

GATEKEEPER

- It's always a wonder why we're called Gatekeepers, we never guard any gates.-

CLASS TRAITS

Hit Points: 15 + Constitution Score + 6 each level after 1st level.

Bonus to Defense: +1 to Fortitude and Will
Healing Surges per Day: 8 + Constitution modifier.

Armor Proficiencies: Cloth, Leather

Weapon Proficiencies: Simple melee, Military Melee, Unarmed Strike

Implement Proficiencies: Weapons with which you are proficient and Ki Focus

Class Skills: Acrobatics (Dex), Arcana (Int), Athletics (Str), Insight (Wis), Intimidate (Cha), Perception (Wis), Streetwise (Cha), Thievery (Dex)

Trained Skills: Perception + three more from class list

Psionic Defender: Using strict control of the mind and the innate zen of the world, Gatekeepers use their attuned weapons defend themselves and allies, while decimating foes. Some of their techniques also put them in a secondary controller role.

Key Abilities: Intelligence and Wisdom

Gatekeepers are the Detectives, Inquisitors, Diplomats of Mayari. Trained to calculate how their foes will act, in mind and soul, they make the perfect information gatherers, or the best diplomatic solutions. Gatekeepers rely on their attuned weapons and their lightning quick abilities. Even wielding blade or staff, they have the ability to strike from afar, and more importantly put down the pressure to stop foes from coming in too close. A Gatekeeper is never at loss for a situation, they always find a solution, even if it has to be with their fists.

Heroic Gatekeeper

| Level | Feats Known | Class Features and Powers |
|-------|-------------|--|
| 1 | 1 | Armor of Zen Unarmed Strike Volt Mark Arcing Lock Gate Guardian Drive Chain Gate Summon I |
| 2 | +1 | Utility Power |
| 3 | - | Gate Chain |
| 4 | +1 | Ability Score Increase Mental Velocity |
| 5 | - | Gate Summon II |
| 6 | +1 | Utility Power |
| 7 | - | Wind Chain I |
| 8 | +1 | Ability Score Increase Zen Step |
| 9 | - | Gate Summon III |
| 10 | +1 | Utility Power |

Level 1: Armor of Zen

Gatekeepers constantly have their minds and body ready for anything; while wearing light or no armor, you have a +2 bonus to AC defense. If you are using your attuned weapon, this bonus is +3. You may also shift as a minor action.

Level 1: Unarmed Strike

While Gatekeepers rely on their attuned weapons; in the case that these weapons are busy, they are also proficient with the unarmed strike. Their Unarmed Strikes have a +3 proficiency, have the off-hand property and deal 1d8 damage. This is always considered your off hand weapon and you always have an off-hand weapon, even if you are wielding a two-handed weapon with two hands.

Level 1: Volt Mark

When in battle mode, all Gatekeepers exude an aura that baffles and slows their foes; while letting allies move as normal. All Gatekeepers can use this discipline to be effective on the battlefield.

Benefit: You gain the *Pressure Volt Aura* power.

Volt Mark Gatekeeper Utility

Voltaic pressure from your mind makes it hard to move...

At-will ◇ **Psionic**

Minor Action Close Burst 1

Effect: Enemies in burst are marked until the end of your next turn.

Level 1: Arcing Lock

Gatekeepers also use this discipline to lock down their foes and allow their allies to move in and attack or flee. As long as they're a weapon's throw away, enemies must always watch their step.

Benefit: You gain the *Arcing Lock* power.

Arcing Lock Gatekeeper Attack

You weapon flies from your hand to knock a foe down.

At-will ◇ **Psionic, Weapon**

Opportunity Action Close Burst 3

Trigger: Marked enemy within 3 squares moves, shifts, or teleports to a square away from you or adjacent to an ally.

Target: Triggering Enemy

Attack: Intelligence vs. Reflex

Hit: Wisdom modifier damage

Effect: Target must spend 1 extra square movement per square moved until end of your next turn.

Level 1: Gate Guardian

Gatekeepers attune themselves to a type of gate, that functions as a style and combat as well as philosophy. Each gate gives training in specific fighting style and allows attuning to one specific type of weapon. There are three well known Gate styles: the Gate of Leaves, Gate of Vines, and Gate of Petals.

Attuning to a weapon, means meditating with it at least an hour, knowing it's form, shape and likeness in your mind and soul. Whenever you throw your weapon, it immediately returns to you at the end of your turn or you may allow it to stay in the square where it landed until you call it back with a free action. You may attune yourself to a different weapon using the same method, but you may only ever be attuned to one weapon at a time. If your weapons breaks, you can mend it to new with an extended rest.

Gate of Leaves

Those of the Gate of Leaves use two handed heavy blades and massive force that they can impart on an enemy to subvert their foes. You gain a +1 bonus to AC and Reflex when wielding a two-handed heavy blade with two hands and a +2 bonus to damage rolls with them. You gain proficiency with the Lulon and the Qimiao. You gain a choice of two of the following powers:

Chain of Leaves Gatekeeper Attack

Your weapon crashes into a foe and drags it back...

At-will ◇ **Psionic, Weapon**

Standard Action Range 10

Prerequisite: Must be wielding a two handed heavy blade.

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] damage, target is pulled up to 3 squares.

Level 11: Up to 5 squares

Level 21: 2[W]

Falling Leaves Gatekeeper Attack

Your weapon crashes into one enemy, disorienting others.

At-will ◇ **Psionic, Weapon**

Standard Action Melee Weapon

Prerequisite: Must be wielding a two handed heavy blade.

Target: Creatures in Blast

Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier damage. Enemies adjacent to target are dealt wisdom modifier damage.

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

Floating Leaf Gatekeeper Attack

Your weapon sticks on your foe, dragging you both closer.

