

Mental Zephyr

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

Psionic
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ZEPHYR BLADE	UTILITY	12

UTILITY POWER

Root the Mountain

You assume a wide stance, digging your feet into the ground to become as steadfast as the mountain.

Psionic, Stance
KEYWORDS

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

Effect: Until the stance ends, you can't be pulled, pushed, slid, or knocked prone unless you want to be. You are slowed while you are in this stance. You can end the stance as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MOUNTAIN DEVOTEE	UTILITY	12

UTILITY POWER

Swift Vengeance

After being hit, you adjust your position to prepare your revenge.

Primal
KEYWORDS

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

Trigger: An enemy hits you with a melee attack
Effect: You shift 1 square. Until the end of your next turn, the triggering enemy grants combat advantage to you, and you can score a critical hit on a roll of 19-20 against that enemy when you make weapon attacks against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWIFT STRIDER	UTILITY	12

UTILITY POWER

Anthem of the Dawn

You trace the rune of dawn with lines of gleaming energy. The rune flares with power, inspiring your allies to greater glory.

Divine, Healing
KEYWORDS

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

Target: You and each ally in burst
Effect: Each target can spend a healing surge. Any target who does so gains temporary hit points equal to his or her healing surge value, and blinding effects end on him or her.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
LIGHT BRINGER	UTILITY	12

UTILITY POWER

Blade Guide's Counsel

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

Psionic
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ETERNAL BLADE	UTILITY	12

UTILITY POWER

Burgeoning Reserves

Your touch restores vitality to a fallen comrade.

Psionic, Healing

KEYWORDS

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

Target: One dying ally
Effect: The target can spend a healing surge, and he or she gains regeneration 5 until the end of your next turn.
Sustain Minor: The regeneration persists. You can sustain the regeneration only if the target is bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARGENT SOUL	UTILITY	12

UTILITY POWER

Dragon's Vengeance

When your enemy earns your ire by wounding you, the heat of dragon's fire washes off you in waves.

Psionic, Fire, Stance

KEYWORDS

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

Effect: Until the stance ends, any enemy that starts its turn adjacent to you while you are bloodied takes 5 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INITIATE OF THE DRAGON	UTILITY	12

UTILITY POWER

Haunting Shadows

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

Psionic, 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 your next turn. When you move, the zone moves with you, remaining centered on you. Your allies have concealment against enemies that are within the zone.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
STYGIAN ADEPT	UTILITY	12

UTILITY POWER

Insightful Command

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
TALARIC STRATEGIST	UTILITY	12

UTILITY POWER

Nature's Rebirth

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

Psionic

KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
NATURE'S AVATAR	UTILITY	12

UTILITY POWER

Recrystallize

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

Psionic, Healing, Teleportation

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You drop to 0 hit points or fewer
Effect: You spend a healing surge and then teleport 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SHARD DISCIPLE	UTILITY	12

UTILITY POWER

Rune of Shielding

You channel divine power as you inscribe a rune into the ground. The rune glows with silver energy that spreads into a zone of protection around you.

Divine, 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 your next turn. When any enemy enters a square within the zone, its move ends. Enemies can't be pulled, pushed, or slid to a square within the zone.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RUNE SHIELD	UTILITY	12

UTILITY POWER

Shed Body

You cast aside your body, briefly becoming a creature of pure thought.

Psionic

KEYWORDS

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

Effect: You become a being of thought until the end of the encounter. In this form, you are insubstantial, gain fly 6 (hover; altitude limit 2) and a +2 power bonus to AC and Reflex, and can't take standard actions. You can end the effect as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
UNCARNATE	UTILITY	12

UTILITY POWER

Soul Dance

Your form wavers, and in a blink of an eye, you are somewhere else.

Psionic, Stance, Teleportation

KEYWORDS

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

Effect: Until the stance ends, you have concealment. When any enemy misses you with a melee attack, you can use a free action to teleport to a square adjacent to that enemy and gain combat advantage against it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
GHOSTWALKER	UTILITY	12

UTILITY POWER

Time Strider

You slow down time slightly, moving like a hummingbird as you dart among your slow-moving friends and foes.

Psionic
KEYWORDS

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

Effect: Until the end of the encounter, you gain a +2 power bonus to attack rolls, saving throws, and all defenses, and you gain a power bonus to speed equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TIME BENDER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Undimmed Sun

Just as you begin to feel the weight of your wounds, you stand defiant as the gods heal you.

Divine, Healing, Psionic
KEYWORDS

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

Requirement: You must be bloodied.
Effect: You regain hit points as if you had spent a healing surge. Until the end of the encounter, you gain resistance to all damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RADIANT FIST | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Argent Flood

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

Psionic, Healing, Radiant, Weapon
KEYWORDS

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

Hit: 4[W] + Charisma modifier radiant damage.
Effect: Each ally within 5 squares of you can either spend a healing surge or gain temporary hit points equal to his or her healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARGENT SOUL | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Aspect of the Iron Guardian

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

Psionic, Polymorph, Weapon
KEYWORDS

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

Hit: 3[W] + Constitution modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: You assume the aspect of the iron guardian until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.

Augment 1
Effect: Until the start of your next turn, you gain a +2 power bonus to AC, and any enemy adjacent to you that falls prone or starts its turn prone takes damage equal to your Constitution modifier. In addition, choose a single creature hit by the at-will attack. That creature takes extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: IRON GUARDIAN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Avalanche Throw

You stab the enemy as it moves in to attack, and you throw it across the battlefield, then leap through the air to deliver a devastating attack.

Psionic, Implement
KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
DEX vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An adjacent enemy hits you with a melee or a close attack
Hit: 1d10 + Dexterity modifier damage, and you push the target 5 squares and knock it prone.
Miss: Half damage, and you push the target 2 squares.
Effect: You jump to a square you can see adjacent to the target. This movement doesn't provoke opportunity attacks. Then make a secondary attack against the target.
Secondary Attack: Dexterity vs. Fortitude
Hit: 1d10 + Dexterity modifier damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MOUNTAIN DEVOTEE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Blinding Sun Technique

You utter a prayer as the psionic energy within you flows into your attack. With each strike, the divine radiance that burns within you grows stronger.

