

Hexblade

Excerpt: This is the heroic tier of the Path of Splinters, one hexblade build.

Power Source: Shadow

Role: Defender

Key Abilities: Strength, Charisma, Intelligence

Armor Proficiency: Cloth, Leather, Hide, Chain, All Shields

Weapon Proficiency: All simple, All military

Bonus to Defense: +1 Will, +1 Fortitude

Hit points at first level: 15 + Constitution Score

Hit points per level gained: 6

Healing surges per day: 9 + constitution modifier

Trained Skills: Arcana, plus three of the following: Athletics, Bluff, Dungeoneering, History, Intimidate, Stealth, Streetwise

Build Options: The Path of Splinters, The Path of the Wind and Doors

Class Features: Aura of Unluck, Evil Eye

Aura of Unluck: All enemies within 2 spaces of you take a penalty of 2 to saving throws.

Evil Eye: Minor action. Marks one foe within a close burst of 5. If this foe makes an attack that does not include you as a target, you may spend an Immediate Action to Weaken it until the end of your next turn.

Illusory Double: Some of your powers create an illusory double. For convenience, the general rules of an illusory double are written once here, rather than within every power that makes use of them. An illusory double appears exactly as you do, and occupies a space. It has exactly the same defenses as you do, and exactly the same attacks. It does not move unless specified by the power which created it. It is capable of making opportunity attacks, and therefore capable of flanking. It makes only two types of attacks- opportunity attacks, and the attacks specifically spelled out in the power which created it. If an illusory double receives any damage at all, it vanishes. If a power or other effect forces an illusory double to perform an action it cannot, it is destroyed. Otherwise, your illusory double vanishes at the time specified in the power which created it. This is not a true class ability, but rather an effect created by a power that has certain consistent rules.

Build Options

The Path of Splinters

This discipline of Hexblade study focuses on the use of illusions in combat. A Hexblade of the Path of Splinters is a blur in battle, with illusory blades and even entire images of himself splintering off from his body and leaping to the attack. His foes never know what is real and what is not, or where the true danger waits. As illusion magic requires a flair for the dramatic to lend realism to the lie, followers of the Path of Splinters prefer charisma as their secondary statistic.

Level 1 At Will Attack Powers

Twisted Fortune

You are at your best when you are at your worst.

Level 1 Melee, At Will, Standard Action, Weapon

Str v ac

Hit: 1[W]+Str

Special: This attack scores a critical hit on an attack roll result of a natural 1.

Shadow Feint

A sudden blurring, a duplication of your sword arm, baffles your foe.

Level 1 Melee, At Will, Standard Action, Weapon, Illusion

Str v AC

Hit: 1[W]+Cha, and your next attack versus this foe has combat advantage.

Level 1 Encounter Attack Powers

Shadow Blade

Your sword arm blurs, and two weapons strike at your foe. Only one is true, but which?

Level 1 Melee, Encounter, Standard Action, Weapon, Illusion

Str v AC, two attack rolls. You may choose either roll.

Hit: 2[W].

Path of Splinters: Add your charisma modifier to the damage.

Level 1 Daily Attack Powers

Doubled Assault

You seem to split in two- and each of you leaps to the attack.

Level 1 Melee, Daily, Standard Action, Weapon, Illusion

Special: Create an illusory double of yourself in an adjacent space. You and the double then may each shift one space.

Str v AC

Hit: 2[W]+Str

Effect: The illusory double makes an attack.

Str v AC

Hit: 2[W]+Str

Effect: The illusory double remains until the beginning of your next turn.

Path of Splinters: If both attacks hit the same target, deal additional damage equal to your charisma modifier.

Level 2 Utility Powers

Abandoned by Fate

Nothing goes right for you. Nothing.

Level 2 Utility, Encounter, Immediate Interrupt

Trigger: You make a saving throw.

Effect: You may voluntarily fail a saving throw. If you do, all allies within 5 may make an immediate saving throw against an effect which can be ended by a save.

Shatter

Destruction surrounds you.

Level 2 Utility, Encounter, Standard Action

Effect: An unattended, inanimate object within 10 spaces of you receives 10+1/2 level damage.

Level 3 Encounter Powers

Bitter Blade

A thin line of venom runs down your blade.

Level 3 Encounter, Standard Action, Weapon

Str v Fort

Hit: 1[W]+Str, plus 5 ongoing poison damage and Slow. Save ends both.

Vampiric Blade

You consume your foe's energy, and it tastes... wonderful.

Level 3 Encounter, Standard Action, Weapon

Str v Fort

Hit: 1[W]+Str, and you gain temporary hit points equal to the damage dealt by this attack.

Level 5 Daily Powers

Curse of the Pariah

Not even your mother loves you.

Level 5 Daily, Standard Action, Weapon

Str v AC

Hit: 3[W]+Str, and the target cannot be targeted by the powers and abilities of his allies, nor can it target allies with its own powers and abilities. Save ends.

Miss: Half damage, no other effect.

Level 6 Utility Powers

Fatal Blunder

Luck is on your side. Or at least its against everyone else too.

Level 6 Utility, Encounter, Immediate Interrupt

Trigger: An enemy within 5 rolls a natural 1 on an attack roll.

Effect: The enemy receives damage as if it had struck itself with its attack.

Level 7 Encounter Powers

Tracer Image

You leave a little piece of yourself behind.

Level 7 Encounter, Standard Action, Weapon

Effect: Before attacking, shift 2 spaces, and leave an illusory double in your original space. It lasts until the beginning of your next turn.

Str v AC

Hit: 2[W]+Str

Path of Splinters: Instead shift up to your charisma modifier.

Level 9 Daily Powers

Shadow Sentries

You are everywhere at once, for a time.

Level 9 Daily, Minor Action

Effect: Place two illusory doubles in spaces of your choice within a close burst of 5. These illusory doubles fade at the end of the encounter.

Path of Splinters: Instead place a number of illusory doubles equal to your charisma modifier.

Level 10 Utility Powers

Shadow Parry

Your foe finds himself battling only shadows.

Level 10 Utility, Daily, Standard Action, Weapon

Immediate Interrupt

Trigger: You are targeted by a melee or ranged attack.

Effect: Shift your 2 spaces and leave an illusory double in your original space. The illusory double is now the target of the triggering attack. The illusory double fades at the beginning of your next turn.

Path of Splinters: Instead shift up to your charisma modifier.