At-will ◇ **Psionic, Weapon**

Standard Action Range 5

Prerequisite: Must be wielding a two handed heavy blade.

Target: One creature

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier damage; target is pulled 1 square; and you are slid 1 square towards the target.

Level 21: 1[W] + Intelligence modifier damage.

Leaf on the Wind Gatekeeper Attack

Your weapon hits one enemy to fly away on to another.

At-will ◇ **Psionic, Weapon**

Standard Action Close Burst 5

Prerequisite: Must be wielding a two handed heavy blade.

Target: One Creature

Attack: Intelligence vs. AC

Hit: 1[W] damage; an enemy within 5 squares of the target within the burst area is dealt Wisdom modifier damage.

Level 21: 2[W] damage.

Twister of Leaves Gatekeeper Attack

Your weapon spins and strikes dragging back an enemy.

At-will ◇ **Psionic, Weapon**

Standard Action Close Burst 5

Prerequisite: Must be wielding a two handed heavy blade.

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage. Target is pulled 1 square.

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

Gate of Vines

Those of the Gate of Vines use two handed staffs. You gain a +1 bonus to AC and Fortitude when wielding a Staff with two hands and consider any staff weapon you attune to have the defensive property. You gain proficiency with the Onijo and the Tenbo. You gain a choice of two of the following powers:

Reversing Vine Gatekeeper Attack

Your staff rises, and flies through one, heading for another.

At-will ◇ **Psionic, Weapon**

Standard Action Close Burst 5

Prerequisite: Must be wielding a two handed staff.

Target: One Creature

Attack: Intelligence vs. AC

Hit: 1[W] damage

Level 21: 2[W] damage.

Effect: One enemy adjacent to you is pushed one square and is dealt Wisdom modifier damage.

Running Vine Gatekeeper Attack

Your weapon spins leaving a path of destruction.

At-will ◇ **Psionic, Weapon**

Standard Action Close Wall 5

Prerequisite: Must be wielding a two handed staff.

Target: One creature in wall

Attack: Intelligence vs. Fortitude

Hit: 1[W] damage; target is knocked prone.

Level 21: 2[W] damage.

Effect: Creatures treat the area as difficult terrain until the beginning of your next turn.

Swinging Vine Gatekeeper Attack

You fling your staff and shift, it strikes and drags them back.

At-will ◇ **Psionic, Weapon**

Standard Action Range 5

Prerequisite: Must be wielding a two handed staff.

Target: One Creature

Attack: Intelligence vs. Reflex

Hit: 1[W] damage; target is pulled 1 square.

Level 21: 2[W] damage.

Effect: You may shift 1 square.

Twisting Vine Gatekeeper Attack

You staff twists itself, knocking them all down.

At-will ◇ **Psionic, Weapon**

Standard Action Close Blast 3

Prerequisite: Must be wielding a two handed staff.

Target: Creatures in blast

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier damage, target knocked prone.

Level 21: 1[W] + Intelligence modifier damage damage.

Wrapping Vine Gatekeeper Attack

Your staff rises, and flies through one, heading for another.

At-will ◇ **Psionic, Weapon**

Standard Action Melee Weapon

Prerequisite: Must be wielding a two handed staff.

Effect: You gain a +1 bonus to AC and Reflex until the beginning of you next turn.

Target: creature in blast

Attack: Intelligence vs. AC

Hit: 1[W]

Level 21: 2[W] damage.

Gate of Petals

Those of the Gate of Petals use two one handed light blades and speed to impede their foes. You gain a +1 Shield bonus when wielding a light blade in each hand and a +1 bonus to attack rolls with them. You gain proficiency with the Jian. You also gain *Crimson Blossom Storm* and *Wind Split Petal* powers.

Unlike other Gates, you may attune to two weapons, they must be the same weapon, and they must always be a pair to remained attuned. If they are ever separated for a lengthy period of time, they are no longer attune to you.

Cherry Blossom Rush Gatekeeper Attack

You follow your blades as they rush towards the enemy.

At-will ◇ **Psionic, Weapon**

Standard Action Close Burst 5

Target: One Creature

Attack: Intelligence vs. Reflex

Hit: 1[W], target is knocked prone.

Level 21: 2[W]

Effect: Shift up to your speed to a square adjacent to the target.

Crimson Blossom Storm Gatekeeper Attack

Your spin around your cause a storm of crimson petals.

At-will ◇ **Psionic, Weapon**

Standard Action Close Burst 1

Prerequisite: Must be wielding a light blade in each hand.

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier damage; target is pushed 1 square.

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

Crimson Petal Flutter Gatekeeper Attack

A quick stab and drag.

At-will ◇ **Psionic, Weapon**

Standard Action Melee Weapon

Prerequisite: Must be wielding a light blade in each hand.

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage. You shift 1 square and pull the target 1 square.

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

Petals on the Wind Gatekeeper Attack

Your knives punish those that don't heed your warning.

At-will ◇ **Psionic, Weapon**

Standard Action Range 5

Prerequisite: Must be wielding a light blade in each hand.

Target: One creature

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier damage; until the end of your next turn, if the target willingly moves it is dealt Wisdom modifier damage.

Level 21: 1[W] + Intelligence modifier damage.

Wind Split Petal Gatekeeper Attack

Two knives, many targets...

At-will ◇ **Psionic, Weapon**

Standard Action Range 5

Prerequisite: Must be wielding a light blade in each hand.

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] damage; enemies adjacent to target are dealt Wisdom modifier damage.

Level 21: 2[W] damage.

Weapons of Diplomacy

Gatekeepers sometimes train in more esoteric weapons; not often used by others, if at all. Other Gatekeepers just prefer to use more exotic items for show and intimidation, or other psychological exploit. Each of these weapons are taught in their respective Gate Guardianship, and are detailed below.

