

Combat Challenge

Fighter Feature



In combat, it's dangerous to ignore a fighter.

At-Will ♦ Weapon

Immediate Interrupt Melee

weapon

Trigger: An enemy marked by you is adjacent to you and shifts or makes an attack.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

You may only take one immediate action per turn.

Str vs. AC

Dmg (Str)

Hunter's Quarry

Ranger Class Feature



Your severe demeanor promises a deadly conclusion to any enemy you hunt.

At-Will ♦ Minor Action

Special: You can only use this feature once per round.

Target: The nearest enemy you can see.

+Dmg

Effect: Once per round, you deal extra damage to your quarry equal to +1d6 per tier of play (+1d6 heroic, +2d6 paragon, +3d6 epic). If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled.

Special: The hunter's quarry effect remains active until the end of the encounter, until the quarry is defeated, or until you designate a different target as your quarry.

You can designate one enemy as your quarry at a time.

Warlock's Curse

Warlock Class Feature



You call upon the powers you serve to place a hex on your foe.

At-Will ♦ Minor Action

Special: You can only curse one enemy per round.

Target: The nearest enemy you can see.

Effect: If you hit a cursed enemy with an attack, you deal extra damage (+1d6 per tier). You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round.

Special: A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

+Dmg

enemies

Misty Step

Warlock Fey Pact Boon



You instantly transform into silver mist that streams a short distance and reforms, allowing you to flee or maneuver to set up a deadly attack.

At-Will ♦ Teleportation

Free Action Personal

Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer.

Effect: Teleport up to 3 squares (see "Teleportation," PHB 286.)

Distance

Dark One's Blessing

Warlock Infernal Pact Boon



You instantly gain vitality from a cursed enemy when that enemy falls.

At-Will ♦ Personal

Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer.

Effect: Gain temporary hit points equal to your level.

+HP (Level)

Fate of the Void

Warlock Star Pact Boon



Your curse intermingles with the lost vitality of a cursed enemy to reveal a glimpse of the future to you.

At-Will ♦ Personal

Trigger: An enemy under your Warlock's Curse is reduced to 0 hit points or fewer.

+ per enemy

Effect: You gain a +1 bonus to any single d20 roll you make during your next turn (attack roll, saving throw, skill check, or ability check). If you don't use this bonus by the end of your turn, it is lost.

Special: This bonus is cumulative; if three cursed enemies drop to 0 hit points or fewer before your next turn, you gain a +3 bonus to a d20 roll during your turn.

Second Wind

Combat Action



You dig into your resolve and endurance to find an extra burst of vitality.

Encounter

Standard Action

Personal

Effect: Spend a healing surge. You gain +2 to all defenses until the start of your next turn.

+HP (Surge)

+Defenses

Second Wind

Dwarf Combat Action



You dig into your dwarven resolve and endurance to find an extra burst of vitality.

Encounter

Minor Action

Personal

Effect: Spend a healing surge. You gain +2 to all defenses until the start of your next turn.

+HP (Surge)

+Defenses

Beard

Orb of Imposition

Wizard Class Feature



Channeling arcane energy through your implement, you enhance the power a spell you have cast.

Encounter ♦ Arcane, Implement
Free Action

Special: You must wield an orb to benefit from this feature.

Effect: Choose one of the following two effects:

-Save (Wis)

You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier.

Alternatively, you can choose to extend the duration of an effect created by a wizard at-will spell (such as *cloud of daggers* or *ray of frost*) that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn.

Staff of Defense

Wizard Class Feature



Channeling arcane energy through your implement, you enhance your defenses.

**Encounter ♦ Arcane, Implement
Immediate Interrupt Personal**

Special: You must wield a staff to benefit from these features

Property: +1 bonus to AC

+Def (Con)

Effect (Encounter): Gain a bonus to defense against one attack equal to your Constitution modifier. You can declare the bonus after the Dungeon Master has already told you the damage total.

Wand of Accuracy

Wizard Class Feature



Channeling arcane energy through your implement, you enhance your accuracy.

Encounter ♦ **Arcane, Implement**

Free Action **Personal**

Special: You must wield a wand benefit from this feature

Effect: Gain a bonus to a single attack roll equal to your Dexterity modifier.

+Atk (Dex)

Hunter's Quarry

Multiclass Ranger Feature



Your severe demeanor promises a deadly conclusion to any enemy you hunt. At least for a round.

Encounter ♦ Minor Action

Target: The nearest enemy you can see.

Effect: Once per round, you deal extra damage to your quarry equal to +1d6 per tier of play (+1d6 heroic, +2d6 paragon, +3d6 epic). If you can make multiple attacks in a round, you decide which attack to apply the extra damage to after all the attacks are rolled.

Special: The target you designate as your quarry remains your quarry until the end of your next turn

+Dmg

Student of the Sword

Multiclass Fighter Feature



Do you know the riddle of steel, boy, or have you merely read the CliffsNotes?

Encounter ♦ Weapon

Free Action **Melee** weapon

Special: To use this feature, you must be wielding a melee weapon. You must choose whether it works with one-handed or two-handed melee weapons when you gain the feat.

Effect: You can add a +1 bonus to the next attack roll you make. Whether the attack hits or misses, you mark the target until the end of your next turn.

A marked creature takes a -2 penalty to any attack rolls that do not include you.

+Atk