

UNDER A FALSE SKY

A Campaign Setting for
Dungeons and Dragons

by

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UNDER A FALSE SKY

A Campaign Setting for *Dungeons and Dragons*

The final flash of a blade reflects the light of the setting sun. This man, this traitor, was as false as that sun. One of the Faceless, he sought to thwart us, to hinder our search. Sometimes we lose sight of our goal in spite of ourselves. We know that the sky has an end, that the world is bound; we know that the Founder is the only god, that the gith are his servants, that the Faceless are his adversaries. Isn't knowing enough? Why do we need to understand?

OVERVIEW

Under a False Sky is a D&D campaign set in a demiplane created by a god known as the Founder. Usually referred to as the Land, it is a place where the human inhabitants are acutely aware that they live in limited world. They have legends of other places and times where worlds are boundless and beings from other planes interact with humanity, but their existence is all mapped out, it seems. The Land is populated by small towns and villages and a few cities, all carved out of a wilderness of varying landscapes. Beyond the wilderness lies a gray waste of dim light and lifeless dust. Occasionally the sky is torn asunder, raining down a maelstrom of different elements. At times, the people of the Land feel as though their world is shrinking or being slowly chipped away.

Similar to the Points of Light setting, there are few people of exceptional character, and fewer still answer the call of adventure. Haunted by tales of the first ancestors, some brave souls search for clues to the world's origin. Others try to find meaning in a world which is, ultimately, contrived. Of course, most adventurers are looking for excitement, power, or heroics.

Some of the adversaries in the Land are common to other campaign settings. There are monsters of many types, particularly elementals and magical beasts. Regular animals and the environment itself pose a significant challenge, even for higher level characters. There are villains among the human populace, as well as bandits, thieves, and secret cults to the slaadi lords. There are no major forces of good or evil, and immortals of those types are generally unknown in the Land. Though creatures of chaos (like the slaadi) exist, there is no grand struggle between the forces of law and chaos; indeed, the struggle is usually for survival.

PEOPLE UNDER THE FALSE SKY

Humans were brought to the Land Under the False Sky two hundred years ago. Legend has it that they were specifically chosen by the Founder, a god of mental might and human form. He created the Land and brought humans there to fulfill a purpose, but that purpose was never made clear. These people, commonly known as the First, came from the many cultures and places of another world, bringing with them knowledge and skill, but no magic. They formed a culture of mutuality, communities of strength, and built a city of enlightenment, but few details are known of the Founder's First. Their great city was wiped out by a horde of slaadi at the height of its achievement. The survivors scattered into wilderness, and the gith appeared to challenge the slaadi.

Generations later, the people of the Land began rebuilding their civilization, including a second great city, Serras. The Faceless appeared and began spreading their taint. Soon, society fell to the petty crimes and squabbles more typical of humanity. Now, a royal family rules the majority of the people, stratified into slaves, peasants, artisans, merchants, and gentry. This family's origins lie with a warlord who combined wealth, power, and leadership to found a monarchy. Those who wish to be free live on the borders between civilization and wilderness.

The Land's culture could be described as similar to the Golden Age of ancient Greece. Learning is highly valued, and societies of meditants have formed to explore psionic power. Military might is also highly valued, and the ruling nobles of Serras occasionally have armed conflict with independent cities. Many locales pay tribute instead. Militaries also are kept to deal with creatures of menace from the forests and mountains. The people of the Land have technology similar to Renaissance Europe: There is high quality steel, though not in great abundance. Complex locks exist, as do clockworks and good compasses. Mills are powered by water wheels and wind when possible, and experiments with steam power exist. Alchemy is capable of producing potent substances. A well-equipped army will include cannons that launch alchemical bombs, though longbows and crossbows are still the ranged weapons of choice.

Though magic of all types is known to exist Under the False Sky, only psionics is accepted among the human populace. Practitioners of psionics, often called *meditants*, are treated with a mixture of fear and respect. Psionic masters take students to train and a few battleminds and ardents are known as great warriors; likewise, some of the most devoted followers of the Founder's Faith are monks and psions. Moreover, the gith

are known to use psionics in their battles against the slaadi and the Faceless. Other forms of magic (using arcane, divine, primal, and shadow power) are rare, and common folk associate these powers with evil and chaos, whether warranted or not. To be fair, the most common (and most powerful) wielders of arcane magic are the slaadi, and the Faceless are known to use magic of many types (including psionics).

Religion is largely an afterthought Under the False Sky. Though only fragmented records have ever been recovered from the ruins of the First, the people of the Land can trace their history back to that time. Tales of the Founder and his creation of the land are told as history, rather than myth. In a sense, the Founder is less of a distant god and more of a heroic ancestor. Whether or not the Founder is truly a deity is unknown, but he does not grant divine power to his followers. Nonetheless, there is a religion centered on him, with small temples in towns, and churches in the cities. The Founder's faithful do not worship him, but seek to understand his creation, and to emulate his oneness of mind and body. The leaders of these churches are sometimes meditants, and they conduct services similar to those of other religions: ceremonies marking birth, adulthood, marriage, and death. In some of the fairer-minded cities and towns (not Serras), a meditant of the Founder's Faith may act as a judge. There are no regular services or special holy days, and some common folk care little for this religion.

THE LAY OF THE LAND

The Land Under the False Sky is a disk over 500 miles across. The central area of the disk consists mostly of plains and rolling hills, with a mild, temperate climate. Summers are very warm, and most winters pass with little snow, except in the northern foothills. Small forests dot this landscape, but grow thicker away from the center of the disk. The edges of the Land are ringed by less hospitable terrain: Two-thirds of the border is a range of snow-capped peaks, while the rest is the Sea, bordered in places by marshes and swamps. Towards the Sea, the climate is warmer, even subtropical. Rivers flow from the mountains to the center of the Land, pooling in a few lakes. Most of these waterways empty into the Sea. The Sea is a warm body of water, and several small islands are known off the coast, as well as the mythical Isle of the Founder. Abundant seafood of all types is found at the coast and in the Sea, though it can be a dangerous place.

True to its name, the False Sky is a dome of crystalline material that changes colors from sky-blue to sunset red to nighttime black. It produces star-like twinkles and creates the images of a sun and moon to travel across its face. The Sky's surface is over fifty miles above the Land. Normal weather patterns of wind, clouds, and precipitation circulate below the dome. Sometimes, the Maelstrom breaks through a small fissure in the Sky, creating a terrible storm known as a maelstrom vortex. It is assumed that the Founder closes the fissures, though some people believe he opens them, too.

Human settlements are concentrated near the center of the Land. There are a few cities, and Serras is the largest. It is ruled by a royal family and features a many-towered palace. Near the cities are towns and villages, and small communities are found infrequently bordering the wilderness. A few towns exist along the major rivers and by the Sea. Though the cities are relatively secure from monstrous threats, smaller communities are always at risk. The worst threats come from the mountains and the Sea.

The ruins of the First are concentrated at the junction of two rivers near the northeastern mountains. This area no longer has any permanent human community, and it is known to be a lair of the slaadi. It is believed that they are responsible for unleashing terrible beasts from caverns deep beneath the ruins.

Beyond the ring of the mountains (and rumored to be across the Sea) are the Twilight Wastes. The land goes from rugged mountains to sandy deserts and finally to a gray land of dusty, hardened rock in an eternal twilight. Undead roam the Wastes, and occasionally encroach the mountains. It is unknown what lies beyond the Wastes—do they fade into darkness or open into the Maelstrom?

A Different Sort of World

The guiding force behind *Under a False Sky* is the game *Iron Heroes* (based on *Dungeons and Dragons* third edition). The intent was to make a campaign that featured less-fantastic heroes adventuring in a fantastic world. Magic can't solve most problems, and is often at the root of them. Characters mix traditional adventures (such as exploring a ruined castle) with the more mundane aspects of life, such as jobs, finances, and relationships. Likewise, stories might feature a serious topic like a slaadi cult, or instead hinge on a comedy of errors. Perhaps *Spider Man* is an influence, too.

To be sure, the player characters are exceptional people. Maybe a PC was once a humble fisherman, but circumstances caused him to set out and explore the world. They might meet mercenaries, meditants, or foresters, but other adventurers are very rare. Characters that take part in public actions will develop a reputation of some sort, whether as heroes, villains, or something in between. Players should specifically think of reasons why their unusual characters end up working together. What past relationships did they have, if any? What common goals do they share? Do they become friends, rivals, or merely associates? Do they create a business, or are they just wandering explorers?

The Maelstrom is a roiling chaos of energy and elements. It is a whirlwind, a firestorm, an earthquake, a tsunami. It leaves a wake of destruction wherever it meets the Land, but also seeds new life, too. The Maelstrom lies beyond the sky and past the wastes. It is said that traveling through the Maelstrom brings one to a place of pure enlightenment, and the home of the Founder.

SLAADI, GITH, AND THE FACELESS

Three groups of outsiders make the land their home. The Faceless are a race of humanoid beings that appear human, except that no two people ever describe one of the Faceless quite the same. One of the Faceless could be walking among a crowd at a bazaar, and no one would know. Sometimes, however, they unleash terrible powers, particularly when in conflict with the gith. The Faceless seek to shape the culture and destiny of the humans within the Land; though their ultimate goal is unclear, their influence taints humans and pushes them towards amorality. Their presence creates a baseline anxiety across the Land. The Faceless live among humans in secret—in tiny hamlets, prosperous towns, and in Serras itself.

Only small groups of slaadi live in the Land. These generally make hidden refuges in the wilderness, though there is a known enclave in the ruins of the First. Some live secretly in or near civilized areas, leading cults dedicated to breaching the False Sky permanently and bringing the Maelstrom upon all the Land. The slaadi are sometimes agents of the Faceless, and sometimes they are in opposition. They are actively hunted down by the gith, and by adventurers.

The gith are a race of gaunt, pale-yellow humanoids that live in citadels isolated from human communities. Though more human-looking than the iconic githyanki or githzerai, the gith are more alien in their way. They have a oneness of body and mind, and they have a worldview quite different than most members of humanity. The gith are not truly benevolent. They seek to preserve balance in the Land—they oppose the slaadi because they seek destruction, and they oppose the Faceless because they seek corruption. Common folk assume that the gith are the servants of the Founder, particularly because of their psionic might. In rare instances, an abandoned infant is raised within a gith citadel. Though this may seem that the gith are saving an innocent life, their purpose is to craft an instrument of their will that can more easily travel in human communities.

OTHER DENIZENS OF THE LAND

The Land Under a False Sky is home to animals typical of a temperate climate, and with variations appropriate to the mountains, deserts, subtropical coast, and warm sea. In particularly wild areas, great beasts become the norm, though there are no dinosaurs. The Sea is known to have many ferocious creatures, and this limits its exploration by mariners.

Both the mountains and the deep forests are home to small numbers of true monsters. Bestial dragons live on windswept peaks, aberrations crawl out of deep caves, and magical beasts roam the deepest woods. As miners and foresters penetrate new areas, these threats are unleashed upon outlying communities. The slaadi are also suspected of using strange creatures to do their bidding.

Undead creatures inhabit the Twilight Wastes. Sometimes they cross the deserts and enter the mountains. On rare occasions they travel further. The Maelstrom is home to elementals of all sorts; during a maelstrom vortex, they are sometimes cast out and make homes in the wilderness. They instinctively seek out the next vortex to rejoin the Maelstrom; their frantic attempts to find expressions of their elements often cause more damage than the vortex itself.

In game terms, creatures with the natural, elemental, and aberrant origins are the most commonly encountered monsters. Particularly large monsters are encountered far out at sea. Subterranean areas generally produce encounters with aberrations and the slaadi. The forest and mountain wilderness tend to be inhabited by beasts of many kinds. Undead are rarely encountered unless the PC's find themselves past the mountains or actually travel into the Twilight Wastes. Fey and shadow creatures are rare or unknown completely; also, humanoids aside from humans, gith, and the Faceless are essentially unknown. For example, there are no orcs or goblinoids, but there are a few lone pixies in an enchanted wood, and a single tribe of fire giants lives by a volcanic mountain. In any case, PCs are generally human (unless possessing the Planar Castaway background).

A CAMPAIGN UNDER THE FALSE SKY

LOW FANTASY

A game set Under a False sky is one full of action and adventure, like other D&D games. Still, there are many elements that distinguish this setting from *The Forgotten Realms*, *Eberron*, or *Greyhawk*. Foremost is the scarcity of magic and magical power (see below). Most characters will have only martial powers, with some having psionic abilities. Second, wealth is greatly reduced; silver is the most common currency, gold coins are rare, and platinum coins are unheard of. Perhaps what sets this campaign setting apart most is the low fantasy theme. The characters are definitely heroes (or antiheroes), and they live in a fantastic world with magic and monsters. On the other hand, a non-human walking into town is cause for alarm, and characters can't go magic item shopping. The tales of Fafhrd and Gray Mouser, by Fritz Leiber, are great examples of adventures with this mix of heroic fantasy and low fantasy. Elements of this trope include unlikely heroes, gray morality, episodic stories, personal scope, humor and horror, mundane settings, and suspicious sorcery.