COT Knife: A heavy, combat oriented utility knife, good for throwing and stabbing; Combat Oriented Tactical.

Galoron: A large knife, with a reverse bending blade, good for quick movements.

Lulon: A large twin tipped blade, that is best used with wide movements and heavy strikes.

Naginata: Essentially a longsword attached to a spear; it allows for heavy accurate strikes.

Onijo: A thick heavy staff, shorter than a standard quarterstaff and used more like mace.

Qimiao: A large blade, long and heavy, best at cutting down enemies with long strokes.

Tatsubo: Like a quarterstaff, only completely made of iron, with ends covered in small spikes.

Tenjo: Like a Quarterstaff, but extends to cover more distance and allows for a more potent strike.

| Weapon Groups | Weapon Properties |
|------------------------|----------------------------------|
| HB: Heavy Blade | HC: High Crit |
| LB: Light Blade | OH: Off-hand |
| PI: Polearm | R: Reach |
| M: Mace | D: Defensive |
| S: Staff | B1/B2: Brutal 1/ Brutal 2 |

MILITARY MELEE WEAPON

One-handed

| Weapon | Prof | Dmg | Rng | Price | Wgt | Prop | Group |
|-----------|------|-----|------|-------|------|--------|-------|
| COT Knife | +3 | 1d6 | 5/10 | 5gp | 1 lb | OH | LB |
| Galoron | +2 | 1d6 | - | 10gp | 2 lb | HC, OH | LB |

Two-handed

| Weapon | Prof | Dmg | Rng | Price | Wgt | Prop | Group |
|----------|------|-----|-----|-------|-------|-------|--------|
| Naginata | +3 | 1d8 | - | 20gp | 8 lb | R | HB, PI |
| Tatsubo | +3 | 1d8 | - | 10gp | 12 lb | D, B2 | S |

SUPERIOR MELEE WEAPON

Two-handed

| Weapon | Prof | Dmg | Rng | Price | Wgt | Prop | Group |
|--------|------|------|-----|-------|-------|--------|-------|
| Lulon | +3 | 1d10 | - | 50gp | 8 lb | D, HC | HB |
| Onijo | +3 | 1d12 | - | 20gp | 15 lb | B1 | M, S |
| Qimiao | +3 | 1d10 | - | 50gp | 10 lb | B2, HC | HB |
| Tenjo | +3 | 1d10 | - | 30gp | 12 lb | R | S |

Level 1: Drive Chain

The single unifying discipline of the Gatekeepers is their ability to follow up each of their strikes; regardless if they are beside or away from their target. Gatekeepers use their *Drive Chain* discipline to quickly position themselves beside the enemy and deliver a set of quick blows.

Benefit: You gain the *Drive Chain* power.

Drive Chain Gatekeeper Attack

You rush to your target, to deliver another blow after blow.

Encounter ◇ **Psionic, Weapon**

No Action (Special) Personal

Trigger: You hit a creature with a weapon attack

Target: one creature you hit

Effect: Target is dealt Wisdom modifier damage; you shift up to your speed to an adjacent unoccupied square to the target and make the following attack against the target.

Attack: Intelligence vs. Reflex (Unarmed)

Hit: 2[W] damage.

Level 7: 3[W] damage.

Level 17: 4[W] damage.

Level 27: 5[W] damage.

Level 1: Gate Summon I

The final arsenal of a Gatekeeper is their ability to open the gate, and summon powers held back. Each gate that is summoned and open, allows for a new power to manifest and new attributes imbued upon the Gatekeeper.

When a Gatekeeper opens a gate, the effects of the gate persist until the end of the encounter; and opening another gate replaces the effects present from the last gate. Effectively, a Gatekeeper can only keep on gate open at a time. These gates are not to be used lightly, as they are exhausting to summon, limiting their use to once a day. Gatekeepers may learn more gates they proceed through their careers.

Benefit: You learn one *Gate Summon* of your choice.

Gate of Life Gatekeeper Attack 1

You open the Gate of Life, granting you life from your foes.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Life until the end of the encounter or until you summon a different gate. Whenever you drop an enemy to 0 hp or lower, you gain temporary Hp equal to your Wisdom modifier; or you may have an ally adjacent to you gain that temporary Hp instead. You gain the *Life Burst* power until the end of the encounter.

Life Burst Gatekeeper Attack

You fire a burst of light, searing your foes, and gain life.

Encounter ◇ **Implement, Psionic, Radiant**

Standard Action Area Burst 1 within 10 squares

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier damage; and you gain Wisdom modifier temporary hp.

Level 11: 2d6 + Intelligence modifier damage.

Level 21: 3d6 + Intelligence modifier damage.

Miss: Wisdom modifier damage

Gate of Crush Gatekeeper Attack 1

You open the Gate of Crush, shattering foes.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Crush until the end of the encounter or until you summon a different gate. Your weapon attacks gain a +2 bonus to damage and push the target 1 additional square. You gain the *Impact Shatter* power until the end of the encounter.

Level 11: +4 bonus

Level 21: +6 bonus

Impact Shatter Gatekeeper Attack

You make a strike and send the foe flying away.

Encounter ◇ **Implement, Psionic**

Standard Action Melee 1

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage; target is pushed 1 square; and is knocked prone.

Level 11: 2d10 + Intelligence damage.

Level 21: 3d10 + Intelligence damage.

Miss: Intelligence modifier damage, target is pushed 1 square.

Gate of Wind Gatekeeper Attack 1

You open the Gate of Wind, summoning the rending air.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Wind until the end of the encounter or until you summon a different gate. Your weapon attacks gain +1 reach. You gain the *Rending Air* power until the end of the encounter.

Rending Air Gatekeeper Attack

You make a slice, and send a blade of air screaming.

Encounter ◇ **Implement, Psionic, Force**

Standard Action Range 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d12 + Intelligence modifier damage.

