

Races

Half Elf

Dilettante - 1st level at will powers only (42)

Human

Bonus at-will power - 1st level at will power only (46)

Tiefling

Infernal Wrath - (48)

Infernal Wrath

Tiefling Racial Power

You call upon the hellfire burning in your soul to punish your enemy.

Encounter ♦ Fire

Free Action **Close burst 10**

Trigger: An enemy within 10 squares of you hits you

Target: The triggering enemy in burst

Effect: The target takes 1d6 + Intelligence or Charisma modifier fire damage.

Level 11: 2d6 + Intelligence or Charisma modifier fire damage.

Level 21: 3d6 + Intelligence or Charisma modifier fire damage.

Classes

Cleric

Healer's Lore – only works for ally surged based healing (61)

1 Righteous Brand - Allies gain +3 to melee attack rolls instead of STR mod. (63)

1 Guardian of Faith - Add “Creatures can move through the space occupied by the guardian” to the power’s effect. Replace “Any creature” in the fourth sentence of the Effect line with “Any enemy.” (64)

2 Bless - Now a minor action. (64)

2 Shield of Faith – Now a minor action. (64)

16 Divine Armor – Remove healing keyword. (68)

19 Knight of Glory – Minor to sustain, repeats attack. (69)

22 Cloud Chariot – Move chariot as move action. (70)

22 Purify – Now a minor action. (70)

25 Seal of Binding – Cleric just takes 15 damage for sustaining, target takes none. (71)

27 Punishing Strike – Strength + 4 instead of + 2. (71)

RS11 Solar Wrath - Add implement keyword, burst 3 instead of 8. Replace 3d8 with 2d6. (74)

WP11 Battle Cry – Replace implement keyword with weapon. (74)

Fighter

Combat Challenge - Enemy must be marked by you for effects. (76)

1 Cleave - Secondary target must be different from first. (77)

3 Dance of Steel – Immobilized instead of slow. (79)

3 Rain of Blows - Maximum 3 hits. Last hit can be on a different target (79)

7 Come and Get It - pull enemies, close burst 1 attack. (80)

10 Stalwart Guard – Personal range, any ally adjacent to you gets a +1 AC bonus, +2 if you have shield (and will also apply to reflex) (81)

19 Devastation's Wake – Make free action attack (see secondary attack) vs enemies who start turn adjacent. (84)

22 No Surrender – No Action instead of immediate reaction. (84)

23 Warrior's Urging – Remove charm keyword, targets can only be affected if they can end adjacent. Close attack on all adjacent enemies. (85)

PF Dirty Fighting – Wisdom damage boost limited to Fighter or Pit Fighter weapon attacks. (85)

SM Steel Grace – Cleave, reaping strike, sure strike, tide of iron instead of melee basic attack. (88)

SM20 Crescendo Sword – Attack powers only. (88)

Paladin

5 Hallowed Circle -Defense bonus only while in bright light zone. (93)

7 Thunder Smite – 19-20 on marked enemy gives crit with this power. (94)

17 Hand of the Gods - Standard action rather than minor. (97)

25 Exalted Retribution – No longer till the end of the encounter. (98)

CO11 Certain Justice – If target marked, weakened and dazed until no longer marked by you. (100)

H Hospitaller's Blessing – Attack cannot include you. (101)

Ranger

Hunter's Quarry - Have to see target. (104)

1 Careful Attack – Add Str mod to melee attack bonus, Dex mod to ranged attack. (105)

2 Unbalancing Parry – Slide enemy only 3 squares. (106)

3 Shadow Wasp Strike - Reflex instead of AC (107)

15 Blade Cascade – Only up to 5 attacks. (109)

15 Stunning Steel - Immobilized for one attack hit. (110)

17 Cheetah's Rake – Only the immobilization lasts until the end of your next turn. (110)

23 Blade Ward – 2[W] instead of 1[W]. (112)

29 Follow Up Blow – Effect : Until the stance ends, when you hit with a melee attack, you can use a free action to make melee basic attack with your off-hand weapon, once per round and the off-hand weapon attack takes a –2 penalty to its attack roll. (113)