Unlikely Heroes. Player characters are more likely to be affable scoundrels or opportunistic mercenaries than heroic champions. Certainly, some characters may be motivated by righteousness or justice, but they are exceptions. More common motivations are wanderlust, revenge, redemption, and thrills. Characters *are* likely to have some redeeming qualities, since they've come together to work as a group. As the campaign develops, some characters may develop an idealistic streak, whereas others may become more cynical.

Gray Morality. Though individual people might well be good and true, the human populace operates under fairly mundane motivations. There are no grand "forces of good". Living Under a False Sky leads to a certain cynicism about the world and one's place in it, or perhaps the subtle influence of the Faceless undercuts feelings of goodwill and hope. Characters are likely to be heroic because of personal relationships or particular situations, rather than a desire to combat an evil overlord. Many adventures do not feature a struggle versus evil at all. Sometimes, characters have to do things they aren't proud of just to get by.

Episodic Stories. Each adventure is, in general, independent from the others. Though some story elements and villains will make continuing appearances, long-running story arcs are uncommon. The campaign is connected through the setting, theme, and characters. Campaign arcs develop based on PC actions and personalities.

Personal Scope. Adventures usually focus on individual characters. In the heroic tier, common scenarios are about the day-to-day struggles of the PCs or solving the problems of particular non-player characters. In the paragon tier, stories might relate to the bigger picture, involving noble families, cults, the gith, and the Faceless. Only at epic levels do adventures relate to the mysteries of the Land.

Humor and Horror. Because of the personal scope of most adventures, the tone of the game tends to be somewhat light or rather dark. Rescuing someone from kidnappers, stealing valuable artwork from a decadent noble, and fast-talking your way into the palace all lend themselves to lighthearted swashbuckling. Conversely, breaking up a cult to the slaadi, revealing the corruption of the Faceless in the local merchant guild, or awakening a Thing in ancient ruins all evoke visions of horror.

Mundane Settings. Though the Land has plenty of mysterious locations, such as the ruins of the First, the Founder's Isle, and the Twilight Wastes, most adventures occur in more everyday settings. Stories set in cities and on the road are the most common at the heroic tier. Paragon adventures are likely to take place in the wilderness or at sea. Only epic adventures spend much time at fantastic locations.

Suspicious Sorcery. As mentioned above, magic is very rare, and generally only used by monsters, the Faceless, and cultists to the slaadi. Rarely, a scholar has studied enough arcane lore to learn a little magic, but these studies are done secretly. Cities generally outlaw the practice of magic, as well as its study, out of fear. Psionic powers are known and practiced, though still unusual. Those with psionic talent are viewed with fear and wonder, and they usually avoid ostentatious displays.

LESS METAL TO SPEND

A campaign Under a False Sky is one in which the heroes are likely to be scrabbling for money. Rather than quickly accumulating wealth that rivals that of the greatest king, the PCs might occasionally find themselves completely broke. Characters start with less and adventures do not guarantee any sort of financial payoff. Most significantly, wealth tends to increase linearly with character level. A tenth-level PC that saves his money might have total wealth equal to 500 to 1000 gold.

First level characters start with 50 gold (rather than 100 gp). Some PC backgrounds let the character start with more money, or with some starting gear. A few backgrounds provide a way for characters to make

some money in between adventures. As play continues, character wealth is determined entirely by story and PC actions.

Additionally, when there is down time between adventures, characters slowly spend money on room, board, and entertainment. For each non-adventuring week that PCs spend in cities or towns, they spend 1 gold. Some characters might spend more if they live extravagant lives, or less if spending time in a village or living a Spartan existence. A couple backgrounds provide characters with regular room and board if the right conditions are met. If a character cannot meet this basic cost of living (which is actually pretty comfortable living), his maximum number of healing surges drops by one each week. When the character has only two healing surges left, an additional week of privation takes away the PC's ability to use his second wind. In a sense, the character ends up living the desperate existence of a street person or vagabond. Spending a week living the high life (and paying 1 gold) returns the character's vigor (all healing surges and ability to use second wind). In some special cases, the DM may rule other circumstances may reduce the PC's healing surges (such as being in jail) or restore them (such as using a special alchemical draught).

LESS METAL TO WEAR

The Land is not a place with abundant steel. Certainly, iron is mined (with some danger near the mountains) and steel is manufactured, but metal is more expensive and less commonly used than in a standard D&D game. As a result, metal armor tends to be rare; in a city guard, only the officers are likely to wear armor heavier than leather. Spears are common weapons; swords are not. Even adventurers are unlikely to start with a full complement of metal weapons, armor, and shields.

Additionally, metal armor and encumbrance are treated a little less heroically Under a False Sky than in a standard campaign. Characters' carrying capacity uses a base of 5 pounds per point of strength. Only a fairly strong PC can fully equip metal armor, weapon, and shield without being encumbered. When carrying a heavy load, the character takes a -2 penalty to speed (rather than being slowed), which stacks with any speed penalty caused by the armor. Additionally, when a PC makes an Endurance check while carrying more than a light load, there is a -4 penalty.

Why Less Metal?

Under a False Sky has several conventions to enforce the low-magic, heroic fantasy setting. One such convention is using more realistic rules for carrying capacity and armor penalties. Whereas a standard D&D game encourages PCs to take lots of gear and wear the heaviest armor possible, this campaign setting penalizes such actions. On the other hand, PCs are encouraged to travel light and avoid looking like a knight in the military.

On a similar note, the scarcity of wealth means that characters of all levels will often have to make decisions based on money. It is harder to be idealistic when you don't have a place to stay or food in your belly.

Likewise, armor incurs greater penalties to speed and skills, as shown by the table below:

REVISED ARMOR PENALTIES

Armor Type	Check	Speed
Cloth	--	--
Leather	-2	--
Hide	-3	-1
Chain	-5	-1
Scale	-4	-1
Plate	-6	-2
Light Shield	-3	--
Heavy Shield	-5	--

Though magic items are exceedingly rare, masterwork armor and weapons are known. Items made of special materials are rarely found, as well. Such special substances include mithral, adamantite, deep crystal, and even ferroplasm. These items might provide a slight enhancement bonus, a reduction in armor check and speed penalties, or have some other useful property.

MAGIC IS RARE

In the Land Under a False Sky, most magic is the province of dark and corrupting forces. Arcane powers are wielded by the slaadi, the Faceless, and worse; occasionally, an enterprising scholar will learn some magic as well. Such discoveries are universally treated with suspicion, since they often attract the notice of the

Faceless. Magical items are often crafted by the Faceless or empowered by the roiling chaos of the slaadi. As such, using magic items often carries some drawback, and more powerful items can be very risky to use.

Psionic power, though rare, is not mistrusted. The gith use such power to fight the slaadi and Faceless. Though the gith are indifferent to humanity, they are quite successful in defeating mutual enemies. Humans with psionic power usually hide it completely or keep it understated to avoid attention from the authorities. Those that use psionics openly tend to wind up in service to the royal families, as a leader of the Founder's Faith, or as a meditant in a gith monastery. The few that stay independent often become adventurers. Items that use psionic power are known, but are still exceedingly rare, and usually are sought after by the both the gith and the Faceless.

Optional Rule:

No Inherent Bonuses

If your group would like an even tougher game, you can forego the inherent bonuses. This lowers the power level of player characters significantly, and tends to make monsters even more dangerous. Likewise, the bonuses provided by feats, class features, and masterwork items become even more important. The characters will still feel like heroes, but not superheroes.

If your campaign does not use inherent bonuses, the DM will make some adjustments to monsters and NPCs to make them reasonable, yet challenging, opponents.

Other sorts of magic are rarely seen or used in the Land. The Faceless, of course, dabble their ever-changing fingers in all sorts of magic, and rare planar travelers might bring strange powers with them. Otherwise, only monstrous creatures are likely to possess primal or shadow magic, and divine magic is essentially unknown. This leads many scholars to believe that the Founder is not truly a deity.

For game mechanics, a lack of magic items means a reduction in PC power, particularly at paragon and epic levels. Because of this, the optional Inherent Bonuses rules are in effect. Characters gain +1 on attack and damage rolls at level 2, +1 more per five levels (7th, 12th, etc.). Character AC and defenses also increase: +1 at level 4, +1 per five levels thereafter. Essentially, this keeps PC attacks and defenses comparable to monsters of the same level. On the other hand, characters will not have an array of item powers and properties available, and critical hits are not as damaging without the bonuses from magic weapons and implements. Overall, PCs are somewhat less powerful Under a False Sky than in standard campaigns. Hero Points help compensate for this.

Hero Points

With focus and determination, a warrior might survive a volley of arrows to hold back the enemy for a few precious moments. After the avalanche, the comic relief finds that all of the boulders have somehow missed him. Though the ghost has been able to possess everyone else who entered the castle, the meditant is able to hold the spirit at bay. Hero points represent the possibility of the characters to survive an encounter through luck, grit, or willpower. Whereas an action point allows the character to draw on his reserves or burst into action, a hero point allows a character to succeed against the odds. Hero points are used to achieve an amazing success, a miraculous survival, or an incredible stunt.

Earning Hero Points. Hero points are granted as rewards for exceptional roleplay by the DM. Unlike action points, they are saved until used. A character could accumulate multiple hero points over the course of several adventures. To earn a hero point in play, a PC must take actions that satisfy two conditions. First, the character must be true to his personality and storyline. Second, these actions must further (or complicate) the plot, or maybe open a new adventure. Both conditions must be met—just being in character isn't enough.

Here are two examples of play. In the first, no hero point is awarded, but in the second, one is given.

Example 1: James is playing Henry Gordon Jago, the flamboyant rogue. Henry has engaged an enemy in combat near a moat filled with hungry alligators.

*James: Henry mocks the enemy and uses Bluff to gain combat advantage. *rolls die, success* Ha!*

DM: The guard actually looks aside for a moment, giving you a perfect opening.

*James: Henry uses his attack to slide the enemy into the pit. *rolls, success* I got him!*

*DM: The guard falls over the edge. *rolls save, fails* With a cry, he plunges into the moat, and becomes a meal for the alligators.*

James: Henry then crosses the bridge, chuckling as the alligators eat the hapless guard.

DM: Nice work.

Example 2: Same setup.

*James: Henry mocks the enemy and uses Bluff to gain combat advantage. *rolls die, fails* Henry winces and says, "Heard that one before?" Henry then attacks with sly flourish. *rolls, misses* "Uh-oh"*

*DM: The guard uses its spinning spear attack. *rolls die, success* Henry takes 8 damage, is knocked prone, and is slid over the edge towards the moat!*

*James: Gah! *rolls save, success* Henry grabs onto the edge, and looks down at the gators. Henry says, "Look, don't take it personal. Those boots matched my belt **and** my bag. And they were on sale!"*

DM: The guard chuckles and raises his spear for another attack.

James: Hold on, it's my turn now. Henry wants to use Acrobatics to swing up over the edge and stand up.

DM: Alright, it's a move action, DC 20. If you fail, you are still prone, but not hanging on the edge; if you fail by 5 or more, you fall in.

*James: *rolls, success* I use my attack to slide the guard into the pit. *rolls, success* He says to the guard, "I was lying about the boots, you know"*

DM: The guard fails his save and falls into the moat!

James: Henry says, dramatically, "I actually paid full price!" He then walks across the bridge.

*DM: *laughing* Definitely one hero point for Henry.*

In example 1, Henry succeeds in getting past the guard to continue the story. He is roleplayed, but only in a general way. Example 2 ends up with the same result (Henry defeats the guard and walks across the bridge.), but it's done with the style and flair that Henry Jago is known for. Not all players have a personality that lends itself to improv-style acting. Roleplaying and characterization can be accomplished solely through actions and third-person description, too.

Example 3: The party is chasing down the BBEG while being pursued by hordes of minions. Domenic's character is a grim warrior who has established a kill-or-be-killed ethic, and he relishes any chance to show off his skills.

Eric: We have to stop the cult leader from escaping into the water tunnels. My character and Jason's can catch up to him.

Jason: So can Carl's PC. But Domenic's definitely can't keep up. Even if we do catch the cult leader, this pile of minions will eventually swarm us in the fight.

Domenic: I'll stop and take on the whole crew of minions at the doorway. I have a daily stance left that should keep them from getting past me.

Carl: You might get killed—good luck with that.

Eric: Alright, that's the plan.

DM: Okay, we'll play out the combat between Dom's PC and the minions, keeping track of how many rounds it takes.

Domenic: Bring 'em on. I'll kill them all or die trying.

(After a several rounds, Domenic's PC ends up killing most of the minions, and does not retreat. Unfortunately, he is taken down in the process. The remaining minions leave him for dead and run ahead to help their leader. The DM runs the same amount of rounds as Domenic's fight with Eric, Carl, and Jason. They catch up to the BBEG and begin an epic battle. Once the time difference is made up, Domenic begins rolling death saves, and eventually succeeds well enough to spend a healing surge. His fighter rushes ahead to battle without hesitation.)

Domenic: I'd rather get back into the fight as soon as possible. I especially want to kill the remaining minions.