Level 11: 2d12 + Intelligence damage.

Level 21: 2d12 + Intelligence modifier damage.

Miss: Half damage.

Level 2: Utility Power

Gatekeepers have a whole slew of techniques to help them in their profession. Some involve training the body to do amazing feats, or to minutely manipulate the gates to power their attuned weapons.

Benefit: You gain one utility power of your choice.

Balsamine Bloom Gatekeeper Utility 1

You mind blooms, as does your body to the speed within.

Encounter ◇ **Psionic**

Move Action Personal

Effect: You shift your speed +2, and may ignore difficult terrain during this shift. Until the end of your next turn, you have a +2 power bonus to speed.

Leap of Winds Gatekeeper Utility 1

You channel the power of the gate to make inhuman jumps.

Encounter ◇ **Psionic**

Move Action Personal

Effect: You make an athletics check to jump with a +10 bonus, and the distance of your jump is not limited by your speed. Until the end of your next turn, you may reduce falling damage by 1/2 level + Wisdom modifier.

Ring the Bell Gatekeeper Utility 1

You mind can snatch...push, or kick things away...

At-will ◇ **Psionic**

Minor Action Close Burst 5

Target: One object that weighs 20lbs or less that is not being wielded or held by another creature.

Effect: The object is pulled, pushed, or slid 5 squares. If the object falls into a square occupied by your an ally, you may instead allow it to fall into your or an ally's empty hand.

Level 3: Gate Chain

You are deep into study of your Gate Guardian style, learning more intricacies and nuances of it.

Benefit: You gain one more use of *Drive Chain* per encounter, but can only use it once per turn. You gain the *Gate Chain* power; you may use this power by expending a use of your *Drive Chain* power.

Gate Chain Gatekeeper Attack

Your gate powered attacks move you foes.

Encounter ◇ **Psionic**

No Action (Special) Personal

Trigger: You hit a creature with an implement attack

Target: one creature you hit

Effect: Target is dealt Wisdom modifier damage; you push, pull or slide the target up to Wisdom modifier squares.

Level 4: Ability Score Increase

Your training has strengthened your mind and body significantly from the psionic power you channel.

Benefit: Increase two ability scores of your choice by 1.

Level 4: Mental Velocity

Your body has tied itself to your mind, and you can move at the speed of thought.

Benefit: You gain a +2 bonus to speed and +2 bonus to initiative.

Level 5: Gate Summon II

Your career has led you to know more gates, and how to open them. While you know more gates, you can only have one open at a time.

Benefit: You learn one *Gate Summon* of your choice of your level or lower; you can now summon two per day, but can only have one open at a time.

Gate of Fire Gatekeeper Attack 5

You open the Gate of Fire, searing foes.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Fire until the end of the encounter or until you summon a different gate. Your weapon attacks may deal fire damage and gain a +3 fire bonus to damage. You gain the *Raging Dragon* power until the end of the encounter.

Level 11: +6 bonus

Level 21: +9 bonus

Raging Dragon Gatekeeper Attack

You send a flaming dragon to incinerate your foe.

Encounter ◇ **Fire, Implement, Psionic**

Standard Action Range 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier damage; target has 5 ongoing fire damage (save ends).

Level 11: 2d6 + Intelligence damage, 10 ongoing fire damage (save ends).

Level 21: 3d6 + Intelligence damage, 15 ongoing fire damage (save ends).

Miss: Target is dealt Wisdom modifier fire damage.

Gate of Motion Gatekeeper Attack 5

You open the Gate of Motion, speeding your self up.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Motion until the end of the encounter or until you summon a different gate. You gain a +2 power bonus to speed, and ignore difficult terrain. Your weapon attacks deal additional 2 damage. You gain the *Blurred Strike* power.

Level 11: +4 additional damage

Level 21: +6 additional damage

Blurred Strike Gatekeeper Attack

You strike once, but it seems like twice or more.

Encounter ◇ **Implement, Psionic**

Standard Action Melee 1

Target: Creatures in blast

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence and Wisdom modifier damage.

Level 11: 2d6 + Intelligence and Wisdom modifier damage.

Level 21: 3d6 + Intelligence and Wisdom modifier damage.

Miss: Intelligence and Wisdom modifier damage.

Gate of Sound Gatekeeper Attack 5

You open the Gate of Sound, confusing your foes.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Sound until the end of the encounter or until you summon a different gate. Any enemy adjacent to you has a -2 penalty to Reflex defense. You gain the *Raucous Blast* power.

Raucous Blast Gatekeeper Attack

You send a blast of noise to completely ruin your foe.

Encounter ◇ **Implement, Psionic, Thunder**

Standard Action Close Burst 1

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier; target grants combat advantage until the beginning of your next turn.

Level 11: 2d8 + Intelligence damage.

Level 21: 3d8 + Intelligence damage.

Miss: Wisdom modifier damage.

Level 6: Utility Power

You learn more trick of the trade; more techniques at your disposal.

Benefit: You gain one utility power of your level or lower.

Attuned Rush Gatekeeper Utility 6

You know where your weapon is... always.

Encounter ◇ **Psionic**

Minor Action Personal

Prerequisite: Your attuned weapon is the not in the same square you occupy.

Effect: You shift up to speed + wisdom modifier squares to the square your weapon is occupying, or if occupied; to a square adjacent.

Peach Blossom Bloom Gatekeeper Utility 6

You gain vigor from the fall of your enemies.

Encounter ◇ **Psionic**

Free Action Personal

Trigger: You drop a target to 0 hp or less.

Effect: You spend a healing surge and gain a bonus to your surge value equal to your Wisdom modifier.

Slowly Falling Leaves Gatekeeper Utility 6

You channel gate power to slow your fall.

