

Barbarian

created by **Malcolm N**

CLASS TRAITS

Role: Striker

Power Source: Primal

Key Abilities: Strength, Constitution, Wisdom

Armor Training: Hide

Weapon Proficiencies: Axes, Clubs, Swords

Bonus to Defenses: +2 Fortitude

Bonus to Attacks: +1 Melee

HP per level gained: 5 HP/level

Healing Surges: 6 + Constitution Modifier

Trained Skills: Nature plus three others

Available Skills: Pick three skills from the following list: Athletics, Endurance, Heal, Intimidate, Perception, Thievery

Skill Modifiers: +2 to Perception checks

Build Options: Bear, Boar, and Cat Totem Barbarian

Class Features: Bloodlust, Blood Rage, Rage, Soak, Tough as Nails

Barbarians are nature's champions. The tribe and their lands come before anything else in a barbarian's mind. As skilled hunters, warriors, and sometimes raiders, each barbarian trains with pride to be the greatest amongst his peers.

As a Barbarian, you might be rustic and uncouth. Others may consider you slower than average because you don't always have the best grasp on society and city life. You're at home in the grasslands, forests, and other natural environments.

In combat, you'll generally rush ahead of your party to face down your foe. With brutal force, you cut your way through to more challenging opponents while leaving broken bodies in your wake.

Characteristics: Although you can function without it, rage is a key aspect of your combat prowess.

BARBARIAN OVERVIEW

Religion: Barbarians often worship the deity most closely tied to their clan or tribe. Regardless of alignment, this often equates to a nature god.

Races: Those who wish to defend their own by any means necessary make great barbarians including Orcs, Elves, and some Dragonborn.

CREATING A BARBARIAN

Barbarians often focus on totems to supplement their beliefs while providing a useful benefit in some cases.

Strength, Constitution, and Wisdom are the Barbarian's most important ability scores.

Bear Totem Barbarian: Hit them harder than they hit you. Strength is vital because the more damage you put out, the faster your opponent goes down. Constitution helps greatly if you leave yourself open to gain an advantage. Wisdom is a reasonable third ability score if you want to gain some abilities beyond hack and slash.

Suggested Feat: Weapon Focus (Human Feat: Toughness)

Suggested Skills: Athletics, Endurance, Intimidate, and Nature

Suggested At-Will Powers: Knock Down, One-Two Combination

Suggested Encounter Power: Ferocious Bite

Suggested Daily Power: Take No Prisoners

Boar Totem Barbarian: The best offense is a good defense; or something like that. You have a unique approach to combat. If they're hitting you, they're not hitting your allies. Constitution is most important to help avoid a terrible fate. Strength helps to better dispose of your enemies. Wisdom is of equal importance if you want to fight better rather than harder.

Suggested Feat: Toughness (Human Feat: Human Perseverance)

Suggested Skills: Endurance, Intimidate, Nature, and Perception

Suggested At-Will Powers: Sweeping Blows, Gore Thrust

Suggested Encounter Power: Whirlwind Attack

Suggested Daily Power: Brutal Throw

Cat Totem Barbarian: If you can gain combat advantage, you probably will. In doing so, you open up your foe to ally attacks. Wisdom is best put to use here to keep your mark guessing. Strength helps setup and execution of your daily power while Constitution provides additional cushion to the blows you take.

Suggested Feat: Expert Tactician (Human Feat: Skill Training (Insight))

Suggested Skills: Heal, Nature, Perception, Thievery

Suggested At-Will Powers: Decisive Blow, Disarming Blow

Suggested Encounter Power: Lion's Pounce

Suggested Daily Power: Sundering Blow

BARBARIAN CLASS FEATURES

All Barbarians share these class features.

Bloodlust: Against Bloodied targets, you deal an additional 3 damage with each attack. At 11th level, you deal an additional 6 damage. At 21st level, you deal an additional 9 damage.

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Blood Rage: When you are bloodied the first time in combat, you immediately gain all benefits of rage and require no saving throw to end the effect.

Rage: Once during combat, you may enter a rage as a free action. While enraged, one successful attack per round deals extra damage. As you advance in level, your extra damage increases. At the beginning of each round, roll 1d20. If you roll a 15 or higher, your rage ends and you take a -2 to attacks for the remainder of the encounter.

Level Rage Damage

(1st - 10th) +2d6

(11th - 20th) +3d6

(21st - 30th) +5d6

Soak: While raging, if an attack would hit your AC Defense, you may let it hit your Fortitude Defense instead. If the attack is successful, you gain a +1 rage bonus to your Fortitude until your rage ends. This ability stacks.