DM: Dang, you're a glutton for punishment. Take a hero point and try not to get killed.

Note that in this example, the hero point is given before the encounter is over, and the PC was not entirely successful in his endeavor. He took a risky course of action, but one that was in line with a previously established character trait.

No more than one hero point is awarded during a single play session, and some sessions won't award any. Not every scenario provides opportunities for the type of action that earn hero points. Well-played PCs likely earn about 1-2 hero points per level, though some might earn more or less than that. Most players will accumulate a few hero points, saving them to spend when the chips are down, often to keep a character from dying. On rare occasions, a villain NPC will have a "hero point" to spend.

Spending Hero Points. A hero point can accomplish one of three effects: an amazing success, a miraculous survival, or an incredible stunt. A character may only spend one hero point in an encounter, and usually spends it on his turn. Some uses of hero points require a trigger. Most importantly, the use of a hero point signals cinematic action, and should be described by the player with appropriate input by the DM. Remember, the hero point represents the amazing luck, willpower, or toughness that the character possesses.

Note: A hero point *cannot* be earned in the course of spending a hero point. The three uses of hero points are amazing successes, miraculous survival, and incredible stunts, each described below.

AMAZING SUCCESS

- ◆ **No action.** Using a hero point for an amazing success is part of another action. An unconscious or helpless character may use a hero point when rolling saving throws.
- ◆ **Triggered.** You may spend a hero point for an amazing success just *before* rolling an attack roll, skill or ability check, or saving throw.
- ◆ **Guaranteed Success.**
 - **Attack Rolls.** If your attack roll misses, it becomes a hit instead. If your attack roll hits, you score a critical hit instead. If your attack already scored a critical hit, it does 50% more damage.
 - **Skill or Ability Checks.** If a skill or ability check fails, it succeeds instead. If your skill or ability check roll succeeds, treat the result as if you rolled a 20, or you earn two successes (if part of a skill challenge). If you rolled a 20 on the check, you earn two successes on a skill challenge, treat the die roll as a 25, and gain some other benefit as determined by the DM (usually a +4 bonus to your next skill check or attack, or for the next PC in a skill challenge).
 - **Saving Throws.** If the saving throw fails, it succeeds instead. If the saving throw succeeds, you remove all conditions on you that a save can end; if a death saving throw, you treat the result as a 20. If you rolled a 20 on the saving throw, you remove all conditions affecting you that a save can end, and also ignore (and remove) any aftereffects; if a death saving throw, you regain hit points as if you spent a healing surge and may stand up as a free action.

MIRACULOUS SURVIVAL

- ◆ **No action.** Using a hero point for miraculous survival does not use an action, and may take place out of turn. An unconscious or helpless character may use a hero point for a miraculous survival.
- ◆ **Triggered.** You may spend a hero point for miraculous survival when your character dies or is subjected to an effect or action that normally would kill the character, such as falling from a great height or drowning underwater.
- ◆ **Guaranteed Survival.** You do not die. Create a narrative solution that results in your survival. You are still in danger, unconscious, or both, depending on the particular situation. It is also possible that you have suffered a “mysterious death”, from which you later return (a common use of a hero point for villains). Example ways to survive:
 - **Stave Off Death.** You are unconscious, but cling to life by sheer toughness or force of will. Additional injuries may kill you.
 - **Lucky Break.** You grab onto a branch jutting from a cliff, land on a rock floating in the molten lava, emerge in an underwater cave with a small air space, etc.
 - **Crazy Prepared.** You turn out to have the piece of equipment or specialty item needed to survive your current predicament. This item could be a rope, a flask of oil, a light source, or anything that your character could possibly have been carrying around the whole time. The item still costs money (unless it is one you already possess), though you may go into debt to afford the item. The DM rules whether or not special items (such as minor psionic or magic items) are allowable choices.
 - **Mysterious Death.** A favorite of NPC villains, the character manages to somehow leave the current encounter when others assume they have died. Losing track of someone in a massive battle, falling overboard in the Sea, sliding into a crevice in a ruined temple, or even a body switch before burial are appropriate mysterious deaths. You and the DM will need to work out the details of your mysterious death, after the current encounter, and likely after the current play session is over.

INCREDIBLE STUNT

- ◆ **Variable action.** Using a hero point for an incredible stunt uses the action type most appropriate to the stunt. For instance, a combination of a leap, rope swing, and climb would be a move action, a dazzling series of blows would be a standard action, and a lightning-fast blade throw might be an immediate reaction. The DM is the final arbiter of the action type.
- ◆ **Breaks the Rules.** Incredible stunts in some way break the standard rules for skills, attacks, or actions. This is the hardest of the three hero point effects to adjudicate, and narration from the player and DM help determine the result. Below are some guidelines as to possible effects.
 - **Skills.**
 - Use one skill as an unlikely substitute for a different skill.
 - Combine what would be up to three skill checks into one action (with multiple checks).
 - Attempt an extremely difficult (or nigh impossible) skill check with a +10 bonus.
 - Combine a skill check with an attack.
 - **Attacks.**
 - Turn a single target melee attack into a burst 1.
 - Gain 1 square of reach until the end of your next turn, or turn reach into threatening reach until the end of your next turn.
 - Exclude targets in a burst, blast, or wall.
 - Move an otherwise stationary zone.
 - Double the distance of a push, pull, or slide.
 - Change a damage keyword.
 - Combine a bull rush or grab with another attack, or use a successful attack to escape a grab.
 - Cause an attack to also knock an opponent prone.
 - Impose a -4 save penalty to some effect or condition caused by your attack.
 - **Actions.**
 - Use a hero point like an action point, to gain an additional action of your choice on your turn (you do not gain the other benefits of spending an action point); you may also spend an action point in the same encounter (or even on the same turn).
 - A minor, move, or standard action you can normally take on your turn becomes an immediate reaction.
 - You can use another immediate action before your next turn (rather than just one).
- ◆ **Not Guaranteed.** Unlike other uses of hero points, there is no guarantee of success. Still, a failed check or missed attack should still give some benefit. Use daily powers with a Miss entry as a guideline. For instance, if the player was attempting to use a basic attack with a charge to also knock the target prone, a miss still knocks the target prone. Likewise, if a PC was trying to combine jumping to a chandelier, swinging across a room, and then clinging to the opposite wall, but failed, perhaps the PC's timing was off, and he is still swinging on the chandelier. While incredible stunts are not guaranteed success, they should not penalize the PC for trying.

Why Hero Points?

The hero point mechanic provides a way for PCs to compensate for having less magic. It doesn't make up for it entirely, but it does mean that they can pull out all the stops in a tough fight (similar to daily item powers). Hero points also simulate the heroic abilities of fantasy characters to survive or succeed. To borrow a phrase from *TV Tropes*, the hero point allows a hero to achieve a *Crowning Moment of Awesome* (possibly also a *Crowning Moment of Funny* or *Heartwarming*, too). They do not guarantee that the PCs "win", but hero points can provide enough of a boost to tip the scales towards victory. Likewise, spending a hero point does not ensure survival, but it does guarantee a second chance.

In addition to the game mechanics and heroic fantasy aspects, hero points reward players for good roleplay and for trying to advance the overall story. Good roleplay is its own reward, but if players know that there is an in-game benefit, they will think more about their characters' personalities, motivations, and actions. Good roleplay will tend to make the PCs larger than life—they become the main characters in a story. Characters that aren't roleplayed are less likely to succeed (and survive), similar to the minor characters in a story.

MAKING CHARACTERS

In a campaign where nearly all characters are human, PCs are not distinguished by race. Instead, players choose a mixture of backgrounds and traits to help define their characters. Did your character start off as a sharp and persuasive merchant, a sailor with a passion for knowledge, or a clever woodsman? The standard human racial traits are not used Under a False Sky. Instead, make your character using these four steps.

1. Assign ability scores.
2. Choose one background.
3. Choose two traits.
4. Decide on character details.
5. Choose your character class.

ABILITY SCORES

Ability scores are determined as described in the *Player's Handbook*, keeping two things in mind. First, ability score bonuses are more flexible than in a standard game; each character has a +2 bonus to any two ability scores (called "traits", see below). Since characters will have very few magic items (and those are likely to be low-powered), characters rely on feats and skills more than in a traditional game; assign ability scores to maximize key skills and to open up desired feats.

BACKGROUNDS

A PC background represents the most important influence prior to his or her life as an adventurer. This doesn't mean that the character had a narrow range of experience in the past (though it might), nor does it represent what the character was doing just prior to becoming an adventurer. It just means that one part of the PC's past colors the rest somehow. Maybe the character learned special skills, earned a lot of wealth, or was marked by a supernatural force. Choose one background to represent which aspect of the past has the biggest influence on your character now.

Perhaps the best way to pick a background is to imagine a backstory for your PC, and then pick a background for the part that made a significant impact on your character's life. For instance, if you imagine your PC to have been a thug who would work for whichever lowlife paid the most money, you might choose Criminal or Mercenary as a background (depending on his attitudes and actions). If your character is a lost traveler from another plane that managed to survive the journey through the Twilight Wastes, mountains, and forests, you could choose Explorer, Planar Castaway, or Survivor as an appropriate background.

Not all backgrounds provide the same amount of combat related, mechanical bonuses. A party with a Mercenary and a Soldier is going to be tougher in a fight than one with a High-Born and a Merchant. On the other hand, backgrounds often provide bonuses to skill checks and skill challenges, and some provide characters with additional wealth or a place to live. No matter which background you choose for your PC, it will be important to the campaign. A party that is better at subterfuge and deal-making will have more adventures and challenges involving those skills, whereas a party of combat experts will likely function more like a mercenary band. Choose backgrounds that match your PC's story, rather than backgrounds that allow you to optimize a character for combat or a particular skill. Whatever you choose, putting that background into play provides opportunities to earn hero points.

Special: If your PC wishes to start with a psionic class, multi-class, or hybrid, you must choose one of the backgrounds marked with a ^P symbol. If you wish your PC to start with the Ritual Caster feat or a multi-class that involves arcane, divine, primal, or shadow powers, you must choose a background that is marked with a * (No special background is needed to choose the Alchemist feat.). If you want a PC with both psionic powers and multi-class magical powers, then you must choose Planar Castaway or Taint of the Faceless as a background. A character without one of these backgrounds might learn magic or unlock psionic potential through the course of an adventuring career, but only through events that play out in the campaign.

Artist

Whether through natural talent or diligent study, you are an artist of some skill. You are talented in one type of visual art form, such as painting, sculpture, jewelry making, and so forth, though you have an eye for artwork of all sorts. You may produce works of art for sale or commission, based on your level, your contacts, the time spent, and the materials used; each work of art requires a narrative in cooperation with the DM. You

have keen powers of observation, and fair amount of hand-eye coordination. When confronted with a skill check or challenge that involves your chosen art form, you receive a +2 bonus. Your attention to detail also grants you a bonus of +2 to any ritual you perform or assist in. Finally, you receive a +2 bonus to Perception and Insight.

City Rat

Your time living on the mean streets has left its mark. You might have been a street urchin, a street walker, or a street thug. Ever at home in the city, you always know how to get by, especially when you need to bend the law. You are trained in Streetwise, and when confronted with a skill check or challenge that specifically involves a city you receive a +2 bonus. As a personal specialty, choose one of these Skill Focus feats for a skill in which you are trained: Bluff, Insight, Perception, Stealth, Streetwise, or Thievery. With a successful Streetwise check (DC 10) you can find room and board for you and up to five others in a city for one day; if in a town, this rises to DC 20, and DC 30 in a small village. The accommodations will range from barely functional (made the check by less than 5 over), to adequate (made the check from 5-9 points over), to surprisingly good (10 or more over the target DC).

Craftsman

Though you have become an intrepid adventurer, you were formerly known as a skilled craftsman. You are skilled in carpentry, masonry, blacksmithing, or some other skill. You have kept your favorite set of tools, and still maintain contacts with others in your occupation. You begin play with an assortment of tools that match your vocation, as well as a specific workshop that you either own or have free access to. This workshop is the minimum size and facility to practice your craft, plus small quarters suitable for one or two people. You also begin play with up to 50 gp value of normal equipment; any of this “unspent” gold is lost. You are able to make items within your craft for one-half their standard cost, given enough time (and access to your tools or workshop, as needed); items that have a standard price of up to 10 gold can be made in a day or two, items priced up to 25 gold can be made in about a week, and items priced up to 50 gold can be made in a couple weeks. You may not use your crafting skill to earn a “discount” on starting equipment. When not adventuring, you can earn 1d4 gold per week at your workshop. Finally, you receive a +2 bonus on any skill check that involves your chosen craft.

Deciding on Backgrounds

As noted in the text, not all backgrounds are created equal. Try to avoid choosing backgrounds to support a particular combat style or tactic. Instead, imagine a short backstory for your PC, explaining his life up until the beginning of the campaign (similar to the method of character creation in *Burning Wheel*). For example, my character, Pete Tyler, grew up in a village near the edge of the wilderness. He spent time working on farms and with woodsmen, but he was most noted for his strength and stature. As a grown man, he traveled to Serras to seek his fortune, working in the militia for a time, but settling into a job as a bar bouncer. The Mercenary background suits him well, since he developed a variety of “moves” to deal with undesirables. Perhaps his armor and weapons were payment from a wealthy tavern owner.