Encounter ◇ **Psionic**

Free Action Personal

Trigger: You fall

Effect: You reduce the damage taken from a fall by 5 + your level. If this reduces the damage to 0, you don't fall prone and you may shift your speed.

Level 7: Wind Chain I

You have picked unarmed techniques to strike like the wind.

Benefit: Gain one of the following powers of your choice.

Reaping Wind Gatekeeper Attack

Your hands reap what they sow; blood of your enemies.

At-will ◇ **Implement, Psionic**

Minor Action Close Burst 1

Prerequisite: Must be used with an unarmed strike

Target: Creatures in burst

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier damage.

Level 21: 1[W] + Intelligence modifier damage.

Rolling Air Gatekeeper Attack

Your strike is like rolling wind, knocking them back.

At-will ◇ **Psionic, Weapon**

Minor Action Melee Weapon + 1 reach

Prerequisite: Must be used with an unarmed strike

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier damage; target is knocked prone.

Level 21: 1[W] + Intelligence modifier damage.

Twisting Breeze Gatekeeper Attack

After one hit, comes another, twisting and blurred.

At-will ◇ **Psionic, Weapon**

Minor Action Melee 1

Prerequisite: Must be used with an unarmed strike

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1[W]

Level 21: 2[W]

Level 8: Ability Score Increase

Your channeling of psionic power has increased the boundaries of your mind, body, and soul.

Benefit: Increase two ability scores of your choice by 1.

Level 8: Zen Step

Gatekeepers feel the ebb and flow of battle; able to dodge attacks with ease.

Benefit: You gain the *Zen Step* power.

Zen Step Gatekeeper Attack

You know when your enemy will attack; and step away.

At-will ◇ **Psionic**

Opportunity Action Personal

Trigger: Marked enemy enters an adjacent square to you.

Effect: You shift 1 square.

Level 9: Gate Summon III

You are reaching a new level in how many gates you know, and how many you can open as the day's battle wears on. While you know more gates, you can only have one open at a time.

Benefit: You learn one *Gate Summon* of your choice of your level or lower; you can now summon three per day, but can only have one open at a time.

Gate of Frost Gatekeeper Attack 9

You open the Gate of Frost, chilling all you strike.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Frost until the end of the encounter or until you summon a different gate. Whenever you hit an enemy with a weapon attack, they cannot shift until the end of your next turn. You gain the *Freezing Touch* power until the end of the encounter.

Freezing Touch Gatekeeper Attack

Your touch freezes those that wish to attack you.

Encounter ◇ **Cold, Implement, Psionic**

Standard Action Range 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier cold damage; target is immobilized until the beginning of your next turn.

Level 21: 2d8 + Intelligence damage.

Level 21: 3d8 + Intelligence damage.

Miss: Target is slowed until the beginning of your next turn.

Gate of Insight Gatekeeper Attack 9

You open the Gate of Insight, seeing all your enemies.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Insight until the end of the encounter or until you summon a different gate. You gain a +1 bonus to attack rolls with weapon attacks. You gain the *Halcyon Edge* power until the end of the encounter.

Halcyon Edge Gatekeeper Attack

You always seem to know when to hit, and hit hard.

Encounter ◇ **Implement, Psionic**

Standard Action Melee 1

Target: One creature

Attack: Intelligence +2 vs. Reflex; +3 at 11th and +4 at 21st level.

Hit: 1d10 + Intelligence modifier damage.

Level 11: 2d10 + Intelligence damage.

Level 21: 3d10 + Intelligence damage.

Gate of Walls Gatekeeper Attack 9

You open the Gate of Walls, covering you from blows.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Walls until the end of the encounter or until you summon a different gate. You gain damage resistance equal to your Wisdom modifier. You gain the *Falling Wall* power until the end of the encounter.

Falling Wall Gatekeeper Attack

You send a psychic wall, incapacitating your foes.

Encounter ◇ **Implement, Psionic**

Standard Action Close Burst 1

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage; target is immobilized until the beginning of your next turn.

Level 21: 2d8 + Intelligence damage.

Level 21: 3d8 + Intelligence damage.

Miss: Intelligence modifier damage.

Level 10: Utility Power

You delve deeper into your trade, the more techniques and nuances you learn.

Benefit: You gain one utility power of your level or lower.

Blooming Lotus Gatekeeper Utility 10

The bloom of the lotus frees your mind and body.

Encounter ◇ **Psionic**

Free Action Personal

Trigger: You suffer an effect that a save can end.

Effect: You end the effect, and gain a +2 bonus to saves until the end of your next turn.

Dead Leaves Gatekeeper Utility 10

You throw your weapon at the ground, shattering the floor.

Encounter ◇ **Psionic**

Minor Action Area 1 square within 10 squares

Effect: Until the end of the encounter, creatures that begin or end their turn in or squares adjacent to the square treat those squares difficult terrain. You can only make unarmed weapon or implement attacks until you reach the target square or draw another weapon.

Wind Whipped Leaf Gatekeeper Utility 10

Something whizzes by, something else finds out why.

At-will ◇ **Psionic, Stance**

Minor Action Personal

Effect: You assume the Wind Whipped Leaf stance. Until the stance ends you gain a +2 power bonus to AC against ranged attacks, and can only make unarmed weapon or implement attacks.

Paragon Gatekeeper

| Level | Feats Known | Class Features and Powers |
|-------|-------------|--|
| 11 | +1 | Ability Score Increase Open The Gate [Gate Sentinel] Gate Key [Gate Sentinel] Gatekeeper Action [Gate Sentinel] |
| 12 | +1 | Guardian Mode [Gate Sentinel] |
| 13 | - | Drive Chain Boost |
| 14 | +1 | Ability Score Increase |
| 15 | - | Gate Summon IV |
| 16 | +1 | Gate Mark [Gate Sentinel] Vortex Mode |
| 17 | - | Wind Chain II |
| 18 | +1 | Ability Score Increase |
| 19 | - | Gate Summon V |
| 20 | +1 | Gate of Swords [Gate Sentinel] |

Level 11: Ability Score Increase

You have reached a new plateau in your duty, and your body and mind have responded.