Divine, Implement, Psionic, Radiant
KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Dexterity modifier radiant damage.
Miss: Half damage.
Effect: Until the end of the encounter, you gain a +4 power bonus to damage rolls, and you can score a critical hit with monk powers and radiant fist powers on a roll of 19-20. When you score a critical hit with such powers, the target of the critical hit is blinded (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RADIANT FIST | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Bloody Despair

Your careful shot nudges the enemy into despair, robbing it of some of its strength.

Primal, Reliable, Weapon
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
WIS vs Fort		One bloodied creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and the target is weakened (save ends). The target takes a -5 penalty to saving throws against this effect until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CRIMSON HUNTER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Cloud of Doom

You launch many arrows, causing a black cloud of them to fall on your foes and litter the ground with broken shafts and razor-sharp barbs.

Primal, Weapon
KEYWORDS

Standard	✦	Area burst 3 within weapon range
ACTION		RANGE
WIS vs AC		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage. If the target is flying, it falls prone.
Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter. Any creature takes 5 damage when it enters the zone on its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEATH ARROW | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Combined Effort

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

Psionic, Weapon
KEYWORDS

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

Attack: Charisma vs. AC. You gain a +1 bonus to the attack roll for each ally within 2 squares of the target.
Hit: 4[W] + Charisma modifier damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TALARIC STRATEGIST | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Dawning Light

Light erupts from your weapon, driving your foes away just as the dawn pushes back the night.

Divine, Radiant, Weapon

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
STR vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier radiant damage, and you push the target 4 squares.
Miss: Half damage, and you push the target 2 squares.
Effect: Each ally in the blast gains 10 temporary hit points and can shift 3 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LIGHT BRINGER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Dissolve the Flesh

You concentrate on the matter making up your foe. With a psionic strike, you destabilize that matter, and your foe begins to dissolve away.

Psionic, Implement

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✱	RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Intelligence modifier damage, and ongoing 10 damage (save ends).
First Failed Saving Throw: The target is also dazed (save ends).
Miss: Half damage, and ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS UNCARNATE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Draconic Avatar

You unleash a gout of flame as you transform into a shape between a humanoid and a dragon. Wings surge from your back, your hands grow long, sharp talons, and your skin becomes as hard as a dragon's scales.

Psionic, Fire, Implement, Polymorph

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
DEX vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Dexterity modifier fire damage.
Miss: Half damage.
Effect: You can assume the form of the dragon. Until the end of the encounter, you gain a +2 power bonus to AC, a +4 power bonus to damage rolls with monk powers and initiate of the dragon powers, and a fly speed equal to your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INITIATE OF THE DRAGON POWER TYPE ATTACK LEVEL 20

DAILY POWER

Driving Gore

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

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You charge and use the following attack in place of a melee basic attack.
Target: One creature
Attack: Strength + 8 vs. AC
Hit: 5d6 + Strength modifier damage, and you slide the target 4 squares and knock it prone.
Miss: Half damage, and you slide the target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLOODED CHAMPION POWER TYPE ATTACK LEVEL 20

DAILY POWER

Fear and Loathing

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

Psionic, Fear, Psychic, Weapon

KEYWORDS

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

Hit: 4[W] + Constitution modifier psychic damage, and the target provokes opportunity attacks whenever it makes melee attacks (save ends).
Miss: Half damage, and the target provokes opportunity attacks whenever it makes melee attacks before the end of your next turn.
Effect: Until the end of the encounter, you can use a free action to slide the target 1 square whenever it is hit by an opportunity attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STEEL EGO POWER TYPE ATTACK LEVEL 20

DAILY POWER

Fury of the Forge

As your weapon crashes into your foe, you call on the forge rune to scorch that enemy.

Divine, Fire, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).
Miss: Half damage, and ongoing 5 fire damage (save ends).
Effect: Until the target saves against the ongoing fire damage, your allies deal 1d6 extra fire damage when they hit it with melee attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER OF THE FORGE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Guided Aggression

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

Psionic, Weapon

KEYWORDS

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

Hit: 3[W] + Constitution modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: Until the end of the encounter, you can use *eternal vigilance* against the target as an at-will power. In addition, you regain 2 power points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ETERNAL BLADE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Hounding Shield of Radiance

Radiance washes over your foe, coalescing in a gleaming shield that whirls around it, spoiling the foe's attacks.

Divine, Radiant, Weapon

KEYWORDS

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

Hit: 3[W] + Strength modifier radiant damage.
Miss: Half damage.
Effect: You mark the target until the end of the encounter. Until the mark ends, you can make the following secondary attack against the target.
Opportunity Action Melee 1
Trigger: The target hits your ally
Secondary Attack: Strength vs. Will
Hit: 5 radiant damage, and the ally takes only half damage from the target's attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RUNE SHIELD POWER TYPE ATTACK LEVEL 20

DAILY POWER

Lost in Time

You detach your foe from the swath of space-time it currently inhabits. Unmoored, it briefly becomes lost in time.

Psionic, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target takes ongoing 10 psychic damage and is removed from play (save ends both). When this effect ends, the target reappears in the space it last occupied or in the nearest unoccupied space of its choice.
Aftereffect: 1d10 + Intelligence modifier psychic damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TIME BENDER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Nature's Purging Fire

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

Fire, Teleportation

KEYWORDS

Free		Personal
ACTION		RANGE
vs		The creature you hit or missed
ATTACK	DEFENSE	TARGET

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

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

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

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: NATURE'S AVATAR
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Perfect Prison

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

Psionic, Fear, Weapon, Zone

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
CHA vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

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

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Dazed creatures cannot leave the zone. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSIONIC BINDER
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Seal the Threshold

You emanate a blaze of cerulean fire and shoot it toward your foe, engulfing that enemy in the fire's fury. The fire continues to burn those tainted by aberration.

Psionic, Implement, Radiant

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Intelligence modifier radiant damage.

Miss: Half damage.

Effect: You regain 1 power point, and the target takes ongoing 5 radiant damage (save ends). If the target is aberrant, the ongoing damage increases to 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CERULEAN ADEPT
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Shard Storm

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

Psionic, Implement, Polymorph, Teleportation, Zone

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Intelligence modifier damage.