Criminal

Working on the wrong side of the law is perhaps what led you into the life of adventure. You might have been a cold-hearted hit-man or a clever burglar. Perhaps you saw yourself as a merry outlaw, a ruthless criminal, or never really thought about the morality of your former profession. You gain training in one of these skills: Bluff, Intimidate, Stealth, Streetwise, or Thievery. You begin play with one masterwork item that you used in your “trade”. This can be a weapon or a piece of adventuring gear. Such as weapon has a +1 enhancement bonus on attack rolls, and masterwork gear provides a +1 enhancement bonus on skills it is used in conjunction with (over and above bonuses such gear normally provides). If your special item is lost or destroyed, or if you would like to have a different one (such as swapping a weapon for better tools), you may obtain a new masterwork item by spending about one week in a city, working your contacts. The new item carries the same cost as a normal item of its type. If you are swapping one masterwork item for another, there is no gold cost. You may sell your masterwork item at the price for a normal item of its type; you may then replace the item as above. You may not replace or swap items more than once per level.

Entertainer

You are a skilled entertainer. You could be a talented singer, dancer, storyteller, jester, or acrobat, or perhaps you have skill in several areas. Used to dealing with fickle crowds, you have both a talent to read people and to sway them to appreciate you. Pick one of the following skills for training: Acrobatics, Bluff, Diplomacy, History, or Insight. Then pick another of that list of skills for training, or pick Skill Focus for the one that you chose training in. When not adventuring, you can use your entertainment skills to earn 1d2 gold per week if in a suitable location (usually a city or in the court of a noble).

Explorer

It's likely that your exploits in the wilderness led you to become an adventurer. You have traveled much of the land, making maps, climbing mountains, surveying wildlife, and charting rivers. You have picked up many bits of knowledge in your travels, and you've found yourself confronted with all manner of challenges. You receive training in one of the following skills: Endurance, History, or Nature. You gain Jack of All Trades as a bonus feat.

Farmer

You lived the simple life of a farmer before embarking on a more adventurous career. You are familiar with handling livestock, harvesting crops, and hanging on when times are tough. Did the tedium of the farm spur you to seek your fortune, or was your family farm destroyed by a Maelstrom vortex? You have two additional healing surges. You gain training in Nature, unless you are a Ranger; in that case, you instead gain an additional skill from your class list.

Forester

Unlike the wide-ranging explorer, you confined your wanderings to the wooded areas of the land. Perhaps you were a logger, a hunter, or a trapper. Whatever your profession, you developed the skills necessary to survive in the woods. You may ignore difficult terrain while shifting. When a skill challenge is related to wooded areas, you receive a +2 bonus on any associated checks. You are also trained in Nature, unless you are a ranger; in that case, you instead gain an additional skill from your class list.

Founder's Touch^P

The gift of psionic power flares to life in your mind. This generally occurs in adolescence, but sometimes infants and toddlers exhibit psionic power; rarely, the talent manifests in an adult. Common folk tend to be cautious around those known to be psionically aware. You may choose a class with the psionic power source. If your class is not psion, choose one of the following psion class features to use as an encounter power: *distract*, *far hand*, *forceful push*, or *send thoughts*. If you are a psion, you may use each class feature once per encounter, rather than only the powers that match your chosen discipline. If you choose the Discipline Adept feat, you only gain two uses per encounter of the powers from your discipline.

Gith Orphan^P

Born an orphan, you were raised by the gith in one of their citadels. You learned their language and customs, at the expense of human norms. The gith have put you through intensive physical and mental training since a very young age. Some learn to unlock latent powers while under their tutelage. Upon reaching adulthood, you left the gith to seek out your own destiny. You may choose a class with the psionic power source. You know Deep Speech, and you have a +2 bonus on Charisma-based skill checks when dealing with gith. You gain training in Athletics or Acrobatics; if you already have training in *both* of these skills, you instead gain Skill Focus in *one* of those skills. Finally, you gain training in Insight or Perception; if you already have training in *both* of these skills, you instead gain Skill Focus in *one* of those skills.

High-Born

You come from a noble family. You grew up with education, servants, and etiquette, but that life began to bore you in young adulthood. Still, you have money, and you can call in family favors. When traveling in polite society, you typically have enough charm and breeding to cover for your uncouth fellows. You are trained in Diplomacy. You and your allies within 3 squares that you can see receive a +2 bonus on Diplomacy checks. You begin play with 250 gp, rather than 50 gp. If in the city or town your family resides in, you have access to comfortable and secure living space for yourself and up to half a dozen guests. Each time you gain a level, you also gain 100 gp, representing your access to family wealth.

Lucky

Whether you always seem to find good fortune, or always seem to escape bad fortune, luck figures prominently in your life story. Maybe you were a gambler that did too well, a traveler that just went with the flow, or a prospector that struck it big. Whatever course you take, you usually come out on top. You begin the game with one hero point. You can use *lucky break* as an encounter power.

Lucky Break**Racial Power**

Once again, you somehow manage to succeed.

Encounter ♦

No Action

Personal

Trigger: You make a roll you dislike. This may be a saving throw, skill check, or ability check.

Effect: Reroll and use the higher of the two results.

Mad^P

Something about you is just . . . off. Perhaps it's your point of view, your solutions to problems, or the occasional voices that give you advice. For some, latent psionic power is the cause of this madness. In any case, your mental instability isn't bad enough that you can't function; in fact, your inability to fit in with average folk might have pushed you into the adventuring life. When creating your character, think of particular neuroses, phobias, or other eccentricities that your character might exhibit. You may choose a class with the psionic power source. You receive a +1 bonus to Will defense, and you may use *beast of the id* as an encounter power.

Beast of the Id**Racial Power**

When an enemy tries to assault your mind, your subconscious fights back.

Encounter ♦

Immediate Reaction

Personal

Trigger: An enemy attacks you and targets your Will defense.

Effect: The triggering enemy is dazed until the end of your next turn.

Maelstrom Born*

You were exposed to a maelstrom vortex early in life, and survived. Generally, this is an accident, but some cult groups intentionally risk the lives of infants to instill power within them. The maelstrom born sometimes develop magic powers in tune with elemental energy, spirits, or distant powers. You need not make Endurance checks for environmental conditions, even if not properly outfitted, since your body reactively adapts to heat, cold, noxious fumes, and so on. You may learn the Ritual Caster feat if you meet the prerequisites and you may choose a multiclass from the arcane, divine, primal, or shadow power sources. You may use *energy resonance* as an encounter power.

Energy Resonance**Racial Power**

If you are subjected to energy attacks, your body reacts by attuning itself to the same type of energy.

Encounter ♦

Immediate Interrupt

Personal

Trigger: You take damage from a source that has one of the following keywords: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Effect: You gain resist 2 to the triggering damage's keyword until the end of the encounter. If the triggering damage has multiple keywords, you gain the resistance to each type of damage.

Increase to resist 5 at level 11, and resist 10 at level 21.

Mariner

You have spent a portion of your life working on boats and ships, and you really have a talent for it. Whether dealing with knots, sails, or river currents, you are at home on the water. You receive a +2 bonus on any skill check or challenge related to boats, ships, or associated skills (ropes, maps, compasses, sea creatures, etc.). You are trained in Athletics and Endurance. If you can find a ship or dock to work on, you may earn 1d3 gold per week.

Mercenary

You've worked as a blade-for-hire, and maybe you still do. You might not be a really bad guy, but money figures large in your belief system. On the other hand, you might enjoy violence for its own sake, and look at the money as just a perk. Whatever your motivations, you are a skilled combatant. You gain one additional at-will attack power from any martial class, and you may choose the ability score used to modify the attack and damage roll; make this choice when you choose the power (you may not change it later). If the power has an effect based on a secondary ability score (such as additional damage, forced movement, etc.), you may not change the ability score used. Additionally, when a quest award involves money, your party earns 10% more than the standard award. Finally, you may begin play with one weapon or set of armor you are proficient with, free of charge.

Merchant

Though you aren't particularly skilled with crafts, and you aren't trained in a specific profession, you do know how to make a deal. You have worked as a merchant, managing caravans, acting as a middle man, or even running your own business. You might have a specialty, but you just as likely have bought and sold a bit of everything. Do you answer more to gold or to your conscience? You have a +2 bonus to Diplomacy and Bluff checks. You receive a 10% discount when buying goods (including starting equipment) and you can sell items with a 10% markup. Having saved some money, you begin play with 75 gold.

Planar Castaway ^{P*}

The Land is a remote demi-plane, but it is possible for travelers to find or stumble into it. You are from another plane of reality, one likely populated by various gods, with abundant magic. You might not even be human, making it difficult for you to live or work among regular folk. Did you come to the land on purpose or by accident, or were you sent here? Do you wish to return to your own plane? Is it possible?

Special: Consult the DM before choosing this background; it may or may not be appropriate to the campaign, and the DM might set limits on which races and classes can be chosen. A character with this background is created using the standard character creation rules, and can be a member of any class. Choose a race and use that race's traits. Do not choose an additional background or traits. If you choose a race that does not look essentially human, you may be the object of fear, wonder, or revulsion. Races with a monstrous or alien appearance cannot move freely through settlements or trading posts. A doppelganger PC will be assumed to be one of the Faceless if discovered, and githzerai will be assumed to be gith. Tieflings with obvious physical traits (like a tail) will be taken for members of a sladd cult.

Professional

You were a scribe, engineer, chef, or some other professional before becoming an adventurer. Whether or not you still use that profession regularly, you retain your expertise. You have saved a good bit of money, and can often find work in cities and towns. You begin play with 100 gp, rather than 50 gp. You receive a +2 bonus on skill checks and challenges that involve your chosen profession. Choose one skill related to your profession; you gain training in that skill, or, if trained already, Skill Focus for that skill. When in a city or town that calls for members of your profession, you can earn 1d6 gold per week.

Scholar *

Academies, books, and classes are your bread and butter. You have sought out learning throughout your life, eventually pursuing it on your own when others had nothing left to teach. You have acquired your own library and developed specialties of study, perhaps even studying magic. You may learn the Ritual Caster feat if you meet the prerequisites and you may choose a multiclass from the arcane, divine, primal, or shadow power sources. You have a small living space (suitable for one or two people) and a library of important texts. When you have access to your library, you make knowledge checks with a +3 bonus. In addition, pick one knowledge-related skill (Arcana, Dungeoneering, History, Nature, or Religion); you gain training in that skill, or Skill Focus with that skill if already trained. You receive a +2 bonus to knowledge-related skills that you are not trained in.

Slaad-Cursed *

Slated to become a sacrifice to or an experiment of the slaadi, you managed to survive (maybe you escaped, maybe you were saved). Their corrupting magic left its mark on you, leaving physical scars in the form of a mutated appearance. You might be able to hide this, like strange designs that move across the skin of your chest, or it might be a deformity like webbed hands or bulging eyes. Whatever happened, the scars to your mind and soul run much deeper, and you have the capacity to manipulate magic. You may learn the Ritual Caster feat if you meet the prerequisites and you may choose a multiclass from the arcane, divine, primal, or shadow power sources. You know the Primordial language, and you have a +1 bonus to Fortitude. You can use *chaotic burst* as an encounter power.

Chaotic Burst

Racial Power

You croak out a resonating phrase in the Primordial language. A flash of colored lights, a cloud of smoke, and a thunderous noise envelop the space around you. It seems everyone has changed places.

Encounter ◆

Standard Action

Close burst 1

Target: You and each creature in burst

Effect: The target is teleported to another square within the burst. You may opt for some creatures to "teleport" to the same space they occupied before the power was used.

Soldier

Unlike a common mercenary, you were a trained member of a fighting unit. You could have been part of a town militia, a city guard, or one of the small standing armies. You excelled at your position, and learned much of tactics, weaponry, and armor. Choose two of the following feats as bonus feats, though you must meet the feat's prerequisites: Armor Proficiency (any), Shield Proficiency (any), Weapon Proficiency (any). You may choose the same feat twice to gain different proficiencies. You have a +1 bonus on initiative rolls.

Survivor

You've been through events that most would not survive. Did you escape from the captivity of mountain giants? Maybe you stumbled across a ruin of the First and survived an encounter with the Things there. You have both physical and mental toughness, with resourcefulness to boot. You don't give up in the face of adversity, being possessed of great determination or boundless hope. You have a +1 bonus to saving throws, except for death saving throws, for which you have a +3 bonus.

Taint of the Faceless^{P*}

One of your parents was visited by the Faceless just prior to your conception; this could have been casual contact, seduction, or rape. The parent may have no memory of the event. Much as the Faceless have an indescribable, but human, appearance, your own looks slowly and constantly change. It is likely you were either secluded or abandoned as this trait became more pronounced in adolescence. Your hair, skin, and eye color drift among human norms. It takes a DC 20 Perception check to notice this drift after an hour of observation; after spending a day in your presence, though, it is pretty obvious (DC 5). Like the Faceless themselves, you have a sense for powers beyond the ken of normal folk. You may learn the Ritual Caster feat if you meet the prerequisites, and you may choose a multiclass from the arcane, divine, primal, or shadow power sources. You may choose a class with the psionic power source. You have a +1 bonus to Reflex defense, and you can use *anyface* as an encounter power.

