

Barbarian: Paladin of Rage

created by Clawhound

Make the following changes to the Paladin class.

Replace "radiant" damage with strength damage.

Rage: Wade In

Channel Divinity: Divine Mettle

You wade deeper into the fray, dragging your allies with you.

Rage: Adrenalin Surge

Channel Divinity: Divine Strength

Feel the burn.

Talk Trash

Divine Challenge

Your barbed words demoralize your gutless and useless opponents.

Get Your Ass In Gear

Lay on Hands

A quick shove gets your ally back into the fight.

Death Glee

Bolstering Strike

You live for battle.

Bloodlust

Holy Strike

The sight of blood sends you into a murderous frenzy.

Cry Havoc

Shielding Smite

Your opponents quake before your onslaught.

On Pain of Death

If something won't die, then you need to hit it harder.

Earth Pact(s)

created by Mrrodgers

Earthen Guard: All pull, push, and slide effects move you 1 square less.

Earthbind: An enemy under the effect of your warlock curse moves 1 less square per move action.

Liquid Earth Warlock (Elemental, Earth) Utility 1

You point your wand at the ground and utter a word in the Terran tongue, turning it to liquid.

At-Will ♦ Arcane, Earth, Implement

Standard Action

Target: One square

Effect: The targeted square becomes difficult terrain for three rounds.

Dustshot Warlock (Elemental, Earth) Attack 1

A small dust devil flows from your outstretched palms, chasing your opponent and ripping at its flesh and eyes.

Encounter ♦ Arcane, Earth

Standard Action ♦ Ranged

Target: One creature

Attack: Cha vs. Reflex

Hit: 1d6 + Cha damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. Make a secondary Attack

Secondary Attack: Cha vs. Reflex

Secondary Hit: 1d6 + Cha damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Earth Spike Warlock (Elemental, Earth) Attack 1

A spike of stone shoots up from underneath your opponent, impaling it.

Daily ♦ Arcane, Earth, Implement

Standard Action ♦ Ranged

Target: One creature

Attack: Cha vs. Reflex

Hit: 3d8 + Cha damage and the target is unable to move until the start of your next turn.

Miss: Half damage.

Godslayer

All Attack 30

You Can Do It Rock!

Per Campaign ♦ Weapon, Truly Epic

Standard Action ♦ Ranged 10

Target: One Deity

Attack: Total Party Cha vs. Fortitude

Hit: You win the game. Congratulations; start a new campaign.

Miss: You lose the game. Seriously, WTH were you thinking using this power? Roll new characters. No, they can't be level 30. No, they don't get gear. I'll also make sure to tell your next dm about you using this so he knows what he has to do also. Better yet, why not just go start playing **WoW**, because you can't play **d&d** before. They're going to post your name on the **WotC** boards so everybody knows not to let you in at their table or face prosecution.

Special: Cookies and milk at my house.

Happy April 1st from **Malcolm N**

Powers Ideas

created by **Wiman**

Awe Minor action forces all adjacent enemies to shift back one square...sort of a crowd control ability which I have taken from a Dynasty Tactics game.

Champion of the Living (Reversible to Champion of the Dead)

For every living ally (undead ally in the reverse) within 2 squares of the creature it gains 5 temporary hp when this skill is activated (Encounter Power). In my mind all temporary hp go away at the end of the encounter - so this can easily lead to some "hero dies after taking the brunt storylines" which I enjoy.

From the Ashes If you manage to auto stabilize you come back at half your current max hit points, as opposed to one quarter.

Hard Pressed Flurry An all out attack which triggers attacks of opportunity when used but is far more powerful then normal (is not canceled by successful OA's in the 4e tradition). I'm thinking a +3 to hit and two attacks as opposed to one, the second attack drawing the OA.

Odd Fellow You have an additional racial trait picked up from spending too much time with another race of creatures.....Kobolds who hang out with Goblins become the masters of the shift.

Overhand Style Your high sweeping defense negates combat advantage from foes who have higher ground, adds +1 to your attacks against opponents of your size but opens you up (-1 AC) against opponents of less then your size.

(Race) Defender Essentially a take a blow for an ally of the same race and heal them the same amount in divine (racial deity) favor for the sacrifice...it's definitely a recharge ability / encounter ability. Tried to make it work when I made an attempt at putting together a flind, but in retrospect it just isn't something a gnoll would be comfortable doing....even a LE gnoll.

(Race) Slayer Much as the ranger ability, was thinking gnomes/halflings for kobolds (added +2 attack, +2 damage which ramps up to +5 damage when opponent is bloodied)

Shades of Grey You have been trained in the prey vs. predator combat. You get a +2 to attack and damage versus lurkers, your eyesight distinguishes better between patterns and camouflage giving you +2 passive perception.

Stagger (aka Crawl or Run) (due to the wind speeds up where I live) When an opponent or force effect pushes, pulls, or slides you your footwork allows you to select where the attack or effect moves you

Up the Hill A charge attack which targets both the primary defender and upon a successful hit does splash damage (probably strength modifier akin to the "cleave" ability) to someone directly behind that defender. It's sort of a formation buster that I see Orc Raiders using when they fight Hobgoblins. It would probably add that the weapon used must have reach 2, polearms, long spears etc.