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

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHARD DISCIPLE
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Storm Dance Strike

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

Psionic, Stance, Teleportation, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CON vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Constitution modifier damage.

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

Opportunity Action Melee 1

Trigger: An adjacent enemy marked by you moves without shifting

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHYPH BLADE
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Storm of Five Spirits

Your missile's impact into the ground calls forth a pack of angry spirits to harry your foes.

Primal, Conjunction, Weapon

KEYWORDS

Standard		Area burst 3 within weapon range
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure five angry spirits in five different unoccupied squares in the burst. The spirits occupy their squares, and they last until the end of your next turn. You and your allies can gain cover from the spirits and can move through their squares. While adjacent to any of the spirits, enemies take a -2 penalty to attack rolls. When the spirits appear, each one makes the following melee attack.

Target: One enemy adjacent to the spirit

Attack: Wisdom vs. Reflex

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SEVEN FATES ARCHER
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Striding Barrage

You speed across the battlefield, loosing shot after shot as you move.

Primal, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Effect: Before the primary attack, you shift 2 squares.

Hit: 1[W] + 2d6 + Wisdom modifier damage, and the primary target is slowed (save ends).

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

Secondary Target: One creature other than the primary target

Secondary Attack: Wisdom -1 vs. AC

Hit: 1[W] + 2d6 + Wisdom modifier damage, and the secondary target is slowed (save ends).

Effect: You shift 2 squares and make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary targets

Tertiary Attack: Wisdom -2 vs. AC

Hit: 1[W] + 2d6 + Wisdom modifier damage, and the tertiary target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWIFT STRIDER
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Subconscious Horror

Your attack conjures a horrific vision that only you and your enemy can see.

Psionic, Conjunction, Fear, Psychic, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage.

Miss: Half damage.

Effect: You conjure a subconscious horror in an unoccupied square within 5 squares of you. The horror lasts until the end of your next turn. The horror is invisible to everyone but you and the target. Whenever the target starts its turn and can see the horror, the target must either end that turn farther away from the horror than where it started, by at least a number of squares equal to half its speed, or take 10 psychic damage and grant combat advantage until the start of its next turn.

Sustain Minor: The horror persists, and you can move it 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STYGIAN ADEPT
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

True Dream Form

You fashion a replica of your strongest dreams and send it forth to do your bidding.

Psionic, Implement, Psychic, Summoning

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon your true dream form in an unoccupied square within range. Your true dream form is Medium and has speed 6 and fly 6 (hover). You can see and hear as if you were in your true dream form's space, and you can use powers as if you were there. Your true dream form can flank with your allies, and you gain combat advantage against any target your true dream form is flanking. You can give your true dream form the following special command. On the turn you summon your true dream form, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Intelligence vs. Reflex; 3d8 + Intelligence modifier psychic damage, and ongoing 5 psychic damage (save ends).

Instinctive Effect: If you haven't given your true dream form any commands by the end of your turn, it uses one of your psionic at-will attack powers that has the implement keyword against an enemy of your choice. It can't augment the power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DREAMWALKER
POWER TYPE: ATTACK
LEVEL: 20

DAILY POWER

Vengeance Shroud



Exerting your steely will, you force order onto the chaos of battle and turn the hostility of your adversaries into suffering.

Psychic, Zone

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE

DEX or WIS +6	vs	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Hit: 2d10 + Dexterity or Wisdom modifier psychic damage. The first time the target hits or misses during each of its turns, it takes 10 psychic damage (save ends).

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. While within the zone, any ally can take 10 on the first attack roll of his or her turn, rather than rolling a d20.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RRATHMAL	ATTACK	20

DAILY POWER

Vengeance's End



Your enemy has visited enough damage upon you. Divine energy wreathes you in radiance as you strike to put an end to its villainy.

Divine, Radiant, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

STR	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

Requirement: You must be bloodied.

Hit: 5[W] + Strength modifier radiant damage. Reroll all of these damage dice that roll a 1 or a 2, and continue rerolling until you roll higher than 2 on all the dice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HAMMER OF VENGEANCE	ATTACK	20

DAILY POWER

Vengeful Ghost



You strike your opponent with such force that you rattle its soul. You teleport away, leaving it vengeful.

Psionic, Implement, Teleportation

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE

DEX	vs	Will	One enemy granting combat advantage to you
ATTACK	DEFENSE	TARGET	

Hit: 2d10 + Dexterity modifier damage, and the target is stunned (save ends).

Aftereffect: The target is dazed until it hits you with a melee attack or until it takes damage.

Miss: Half damage, and the target is dazed (save ends).

Effect: You teleport 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
GHOSTWALKER	ATTACK	20

DAILY POWER

Flawless Maneuver

Above the din and chaos of battle, your mind focuses with absolute clarity as you spot the perfect moment for your next attack.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a +10 power bonus to your next attack roll. If that roll is a natural 1, the attack doesn't automatically miss.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DIAMOND SOUL	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Persistent Runes

As you master the secrets of rune crafting, you learn to forge runes that last longer than normal.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You miss with a rune priest encounter attack power
Effect: The attack power's rune state takes effect despite the miss.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RUNE MAKER	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Relentless Step

No enemy can escape from you and your ally. All it takes is for one arrow to find its mark, and you can close in for the kill.

Primal, Teleportation
KEYWORDS

Minor		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: You teleport yourself and the target to different squares within 5 squares of an enemy within 20 squares of you. You must have hit the enemy with a seeker attack during this turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER OF THE ETERNAL HUNT	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Brilliant Strategy

You weave a skein of psionic magic, combining your allies' talents into a single, unbeatable force.

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 you can see in burst
Effect: Until the end of your next turn, you and your allies gain a bonus to attack rolls against the target equal to the number of your allies adjacent to it. If the target drops to 0 hit points, you can use this power again during this encounter.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WAR MASTER	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Indomitable Stratagem

You spot a minor flaw in your foe's fighting style, one that you can exploit to deadly effect.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Choose one enemy you can see. Until the end of the encounter, you gain a +2 power bonus to attack rolls against that enemy, and when you use battlemind at-will attacks that are unaugmented against that enemy, you can treat them as if they were augmented by 1 power point (level 1, 3, 7, 13, and 17 powers) or 2 power points (level 23 and 27 powers).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVINCIBLE MIND	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Rejuvenate Mind

Light emanates from you as you reach into the collective unconscious and touch a font of mental power.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You regain either all your power points or the use of all your dally powers, except this one. You also gain a number of temporary hit points equal to your highest ability score.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GODMIND	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Goring Charge

You charge the enemy and gore it with your horns.