Anyface	Racial Power
<i>By concentrating, you can consciously alter your facial features, skin tone, hair style, and eye color for a short time.</i>	
Encounter ♦ Polymorph	
Standard Action	Personal
Effect: You may maintain your current appearance, in which case observers have no chance to recognize that you bear the Taint of the Faceless. Using the power in this way has no outward display, though you might appear to be daydreaming or lost in thought for a moment.	
Alternately, you may choose to specifically change your appearance. When used as a disguise, you receive a +10 bonus on your Bluff check to impersonate a specific person, and you automatically avoid looking like yourself; you do not receive these bonuses if observers witness your use of the power. <i>Anyface</i> can substitute for an actual disguise kit. You may slightly alter your height and build, and you may adopt features that seem more masculine or feminine than your own; still, when attempting to disguise yourself as someone of a significantly different body type or different gender, your bonus to the Bluff check is only +5.	
Either use of the power lasts until the end of the encounter, until you become unconscious, or up to 5 minutes. You may dismiss the power as a free action at any time.	

^P This background allows a PC to start with a psionic class, multi-class, or hybrid.

^{*} This background allows a PC to start with the Ritual Caster feat, or a multiclass involving arcane, divine, primal, or shadow powers.

TRAITS

Choose two of the following traits for your character, each from a different ability score. The trait grants a +2 bonus to its associated ability, as well as the benefit described below. When picking traits, think about how they relate to your PC's physical description, backstory, and personality. Is your Massive, Tough PC a gentle giant or a fearsome hulk? How did your character come to be both Studious and Agile? Perhaps years of living on the mean streets of Serras made you both Canny and Perceptive. Similar to backgrounds, roleplaying your PC's traits is a way to earn hero points.

Strength

Athletic

You have a natural talent for physical feats and muscle memory. You receive a +2 bonus to Athletics and a +1 bonus to speed.

Massive

Towering above the crowd, your height is between 6'9" and 7'9" tall, and your weight is in the range of 250 to 400 pounds (depending on gender and build). Your carrying capacity is doubled (base of 10 pounds per point of strength) and you receive a +1 bonus to Fortitude.

Muscular

You are heavily muscled, making you both stronger and tougher than most. You receive a +2 bonus on Grab and Bull Rush actions, and a +2 bonus on Athletics checks to Escape. You also receive a +1 bonus to AC.

Choosing Traits

Traits replace bonus the ability score bonuses and racial traits in a standard D&D game. They allow customization of PCs when everyone has a human.

Choose traits that benefit the ability scores most important to your class. Each ability has three traits to choose from, representing archetypical characteristics. This is where your character's description and backstory comes into play. You have a fighter PC, so you want him to be strong. Do you want him to be athletic, massive, or muscular?

While this system makes certain hero tropes easy to achieve (big and tough, smart and perceptive, etc.), it's also easy to make PCs that go against type. Maybe your ranger is healthy and strong-willed—a determined bounty hunter, rather than a woodland archer.

Constitution

Diehard

Injuries that lay others low might only knock you out. If you roll a 17-20 on a death save, you may spend a healing surge; if you don't have any surges left, you still regain consciousness with 1 hit point. You also remove the effects of failed death saves after a short rest (rather than after an extended rest). Finally, you have 1 additional healing surge.

Healthy

The picture of good health, you rarely succumb to poison, disease, or other ailments. You gain a +4 bonus on saving throws against poison and disease, and a +4 bonus on Endurance checks against afflictions. When you use your second wind, you may roll a saving throw against one condition currently affecting your PC that a save may end.

Tough

Whether you have a stocky frame or very high pain tolerance, you are hard to take out of a fight. You may use your second wind as a minor action, and your healing surge value is increased by 2. You gain a +1 bonus to Fortitude defense.

Dexterity

Acrobatic

A combination of experience, training, and flexibility make you a veritable gymnast. You have a +2 bonus on Acrobatics, and you may use Acrobatics for jump and climb checks, instead of Athletics. You gain a +1 bonus to Reflex defense.

Agile

Reflexes and speed make you a difficult opponent to pin down. You receive +2 on Escape attempts, and you may shift as a minor action.

Dexterous

You have remarkable coordination and very steady hands. You receive a +2 bonus to Thievery, and also gain a +1 attack bonus on ranged attacks.

Intelligence

Eidetic

You can recall nearly everything you were ever taught. You gain a +2 bonus when making a knowledge check, regardless of which skill it is part of (Arcana, Dungeoneering, History, Nature, or Religion). If an Intelligence check or skill challenge is based on memory, you receive +4 on such a check (rather than +2). Additionally, you gain the Skill Focus feat in any one skill in which you are trained, representing a personal specialty. You may not retrain this Skill Focus.

Gifted

From a young age, others have marveled at your powers of deduction and logic, which sometimes border on premonitions. Whenever a skill challenge or skill check involves a deduction, puzzle, or riddle, you receive a +4 bonus on the check, no matter which skill applies. You also receive a +1 bonus to Reflex defense.

Studious

Before becoming an adventurer, your main pursuit was knowledge. Having a wide range of knowledge, practice, and education, you gain training in any one additional skill, plus you have learned one additional language: Deep Speech, Gith, or Primordial.

Wisdom

Insightful

Reading people has always come naturally to you, and you are quick to realize trickery. You gain a +2 bonus to Insight and a +4 bonus to saving throws against charm, fear, and illusion effects.

Perceptive

You notice what others miss, and you are not easily surprised. You gain a +2 bonus to Perception, and a +2 bonus to initiative rolls.

Strong-Willed

Your mind is unshakable. You receive a +1 bonus to Will defense, and you have a resistance to psychic damage equal to 5 plus one-half your level.

Charisma

Canny

You use your wit and body language to fool others. You gain the *canny defense* power. You have a +2 bonus to AC against opportunity attacks.

Canny Defense

Racial Power

A combination of mockery and feints gets you out of a tough situation.

At-Will ♦

Immediate Reaction

Personal

Trigger: You are marked.

Effect: End the marked condition on you.

Imposing

A combination of your presence, voice, and appearance can either garner respect or induce fear. You gain a +2 bonus on Intimidate and Diplomacy checks. You also receive a +1 bonus to Will defense.

Persuasive

Knowing just what to say, and then saying it well, has always helped you get through sticky situations. You gain a +2 bonus to Bluff and Streetwise checks. You gain the *distracting banter* power.

Distracting Banter

Racial Power

"Look behind you!"

Encounter ♦

Minor Action

Personal

Effect: You may make a Bluff check to create a distraction (either to use Stealth or to gain combat advantage). Using this power counts as your one chance per combat encounter to either create a distraction or gain combat advantage using Bluff.

DETAILS

Determine some details regarding your character's personality, background, and point of view. These details will help determine your motivations and personal storyline. In turn, hero point awards are based on how your roleplay fits your character. Don't feel that your character can't change over time; character development itself can be reason to award hero points. A cynical mercenary might realize that it is worth doing a little bit of good in this world, and a timid scholar might eventually become a power-hungry sorcerer.

Alignment

In the Land Under a False Sky, most common folk, and most adventurers, are Unaligned. The world is dangerous and dark, and the past is a mixture of tragedy and mystery. The characters most likely became adventurers out of necessity, because they seek knowledge, or to fill their pockets with gold.

Good characters are unusual, particularly at start. If your PC is a good-guy, think of specific reasons or motivations. There are no divine forces of good to provide guidance, and the ruling class is decidedly not benevolent. Maybe your character seeks to emulate the kindness given to him early in life, or perhaps he is gentle and naïve to the ways of city folk. Lawful good characters are the most unusual of all. Such characters were likely part of the Founder's Faith, or part of the leadership of one of the free towns. Unaligned characters sometimes become good after successfully fighting the evil of the Faceless or the madness of the slaadi.

Evil PCs are a reasonable choice Under a False Sky. If you create an evil character, you must provide reasons and motivations for working with a group. You might be a criminal, have a cruel streak for everyone other than your friends and family, or maybe you only reveal your true nature when hunting down evils greater than yourself. Unaligned characters sometimes become evil after years of hard living forces them to commit more and more acts of violence and dishonesty.

Chaotic evil characters are not generally suitable for PCs, since such people are usually corrupted by the Faceless or are part of the slaadi cults.

Language

All people of the Land speak the same language (Common). There are some regional differences between city folk and those growing up in the countryside, as well as with those living by the Sea. The First were believed to use Deep Speech as well as Common, and many ancient artifacts have writing in Deep Speech. The Gith currently use Deep Speech. The slaadi, when they speak among themselves, use the Primordial language—people that learn this language are often suspected of being tied to their cults. The Faceless seem able to communicate in any language, actually using Supernal. Monsters that speak nearly always speak Common, Deep Speech, or Primordial. Intelligent aberrations each have a unique language, but likely understand Common and Deep Speech, too. On the rare cases a fey creature is encountered, it may speak Elven, and on the even rarer occasions a demon is met, it speaks Abyssal.

Description and Personality

The physical appearance of the people of the Land varies widely, since the First were drawn from a mix of human stock. The ruling family of Serras is noteworthy for having fair skin, dark hair, and green or hazel eyes. Among the populace, moderate skin tones and hair colors are more common than very dark or light ones.

When creating your PC, think of two types of personality traits. First, what impression does your character give when meeting others for the first time? Is your PC fastidiously clean? Does he speak with a stutter? Maybe he always greets newcomers with a smile. Second, describe how your character interacts with friends and associates—how does he behave when he lets his guard down. Maybe he never lets his true feelings show. Maybe he wears his heart on his sleeve.

Like alignment, your character's description has a significant effect on play, since it will determine whether or not you are awarded hero points. Also like alignment, personalities can change over time. In-game actions and events should drive such changes over time.

Religion

Most people of the Land are not particularly religious. They live in a world they know is contrived, and they are more certain about its creation than the denizens of most fantasy worlds. On the other hand, the true nature of the Founder is not known, and his followers do not wield divine power. In fact, those that follow the Founder's Faith sometimes develop psionic power, but so can anyone with a combination of talent, training, and will. Still, the members of the Founder's Faith provide the guidance and ceremonies common to religions in other worlds. Even people that are not religious typically attend ceremonies related to births,

deaths, and marriages. Those that practice this religion do follow set of tenets, though the question of the Founder's divinity is a matter of debate, even among them.

The Founder

Unaligned

The Founder is said to have been a mortal from another world, possessed of supreme psionic might. Most believe he was human, but the presence of the gith causes speculation in this matter. According to history, myths, and artifacts, the Founder created the Land in the midst of the Maelstrom, both as a test of his own power and a challenge to the forces of chaos. After selecting the best and brightest from the humans of some other world, he helped them create a civilization of enlightenment, then stepped back to let them run their own affairs. When the slaadi came crashing through the False Sky, the Founder did not save the First. The gith appeared, however, and are said to be his servants, though they speak little to humans of their history or goals. As an absent power, the Founder demands nothing of his followers (if he is even aware of them). Nonetheless, his faithful hold several ideals:



- ◆ Perfect the mind and body. A fit body and clear mind lead to a long and peaceful life.
- ◆ Peace over conflict. Avoid conflict whenever possible. Endure that which can be tolerated and only fight when conflict is unavoidable.
- ◆ Seek knowledge. Do not assume you have the whole story. Always search for more answers, and keep asking questions.
- ◆ Teach and learn from others. Keep an open mind to the lessons of others, and provide knowledge to those that seek it.

The disciples of the Founder's Faith wear simple clothing, such as robes, sandals, and tunics. Most style themselves as ascetics, but there are no required vows. The leaders of larger churches are meditants, usually monks or psions, but most of the faithful are normal folk. Solemn ceremonies involve quiet chanting, periods of meditation, and quiet percussion instruments like small chimes. Joyous ceremonies involve call-and-response chants, performance of martial arts forms, and music. There are no regular holidays, but the Founder's Faith will commemorate events at the behest of the nobility or the military.

It is simultaneously tempting to base your PC on characters from works of fantasy, and to deliberately avoid anything that could relate your PC to existing works. In other words, are you going to use tropes, or are you going to avert them? Before you agonize over what to do, consider this (*adapted from TV Tropes*):

Tropes Are Not Bad

- ◆ There is nothing new under the sun. It's not possible to create a character without any tropes, so don't bother trying.
- ◆ Every trope has a silver lining; good examples exist for most character tropes. Even a fairly hackneyed trope could be subverted or parodied to good effect.
- ◆ Finally, fiction isn't necessarily realistic. This is a game of heroic fantasy, so don't worry if your character would be a real oddball in today's polite society.

