Breakthrough
Warlord Attack 1

"With a battle cry of victor you lead your allies by example, breaking through the enemy's lines."

At Will ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Target: One Creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier plus you may target a willing ally within 5 squares and pull him 1 square.

Created by **The Lord Winter**

Chill Touch
Warlock (**Demon**) Attack 1

Cold preternaturally extends from your grasp and creeps into the enemy's bones.

At Will ✦ Arcane, Implement, Necrotic
Standard Action ✦ Melee Grab

Target: One Creature
Attack: Cha vs. Fortitude
Hit: 1d6 + Cha necrotic damage and target slowed until the start of your next turn (save ends).

Created by **Malcolm N**

Dancing Strike
Fighter Attack 1

"With a flurry of footwork, you pass by your enemy into a more favorable position."

At-will ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Target: One Creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier and shift with your target's square as the starting point.

Created by **Fire Valkyrie**

Distracting Attack
Warlord Attack 1

"You attack your foes carefully and precisely, stealing away the enemy's attention to leave the vulnerable for your ally's attack."

At Will ✦ Martial, Weapon
Standard Action ✦ Melee or Ranged Weapon

Target: One creature
Attack: Melee or Ranged vs. Will
Hit: 1[W] + Intelligence modifier damage
Effect: Hit or miss: one ally within 5 squares gains a +2 power bonus when targeting your foe until the end of your next turn.

Created by **The Lord Winter**

Double Strike
Fighter Attack 1

He moved quickly stabbing me with his spear twice.

At-will ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Requirement: Spear
Target: One Creature.
Attack: Attack Bonus vs AC
Hit: 1W Damage
Effect: You may make two attack the second with a -2 penalty.

Created by **Shadowy Figure**

Knockdown Smash
Fighter Attack 1

At-will ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Requirement: You must be using a shield
Target: One creature
Attack: Melee vs Reflex
Hit: 1[W] + Str Damage, target knocked prone

Created by **Funk BGR**

Lunge
Fighter Attack 1

You leap forward extending your reach.

At-will ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Requirement: Spear
Target: One Creature.
Attack: Attack Bonus vs AC
Hit: 1W Damage
Effect: Increase your reach by one square for this attack. You may shift one square before or after this attack

Created by **Shadowy Figure**

Scare
Warlock Attack 1

Your target cannot take its eyes off of you, thinking you are its greatest fear.

At-will ✦ Arcane, Implement
Standard Action ✦ Ranged 10

Target: One Creature
Attack: Cha vs. Will
Hit: 1d6 + Cha and target takes a -2 to its reflex defense (save ends).
Special: Your target must be able to see you.

Created by **Malcolm N**

Shield Bash
Fighter Attack 1

At-will ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Requirement: You must have a shield equipped to use this power.
Target: One Creature
Attack: Melee vs. AC
Hit: 1d6 + Strength modifier and the target is Dazed (save ends)
Special: If this character is using a Heavy Shield, upgrade the damage to 1d8. Magical bonuses to the character's shield apply to the attack and damage, but bonuses from weapons do not.

Created by **The Lord Winter**

Shocking Grasp
Wizard Attack 1

At-will ✦ Arcane, Lightning, Implement
Standard Action ✦ Melee Touch (?)

Target: One creature
Attack: Int vs. AC
Special: Gain a +2 power bonus to hit if creature is wearing metal armor
Hit: Target takes 1d6 + Int damage and target is pushed 2 square

Created by **Funk BGR**

Starfire
Warlock (Star) Attack 1

A burst of light surrounds the enemy and bursts in a shower of white flame.

At-will ✦ Arcane, Implement, Radiant
Standard Action ✦ Ranged 15

Target: One Creature
Attack: Cha vs. Reflex
Hit: 1d6 + Cha radiant damage and ongoing 1 radiant damage (save ends)

Created by **Malcolm N**

Black Tentacles
Warlock (Star) Attack 1

A writhing mass of tentacles springs from your target and tries to hinder action.