KEYWORDS

Standard		Melee 1
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Effect: You charge and make the following attack in place of a melee basic attack.
Target: One creature.
Attack: Strength, Constitution, or Dexterity + 4 (+6 at 11th level and +8 at 21st level) vs. AC
Hit: 1d6 + Strength, Constitution, or Dexterity modifier damage, and you knock the target prone.
Level 11: 2d6 + Strength, Constitution, or Dexterity modifier damage.
Level 21: 3d6 + Strength, Constitution, or Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MINOTAUR	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Iron Mind

Under the brunt of an attack, you use the power of your mind to fortify Yourself against harm.

KEYWORDS

Imm. Interrupt		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Trigger: You are hit by an attack
Effect: You gain a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GITHZERA	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Pursuit of the Hunter

Your prey tries to maneuver away, but there is no escape.

KEYWORDS

Imm. Reaction		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 2 squares of you moves on its turn
Effect: You shift 3 squares. Until the end of your next turn, you deal 1d6 extra damage to the triggering enemy when you hit it, and you ignore the -2 penalty to attack rolls for attacking it when it has cover or concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDEN	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Shard Swarm

You loosen your mental grip on your physical form, distracting your foes with a swarm of shards. You then reform elsewhere.

KEYWORDS

Move		Close burst 1
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Each enemy in burst

Effect: Each target grants combat advantage to you until the end of your next turn. You then teleport half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHARDMIND	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Voyage of the Ancients

You vanish and leave a bewildered foe in your wake.

KEYWORDS

Free		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy with an area or a close attack
Effect: You teleport 3 squares. Choose a single enemy you hit with the attack. You and one ally you can see gain combat advantage against that enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDEN	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Wrath of the Destroyer

Your destroyer aspect responds to an attack with deadly force.

KEYWORDS

Imm. Reaction		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Trigger: A bloodied enemy attacks you or your ally adjacent to you
Effect: You either make a melee basic attack against the triggering enemy or charge it. If your attack hits, the enemy is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDEN	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Balm of the Cultivator



Your enemy's attack releases healing energy within you, which you use to aid your friend.

Healing

KEYWORDS

Imm. Reaction



Close burst 5

ACTION



RANGE

VS

One ally in burst

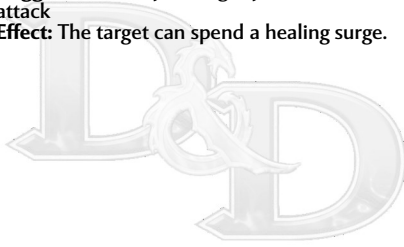
ATTACK

DEFENSE

TARGET

Trigger: An enemy damages you with an attack

Effect: The target can spend a healing surge.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE
FEAT

LEVEL

ENCOUNTER POWER


Agile Recovery

With a quick leap, you are back on your feet and ready to act.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You stand up.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ACROBATICS)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER


False Bravado

Your apparent courage makes your enemy think twice about pressing its attack.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be marked.
Effect: You are no longer marked.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (BLUFF)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

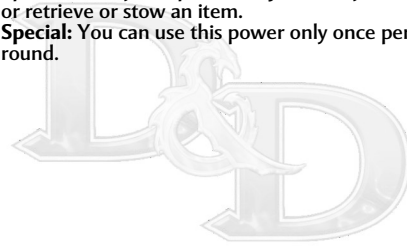
Fast Hands

Your fingers blur as you manipulate objects faster than the eye can follow.

KEYWORDS

Free		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You draw or sheathe a weapon, pick up an item in your space or adjacent to you, or retrieve or stow an item.
Special: You can use this power only once per round.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (THIEVERY)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

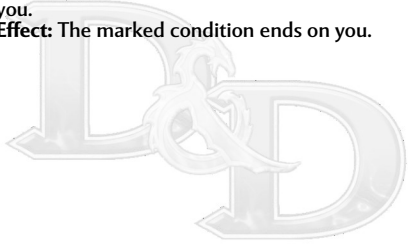
Obscured Avoidance

Although your enemy's attention is on you, its inability to see you clearly can keep you out of harm's way.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be marked and have concealment from the creature that marked you.
Effect: The marked condition ends on you.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STEALTH)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

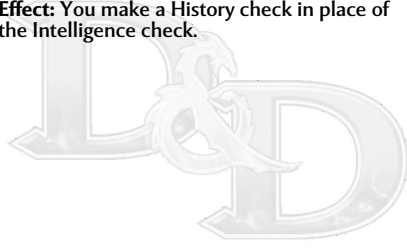
Perfect Recall

Your mind is a steel trap; nothing escapes it.

KEYWORDS

Free		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You would make an Intelligence check
Effect: You make a History check in place of the Intelligence check.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HISTORY)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

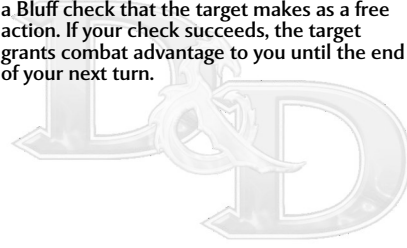
Anticipate Maneuver

You read your opponent like an open book and outsmart it.