POWERS

Your powers, called talents, are instinctual by nature. You draw upon them through a combination of innate ability, focused training, and strong ties to the land or your heritage. Your powers often benefit from Strength of Body or Will.

At-Will Powers

Decisive Blow Barbarian Attack 1

Your successful attack allows your ally an opening.

At-will ◦ Primal, Weapon

Standard Action ◦ Assist

Target: One flanked creature

Attack: Wis vs. Will

Hit: 1[W] + Str and your flanking ally can make an immediate basic attack.

Disarming Blow Barbarian Attack 1

You strike the opponent's hand, causing him to drop his weapon out of reflex

At-will ◦ Primal, Weapon

Standard Action ◦ Disarm

Target: One Creature

Attack: Str vs. Reflex or Str vs. Fortitude

Hit: 1[W] + Str and the target drops his held item.

Special: If the item is held in 2 hands, the target gets a +2 to his Fortitude

One-two Combination Barbarian Attack 1

At-will ◦ Primal, Weapon

Standard Action

Target: One Creature

Attack: Str vs. AC

Hit: 1[W] + Str damage and unarmed damage

Note: Unarmed damage is usually 1d4 + Str for medium creatures

Gore Thrust Barbarian Attack 1

At-will ◦ Primal, Weapon

Standard Action ◦ Charge

Target: One Creature

Attack: Str vs. AC

Hit: 2[W] + Str damage. At 21st level, increase to 3[W] + Str damage.

Knock Down Barbarian Attack 1

At-will ◦ Primal, Weapon

Standard Action ◦ Trip

Target: One Creature

Attack: Str vs. Reflex

Hit: Target is prone and you can make a secondary attack.

Attack: Str vs. AC

Hit: 1[W] + Str damage

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Sweeping Blow Barbarian Attack 1

At-Will ◦ Primal, Weapon

Standard Action

Target: Up to 3 adjacent creatures

Attack: Str vs. AC

Hit: 1[W] + Str damage

Encounter Powers

Ferocious Bite Barbarian Attack 1

Encounter ◦ Primal, Weapon

Minor Action

Target: One Creature you've struck this round

Effect: Target takes Unarmed damage

Note: Unarmed damage is usually 1d4 + Str for medium creatures

Lion's Pounce Barbarian Attack 1

Encounter ◦ Primal, Weapon

Move Action ◦ Charge

Target: One Creature

Effect: At the end of this move action, make a basic attack

Special: You may still use your standard action for the round if you haven't already.

Whirlwind Attack Barbarian Attack 1

Encounter ◦ Primal, Weapon

Standard Action ◦ Trip

Target: Burst all creatures within reach

Attack: Str vs. Reflex

Hit: 1[W] + Str damage and target is prone

Miss: Target is prone

Daily Powers

Brutal Throw Barbarian Attack 1

Daily ◦ Primal

Standard Action ◦ Grab

Target: One Creature

Attack: Str vs. Reflex or Str vs. Athletics

Hit: 2[Unarmed] damage and push target 2 squares. Target is prone.

Special: If you are raging, you can push the target 3 squares instead.

Sundering Blow Barbarian Attack 1

You could find the weak point in a block of stone.

Daily ◦ Primal, Weapon

Standard Action

Target: One Creature

Attack: Str vs. AC

Hit: : 2[W] + Str damage and target takes a penalty to AC equal to your Str modifier (minimum 0).

Special: If you are raging, increase the penalty to twice your Str modifier.

Take No Prisoners Barbarian Attack 1

Daily ◦ Primal

Immediate Action (interrupt)

Trigger: You make a successful basic attack.

Effect: You deal critical damage.

Barbarian Utility Powers

The Art of War Barbarian Utility 1

Position is the key to any battle.

Per Day ◦ Primal

Immediate Action (Interrupt)

Effect: You may shift a number of squares up to your move

Tactical Advantage Barbarian Utility 1

You leave yourself open long enough to help your party.

Encounter ◦ Primal, Reliable

Move Action

Target: One Creature

Attack: Wis vs. Will

Hit: You grant your target combat advantage. Your target grants your allies Combat Advantage. These effects last until the beginning of your next round.