Encounter ✦ Arcane, Implement, Conjuration
Standard Action ✦ Ranged 15

Target: One Creature
Attack: Cha vs. Fortitude
Hit: 1d4 + Cha damage and target is encumbered (move reduced to 4, save ends)
Sustain Minor: 1d4 damage (save ends)

Created by **Malcolm N**

Blood Funnel
Bloodmagus Attack 25

You use your opponents' weakened state to your advantage.

Encounter ✦ Arcane, Implement, Teleportation
Standard Action

Target: One Adjacent, Bloodied Creature
Attack: Cha vs. Fortitude
Hit: 2d8 + Cha damage and make a second attack.
Secondary Target: One Bloodied Creature other than the primary target.
Secondary Attack: Cha vs. Fortitude
Hit: 2d8 + Cha damage and you can teleport to a square adjacent to the target.
Special: You don't have to be adjacent to the secondary target. You can use this power twice per encounter, but only if you're bloodied

Created by **Malcolm N**

Defense Bypass
Fighter Attack 1

You dummy strikes weighting for a precise moment to stab your spear into an opponents side.

Encounter ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Requirement: Spear
Target: One Creature.
Attack: Attack Bonus vs AC
Hit: 2W Damage
Effect: Your target takes a -2 penalty to AC for this attack.

Created by **Shadowy Figure**

Overwhelming Strike — Fighter Attack 1

"After your weapon sinks home you press forward with all your might, knocking your foe to the ground."

Encounter ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Target: One Creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier and target is knocked prone.

Created by **Fire Valkyrie**

Scorch — Warlock (Demon) Attack 1

A swath of flame erupts from the ground extending from you to burn your enemy.

Encounter ✦ Arcane, Implement, Fire
Standard Action ✦ Line 5

Target: All in line (see special)
Attack: Cha vs. Reflex
Hit: 2d6 + Cha fire damage and ongoing fire 5 (save ends)
Special: This attack strikes targets in order from closest to furthest. It stops after the first successful attack.

Created by **Malcolm N**

Acid Arrow — Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ✦ Arcane, Acid, Implement
Standard Action ✦ Ranged 20

Primary Target: One creature
Attack: Int vs. Reflex
Hit: 2d8 + Int acid damage, and ongoing 5 acid damage (save ends).
Make a secondary attack.
Secondary Target: Each creature adjacent to the primary target
Secondary Attack: Int vs. Reflex
Hit: 1d8 + Int acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Created by **Malcolm N**

AcidShower — Wizard Attack 15

A shimmering arrow of green, glowing liquid streaks into the sky and bursts in a downpour of sizzling acid.

Daily ✦ Arcane, Acid, Implement
Standard Action ✦ Area Burst 2 in 20

Targets: All Creatures in burst
Attack: Int vs. Reflex
Hit: 3d8 + Int acid damage, and ongoing 5 acid damage (save ends).
Miss: Half damage, and ongoing 2 acid damage

Created by **Malcolm N**

Immobilizing Strike — Fighter Attack 1

You stab your spear straight through an opponents leg breaking their bone and Immobilizing them.

Daily ✦ Martial, Weapon
Standard Action ✦ Melee Weapon

Requirement: Spear
Target: One Creature.
Attack: Attack Bonus vs AC
Hit: 2W Damage, targets speed drops to 0 squares and everyone gains combat advantage against them.
Special: Your target may make a saving throw to improve his speed by one square each time it is his turn.

Created by **Shadowy Figure**

Block
Fighter Utility 2

"You swing your weapon defensively, knocking aside an incoming attack."

Encounter ✦ Martial, Weapon
Immediate Reaction

Trigger: An enemy makes a successful melee attack against you.
Effect: Reduce the amount of damage suffered by 3. This can reduce the damage suffered to 0 but not below.
Special: If you have a shield equipped, reduce the damage by an additional

Created by **The Lord Winter**

Call to Sacrifice
Paladin Utility 2

"Seeing an ally in danger, you pray to your God to lend him or her some of your inner strength."

Encounter ✦ Divine, Implement
Immediate Reaction ✦ Range 10

Trigger: When an attack successfully hits an ally.
Effect: You immediately lose a healing surge, and your ally gains your level plus x2 Charisma modifier Temporary Hit Points. You must have at least one healing surge remaining to use this power

Created by **The Lord Winter**

Expand Spell
Wizard Utility 2

"Through sheer force of will, your spell blossoms outwards and effects a second target."