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature
Effect: You make an Insight check opposed by a Bluff check that the target makes as a free action. If your check succeeds, the target grants combat advantage to you until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INSIGHT)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

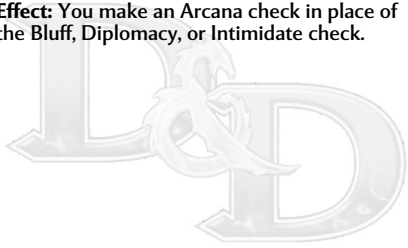
Arcane Mutterings

You launch into a recitation of obscure lore on a subject to impress, cow, or trick your audience.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You would make a Bluff, a Diplomacy, or an Intimidate check
Effect: You make an Arcana check in place of the Bluff, Diplomacy, or Intimidate check.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ARCANA)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

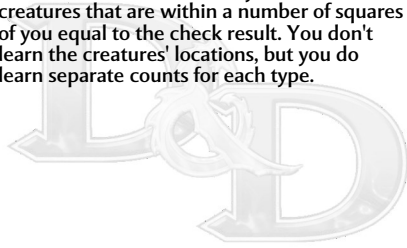
Arcane Senses

You refocus your eyes to see magic energy invisible to the untrained eye, learning how many magical creatures are nearby.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make an Arcana check and learn the number of elemental, fey, and shadow creatures that are within a number of squares of you equal to the check result. You don't learn the creatures' locations, but you do learn separate counts for each type.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ARCANA)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Battle Feint

Your sudden move causes the enemy to flinch, setting up your ally's next attack.

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature
Effect: You make a Bluff check opposed by the target's passive Insight check. If the check succeeds, one ally adjacent to you gains combat advantage against the target for that ally's next attack against it before the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (BLUFF)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Bounding Leap

As you spring through the air, you tuck in your legs and arms, spinning to eke out a little extra distance.

KEYWORDS

Move		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 with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ATHLETICS)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

City Rat

Like a rat, you are particularly skilled at using the environment, as well as your companions, to stay out of sight.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You end a move action and have cover against at least one creature
Effect: You make a Streetwise check in place of a Stealth check to become hidden from any creature against which you have cover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STREETWISE)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Deep Shadows

Judging the play of shadows against the cave wall, you spot a hiding place that an untrained explorer would overlook.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must have cover or concealment underground.
Effect: You make a Dungeoneering check in place of a Stealth check to hide.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DUNGEONEERING)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Far Sight

You focus your senses to pick out enemies at the edge of your vision.

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 ranged weapon attack rolls take no penalty from long range, and they ignore cover and concealment, but not superior cover or total concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (PERCEPTION)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Healer's Gift

You tend to a fallen comrade and stave off death's touch.

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One dying creature
Effect: The target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HEAL)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Legend Lore

Legends are your specialty, and you can always find a use for these stories.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You would make a knowledge check using a skill other than History
Effect: You make a History check in place of the knowledge check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HISTORY)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Lock Tap

A practiced tap is sometimes all it takes to pop open a lock.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a Thievery check to open an adjacent lock.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (THIEVERY)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Mounted Coordination

You synchronize your attack with your mount's movements to maximize your damage.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be mounted on a willing creature.
Effect: You gain a +2 bonus to the damage roll of your next attack before the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (NATURE)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Ominous Threat

You draw your enemy's attention to rest squarely on you.

KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The enemy you hit
Trigger: You hit an enemy with a melee attack
Effect: You mark the target until the end of your next turn. In addition, one ally marked by the target is no longer marked.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INTIMIDATE)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Otherworldly Lore

Something about the aberrant horror's movements strikes a chord: you know just how to fight it.

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One aberrant creature you can see in burst
Effect: You make a Dungeoneering monster knowledge check to determine the target's resistances and vulnerabilities. If the check succeeds, you or one ally who can hear you gains a +4 power bonus to his or her next attack roll against the target before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (DUNGEONEERING)	UTILITY	2

UTILITY POWER

Quick Palm

Through sleight of hand, you make the object disappear.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a Thievery check either to pick an adjacent pocket or to use sleight of hand.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (THIEVERY)	UTILITY	2

UTILITY POWER

Scrambling Climb

You use your forward momentum to help pull yourself upward.

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make an Athletics check to climb with a +5 power bonus. If the check succeeds, you climb a number of squares equal to 2 + your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (ATHLETICS)	UTILITY	2

UTILITY POWER

Endure Pain

You grin and bear it, shrugging off the pain of a new wound.

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: Until the end of your next turn, you gain resistance to all damage equal to 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (ENDURANCE)	UTILITY	2

UTILITY POWER

Faith Healing

Your prayers help an ally recover from injury.

Healing

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature
Effect: The target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (RELIGION)	UTILITY	2

UTILITY POWER

Invigorating Presence

Inspired by your resilience, your allies find the will to overcome challenges.

KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Requirement: Your second wind must be available for you to use.
Effect: You use your second wind, and each target gains temporary hit points equal to 10 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (ENDURANCE)	UTILITY	2

UTILITY POWER

Nature Sense

The forest is quiet... too quiet.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You would roll initiative in a natural environment
Effect: You make a Nature check in place of your initiative check. In addition, you and your allies gain a +4 bonus to all defenses until the end of the first round of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (NATURE)	UTILITY	2

UTILITY POWER

Nose for Trouble

Many years of life in cities have taught you to keep a close eye on your surroundings. When trouble breaks out, you're ready for it.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You roll initiative and dislike the result
Effect: You make a Streetwise check, and you use either that check result or your initiative check result as your initiative.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (STREETWISE)	UTILITY	2

UTILITY POWER

Soothing Words

The battle done, your allies turn to you for words of encouragement and support.

KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally who can hear you in burst
Requirement: You must be taking a short rest.
Effect: When each target spends one or more healing surges at the end of the short rest, he or she regains additional hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (DIPLOMACY)	UTILITY	2

UTILITY POWER

Strategist's Epiphany

Recalling ancient battles, you find their echoes in your enemies' positions and use that knowledge to help your side in the battle.

KEYWORDS

Free		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Trigger: You roll initiative
Effect: You make a History check, and each target can use the check result as his or her initiative check result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HISTORY)	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Perfect Balance

No matter how narrow the path, you have the balance and coordination needed to walk it.

KEYWORDS

Move		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You move your speed -2. During this movement, you ignore difficult terrain, and you can move across any horizontal surface that is at least 3 inches wide without making an Acrobatics check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ACROBATICS)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Practiced Rider

So familiar are you with the saddle, you can spring to or from your mount in a flash.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You mount or dismount a willing, adjacent creature that has the mount keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (NATURE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Censure the Unholy

Brandishing your holy symbol, you drive undead away and bolster your allies against them.