Special: If you have Expert Tactician, your target grants you Combat Advantage also

Tireless Rage Barbarian Utility 2

Your fury burns unimpeded by the need for rest

Encounter ◦ Primal

Free Action

Effect: If you would succeed to stop your rage, you fail instead

Druid

created by **Malcolm N**

CLASS TRAITS

Role: Hybrid

Power Source: Primal

Key Abilities: Strength, Dexterity, Wisdom

Armor Training: Hide

Weapon Proficiencies: Staves, Clubs, Bows

Bonus to Defenses: +1 Fortitude, +2 Will

HP per level gained: 5 HP/level

Healing Surges: 6 + Constitution Modifier

Trained Skills: Nature plus three others

Available Skills: Pick three skills from the following list:
Athletics, Endurance, Heal, History, Intimidate,
Perception, Religion, Stealth

Bonus Language: Druidic

Build Options: Feral Warrior, Protector of the Land,
Master of Elements

Class Features: Gift of the Wild, Resist Nature's Lure,
Stride, Wild Shape

Druids are the safe-keepers of the land. They go unnoticed within their natural terrain thanks in no small part to their ability to look like the animals within the area. Ancient secrets passed down through generations by druidic circles help the druids in their ongoing fight against those who would defile the feywild.

As a Druid, you are generally close-lipped about your purpose and training. You get along with those who also understand the land and nature's purpose. You're at home in the grasslands, forests, and other natural environments.

In combat, you may wait for the perfect moment to strike, or you may utilize the land itself to gain an advantage.

Characteristics: Wild Shape will prove invaluable when in combat. Use it to gain an edge. Alternatively, you can manipulate the encounter with your connection to the natural environment around you

DRUID OVERVIEW

Religion: Druids often worship their racial or a nature god. Druids within a circle will follow that patron, while those outside of such groups make their own choice of whom to follow.

Races: Any race that may prefer seclusion or has a strong will to protect the land prefers the druid class including elves, halflings, humans and orcs.

FERAL WARRIOR

build

Suggested Feat: Weapon Focus, (human feat: Human Perseverance)

Suggested Skills: Athletics, Intimidate, Nature, Stealth

Suggested At-Will Powers: Rake, Tear

Suggested Encounter Power: Rend

Suggested Daily Power: Pounce

MASTER OF ELEMENTS

build

Suggested Feat: Spell Focus, (human feat: Toughness)

Suggested Skills: Heal, History, Nature, Religion

Suggested At-Will Powers: Thorns, Heat

Suggested Encounter Power: Chill

Suggested Daily Power: Shillelagh

PROTECTOR OF THE LAND

build

Suggested Feat: Toughness (human feat: Human Perseverance)

Suggested Skills: Endurance, Heal, Nature, Perception

Suggested At-Will Powers: Tear, Stomp

Suggested Encounter Power: Pack Tactics

Suggested Daily Power: Easy Prey

DRUID CLASS FEATURES

All Druids share these class features.

Fey Gift: Druids take on the aspects of the animals that most closely relate to what they need done. Many do so to defend the land; others to stalk enemies like prey. Some use Wild Shape out of convenience, but rely more on their other talents to protect nature.

Choose one of the following options.

Feral Warrior: You gain a +1 class bonus to attacks and damage. You may apply your Wisdom modifier instead of Strength to damage rolls.

Master of the Elements: You may select and cast one additional non-wild encounter or daily talent at first level.

Protector of the Land: You gain a class bonus to your AC Defense equal to your Wisdom Modifier. This bonus does not apply in heavy armor.

Resist Nature's Lure: Druids gain a +2 to all defenses against fey type creatures and primal powers.

Stride: Pick a natural setting, such as forest or cave. You ignore difficult terrain when in that setting. At level 11, you can shift as a minor action when in that terrain. Once per day at level 21, you can teleport, as a move action, a number of squares equal to your speed when in that terrain (this allows you to move through walls or fallen trees with ease; cannot be used in wild shape).

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Wild Shape: At-will as a move action, you may change shape into an animal. This ability grants you bonuses to attacks, defenses, and sometimes movement types and/or speeds. What actual form you take is up to you (lion in savannah, Cougar in mountains, etc...). While in wild shape, you can only use powers with the keywords weapon or wild. At level 1, you may begin progression in one of the following paths. Repeat this process at level 11, and again at level 21.

WILD SHAPE (Combat Form)

You take on the aspects of predatory animals like the lion or the tiger.

While in Wild Shape, you gain a basic claw or gore attack which deals 1d8 + Str damage. The damage increases by one category for every 10 levels you gain with this form (1d8 becomes 1d10 becomes 2d6).

WILD SHAPE (Defense Form)

Thick naturally tough skin coats your body, allowing you to better protect yourself and others.