Rogue

Sneak attack - Once per term, decide to apply after damage is rolled. (117)

2 Tumble – Up to half, instead of half. (119)

9 Deadly Positioning - Slide target 3 squares. (121)

10 Close Quarter – Creature can slide you only 1 square. (122)

10 Shadow Stride – Must end move on place where you can remain hidden. (122)

25 Ghost on the Wind – Shift, not move. (125)

CB12 Instant Escape – Immediate Reaction not Interrupt. (127)

DM Daggermaster's Precision – Rogue or Daggermaster attack powers with a dagger only. (127)

Warlock

Warlock's Curse – Once per turn. (131)

3 Frigid Darkness - You and your allies gain the combat

advantage, not enemies.(133)

15 Tendrils of Thuban - No longer immobilizes on sustain. (137)

15 Thirsting Maw – Add Healing Keyword. (137)

27 Banish to the Void – Melee basic attack against the nearest creature, next turn. (139)

29 Hurl Through Hell – Save ends stun. (140)

FT Slashing Wake – Once per turn. (141)

FT20 Whispers of the Fey - Attack, not utility. (141)

LS Collect Life Spark – For Fey add, until the end of your next turn. (142)

Warlord

1 Lead the Attack – Only till the end of your next turn of all effects. Half damage on miss. (146)

15 Make Them Bleed - Melee Weapon for range. (149)
Relentless Assault – Opportunity action instead of free action. (152)

27 Chimera Battlestrike – Standard Action instead of Minor. (152)

Wizard

Nature Skill – Wisdom based not intelligence (156)

Orb of Imposition – Wisdom penalty to next saving throw only (157)

1 Magic Missile - (159)

Magic Missile

Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement

Standard Action **Ranged 20**

Target: One creature

Effect: 2 + Intelligence modifier force damage.

Level 11: 3 + Intelligence modifier force damage.

Level 21: 5 + Intelligence modifier force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

1 Flaming Sphere - Can place sphere on any space/occupied or not within range. (160)

2 Jump – Target makes free action +10 athletic check, considered to have running start. (161)

6 Dispel Magic – Implement keyword, encounter power. (162)

6 Wall of Fog – The fog's area is heavily obscured and blocks line of sight. (162)

15 Wall of Ice – A creature can attack the wall instead of one square of the wall. (165)

19 Cloudkill – Intelligence vs Fortitude. (166)

19 Evard's Black Tentacles – Burst 3, Whenever a creature enters the zone, you can use an opportunity action to make the attack against that creature. Sustain: “The zone persists, and each creature within the zone takes 10 necrotic damage.”. (166)

29 Legion's Hold – Replace stun with dazed and immobilized, save ends. Miss, replace dazed with immobilized. (168)

BaM Arcane Riposte – Dexterity replaced by Intelligence + 4. The bonus increases to +6 at 21st level. (169)

BIM Bolstering Blood – Last sentence changed to ““You gain a bonus to the power’s damage rolls equal to the damage you dealt to yourself.” (169)

BIM11 Blood Pulse - On the Hit line, replace “1d6” with “5” and replace “leaves” with “moves willingly.”. (170)

SM20 Maelstrom of Chaos – Range 5 instead of 10. (170)

Epic Destinies

Archmage – Regain one daily *attack* spell. (173-174)

Demigod Divine Miracle - The first time you expend your last remaining encounter attack power during an encounter, you regain the use of one encounter attack power of your choice. (175)

Skills

Anything to do with Stealth has been overhauled.

All DC's reduced by 5.

All move action based skill can be used in any situation where the character is moving.

Acrobatics - Hop Down When jumping down from somewhere, if 10 feet or less, player can attempt untrained acrobatics check DC15. (181)

Bluff - Create a Diversion to Hide: Once per combat encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of any enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack. (183)

Perception - Check is a minor action. (186)

Stealth -The check is usually at the end of a move action, but it can be at the end of any of the creature’s actions that involve the creature moving.

Opposed Check: Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy’s passive Perception check. If you move more than 2 squares during the move action, you take a –5 penalty to the Stealth check. If you run, the penalty is –10.