Encounter ✦ Arcane, Implement
Immediate Reaction

Trigger: You target an enemy with a spell.
Effect: Select an adjacent target to the first, they are also effected by the spell. This has no effect on Area Effect spells.

Created by **The Lord Winter**

Forgetful Gloom
Warlock Utility 2

"Your opponent's attack slices through a puff of dark, misty smoke as you vanish and reappear nearby, befuddling his mind."

Encounter ✦ Arcane
Immediate Interrupt

Trigger: An enemy makes a melee attack against you.
Target: Triggering attacker
Atk: Cha v/s Will
Effect: No damage, teleport to another square adjacent to your attacker.
Hit: The creature that attacked you can no longer attack you or use powers that specifically target you (save ends). This effect ends immediately if you cause damage to the target creature.

Created by **VBMEW-01**

Hold the Line!
Warlord Utility 2

"You choose where the line of battle is, and call an ally to your aid."

Encounter ✦ Martial
Move Action ✦ Ranged 5

Target: One ally
Effect: Pull the target up to 3 squares.

Created by **The Lord Winter**

One-Two
Fighter Utility 2

He struck me then quickly moved back out of reach of my counter attack.

Encounter ✦ Martial, Melee
Immediate ✦ Personal

Requirement: Spear
Effect: Shift up to half your movement speed and hitting with an attack

Created by **Shadowy Figure**

Patron's Blessing
Warlock Utility 2

"Your supernatural patron makes certain to keep you alive to fulfill your contract."

Encounter ✦ Arcane
Immediate Reaction

Trigger: You are effected by a condition which will end with a saving throw.
Effect: You may immediately make a Saving Throw, at a +2 bonus.

Created by **The Lord Winter**

Sacrosanct Aura — Cleric Utility 2

"Your God lends a small measure of His or Her divine majesty to you, and your enemies find you difficult to engage in battle as you glow with power."

Encounter ✦ Divine, Implement, Radiant
Standard Action ✦ Close Burst 1

Target: Personal
Effect: Until the end of your next turn, all squares adjacent to you become difficult terrain and you gain Full Concealment.
Standard Sustain: You can sustain this power until the end of the Encounter.

Created by **The Lord Winter**

Surefooted Stalker — Ranger Utility 2

"Your experience tracking game has left your movements deft and sure. With concentration you are unhindered by even the most difficult terrain."

Encounter ✦ Martial
Minor Action

Target: Personal
Effect: Until the end of your next turn, you treat difficult terrain as normal terrain.
Sustain Minor: You can continue to use this power indefinitely.

Created by **The Lord Winter**

Armor Expertise — Feat

Tier: Heroic
Benefit: Add the higher of your Dexterity or Intelligence modifier to your armor class when wearing heavy armor.
Created by **Malcolm N**

Armor Efficiency — Feat

Tier: Heroic
Benefit: You do not take a penalty to your speed when wearing armor.
Special: Any race with this feature already instead reduces their armor check penalty by 2.
Created by **Malcolm N**

Demonic Pact — Feat

(Fiendish Flamewreath)

Your patron gifts you with a fiery ward when you defeat a foe in combat.

Tier: Heroic
Benefit: When you reduce an enemy under your warlock's curse to 0 hit points or fewer, enemies moving within one square of you take 1d6 fire damage until the start of your next turn.
Special: You may only use one Pact feature per round, even if you meet the requirements for several.
Created by **Malcolm N**

Forewarn — Feat

You and your party have practiced this maneuver to near perfection.
Tier: Heroic
Benefit: Your allies get a +2 to all defenses against your powers.
Created by **Malcolm N**

Heavy Armor Grand Master — Feat

Tier: Epic
Requirements: Heavy Armor Master
Benefit: Add half of your Armor Bonus to your Reflex Defense (rounded down) and a +2 feat bonus to your AC (feat bonuses don't stack).
Created by **Malcolm N**

Heavy Armor Master — Feat

Tier: Paragon
Requirements: Armor Efficiency or Armor Expertise
Benefit: Add a +1 Feat Bonus to your AC Defense and reduce your armor check penalty by 2.
Created by **Malcolm N**