While in Wild Shape, you gain a basic bite attack which deals 1d4 + Str damage. You also gain a +1 natural bonus to all defenses. You gain an additional +1 to all defenses for every 10 levels you gain with this form.

WILD SHAPE (Travel Form)

Land, air, or sea; nobody compares to your mobility.

While in Wild Shape, you gain a basic slam attack which deals 1d6 + Str damage. You also gain a +1 natural bonus to your speed. For every 10 levels you gain with this form, you gain an additional +1 natural bonus to speed and may select a new type of movement from the following: Fly, Burrow, Climb, Swim, and Sprint (+2 to speed when charging/running).

POWERS

Your powers, called talents, are instinctual by nature. You draw upon them through a combination of innate ability, focused training, and strong ties to the land or your heritage. Your powers often benefit from Strength of Body or Will.

At-Will Powers

Heat Druid Attack 1

At-will ◦ Primal, Fire, Implement

Standard Action ◦ Ranged 5 **Target:** One Creature

Attack: Wis vs. Fortitude

Hit: 1d6 + Wis fire damage and repeat damage at the beginning of your next turn (save ends).

Rake Druid Attack 1

At-will ◦ Primal, Weapon, Wild

Standard Action

Target: One Creature

Attack: Str or Dex vs. AC

Hit: 1[W] + Str damage and ongoing 1 damage (save ends)

Stomp Druid Attack 1

At-will ◦ Primal, Weapon, Wild

Standard Action

Target: One Creature

Attack: Str vs. Reflex

Hit: 1[W] + Str damage and target is prone.

Special: If target is already prone, this attack does 2[W] + Str damage instead.

Tear Druid Attack 1

At-will ◦ Primal, Weapon, Wild

Standard Action

Target: One Creature

Attack: Str vs. Fort

Hit: 1[W] + Str damage and target is dazed until the start of your next turn (save ends).

Thorns Druid Attack 1

At-will ◦ Primal, Implement

Standard Action ◦ Ranged 5

Target: One Creature

Attack: Wis vs. Fortitude

Hit: 1d6 + Wis damage and repeat damage if target moves before the start of your next turn.

Encounter Powers

Chill Druid Attack 1

Encounter ◦ Primal, Cold, Implement

Minor Action ◦ Ranged 5

Target: One Creature

Attack: Wis vs. Fortitude

Hit: 2d6 + Wis cold damage and target slowed until the beginning of your next turn.

Sustain Minor: The target is slowed (save ends).

Magic Stones Druid Attack 1

Encounter ◦ Primal, Implement

Move Action ◦ Ranged 5

Target: One or more creatures

Attack: Str vs. Reflex, Dex vs. Reflex, or Wis vs. Reflex

Hit: 1d6 + Wis damage and make 2 more identical attacks. These attacks can be against different targets.

Pack Tactics Druid Attack 1

Encounter ◦ Primal, Weapon, Wild

Immediate Action ◦ Interrupt

Target: One adjacent creature.

Trigger: An ally makes a successful attack against the target.

Effect: The target takes an additional 2[W] + Str damage.

Rend Druid Attack 1

Encounter ◦ Primal, Weapon

Standard Action ◦ Reliable

Target: One Creature

Attack: Str or Dex vs. AC

Hit: 1[W] + Str damage and make a second identical attack. If both attacks hit, the target takes 1d6 additional damage. At 21st level, the additional damage increases to 2d6.

Special: If you miss with either attack, you do not expend the use of this power.

Daily Powers

Easy Prey Druid Attack 1

Daily ◦ Primal, Weapon, Wild

Standard Action

Target: One Creature

Attack: Wis vs. Will

Hit: 2[W] + Wis damage and target suffers an additional -2 penalty to attack targets other than you (save ends). If the target fails its first save against this power, the -2 penalty lasts to the end of the encounter.

Pounce Druid Attack 1

Daily ◦ Primal, Charge, Trip, Weapon, Wild

Standard Action

Target: One Creature

Attack: Str vs. Reflex

Hit: 1[W] + Str damage and target is prone. You can make another standard attack against the same target.

Miss: You can make another standard attack against the target.

Shillelagh Druid Attack 1

Daily ◦ Primal, Implement, Weapon

Standard Action

Requirements: The chosen weapon must be made of wood.

Target: One creature

Attack: Wis vs. AC

Hit: 3[W] + Str + Wis damage and your attacks made with the weapon add your wis modifier to damage for the rest of the encounter.