Benefit: Increase each of your ability scores by 1.

Level 11: Open the Gate

Gate Sentinel paragon path feature

You use of gates has imbued you with power, giving your strikes a lasting effect.

Benefit: Whenever you have a gate open, any target you hit with a weapon attack is marked until the end of your next turn.

Level 11: Gate Key

Gate Sentinel paragon path feature

Your weapon is a conduit for your gates, and you can use it as a key to open a gate where it lays.

Benefit: You gain one more use of *Drive Chain* per encounter, but can only use it once per turn. You gain the *Gate Key* power, you may use this power by expending a use of your *Drive Chain* power.

Gate Key Gate Sentinel Attack

You throw your weapon, it makes a zone of pain.

Encounter ◇ **Implement, Psionic, Zone**

Standard Action Area Burst 1 within 10 squares

Target: Creatures in Burst

Attack: Intelligence vs. Reflex

Hit: Target is dealt 2d10 + Intelligence modifier damage

Level 21: 3d10 + Intelligence modifier damage.

Effect: You create a zone of crackling energy; any enemy that begins or ends their turn in the zone is dealt wisdom modifier damage. Until you end the effect or until the end of the encounter, you can only make unarmed weapon attacks or implement attacks.

Sustain Minor: You can use a minor action to sustain the effect until the end of the encounter or 5 minutes.

Level 11: Gatekeeper Action

Gate Sentinel paragon path feature

The gate's power surge threw you, and strengthen your aura.

Benefit: Whenever you use an action point to take another action, you marked every creature adjacent to you until the end of your next turn.

Level 12: Guardian Mode

Gate Sentinel paragon path feature

You send your weapon into guardian mode, guarding you and your allies from attacks.

Benefit: You gain the *Guardian Mode* power.

Guardian Mode Gate Sentinel Utility 12

Your weapon is a shield against all attacks.

At-will ◇ **Psionic, Stance**

Minor Action Personal

Effect: You assume the Guardian Mode stance. Until the stance ends you and allies adjacent to you gain a +2 power bonus to AC and Reflex defense; you can only make unarmed weapon or implement attacks.

Level 13: Drive Chain Boost

You are nearing god-like timing of chaining your attacks; allowing you do it more often and more potently.

Benefit: You gain one more use of *Drive Chain* per encounter, but can only use it once per turn.

Level 14: Ability Score Increase

Your channeling of the gates, your training, and tasks on duty have given a special resilience to your body, mind, and soul.

Benefit: Increase two ability scores of your choice by 1.

Level 15: Gate Summon IV

Your knowledge of the gates has expanded, and you now know more than before.

Benefit: You learn one *Gate Summon* of your choice of your level or lower; you can still summon three per day, but can only have one open at a time.

Gate of Darkness Gatekeeper Attack 15

You open the Gate of Darkness, using the shadows of fear.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Darkness until the end of the encounter or until you summon a different gate. Whenever you hit an enemy with a weapon attack, that enemy has a -2 penalty to attack rolls until the beginning of your next turn. You gain the *Shadow Grasp* power until the end of the encounter.

Shadow Grasp Gatekeeper Attack

You engulf an enemy in shadows, porting them at whim.

Encounter ◇ **Implement, Psionic, Shadow**

Standard Action Range 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier damage; target is teleported Wisdom modifier squares.

Level 21: 3d6 + Intelligence damage.

Miss: Intelligence modifier damage.

Gate of Lightning Gatekeeper Attack 15

You open the Gate of Lightning, crackling with energy.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Lightning until the end of the encounter or until you summon a different gate. Whenever you hit an enemy with a weapon attack, you deal additional 6 lightning damage. You gain the *Lightning Strike* power until the end of the encounter.

Level 21: 9 additional damage.

Lightning Strike Gatekeeper Attack

You engulf an enemy in shadows, porting them at whim.

Encounter ◇ **Implement, Lightning, Psionic**

Standard Action Range 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage; until the end of your next turn, any enemy that begins or ends their turn adjacent to target is dealt wisdom modifier damage.

Level 21: 3d6 + Intelligence damage.

Miss: Target and adjacent creatures are dealt Wisdom modifier lightning damage.

Gate of Swarms Gatekeeper Attack 15

You open the Gate of Swarms, and buzz with the millions.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Swarms until the end of the encounter or until you summon a different gate. You only take half damage from attacks but are slowed. You gain the *Swarming Storm* power until the end of the encounter.

Swarming Storm Gatekeeper Attack

You strikes marks an enemy with a swarm of death.

Encounter ◇ **Implement, Psionic**

Standard Action Close Blast 3

Target: Creatures in blast

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage; target takes a -2 penalty to damage rolls until the end of your next turn.

Level 21: 3d6 + Intelligence damage.

Miss: Target is dealt Wisdom modifier damage.

Level 16: Gate Mark

Gate Sentinel paragon path feature

Your gates, while open; even have lasting marks on enemies when you channel them into your attacks.

Benefit: Whenever you have a gate open, any target of an encounter attack granted by a gate is marked until the end of your next turn.

Level 16: Vortex Mode

You send your weapon into vortex mode, automatically hitting foes that are close by.

Benefit: You gain the *Vortex Mode* power.

Vortex Mode Gate Sentinel Utility 16

Your weapon is a storm of pain.

At-will ◇ **Psionic, Stance**

Minor Action Personal

Effect: You assume the Vortex Mode stance. Until the stance ends any enemy that begins or ends its turn in a square adjacent to you is dealt wisdom modifier damage; you can only make unarmed weapon or implement attacks.