Zone

KEYWORDS

Minor		Close burst 1
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be wearing or holding a holy symbol.
Effect: The burst creates a zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a +2 power bonus to all defenses against undead creatures. If an undead creature ends its turn within the zone, you push it 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (RELIGION)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Concealed Shift

Your enemy misjudges your position, giving you a chance to duck out of the way.

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy misses you with a melee or a ranged attack while you have concealment or cover from it
Effect: You shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STEALTH)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Confusing Blather

You spew a stream of nonsense, leaving your enemies puzzled.

KEYWORDS

Minor		Close burst 1
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each enemy in burst
Effect: You make a Bluff check opposed by each target's passive Insight check. If the check succeeds against a target, that target cannot make opportunity attacks against you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (BLUFF)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Delay Poison

Your ministrations briefly protect your patient from poison.

KEYWORDS

Minor		Melee 1
ACTION	↓	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one creature
Effect: The target is immune to poison until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HEAL)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Demoralize Foe

You spit an ugly threat at your adversary, making it think twice before it attacks you.

Fear

KEYWORDS

Free		Melee 1
ACTION	↓	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The enemy you hit
Trigger: You hit an enemy with a melee attack
Effect: The target takes a -2 penalty to attack rolls against you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INTIMIDATE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Dirty Tricks

Using trickery, you create opportunities to evade capture.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a Bluff check opposed by an adjacent enemy's passive Insight check. If the check succeeds, you move 1 square and don't provoke an opportunity attack from that enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (BLUFF)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Dodge Step

Relying on superior balance and agility, you move in the blink of an eye.

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy ends its turn adjacent to you
Effect: You shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ACROBATICS) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Empathic Read

You sense where the conversation is headed and stop an ally from making a gaffe.

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An ally fails a Bluff, a Diplomacy, or an Intimidate check
Effect: The target rerolls the skill check and uses either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INSIGHT) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Everybody Move

You inspire terror in your enemies.

KEYWORDS

Minor		Close blast 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each enemy in blast
Effect: You push each target 1 square, but not into hindering terrain.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INTIMIDATE) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Eyes of the Deep Delver

Long hours of working in dimness allow you to focus your senses for a moment to see in utter darkness.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain blindsight 10 until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DUNGEONEERING) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Fast Talk

During a negotiation, your misstep becomes an opportunity to find your opponent's weakness.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You make a Bluff, a Diplomacy, or an Intimidate check and dislike the result
Effect: You make a Bluff check and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (BLUFF) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Graceful Maneuver

You dodge past your enemies with speed and grace.

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You shift half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ACROBATICS) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Guided Shot

You spot a critical weakness in a foe's defenses, which an ally can exploit to deadly effect.

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 in burst
Trigger: An ally within 10 squares of you misses with an attack against AC
Effect: The target's attack is made against Reflex instead of AC.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (PERCEPTION) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Haggle

You are a practiced negotiator, sometimes able to turn a slip of the tongue to your advantage.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You make a Diplomacy check and dislike the result
Effect: You reroll the Diplomacy check and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DIPLOMACY) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Hasty Retreat

It dawns on you as you botch the job that now might be a good time to make a swift exit.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: Your Thievery check triggers a trap
Effect: You shift a number of squares equal to half your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (THIEVERY) POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Historical Revelation

When your ally struggles to recall an important fact, you supply a story to nudge him or her onto the right path.

KEYWORDS

Imm. Reaction			Close burst 5
ACTION	←		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: The triggering ally in burst
Trigger: An ally within 5 squares of you makes a knowledge check and dislikes the result
Effect: The target rerolls the knowledge check and uses either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HISTORY)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Insightful Counter

You foresee your opponent's move and deny it the advantage.

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You do not grant combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INSIGHT)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Insightful Warning

As your foe unleashes its attack, you realize that you have read about this sort of danger and shout a warning to your friends.

KEYWORDS

Imm. Interrupt			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: A creature you can see makes an attack roll for an area or a close attack that includes you as a target
Effect: You and each ally included as a target of the triggering attack gain a +2 power bonus to all defenses against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ARCANA)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Mighty Sprint

You throw yourself forward at a breakneck pace, bounding over obstacles.

KEYWORDS

Move			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You move your speed + 4. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks you make as part of the move.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ATHLETICS)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Path of the Bounding Stag

You easily pick a path through the underbrush.

KEYWORDS

Move			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You move your speed. During this movement, you ignore difficult terrain that is a result of trees, underbrush, or other natural growth.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (NATURE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Physician's Care

Your extensive training helps you get an ally back into the fight.

Healing

KEYWORDS

Standard	↓		Melee 1
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: You or one ally
Effect: The target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HEAL)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Prescient Maneuver

Your enemy moves, and you match its steps with a countermove.

KEYWORDS

Imm. Interrupt			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: An enemy within 5 squares of you moves willingly
Effect: You shift half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INSIGHT)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Quick Switch

You pull your friend closer and then slip away.

KEYWORDS

Move	↓		Melee 1
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: One ally
Effect: You slide the target 1 square into your space. You then shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (THIEVERY)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Shrouding Gloom

Using the environment agilely, you disappear from view.

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Requirement: You must have cover or concealment.
Effect: You make a Stealth check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STEALTH)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Slow Pursuit

You knock over obstacles, take difficult paths, drop rubbish, and do anything else you can think of to slow your enemies' pursuit.

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be in an urban environment.
Effect: You move your speed. At one point during this movement, you create an area of difficult terrain in a close blast 3. The difficult terrain lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STREETWISE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Stolen Defense

You make a move toward your foe, leading it to believe that you just robbed it and giving your ally a chance to get the jump on it.

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature
Effect: You make a Thievery check opposed by the target's passive Perception check. If your check succeeds, the next ally who attacks the target before the end of your next turn gains combat advantage against it for that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (THIEVERY)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Stonecunning

The subterranean world keeps few secrets from you.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You would make a Perception check underground
Effect: You make a Dungeoneering check in place of the Perception check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DUNGEONEERING)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Sudden Leap

You spring around your enemy too quickly for it to strike you.