Tropes Are Not Good

- ◆ Any trope can be done badly. Think before you pick a trope to use for your PC. Even a character type that is popular or interesting can be poorly executed.
- ◆ All tropes can be overused. One character "paying evil unto evil" can be cool; a whole party of them might not be. A second campaign featuring this trope would be a chore.
- ◆ Just because a trope is realistic doesn't make it good. It might be interesting to play a PC who is clinically depressed and never goes out to adventure. Also, it might not.
- ◆ A good story doesn't need "good" tropes. The party doesn't have to have any of the standard fantasy archetypes for the campaign to be fun. Well-developed characters make for a good campaign.

Tropes Are Tools

Tropes are just tools. Writers understand tropes and use them to control audience expectations either by using them straight or by subverting them, to convey things to the audience quickly without saying them. Human beings are natural pattern seekers and story tellers. We use stories to convey truths, examine ideas, speculate on the future and discuss consequences. To do this, we must have a basis for our discussion, a language to show us what we are looking at today. So our storytellers use tropes to let us know what things about reality we should put aside and what parts of fiction we should take up.

CHARACTER CLASSES

Two power sources will encompass most characters Under a False Sky: martial and psionic. Only characters with a psionic background can choose to have a class (or hybrid or multiclass) with the psionic power source, and more exotic power sources (arcane, divine, primal, and shadow) are open only to a few special backgrounds. If you plan to have one of these special backgrounds, consult the DM for advice on this will play out in the campaign.

Martial Classes. Most characters will be fighters, rogues, rangers, or warlords. Because of this, material from the *Martial Power* and *Martial Power 2*, supplements is extremely useful Under a False Sky. In particular, class features that favor light armor (such as Battlerage Vigor and Tempest Technique) are more useful in this campaign. It is also worth noting that the Unarmored Agility feat (which provides a +2 AC bonus) is more powerful than in a standard campaign, given the greater armor penalties. Making a “tank” style character is tricky, and requires feats such as Toughness to make it work. At the paragon tier and epic tiers, there are new feats to help characters survive with less armor.

Psionic Classes. The few characters with psionic power will stand out among the common folk even more than other adventurers. Consider roleplaying this aspect of your character: does he revel in being special, does he hide his powers, or does he look at them as a curse? Similar to martial characters, ardents and battleminds won’t likely wear as much armor, so will need to consider traits and feats that improve their defenses. Material from *Psionic Power* is certainly useful, though the Land Under a False Sky does not have the same cosmic conflict with the Far Realm as in a regular campaign.

One angle that players might want to explore is creating characters with a “wild talent”; that is, a character who is psionically aware, but who does not pursue a psionic character class. There are two ways to do this: use the Founder’s Touch background, or use the multiclass rules to gain a class feature (or some powers) from a psionic class. To do this with a first level character means choosing one of the psionic backgrounds. If you want a character to develop a wild talent later in his career, this generally requires some in-game story element. Talk with the DM about how and why your character unlocked psionic powers later in life.

A character who combines psionic powers with some other type of combat training could (and should) be played as a hybrid character. For instance, a martial artist of the Founder’s Faith could be well represented by a monk/psion hybrid PC.

Other Power Sources. Generally, characters will not be members of arcane, divine, primal, or shadow classes. As a low-fantasy world, these types of powers are rare, and usually possessed by villains and monsters. If you choose a background that grants access to one of these other power sources, think hard about how your character is going to fit into the Land. Are you a misunderstood scholar? Are you struggling with the taint of the Faceless? Perhaps you’ve come from another world entirely. Displays of these powers can make you feared and hunted, and both the slaadi and Faceless might want to use you for your unusual powers.

Most of the time, a character with an unusual power source will use the multiclass rules to express those powers. This provides the game mechanics, but you need to provide the in-story description and background for those powers. In this case, you will still function like a member of your main class, but you will have access to strange abilities possibly in and out of combat.

The Planar Castaway background provides a way for a character to be a full-fledged member of an arcane, divine, primal, or shadow class. If you make such a character, think carefully about how you will interact with the other PCs and the campaign overall. In a game where nearly everyone is fighting with swords, a wizard that teleports and throws fireballs really stands out. Avoid the temptation of being the “one” who stands out for the sake of standing out. Work with the whole play group to figure out how your PC will fit into the game. When your castaway has difficulties with common folk, the authorities, or the Faceless, embrace those troubles as opportunities for adventure and good storytelling.

New Classes. In addition to the classes presented in the various *Player’s Handbooks*, Under a False Sky has five additional classes, presented in the next section. Three are martial heroes, the skirmisher, brute, and champion, fulfilling the roles of controller, defender, and leader. There is an additional psionic class, the psywarrior, a psiblade-wielding striker. Finally, there is the alchemist, a controller featuring a new power source, alchemy. With knowledge, skill, and luck, the alchemist can unlock the powerful magic contained in esoteric substances.

NEW CLASSES

SKIRMISHER

CLASS TRAITS

Role: Controller. You are a whirlwind of motion and a master of polearms, flails, and similar weapons. You might lean towards defender or striker as a secondary role.

Power Source: Martial. Your abilities depend on training and experience, as well as knowing the strengths and weaknesses of different types of weapons.

Key Abilities: Dexterity, Intelligence, Wisdom

Armor Proficiencies: Cloth, Leather

Weapon Proficiencies: Simple Melee, Military Melee, Simple Ranged

Bonus to Defense: +2 Reflex

Hit Points at First Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Acrobatics and Athletics. From the class skills below, choose two more skills trained at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis)

Class Features: First to Fight, Mobile Warrior, Skirmish Tactics

Not all martial artists possess psionic talent like monks. Some master the blade or their fists through entirely mundane means. A skirmisher is a warrior trained in speed, perception, and analysis. Typically they learn these skills by training under a master, though some military organizations have elite commando units led by a skirmisher.

Your mobile fighting techniques make you a blur on the battlefield. You leap, spring, and run past enemies, leaving them dizzy and reeling—if you leave them standing at all. Weapons useful in keeping your foes at bay or in tripping them up are your specialty. Whereas some might see a mass of oncoming enemies as a signal to hunker down for defense, you see it as a tactical puzzle.

SKIRMISHER CLASS FEATURES

First to Fight

Ever alert and ready to go, skirmishers often leap into the fray before their comrades. You gain a +2 bonus on initiative rolls.

Mobile Warrior

A skirmisher's training and tactics are all about mobility. Your speed increases by 1 if you are wearing leather armor, cloth armor, or no armor. When you take the Run action, you do not grant combat advantage and you only have a -2 penalty to attack rolls (rather than -5). Finally, when you walk, run, or shift at least 3 squares, you have a +2 bonus to AC and Reflex until the start of your next turn. This bonus is applied as soon as you have moved at least 3 squares, even if you haven't yet finished your movement.

Skirmish Tactics:

You have learned to leverage your speed to make dazzling maneuvers and devastating assaults. Choose either Impact Strike or Rapid Strike. This choice also provides bonuses with certain skirmisher powers.

Impact Strike: If you walk, run, or shift at least 3 squares on your turn, your hits inflict +2 damage until the end of your turn. This bonus is applied as soon as you have moved at least 3 squares.

Rapid Strike: If you walk, run, or shift at least 3 squares on your turn, you gain a +1 attack bonus on all attacks until the end of your turn. You gain the benefit of this bonus as soon as you have moved at least 3 squares.

CREATING A SKIRMISHER

Skirmishers rely on speed and Dexterity to be effective combatants. Those that are more tactically minded make good use of Intelligence and favor powers that affect single targets or create stances. Skirmishers that use Wisdom are more apt to use powers that attack multiple targets and take advantage of the vagaries of battle.

Opportunistic Skirmisher

You are constantly scanning the battlefield, looking for openings for special maneuvers. Enemies that aren't careful might find themselves entangled in your flail or skewered by your spear. Dexterity should be your highest stat, followed by Wisdom. You are likely to be in the thick of battle, so a high Constitution score will give you more hit points and healing surges. Choose the Impact Strike class feature and take powers that grant an additional bonus related to your Wisdom score.

Tactical Skirmisher

Instead of waiting for an opportunity, you plan each attack with precision. You carefully select targets to neutralize in battle. Dexterity is your highest ability score, followed by Intelligence. You may find Wisdom useful for some skirmisher powers. Choose the Rapid Strike class feature, and take powers that grant an additional bonus related to your Intelligence bonus. Finally, you benefit most from feats and items that increase your speed.

SKIRMISHER POWERS

Your powers are called martial exploits. Training and skill make you a deadly combatant.

Skirmisher Overview

Characteristics. High mobility and unusual weapons give you control over the battlefield, but you are vulnerable when pinned down. You can knock foes over or fling them to and fro. Setting up enemies for your allies' attacks or working with flanking allies are both viable tactics.

Religion. Skirmishers are a diverse lot, and worship a variety of gods. Those particularly dedicated to a military force may worship Erathis or Kord, and those that come from a martial arts tradition often follow the contemplative Ioun.

Races. Both eladrin and elves excel at the skirmisher fighting style, leveraging their natural abilities and mobility. Human martial artists that lack psionic talent train in monasteries that produce skirmishers. Among the savage humanoids, hobgoblins have the discipline and skill to become skirmishers.

Level 1 At-Will Exploits

Spring Attack

Skirmisher Attack 1

You rush forward and attack without stopping.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must walk, run, or shift at least 2 squares before the attack.

Special: Make the following attack at any time during your walk, run, or shift. You may finish your movement after making the attack.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] damage

Level 21: You may make two attacks, either against the same or different targets, but you must move at least 1 square between those attacks.

Vaulting Attack

Skirmisher Attack 1

You swiftly jump past the opponent you've just tripped.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a polearm, spear, or staff.

Target: one creature

Attack: Dexterity vs. AC

Hit: 1[W] damage and you knock the target prone.

Level 21: 1[W] + Dexterity modifier damage

Effect: You may shift 2 squares after the attack. You may shift through a square occupied by a prone enemy.

Spinning Assault	Skirmisher Attack 1
<i>Whirling about, you strike all enemies nearby.</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Close burst 1
Requirement: You must be wielding a flail, polearm, spear, or staff.	
Target: Each enemy in burst you can see	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier damage	
Level 21: 2[W] + Dexterity modifier damage	

Skirmisher's Flurry	Skirmisher Attack 1
<i>Using the superior reach of your weapon, you attack a group of foes and fling them aside.</i>	
At-Will ♦ Martial, Weapon	
Standard Action	Close blast 2
Requirement: You must be wielding a reach weapon.	
Target: Each enemy in blast you can see	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier damage and you push the target 1 square.	
Level 21: 2[W] + Dexterity modifier damage	

Level 1 Encounter Exploits

Spinning Rush	Skirmisher Attack 1
<i>As you race forward, your spinning weapon catches your foes' feet.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Melee weapon
Requirement: You must walk, run, or shift at least 2 squares before making any attacks.	
Special: Make the following attack against each enemy within your reach during your walk, run, or shift, after meeting the requirement above. You may finish your movement after making the attacks.	
Target: One enemy	
Attack: Dexterity vs. Reflex	
Hit: Dexterity modifier damage and you knock the target prone.	
Impact Strike: Enemies you hit may not take opportunity attacks until the end of your next turn.	

Vexing Flurry	Skirmisher Attack 1
<i>You flourish your weapon back and forth, spinning around. Your enemies find it hard to focus their attacks.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Close burst 1
Requirement: You must be wielding a flail, polearm, spear, or staff.	
Target: Each enemy in burst you can see	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier damage and the target may not mark any creature or gain combat advantage against any creature until the end of your next turn.	

Heave Ho	Skirmisher Attack 1
<i>After catching your enemy on the end of your weapon, you shove it aside.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Melee weapon
Requirement: You must be wielding a flail, polearm, spear, or staff.	
Target: one creature	
Attack: Dexterity vs. AC	
Hit: 2[W] + Dexterity modifier damage and you slide the target 2 squares.	
Rapid Strike: You also knock the target prone.	

Rain of Spears	Skirmisher Attack 1
<i>You launch a series of powerful attacks against all enemies in front of you, leaping forward and back to strike your foes.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Close blast 3
Requirement: You must be wielding a reach weapon.	
Target: Each enemy in blast you can see	
Attack: Dexterity vs. AC	
Hit: 2[W] + Dexterity modifier damage.	

Level 1 Daily Exploits

Whirling Weapons	Skirmisher Attack 1
<i>Your flashing weapons batter, slice, and disorient your foes.</i>	
Daily ♦ Martial, Weapon	
Standard Action Close burst 2	
Requirement: You must be wielding a reach weapon.	
Target: Each enemy in burst you can see	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier damage and the target is dazed until the end of your next turn.	
Miss: Half damage.	

Moving Target	Skirmisher Attack 1
<i>Enemies flail at you uselessly as you rush by, leaving them open to attacks by others.</i>	
Daily ♦ Martial, Weapon	
Standard Action Melee weapon	
Effect: You shift your speed. Make the following attack against each enemy that comes within reach during the shift.	
Target: One creature	
Attack: Dexterity vs. Will	
Hit: Dexterity modifier damage and the target is slowed and grants combat advantage to all attackers until the end of your next turn.	
Miss: The target grants combat advantage to all attackers until the end of your next turn.	