Level 17: Wind Chain II

You have set up a set of techniques to cover gaps in your offense.

Benefit: You gain one of the following powers of your choice.

Biting Breeze Gatekeeper Attack

A quick nip of a stinging breeze like strike.

At-will ◇ **Psionic, Weapon**

Minor Action Melee 1

Prerequisite: Must be used with an unarmed strike

Target: One creature

Attack: Intelligence +2 vs. Reflex

Hit: Intelligence modifier damage.

Level 21: 1[W] + Intelligence modifier damage.

Rushing Air Gatekeeper Attack

You make a hooking motion, causing a rush of air.

At-will ◇ **Psionic, Weapon**

Minor Action Melee Weapon + 1 reach

Prerequisite: Must be used with an unarmed strike

Target: One creature that is prone

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier damage, target is pulled 1 square.

Level 21: 1[W] + Intelligence modifier damage

Still Wind Gatekeeper Attack

Your strike, inevitable, powerful, and rhythm less.

At-will ◇ **Implement, Psionic**

Minor Action Melee 1

Prerequisite: Must be used with an unarmed strike

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier damage, target is pushed up to 5 squares.

Level 21: 1[W] + Intelligence modifier damage.

Level 18: Ability Score Increase

Your mind, body and soul have reached completely new heights from the power of your gates and your training.

Benefit: Increase two ability scores of your choice by 1.

Level 19: Gate Summon V

You have delved deep into the reality of the innumerable gates that you can open, learning more.

Benefit: You learn one *Gate Summon* of your choice of your level or lower; you can still summon three per day, but can only have one open at a time.

Gate of Death Gatekeeper Attack 19

You open the Gate of Death, killing those around you.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Death until the end of the encounter or until you summon a different gate. Whenever you hit an enemy with a weapon attack, adjacent creatures to the target are dealt Wisdom modifier damage. You gain the *Death Burst* power until the end of the encounter.

Death Burst Gatekeeper Attack

Enemies you hit radiate their pain.

Encounter ◇ **Implement, Psionic**

Standard Action Range 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier damage; creatures adjacent to target are dealt Wisdom modifier damage..

Level 21: 3d10 + Intelligence damage.

Miss: Intelligence modifier damage.

Gate of Shadows Gatekeeper Attack 19

You open the Gate of Shadows, covering you in darkness.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Shadows until the end of the encounter or until you summon a different gate. You have concealment against enemies adjacent to you. You gain the *Shadow Self* power until the end of the encounter.

Shadow Self Gatekeeper Attack

You engulf an enemy in shadows, porting them at whim.

Encounter ◇ **Implement, Psionic**

Standard Action Area 1 square within 5 squares

Target: Creature in Square

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier damage

Level 21: 3d6 + Intelligence damage.

Effect: You create a shadow in square, any creature that enters, begins or ends their turn in a square adjacent to the shadow is dealt Wisdom modifier damage. This shadow counts as an ally for the purposes of flanking. This shadow remains in place until the end of your next turn, or until you dismiss it with a minor action. You can move the shadow with a move action.

Sustain Minor: You may sustain this power with a minor action.

Gate of Void Gatekeeper Attack 19

You open the Gate of Void, allowing the emptiness out.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Void until the end of the encounter or until you summon a different gate. Anytime you hit an enemy with a weapon attack, you may pull, push, or slide, a creature adjacent to that enemy 1 square. You gain the *Rending Void* power until the end of the encounter.

Rending Void Gatekeeper Attack

You create a void, that pulls in enemies to be torn apart.

Encounter ◇ **Implement, Psionic**

Standard Action Close Burst 5

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: Target is pulled up to 5 squares; for every square you do not willingly pull the target, it is dealt 6 damage.

Level 21: 9 damage per square.

Miss: Target is pulled up to 5 squares.

Level 20: Gate of Swords

Gate Sentinel paragon path feature

You have discovered one of the ultimate gates a Gatekeeper can use.

Benefit: You learn the Gate of Swords.

You may summon this gate once per day independently from your 3 daily uses of the other gates you have learned.

Gate of Swords Gate Sentinel Attack 20

You open the Gate of Swords, phantom blades following.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Swords until the end of the encounter or until you summon a different gate. Whenever you make a weapon attack, you deal an addition +1[W] damage. You gain the *Gale of Blades* power until the end of the encounter.

Level 21: +2[W] damage

Gale of Blades Gatekeeper Attack

You engulf an enemy in shadows, porting them at whim.

At-will ◇ **Implement, Psionic, Zone**

Standard Action Close Blast 3

Target: Creatures in blast

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier damage.

Level 21: 3d10 + Intelligence damage.

Effect: You create a zone of flying phantom blades, any creature that enters, begins, or ends it's turn in the zone is dealt Wisdom modifier damage. This zone lasts until the end of your next turn or until you dismiss it with a minor action. You can move this zone with a move action.

Sustain minor: You can sustain this zone with a minor action.

Epic Gatekeeper

| Level | Feats Known | Class Features and Powers |
|-------|-------------|--|
| 21 | 1 | Ability Score Increase Epic Destiny Feature |
| 22 | +1 | Boost Mode |
| 23 | - | Pressure Volt Aura |
| 24 | +1 | Ability Score Increase Epic Destiny Feature |
| 25 | - | Gate Summon VI |
| 26 | +1 | Epic Destiny Feature |
| 27 | - | Dual Gate |
| 28 | +1 | Ability Score Increase |
| 29 | - | Gate Summon VII |
| 30 | +1 | Epic Destiny Feature |

Level 21: Ability Score Increase

You are reaching the final plateau in your duty, and you body and mind have responded, grasping beyond human capacities.

Benefit: Increase each of your ability scores by 1.