KEYWORDS

Move	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature
Effect: You make an Athletics check against a DC determined by the target's size: 15 (Medium or smaller), 20 (Large), 25 (Huge), or 30 (Gargantuan). If the check succeeds, you jump to another square adjacent to the target, without provoking an opportunity attack from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ATHLETICS)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Swift Recovery

You address a companion's most critical wounds to get him or her back into the battle.

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: The target can use his or her second wind without taking an action to do so.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HEAL)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Theologian's Shield

Calling on lore culled from sacred texts, you know how to protect yourself from your enemy's attack.

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 a necrotic or a radiant attack
Effect: Until the end of your next turn, you gain resistance to necrotic damage and resistance to radiant damage equal to 5 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (RELIGION)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Trapfinding

As a trap harries your allies, you swiftly scan the area, picking out the most likely location of the hidden control panel.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You find a trap with a Perception check
Effect: Until the end of the encounter, you can reroll Thievery checks to disable the trap. You must use the second result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (PERCEPTION)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Try the Stick

Why waste time with diplomacy when threats can get to the heart of the matter?

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You would make a Diplomacy check
Effect: You make an Intimidate check in place of the Diplomacy check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INTIMIDATE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Tumbling Dodge

You deftly tumble away from a strike.

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: A melee attack hits you
Effect: You make an Acrobatics check and gain a bonus to all defenses against the triggering attack equal to the check result divided by 10. If the bonus causes the attack to miss, you shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ACROBATICS)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Walk It Off

You take a deep breath to fight off a lingering wound.

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: Your turn starts and you have ongoing damage
Effect: Make a saving throw against the ongoing damage before you take the damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ENDURANCE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

City Dweller

Your familiarity with cities tells you what will support your weight and helps you perceive things that are out of place.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You would make an Acrobatics, an Athletics, or a Perception check in an urban environment
Effect: You make a Streetwise check in place of the Acrobatics, Athletics, or Perception check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STREETWISE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Experienced Arcana

You have discovered how to perform your magic rituals with fewer alchemical reagents than other magicians require.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are performing an Arcana ritual of one-half your level or lower
Effect: You expend only half of the ritual's gold piece component cost (any focus item must still meet the minimum cost), although you cannot use this power to reduce the component cost of the rituals Brew Potion and Enchant Magic Item. If you make an Arcana check as part of the ritual and dislike the result, you can reroll the check with a +4 power bonus and use either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ARCANA)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Stirring Speech

Reciting your allies' great deeds and talents, you fill them with the confidence they need to win a battle ahead.

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally who can hear you in burst
Requirement: You must be taking a short rest.
Effect: Until the end of the next encounter, each target gains a +1 bonus to attack rolls and saving throws while not bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DIPLOMACY)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Third Wind

You have almost endless reserves and can rebound from injuries that would bring down another.

Healing

KEYWORDS

Minor		(Special) Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You spend a healing surge.
Special: As a standard action, an adjacent ally can make a DC 10 Heal check to allow you to use this power without spending an action yourself.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ENDURANCE)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Warning of Peril

Your keen senses notice the tiniest details, which you relay to your allies with a quick word of warning.

Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, allies who can see or hear you can use your passive Perception check in place of their own while they are within 5 squares of you. You do not grant this benefit while you are unconscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (PERCEPTION)	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Drop and Roll

You fall off a ledge, but your training allows you to dash forward after landing safely.

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You fall and take no damage
Effect: You shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ACROBATICS)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Persistent Tail

You follow your prey unseen, waiting for the best time to strike.

KEYWORDS

Move		Close burst 20
ACTION	←	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature in burst that you can see and that you have cover or concealment against
Effect: The first time the target moves before the start of your next turn, you can move your speed as an immediate reaction. If you end the movement with cover or concealment against the target, you can make a Stealth check to become hidden.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STEALTH)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Rapid Escape

You suddenly slip from your enemy's grasp, leaving it briefly vulnerable to your attacks.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be grabbed.
Effect: You make an Acrobatics check to escape. If the check succeeds and a creature was grabbing you, the creature grants combat advantage to you until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ACROBATICS)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Befriend

You know the right things to say to make people like you.

Charm
KEYWORDS

Minor			Ranged 5
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: One nonhostile creature that has Intelligence 5 or higher
Effect: Until the end of the encounter, you gain a +5 power bonus to Bluff checks and Diplomacy checks against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DIPLOMACY)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Conviction

You whisper a prayer for aid to overcome hardship.

KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You gain a +5 bonus to the next saving throw you make before the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (RELIGION)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Crowd Cover

You keep your enemies between you and their companion, using them as a shield.

KEYWORDS

Imm. Interrupt			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Trigger: An enemy makes a ranged attack roll against you
Effect: Enemies adjacent to you and in the attack's way grant cover to you against the attack. If the attack misses, the attacker rerolls it against one enemy that granted cover to you against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STEALTH)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Cry for Mercy

With pleading words and gestures, you discourage your enemies from striking down the wounded.

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 in burst; the target must be bloodied
Effect: Until the end of your next turn or until the target is no longer bloodied, the target's movement does not provoke opportunity attacks, and the target gains a +4 power bonus to all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DIPLOMACY)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Disruptive Stunt

With a flurry of taps, shoves, and nudges, you push past your foe, leaving it flustered.

KEYWORDS

Move			Melee 1
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: One creature
Effect: You move your speed through the target's space to a square adjacent to it. This movement does not provoke an opportunity attack from the target. In addition, the target takes a -2 penalty to attack rolls until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (THIEVERY)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Focused Sight

The noise of battle grows faint, and the flash of blade and spell fades away as you focus all your senses on your target.

KEYWORDS

Minor			Ranged 10
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: One creature
Effect: When you attack the target, you take no penalties to attack rolls because of cover, superior cover, concealment, or total concealment. This benefit lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (PERCEPTION)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Insightful Comment

You assess the situation and offer words of advice that guide the conversation in a fruitful direction.

KEYWORDS

Minor			Close burst 5
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains a bonus to Bluff checks, Diplomacy checks, and Intimidate checks equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INSIGHT)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Navigate Crowds

A life spent in the city has trained you to maneuver through crowds.

KEYWORDS

Move			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Effect: You shift your speed. During this movement, you can move through enemies' spaces.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (STREETWISE)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Noble Sacrifice

You demand that an enemy face you to distract it from your wounded friend, who is inspired by your sacrifice.