Spinning Combination	Skirmisher Attack 1
<i>With focus and grace, you make three rapid strikes.</i>	
Daily ♦ Martial, Weapon, Reliable	
Standard Action Melee weapon	
Requirement: You must be wielding a flail, polearm, or staff.	
Special: Make three attacks against the same or different targets.	
Target: One, two, or three enemies	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier damage and you slide the target 1 square.	

Level 2 Utility Exploits

Intuitive Parry	Skirmisher Utility 2
<i>You deflect an incoming attack with your spinning weapon.</i>	
Encounter ♦ Martial	
Immediate Interrupt Personal	
Requirement: You must be wielding a weapon.	
Trigger: You are hit by an attack targeting AC.	
Effect: You gain a power bonus to AC equal to your Wisdom modifier until the end of your next turn.	

Dodge and Weave	Skirmisher Utility 2
<i>With grace and speed, you dart past your foes.</i>	
Encounter ♦ Martial	
Move Action Personal	
Effect: You may shift your speed.	

Credible Threat	Skirmisher Utility 2
<i>You brandish your long weapon, striking out at nearby foes.</i>	
Daily ♦ Martial, Weapon	
Minor Action Personal	
Requirement: You must be wielding a reach weapon.	
Effect: You have threatening reach until the end of your next turn. If you move or are forced to move, the effect ends at once.	
Sustain Move: You continue to have threatening reach until the end of your next turn, as long as you do not leave your current space. If you move or are forced to move, the effect ends at once.	

Ready for Battle	Skirmisher Utility 2
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With a quick assessment, you spring into action before your foes.

Daily ♦ Martial

Free Action **Personal**

Trigger: You roll initiative.

Effect: Add 2 + your Intelligence bonus to your initiative roll. You may decide to whether or not to use this power after all combatants have made their initiative rolls.

Level 3 Encounter Exploits

Iron Tangle

Skirmisher Attack 3

You use a series of sweeping spins to attack a foe with your weapon. Nearby enemies had better watch their step.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a flail, polearm, spear, or staff.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and the target is immobilized until the end of your next turn.

Effect: You create a zone of spinning weapon strikes in a close burst 1 centered on and moving with you. Enemies treat squares within the zone as difficult terrain. The zone lasts until the end of your next turn.

Impact Strike: Enemies starting their turn in or entering the zone take damage equal to your Wisdom modifier.

Decisive Rush

Skirmisher Attack 3

With long strides you launch at an enemy, leaving yourself ready to move again.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Special: Before the attack, you may shift 2 squares.

Rapid Strike: You may shift a number of squares equal to 1 + your Intelligence modifier.

Hit: 2[W] + Dexterity modifier damage.

Long Flurry

Skirmisher Attack 3

You attack a group of foes with your reach weapon, scattering them about.

Encounter ♦ Martial, Weapon

Standard Action **Close blast 3**

Requirement: You must be wielding a reach weapon.

Target: Each enemy in blast you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and you slide each target 2 squares and knock it prone.

Quick Jab

Skirmisher Attack 3

You make a quick strike with your hafted weapon.

Encounter ♦ Martial, Weapon

Minor Action **Melee weapon**

Requirement: You must be wielding a polearm, spear, or staff.

Target: one creature

Attack: Dexterity vs. Reflex

Hit: 1[W] damage

Level 5 Daily Exploits

Sentinel Stance

Skirmisher Attack 5

With narrowed eyes and spring-loaded reflexes, you make quick strikes at all enemies nearby.

Daily ♦ Martial, Stance, Weapon

Minor Action **Personal**

Effect: As long as you are able to make opportunity attacks, any enemy that starts its turn within reach of your weapon takes damage equal to your Dexterity modifier.

Spin and Throw

Skirmisher Attack 5

Your combination attack injures, dizzies, and throws your opponent.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a flail, polearm, spear, or staff.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, you slide the target a number of squares equal to your Intelligence modifier, and the target is dazed until the end of your next turn.

Miss: Half damage and you slide the target a number of squares equal to your Intelligence modifier.

I'm Coming for You

Skirmisher Attack 5

You launch forward to attack your chosen target, batting aside any in your way.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Effect: You shift your speed before the attack. You may slide each creature you are adjacent to during your shift 1 square. You may slide each creature only once with this power. You may move into a space vacated by a creature you have slid. Finally, each enemy you slide in this way takes damage equal to your Wisdom modifier.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and the target is pushed 1 square and knocked prone.

Miss: Half damage and the target is pushed 1 square.

Level 6 Utility Exploits

Take the Opening

Skirmisher Utility 6

Taking the opening an enemy provides, you strike and move into a better position.

Encounter ♦ Martial

Immediate Interrupt **Personal**

Trigger: An enemy provokes an opportunity attack from you.

Effect: You gain a power bonus to the opportunity attack and damage rolls equal to your Wisdom modifier. After the attack, you may shift a number of squares equal to your Wisdom modifier.

Combat Speed

Skirmisher Utility 6

Drawing on your training, skill, and reserves, you kick it into high gear.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, you have a +3 power bonus to speed.

Tactical Shift

Skirmisher Utility 6

You move forward with speed and precision.

Encounter ♦ Martial

Minor Action **Personal**

Effect: You shift a number of squares equal to your Intelligence modifier.

Athletic Maneuver

Skirmisher Utility 6

You apply your combat training to another physical task.

Encounter ♦ Martial

Minor Action **Personal**

Effect: You have a +5 power bonus to Athletics and Acrobatics checks until the end of your next turn.

Level 7 Encounter Exploits

Kneecap Smash

Skirmisher Attack 7

You smack into your opponent's legs, knocking it down and temporarily disabling it.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, the target is knocked prone, and it is slowed (save ends).

Tactical Whirlwind

Skirmisher Attack 7

You attack all enemies around you, carefully placing your blows.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 2**
Requirement: You must be wielding a reach weapon.
Target: Each enemy in burst you can see
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Rapid Strike: This attack may instead target Reflex.

Hafted Flurry Skirmisher Attack 7
You focus a strong attack on one foe, and launch more distracting attacks against other nearby enemies.
Encounter ♦ Martial, Weapon
Standard Action **Melee weapon**
Requirement: You must be wielding a polearm, spear, or staff.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage and you push the target 2 squares.
Effect: Make a secondary attack.
Secondary Target: One creature within melee reach other than the primary target
Impact Strike: Make the secondary attack against a number of creatures equal to your Wisdom modifier.
Secondary Attack: Dexterity vs. Will
Hit: Wisdom modifier damage and the target grants combat advantage to all attackers until the end of your next turn.

Entangling Chains Skirmisher Attack 7
You utilize your chain or flail to temporarily catch your foe. You may violently unravel your weapon, sending the opponent spinning.
Encounter ♦ Martial, Weapon
Standard Action **Melee weapon**
Requirement: You must be wielding a flail.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier damage and you grab the target. You may not use your weapon to attack other enemies while you are grabbing the target. You may attack the grabbed target with your weapon, but only by using a melee basic attack. If the enemy succeeds in escaping your grab, make a secondary attack as an immediate reaction. You may make this secondary attack if the target escapes by any means other than teleportation.
Immediate Reaction
Secondary Attack Trigger: Your enemy escapes from your grab.
Secondary Attack: Dexterity vs. Reflex
Hit: Dexterity modifier damage and the target is dazed until the end of your next turn.
Special: Alternately, you may make the secondary attack on your turn as a minor action, which ends the grab.

Level 9 Daily Exploits

Vexing Harrier Skirmisher Attack 9
Each of you attacks is accompanied by a series of parries, feints, and flourishes that distracts the enemy.
Daily ♦ Martial, Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever the target is within melee reach of your weapon, it takes a -2 penalty to attack rolls.

Leaping Burst Skirmisher Attack 9
You leap and flip, lashing out at all nearby enemies.

Daily ♦ Martial, Weapon, Reliable**Standard Action** Close burst 1**Requirement:** You must be wielding a flail, polearm, spear, or staff.**Special:** If you are wielding a reach weapon, this attack is close burst 2.**Effect:** You may shift both before and after this attack, as long as the total number of squares you shift is equal to your Dexterity modifier or less.**Target:** Each enemy in burst you can see.**Attack:** Dexterity vs. AC**Hit:** 3[W] + Dexterity modifier damage.**Spinning Tumble Strike**

Skirmisher Attack 9

*You race across the battlefield, sending enemies every which way.***Daily ♦ Martial, Weapon****Standard Action** Melee weapon**Effect:** You shift a number of squares equal to your Dexterity modifier, but you must shift in a straight line. You may shift through squares occupied by enemies. Make the following attack against each creature within your reach during your shift.**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage and you slide the target 2 squares and knock it prone.**Miss:** Half damage and you slide the target 1 square.**Level 10 Utility Exploits****Watchful Stance**

Skirmisher Utility 10

*Enemies may surround you, but your senses and reflexes keep them from gaining the upper hand.***Daily ♦ Martial, Stance****Minor Action** Personal**Effect:** When you assume this stance, choose one of the following benefits:

1. Until the stance ends, enemies do not gain combat advantage from flanking you.
2. Until the stance ends, enemies with combat advantage do not gain a bonus to attack you.
3. Until the stance ends, you gain blindsight 1, but only for seeing objects, creatures, and movement. You do not see colors or patterns, so you could not, for instance, read in total darkness by using this power.

Long Arm Stance

Skirmisher Utility 10

*With effort and focus, you control the area described by the whirl of your weapon.***Daily ♦ Martial, Stance****Minor Action** Personal**Requirement:** You must be wielding a reach weapon.**Effect:** Until the stance ends, you have threatening reach.**Acrobatic Maneuver**

Skirmisher Utility 10

*You execute a series of moves with skill and grace.***Encounter ♦ Martial****Minor Action or Free Action (see below)** Personal**Effect:** Make an Acrobatics or Athletics check that normally requires a move action or a standard action. You receive a +5 bonus (untyped) on this check. You may instead stand up from prone as a free action, but only on your turn.**Level 13 Encounter Exploits****Disorienting Strike**

Skirmisher Attack 13

*You rush past the enemy and attack before it even realizes you've moved.***Encounter ♦ Martial, Weapon****Standard Action** Melee weapon

Special: If, during the turn of this attack, you occupied a space that would qualify as flanking with the space you attack from, you gain combat advantage for this attack.

Target: one creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the target is dazed until the end of your next turn.

Vaulting Kick

Skirmisher Attack 13

In the midst of battle, you launch yourself forward using your weapon as a lever. With force and skill, you plant your boot squarely into the enemy, sending it flying backwards.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a polearm, spear, or staff.

Effect: Before the attack, you may jump up to 2 squares horizontally and up to 1 square vertically (enough to clear a Medium sized creature or smaller). If you moved at least two squares just prior to using this power, you may jump up to 4 squares horizontally and up to 2 squares vertically.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1d6 + Dexterity modifier damage and you push the target 2 squares and knock it prone. The target receives a -2 penalty on any save related to being pushed or knocked prone.

Impact Strike: The target takes additional damage equal to your Wisdom modifier. The saving throw penalty is instead equal to your Wisdom modifier

Disarming Twist

Skirmisher Attack 13

Your chains connect with only a grazing blow, but that only conceals your true intent. With a flick of the wrist, you snatch away your target's weapon.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a flail.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage and the target drops any items it holds in its hands. The items fall into its own space.

Rapid Strike: The items fall into either the target's space or any space adjacent to the target (your choice). If the target has more than one item in its hands, you may designate a different space for each item.

Spin and Flip

Skirmisher Attack 13

If it weren't for the deadly accuracy with which you wield your weapon, your maneuver might be mistaken for an acrobatics display. You always stick the dismount.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 1**

Special: If you are using a reach weapon, this power becomes **close burst 2**.

Target: Enemies in burst you can see

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: After the attack, you may shift 2 squares. You may shift through squares occupied by enemies and ignore difficult terrain for this shift.

Level 15 Daily Exploits

Reactive Stance

Skirmisher Attack 15

You keep your eyes peeled for the slightest opening, attacking in the space of a heartbeat.

Daily ♦ Martial, Stance, Weapon

Minor Action **Personal**

Effect: As long as you are able to make opportunity attacks, any enemy that starts its turn within reach of your weapon takes 1[W] damage and is pushed 1 square.

Rapid Flurry

Skirmisher Attack 15

You attack the enemy, shift aside, and attack it again, and again, and again.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: After the attack, you may shift 1 square and repeat the attack against the same target. You may shift and repeat the attack up to three times (a total of four attacks and three shifts). If, during this attack, you attack from a square that would flank with any square you previously occupied during this attack, you gain combat advantage.

Watch Your Step	Skirmisher Attack 15
<i>Striking at legs and feet, you send opponents to the ground, tripping on your weapon and their own feet.</i>	
Daily ♦ Martial, Weapon	
Standard Action	Close blast 3
Requirement: You must be wielding a reach weapon.	
Target: Enemies in blast you can see	
Attack: Dexterity vs. AC	
Hit: 3[W] + Dexterity modifier damage and the target is slowed until the end of your next turn and knocked prone.	
Miss: Half damage	

Level 16 Utility Exploits

Skillful Dodge	Skirmisher Utility 16
<i>With a last-minute leap, you avoid the worst of an enemy's blow.</i>	
Daily ♦ Martial, Stance	
Immediate Reaction	Personal
Trigger: An enemy damages you with a melee or ranged attack.	
Effect: You take half damage and do not suffer any other effects of the attack. After the attack is resolved, you may shift 2 squares.	