Becoming Hidden: You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you’re outside the enemy’s line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don’t have superior cover or total concealment and aren’t outside the enemy’s line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.

Success: You are hidden, which means you are silent and invisible to the enemy (see “Concealment” and “Targeting What You Can’t See,” page (281).

Failure: You can try again at the end of another move action.

Remaining Hidden: You remain hidden as long as you meet these requirements.

Keep Out of Sight: If you no longer have any cover or concealment against an enemy, you don’t remain hidden from that enemy. You don’t need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to

remain hidden. You can't use another creature as cover to remain hidden.

Keep Quiet: If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.

Keep Still: If you move more than 2 squares during an action, you must make a new Stealth check with a -5 penalty. If you run, the penalty is -10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.

Don't Attack: If you attack, you don't remain hidden.

Not Remaining Hidden: If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.

Enemy Activity: An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

Thievery – Only half your target's level is added to DC. (189)

Feats

Alertness – Counts for any surprises. (193)

Infernal Rebuke - Delete "and hit with an attack." (195)

Hellfire Blood – Untyped bonus instead of feat. (195)

Shield Push – Must actually use shield. (200)

Fiery Rebuke – Add 5 fire damage to Infernal Rebuke. (203)

Lasting Frost – Only effects first enemy per turn. (203)

Triumphant Attack – Save does not end. (207)

Arcane Initiate – You can use any wizard implement. (208)

Warrior of the Wild – The target you designate as your quarry remains your quarry until the end of your next turn. (208)

Items

Adventure Gear - Missing, Oil (1 pint) 1sp/1lb (222)

Delver's Armor – Free action becomes no action. (229)

Symbol of Power – First saving throw only. (238)

Rod of Reaving – Nonminion targets. (240)

Misc

Free Actions - One attack granting free action per turn per creature. (267)

Untyped bonuses - Same name game elements don't stack. (275)

Damage Keywords - Damage type changes effect keywords. (276)

Against Combined Damage Types -The resistance to the combined damage types is limited by the lesser of the two resistances.

Not Cumulative - Same resistances don't stack. (276)

Condition Changes

Dominated - Can make you do anything but daily/encounter powers. Grant combat advantage. Can't flank.

Marked - One mark at a time, mark ends when creator unconscious

Petrified - Considered unconscious.

Prone - Climbing/Flying you fall, no safe descent.

Restrained - You can't move, unless you teleport. You can't be pulled, pushed, or slid. You take a -2 penalty to attack rolls. You grant combat advantage.

Slowed -You cannot benefit from bonuses to speed, although you can use powers and take actions, such as the run action, that allow you to move farther than your speed.

Stunned - You fall if flying.

Unconscious - Unaware of surroundings.

Surprised - No free actions.

Weakened - on-going damage and damage not created from attack roll not affected. (277)

Combat

Overlapping Durations - When you are subjected to identical effects that end at different times, you ignore all the effects but the one that has the most time remaining. Track effects that a save can end separately from effects that end at specific times. (288)

Invisible Creatures and Stealth - If an invisible creature is hidden from you ("Stealth," page 188), you can neither hear nor see it, and you have to guess what space it occupies. If an invisible creature is not hidden from you, you can hear it or sense some other sign of its presence and therefore know what space it occupies, although you still can't see it. (281)

Make a Perception Check - On your turn, you can make a Perception check as a minor action (page 186) to try to determine the location of an invisible creature that is hidden from you. (281)

Push, Pull and Slide - Forced movement can become three-dimensional when the target is flying, is moved through a substance such as water, or is on a non-horizontal surface, such as an incline, that supports it. (285)

Teleport - If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated. (286)

Aid Another – DC is 10 + one-half the enemies level. Can be used for attack, defense, or skill. (287)

Charge - Free actions can be taken after charge. Every square of movement must reduce the distance between you and the target including the distance you count through blocking terrain. (287-288)

Shifting – Movement does not provoke opportunity attacks. (292)

Temporary Hit Points – Never stack, take higher value. (294)

Rituals

Brew Potion – Level 1 instead of Level 5. (301)

View Object – Focus cost is 5,000 not 1,000. (314)