Miss: Your attacks made with the weapon add your Wis modifier to damage for the rest of the encounter.

Druid Utility Powers

Difficult Quarry Druid Utility 2

Encounter ◦ Primal, Wild

Immediate Action ◦ Interrupt

Trigger: You become the target of an attack.

Effect: Against the attacker, you gain a +2 to the defense of your choice and a +2 to damage (save ends).

Monk

created by *Giltônio Santos*

CLASS TRAITS

Role: Striker. You are at your best while running through the battlefield to deliver the right punch and do enough damage to knockout the opponents.

Power Source: Ki. Your skill is based in a deep understanding of the mystical life force that lies on all things, which can be used to achieve physical and spiritual excellence.

Key Abilities: Dexterity, Wisdom

Armor Training: None

Weapon Proficiencies: dagger, kama, nunchaku, quarterstaff, shuriken

Bonus to Defenses: +1 Fortitude, Reflexes and Will

Hit Points at 1st level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 6 + Constitution modifier

Trained Skills: Athletics and Endurance plus four others.

Available Skills: From the class skills list below, choose four more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Arcana (Int), Diplomacy (Cha), Insight (Wis), Heal (Wis), History (Int), Nature (Int), Religion (Int), Perception (Wis), Stealth (Dex)

MONK CLASS FEATURES

All Monks share these class features.

Defensive Insight You gain a bonus to AC equal to your Wisdom modifier against all attacks.

Superior Speed You can move 2 additional squares with a move action.

Martial Arts You deal more damage to your opponents when fighting with your fists, elbows, knees and feet. This bonus damage increases as you advance in level.

Level	Unarmed Damage
1 st -10 th	1d8
11 th -20 th	2d8
21 st -30 th	3d8

POWERS

At-Will Powers

Flurry of Blows Monk Attack 1

Outstanding agility allows a series of quick punches to break through standard defenses.

At-will ◦ Ki, Unarmed

Standard Action ◦ Ranged 5 **Target:** One Creature

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Miss: Half damage.

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

Flying Daggers Technique Monk Attack 1

Makes dodging difficult to the enemy by sending various projectiles through the air at the same time.

At-will ◦ Ki, Weapon

Standard Action ◦ Ranged

Requirement: You must be wielding one dagger or shuriken in each hand.

Special: Roll the attack twice, you choose which result to keep.

Target: One creature

Attack: Dexterity vs. Reflexes

Hit: 1[W] + Dexterity modifier damage.

Roll three times and choose which result to keep at 11st level.

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

Touch the Inner Void Monk Attack 1

Manipulation of a target's flow of ki lets a simple touch do great damage.

At-will ◦ Ki, Unarmed

Standard Action

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier damage.

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

Encounter Powers

Mantis Leap Monk Attack 1

Charge to an enemy and strike with a powerful flying kick.

Encounter ◦ Ki, Unarmed

Standard Action

Target: One creature

Special: You can move up to 4 squares in a straight line before using this attack; you push the target an equal amount of squares in the opposite direction.

Attack: Dexterity vs. AC

Hit: 2[W] + Strength modifier damage.

Serpent's Sweep **Monk Attack 1**

Use your quarterstaff to send the enemy to the ground with a sudden movement.

Encounter ◦ Ki, Weapon

Move Action

Requirement: You must be wielding a quarterstaff.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage and the target becomes prone.

Miss: Half Damage.

Daily Powers

A Thousand Stars **Monk Attack 1**

Throw a fusillade of projectiles in the enemy's direction to cause disorientation and great damage.

Daily ◦ Ki, Weapon

Standard Action ◦ Ranged

Requirement: You must have at least four shurikens or daggers available to throw.

Target: One creature

Attack: Dexterity vs. Reflexes

Hit: 3[W] + Dexterity modifier damage and the target is pushed one square and takes -2 on all defenses and attack rolls (save ends).

Miss: Half damage.

Stunning Fist **Monk Attack 1**

You strike the opponent in vulnerable points of ki, handicapping his combat ability.

Daily ◦ Ki, Unarmed, Reliable

Standard Action

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3[W] + Wisdom modifier damage and the target is stunned (save ends).

Monk Utility Powers

Wholeness of Body **Monk Utility 2**

A deep control of the flow of ki through your body can be used to heal wounds.

Encounter ◦ Ki, Healing

Minor Action ◦ Personal

Effect: You spend a healing surge. The number of hit points regained is increased by an amount equal to your Wisdom modifier. You may immediately make a saving throw against a single ongoing effect affecting you.