

House Rules

Additional Fighter Flavor:

Battle Cry of the Last War	
<i>By reciting battle crys of the Last War you inoke again fear in your enemies.</i>	
Encounter	
Standart Action	Close Blast 3
Target:	Each creature in blast
Attack:	Intimidate vs. Will
Hit:	The target is dazed until the end of your next turn.

Learning from the Past	
<i>By studying the fighting techniques of the participants of the Last War you are able to forsee their tactics and react accordingly.</i>	
Daily	
Minor Action	Personal
Target:	INT vs. 10 + Encounter Level
Effect:	For a number of rounds equal to your INT modifier every creature you attack grants combat advantage to you.
Miss:	The next creature you attack grants combat advantage.

Eberron Characters

Build:

Elven Warrior from Valenar

Basis:

Elf Ranger

Removed / Renamed Race:

+2 Nature, Elven Weapon Proficiency, Fey Origin

Build Features:

Dessert Winds:

You embrace the hot and dry climate of the desert.

You gain a +2 bonus to Endurance

Double Scimitar Training:

You learned walking just to stand your ground wielding your weapon.

You gain proficiency with the double scimitar (see below).

Removed / Renamed Class:

Ranger: Fighting Style, Hunter's Quarry, Prime Shot

Build Features:

Honorable fight:

To honor your ancestors you bring down your enemy on your own

You get a +1 bonus to melee attacks if none of your allies is adjacent to your target.

Special Valenar Training:

Choose one of the following traits.

Ride the Lighting:

Your horse gets you to your enemy - faster!

You gain the Mounted Combat feat.

Front Warrior:

The secret of success is to suffer more than your enemy can!

You gain the Toughness feat.

Valenar Double Scimitar:

Superior two handed melee weapon

Prof.	Dmg.	Range	Price	Weight	Group	Properties
+3	1d10	-	55gp	9lb.	Heavy blade	High crit.



Aberrant Dragonmark

Burning Hands

A fierce burst of flames erupts from your hands and scorches nearby foes.

Encounter

Standart Action **Close** Blast 5

Target: Each creature in blast

Attack: INT vs. Refl.

Hit: 2d6 + INT modifier damage.

Ray of Enfeeblement

You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.

Encounter

Standart Action **Ranged** 10

Target: One creature

Attack: INT vs. Fort

Hit: 1d10 + INT modifier necrotic damage, and the target is weakend until the end of your next turn.

Mark of Shadow

Cloud of Darkness

A shroud of blackness descends around you, hiding you from sight.

Encounter

Minor Action **Close** burst 1

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until the exit. You are immun to these effects.

Grasping Shadows

At your command, the shadows reach out, grab hold of your foes, and wreath the are in darkness.

Encounter

Standart Action **Area** burst 1 within 10 squares

Target: Each creature in burst

Attack: INT vs. Will

Hit: 2d8 + INT modifier psychic damage, and target is slowed until the end of your next turn.

Effect: Shadows writhe in the designated area and continue until the end of your next turn. Any creature that enters the area of the graspoing shadows takes psychic damage equal to your INT modifier and is slowed until the end of its next turn.

Mark of Storm

Windwalker

You harness the power of the winds. Air swirls about you, lifting you from the ground.

Encounter

Move Action **Personal**

Effect: Fly 8 squares. If you do not end your move on solid ground, you float to the ground without taking falling damage.

Promise of the Storm

The lightning within you calls out to its companion, the thunder. Sparks dance across your skin, and the air around you seems to darken and rumble.

Encounter

Minor Action **Personal**

Effect: Until the end of your next turn, you deal an extra 1d8 damage with any lightning or thunder power you use.
At 11th level, you increase your extra damage to 2d8.
At 21th level, you increase your extra damage to 3d8.