Level 21: Epic Destiny Feature

Your actions in line of duty have reached Fate herself. Fate has decreed you final act.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Boost Mode

Your Volt pressure increases, marking enemies.

Benefit: You gain the *Volt Mark* power.

Boost Mode Gatekeeper Utility 22

Your aura is strong as lightning.

At-will ◇ **Psionic, Stance**

Minor Action Personal

Effect: You assume the *Vortex Mode* stance. Until the stance ends any ally in a square adjacent to you gains a +3 bonus to damage rolls; you can only make unarmed weapon or implement attacks.

Level 23: Pressure Volt Aura

Your makes it difficult to move past you.

Benefit: Enemies treat any square adjacent to you as difficult terrain.

Level 24: Ability Score Increase

You are reaching the final plateau in your training, and your body has responded again.

Benefit: Increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Fate is keeping her promise and decree.

Benefit: You gain a feature associated with your epic destiny.

Level 25: Gate Summon VI

Even though you have an ultimate gate, there are still more gates to discover.

Benefit: You learn one *Gate Summon* of your choice of your level or lower; you can still summon three per day, but can only have one open at a time.

Gate of Ice Gatekeeper Attack 25

You open the Gate of Ice, freezing the very ground.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Ice until the end of the encounter or until you summon a different gate. Whenever you hit an enemy with a weapon attack, that enemy is slowed until the beginning of your next turn. You gain the *Ice Claw* power until the end of the encounter

Ice Claw Gatekeeper Attack

Any enemy that attacks is struck with a frozen claw.

Encounter ◇ **Implement, Psionic**

Immediate Interrupt Close Burst 10

Trigger: A creature within 10 squares hits you with an attack

Target: Triggering Creature

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier damage; target is restrained until the beginning of your next turn.

Miss: Target is immobilized until the beginning of your next turn.

Gate of Truth Gatekeeper Attack 25

You open the Gate of Truth, erasing the comforting lies.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Truth until the end of the encounter or until you summon a different gate. Any enemy that is adjacent to you has a -2 penalty to Will defenses. You gain the *Crushing Truth* power until the end of the encounter.

Crushing Truth Gatekeeper Attack

You speak the truth, crushing your foes' will.

Encounter ◇ **Implement, Psionic**

Standard Action Range 5

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier damage; target has a -2 penalty to saves until the beginning of your next turn.

Miss: -2 to AC defense until the beginning of your next turn.

Gate of Stillness Gatekeeper Attack 25

You open the Gate of Stillness, and world stands still.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Stillness until the end of the encounter or until you summon a different gate. You gain a +2 power bonus to Speed, and any time you shift, you may shift 2 squares. You gain the *World Stands Still* power until the end of the encounter.

World Stands Still Gatekeeper Attack

You are so fast, that the world stands still in your eyes.

Encounter ◇ **Implement, Psionic**

Standard Action Melee 1

Target: One creature

Attack: Intelligence vs. Reflex; two attacks

Hit: 3d10 + Intelligence modifier damage.

Miss: Intelligence modifier damage.

Level 26: Epic Destiny Feature

The universe still follows Fate's unwavering decree; and so do you.

Benefit: You gain a feature associated with your epic destiny.

Level 27: Dual Gate

You have learned one of the most difficult techniques to gate keepers, opening two gates at once. You truly have reached mastery with your gates.

Benefit: You may have up to two gates open at any one time. Both effects of the gate effect you, including the ability to use the granted at-wills. If you open a third gate, one open gate must close.

Level 28: Ability Score Increase

You have reached the final epic plateau in your training, and your body, mind, and soul have reached their zenith.

Benefit: Increase two ability scores of your choice by 1.

Level 29: Gate Summon VII

This is the final gate you will learn; some of the most powerful gates ever created.

Benefit: You learn one *Gate Summon* of your choice of your level or lower; you can still summon three per day, but can only have two open at a time.

Gate of Fate Gatekeeper Attack 29

You open the Gate of Fate, guiding your strikes.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Fate until the end of the encounter or until you summon a different gate. Whenever you make a weapon attack, if you miss or hit, you deal your Wisdom modifier damage to the target. You gain the *Unrelenting Fate* power until the end of the encounter.

Unrelenting Fate Gatekeeper Attack

Your strikes are fated, and cannot be changed.

Encounter ◇ **Implement, Psionic**

Standard Action Melee 1

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier damage.

Effect: Target is dealt 2d10 + Intelligence modifier damage.

Gate of Lies Gatekeeper Attack 29

You open the Gate of Lies, giving enemies a false strength.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Lies until the end of the encounter or until you summon a different gate. You grant combat advantage to any enemy adjacent to you; but any enemy adjacent to you is weakened. You gain the *Silver Slice* power until the end of the encounter.

Silver Slice Gatekeeper Attack

Your lie strike deep, wounding and building their pride.

Encounter ◇ **Implement, Psionic**

Standard Action Range 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier damage; target is weakened until the end of your next turn.

Miss: Intelligence modifier damage.

Gate of Time Gatekeeper Attack 29

You open the Gate of Time, seeing past, present and future.

Daily ◇ **Psionic**

Minor Action Personal

Effect: You open the Gate of Time until the end of the encounter or until you summon a different gate. You gain a +2 to defenses, attack and damage rolls. Enemies do not benefit from concealment against your weapon attacks. You gain the *Killing Time* power until the end of the encounter.

Killing Time Gatekeeper Attack

Time itself wears on your enemies, rendering them to dust.

Encounter ◇ **Implement, Psionic**

Standard Action Close Burst 1

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 3d10 + Intelligence modifier damage; target has 15 ongoing damage (save ends).

Miss: 15 ongoing damage (save ends).

Level 30: Epic Destiny Feature

Fate's decree has reached it's fruition. You must manifest it in your final duty.

Benefit: You gain a feature associated with your epic destiny.