Charm
KEYWORDS

Imm. Interrupt			Close burst 3
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY	

Target: The triggering enemy
Trigger: An enemy within 3 squares of you makes a melee attack roll against your bloodied ally adjacent to you
Effect: The target's attack roll is against you instead of the bloodied ally. If the attack hits you, the ally gains temporary hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DIPLOMACY)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Perfect Sight

Enemies might hide, but once you find a trace of them, there's no escaping you.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain blindsight 5 until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (PERCEPTION)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Prescient Defense

You anticipate your foe's attack and ably defend yourself.

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 a creature
Effect: You gain a +2 power bonus to all defenses against the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INSIGHT)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Reactive Surge

The attack was well placed, but you choose not to let it affect you.

Healing

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An attack bloodies you
Effect: You spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (ENDURANCE)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Snap out of It

A smack across the face brings your ally back to his or her senses.

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally subject to a dazing, dominating, or stunning effect that a save can end
Effect: The target makes a saving throw against the effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (INTIMIDATE)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Spot the Path

Having walked miles of broken trails, you know how to find the safest way through the most treacherous terrain.

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Each target ignores difficult terrain until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (NATURE)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Spot Weakness

You pinpoint a weakness and direct your next attack toward it.

KEYWORDS

Minor	↗	Ranged sight
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature
Effect: Until the end of your next turn, you gain a +4 power bonus to damage rolls against the target when you hit it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (PERCEPTION)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Tactician's Measure

The enemies' movements are similar to those used in a skirmish you once studied. You use knowledge of it to outmaneuver a foe.

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or the ally
Trigger: An enemy enters a square adjacent to you or to an ally adjacent to you
Effect: The target shifts 1 square and gains a +2 bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HISTORY)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Time Out

You grant your comrade a moment of respite.

KEYWORDS

Minor	↓	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: The target regains the use of second wind if he or she has already used it during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (HEAL)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Trap Sense

As the trap springs, your experience in dealing with such hazards lets you step aside and leave a foe at the trap's mercy.

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: A trap or a hazard makes a melee or a ranged attack roll against you
Effect: You gain a +4 power bonus to all defenses against the attack. If the attack misses you, the trap repeats the attack as a free action against an enemy adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKILL POWER (DUNGEONEERING)	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Improvisational Arcana

As you perform a ritual, you intersperse made-up words and improvise components, using odds and ends at hand.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are performing a ritual of one-half your level or lower
Effect: You expend only half of the ritual's gold piece component cost (any focus item must still meet the minimum cost), although you cannot use this power to reduce the component cost of the rituals Brew Potion and Enchant Magic Item. You can also make a Bluff check in place of any skill check the ritual requires.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (BLUFF)	UTILITY	10

UTILITY POWER

Incredible Stride

You move with amazing swiftness.

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +4 power bonus to speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (ATHLETICS)	UTILITY	10

UTILITY POWER

Recitation

You echo your allies' prayers to give them strength.

KEYWORDS

Minor		Close burst 1
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 your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a +1 power bonus to attack rolls.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (RELIGION)	UTILITY	10

UTILITY POWER

Stall Tactics

Your fast talking causes your enemies to hesitate for a crucial moment.

KEYWORDS

Free		Ranged sight
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each enemy you can see
Trigger: You roll initiative
Effect: Each target's initiative is reduced by 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (BLUFF)	UTILITY	10

UTILITY POWER

Uncanny Instincts

Your keen senses guide your and your friend's reactions.

KEYWORDS

Free		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and one ally in burst
Trigger: You roll initiative and dislike the result
Effect: The targets can use your passive Perception check in place of their initiative checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (PERCEPTION)	UTILITY	10

UTILITY POWER

Deepening Gloom

Using the surroundings, you obscure yourself from your attacker.

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy hits you with a melee or a ranged attack and you have cover or concealment against it
Effect: You become invisible to the triggering enemy until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (STEALTH)	UTILITY	16

UTILITY POWER

Elemental Countermeasures

As magical energy streaks toward you, you use your knowledge of that magic to counter some of it.

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You take acid, cold, fire, lightning, or thunder damage
Effect: You make an Arcana check. The damage is reduced by the check result divided by 2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (ARCANA)	UTILITY	16

UTILITY POWER

Indomitable Ally

When you are near, your allies refuse to give up.

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An ally within 5 squares of you is reduced to 0 hit points or fewer by an attack
Effect: Until the end of the target's next turn, the dying condition doesn't cause the target to fall unconscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (DIPLOMACY)	UTILITY	16

UTILITY POWER

Insightful Riposte

You predict how the enemy will react to your strike and account for it.

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You miss with an attack
Effect: You gain a +3 bonus to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (INSIGHT)	UTILITY	16

UTILITY POWER

Reflexive Dodge



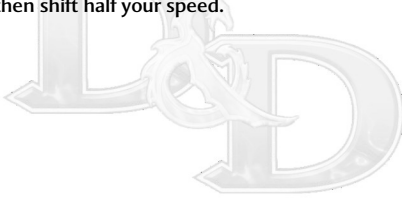
As the attack explodes toward you, your reflexes allow you to remain one step ahead of it.

KEYWORDS

Imm. Interrupt				Personal
ACTION				RANGE

<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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Trigger: An area or a close attack hits you
Effect: You make an Acrobatics check and reduce the damage you take from the triggering attack by half the check result. You then shift half your speed.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (ACROBATICS)	UTILITY	16

UTILITY POWER

Diehard



Though blood pours from a dozen wounds, you refuse to lie down and die.

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 drop to 0 hit points or fewer
Effect: Until you aren't dying or until the end of the encounter, the dying condition doesn't cause you to fall unconscious, but you are dazed.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (ENDURANCE)	UTILITY	16

UTILITY POWER

Miraculous Treatment



Your expert care mends some wounds instantly.

Healing

KEYWORDS

Standard	↓			Melee 1
ACTION				RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Target: One ally
Effect: The target regains hit points as if he or she had spent a healing surge.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SKILL POWER (HEAL)	UTILITY	16

UTILITY POWER