Distracting Advance	Skirmisher Utility 16
<i>Feinting with your weapon, enemies prepare for attacks that never come as you zip past.</i>	
Encounter ♦ Martial	
Move Action	Personal
Effect: Shift your speed. During this shift, you may move through spaces occupied by enemies. Each enemy you move adjacent to during the shift grants combat advantage to you and your allies until the beginning of your next turn.	

Graceful Leap	Skirmisher Utility 16
<i>With superb focus, you swiftly advance and then launch yourself into the air.</i>	
Encounter ♦ Martial	
Move Action	Personal
Effect: Shift your speed, ignoring difficult terrain. At any time during this shift, you may make a jump check. This jump's distance is not counted toward your total distance shifted, and does not provoke attacks of opportunity. You may continue to shift after the jump.	

Level 17 Encounter Exploits

Coralling Weapon	Skirmisher Attack 17
<i>You keep an enemy at bay with a series of swift maneuvers.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Melee weapon
Requirement: You must be wielding a flail, polearm, spear, or staff.	
Target: one creature	
Attack: Dexterity vs. AC	
Hit: 3[W] + Dexterity modifier damage. If the target moves or shifts before the start of your next turn, you may make an attack of opportunity against it.	
Rapid Strike: You may make an opportunity attack if the target makes an attack, moves, or shifts before the end of your next turn.	

Flying Windmill	Skirmisher Attack 17
<i>You leap forward and spin your weapon, landing as a deadly whirlwind.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Close burst 2
Requirement: You must be wielding a reach weapon. Before the attack, you must move or shift at least 2 squares.	
Special: You may use this power in place of a basic attack for a charge.	

Effect: Before the attack, you may jump up to 3 squares horizontally and up to 1 square vertically (enough to clear a Medium sized creature or smaller).

Target: Enemies in burst you can see

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage

Impact Strike: On a miss, a target takes damage equal to your Dexterity modifier.

One-Two

Skirmisher Attack 17

With two quick snaps, you smack enemies with either side of your polearm.

Encounter ♦ Martial, Weapon

Minor Action **Melee weapon**

Requirement: You must be wielding a polearm, spear, or staff.

Target: One or two creatures

Attack: Dexterity vs. AC, one attack per target

Hit: 1[W] + Dexterity modifier damage

Level 19 Daily Exploits

Stunning Strike

Skirmisher Attack 19

With a quick flick of the wrist, you've smacked the opponent squarely in the head. It staggers about ineffectively.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 4[W] + Dexterity modifier damage, you slide the target 3 squares, and the target is stunned until the end of your next turn.

Miss: Half damage and the target is dazed until the end of your next turn.

Flailing Mess

Skirmisher Attack 19

Your chain weapon entangles the target's weapon, and sends the enemy careening away.

Daily ♦ Martial, Reliable, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a flail.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage and you slide the target 3 squares and knock it prone. One item the target has in hand either ends up in your square, your hand (if you have a free hand), or the target's starting space. If the target has other items in hand, they are dropped in its starting space (before being slid).

Deadly Charge

Skirmisher Attack 19

You launch forward with speed, power, and skill, attacking each enemy you pass by.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Effect: You shift your speed. During this shift, make the following attack against each creature within your melee reach.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage

Miss: Half damage

Level 22 Utility Exploits

Master Acrobat

Skirmisher Utility 22

You bring your physical prowess to the fore, helping you in or out of combat.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: You gain a +2 power bonus to AC and Reflex defense, and a +5 power bonus to Athletics and Acrobatics checks. You may reduce forced movement effects on you by 2 squares.

Controlling Reach	Skirmisher Utility 22
<i>Limiting your own movement, you take advantage of your long weapon. Enemies advance at their peril.</i>	
At-Will ♦ Martial	
Move Action	Personal
Requirement: You must be wielding a reach weapon.	
Effect: Until the start of your next turn, you have threatening reach and a +2 shield bonus to AC.	

Clever Skirmish	Skirmisher Utility 22
<i>With minimal effort (but great training), you step, jump, and tumble to avoid enemy attacks.</i>	
At Will ♦ Martial	
Minor Action	Personal
Effect: Shift 1 square. Alternately, you may stand up from prone as a minor action.	

Level 23 Encounter Exploits

Passing Attack	Skirmisher Attack 23
<i>You charge forward, attack, and just keep going.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Melee weapon
Requirement: You must make a charge attack to use this power.	
Special: This power takes the place of a basic attack when used as part of a charge.	
Target: one creature	
Attack: Dexterity vs. AC	
Hit: 4[W] + Dexterity modifier damage.	
Impact Strike: You inflict additional damage equal to your Wisdom modifier.	
Effect: After the attack, you may move 2 squares. This movement does not provoke opportunity attacks from the target.	
Rapid Strike: After the attack, you may move a number of squares equal to your Intelligence modifier. This movement does not provoke opportunity attacks from the target.	

Barrage of Blows	Skirmisher Attack 23
<i>With lightning speed, you launch a series of attacks against all enemies who stand before you. You finish with a series of parrying maneuvers.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Close blast 3
Requirement: You must be wielding a reach weapon.	
Target: Enemies in blast you can see	
Attack: Dexterity vs. AC	
Hit: 3[W] + Dexterity modifier damage and you slide the target to a square outside of and adjacent to the blast. If you hit at least one target, you gain a +2 shield bonus to AC and Reflex until the end of your next turn.	

Confounding Assault	Skirmisher Attack 23
<i>The enemies don't know how to block your attacks – or those of your allies.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Close burst 1
Requirement: You must be wielding a flail, polearm, spear, or staff.	
Special: If you are wielding a reach weapon, this power becomes close burst 2.	
Target: Enemies in burst you can see	
Attack: Dexterity vs. AC	
Hit: 3[W] + Dexterity modifier damage and the target grants combat advantage to all attackers until the end of your next turn.	

Level 25 Daily Exploits

Nasty Wound	Skirmisher Attack 25
<i>You land a particularly nasty blow.</i>	
Daily ♦ Martial, Weapon	
Standard Action	Melee weapon
Target: One creature	
Attack: Dexterity vs. Fortitude	
Hit: 4[W] + Dexterity modifier damage and the target is knocked prone.	

Weapon: If you're wielding a flail, the target is weakened (save ends).
 If you're wielding a staff, you slide the target 3 squares and the target is dazed (save ends).
 If you're wielding a polearm, the target takes ongoing 10 damage (save ends).
 If your weapon is in more than one category, choose which effect to apply after you hit.

Miss: Half damage and the target is knocked prone.

Whirling Assault

Skirmisher Attack 25

You reach out and strike all nearby enemies with force and skill.

Daily ♦ Martial, Weapon

Standard Action Close burst 2

Requirement: You must be wielding a reach weapon.

Target: Enemies in burst you can see

Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage and you push the target 2 squares.

Miss: Half damage

Seeing Stars

Skirmisher Attack 25

Your attack dazes and disorients your foe, allowing you and your allies to more easily maneuver around it.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a flail, polearm, spear, or staff.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and the target grants combat advantage, cannot make opportunity attacks, and cannot shift (save ends all three). The saving throw is made at a -2 penalty.

Effect: After the attack, you may shift a number of squares equal to your Dexterity modifier.

Level 27 Encounter Exploits

Hold It Right There

Skirmisher Attack 27

You keep enemies before you at bay with a series of rapid strikes.

Encounter ♦ Martial, Weapon

Standard Action Close blast 3

Requirement: You must be wielding a reach weapon.

Target: Each enemy in blast you can see

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and you mark the target until the end of your next turn.

Rapid Strike: All enemies in the blast are marked, whether you hit them or not.

Confounding Chains

Skirmisher Attack 27

A constant swirl of your chained weapon confounds your enemy's attacks, defenses, and movement.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a flail.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and the target takes a -2 penalty to attacks, AC, and Reflex until the end of your next turn.

Impact Strike: The target is also slowed until the end of your next turn.

Vicious Jab

Skirmisher Attack 27

Your opponent's bleeding wound is the only evidence of your lightning-fast strike.

Encounter ♦ Martial, Weapon

Minor Action Melee weapon

Requirement: You must be wielding a polearm, spear, or staff.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage

Level 29 Daily Exploits

Supreme Stance

Skirmisher Attack 29

*You punish nearby enemies with a series of fast, forceful attacks. Only a foolish combatant stays close to your whirling weapon..***Daily ♦ Martial, Stance, Weapon****Minor Action****Personal**

Effect: As long as you are able to make opportunity attacks, any enemy that starts its turn within reach of your weapon takes 1[W] + Dexterity modifier damage and you slide the enemy 2 squares. If you are able to make opportunity attacks, enemies treat all squares within reach of your weapon as difficult terrain (even if flying). Finally, you gain a bonus to hit with opportunity attacks equal to your Wisdom modifier, and opportunity attacks inflict additional damage equal to your Intelligence modifier.

Amazing Assault

Skirmisher Attack 29

*In the blink of an eye, you have dashed across the battlefield. You slide past some and vault over others, making deadly attacks as you go.***Daily ♦ Martial, Reliable, Weapon****Standard Action****Melee weapon**

Effect: Shift twice your speed. During this shift, you may move through spaces occupied by enemies, and you ignore difficult terrain. You may make the following attack against each creature within your melee reach during this shift.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity + Intelligence modifier damage

Special: You may not use a move action in the same round as you use this power.

Stunning Cyclone

Skirmisher Attack 29

*Your spinning weapon knocks nearby enemies senseless.***Daily ♦ Martial, Weapon****Standard Action****Close burst 1**

Requirement: You must be wielding a flail, polearm, spear, or staff.

Special: If you are wielding a reach weapon, this power becomes **close** burst 2.

Target: Enemies in burst you can see

Attack: Dexterity vs. Fortitude

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

Miss: Half damage and the target is weakened and slowed (save ends both).

SKIRMISHER PARAGON PATHS

HARRIER

"Surrender now. You will not escape."

Prerequisite: Skirmisher, Rapid Strike class feature

You have perfected the art of anticipating your opponent's moves. Once you have chosen an enemy, it can barely attack you, let alone escape from you. You nearly fly through the battlefield, keeping pace with your enemy, knocking aside its distracting minions. This paragon path makes you more like a striker.

Harrying Adversary (11th level). You gain the *harrying adversary* class feature. This power allows you to stay close to your chosen quarry.

Anticipatory Action (11th level). When the target of your *harrying adversary* power attacks you, you may spend an action point as a free action to gain a +4 bonus to all defenses against attacks by that creature until the end of your next turn.

Deadly Adversary (16th level). Whenever you hit the target of your *harrying adversary* power, you inflict additional damage equal to your Intelligence modifier.

Harrier Exploits

Harrying Adversary

Harrier Class Feature

You mark one enemy for your special attention.

Encounter ♦ Martial

Minor Action

Close burst 5

Target: One creature

Effect: If the target shifts, you may shift as an immediate reaction. If the target moves, you may either take an opportunity attack as normal, or move or shift as an opportunity action. Whenever you move or shift because of this effect, you must end your movement adjacent to the target, or closer than when you began moving. You do not have to take the shortest path, as long as you end up adjacent or at least one square closer.

This effect lasts until the end of the encounter or until the target reaches 0 hit points, at which point you regain the use of this power.

Between You and Me

Harrier Attack 11

You shove aside the minions and flunkies to focus your attacks on the real enemy.

Encounter ♦ Martial, Weapon

Standard Action

Melee weapon

Requirement: You must be wielding a flail, polearm, spear, or staff.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and you mark the target until the end of your next turn.

Effect: Each enemy (other than the target) adjacent to either you or the target is pushed 1 square.

Agile Sprint

Harrier Utility 12

You run at full speed, but manage to avoid both enemies and obstacles.

Encounter ♦ Martial

Move Action

Personal

Effect: You shift your speed +2. During this shift, you can move through squares occupied by enemies.

No Escape

Harrier Attack 20

This one isn't getting away.

Daily ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage and you mark the target until the end of the encounter.

Miss: Half damage and you mark the target (save ends).

Effect: The creature becomes the target of your *harrying adversary* power, even if you have already expended the power (a previous target loses that effect). In addition, if the target ends its turn one or more squares away from you, you may shift a number of squares equal to your Intelligence modifier as a free action, as long as you end your shift closer to the target. This effect lasts until the end of the encounter.

BATTLEWIND

"Feel my fury!"

Prerequisite: Skirmisher

In the thick of battle, you are a whirling, rushing blur. Rather than focusing on a single target, you wound and confound every enemy within reach of your weapon. Your ability to attack many opponents improves your control aspect.

Battlewind Strike (11th level). Your skirmisher at-will powers that affect a close blast or burst have their area increased by 1.

Whirlwind Action (11th level). When you spend an action point to take an extra action, you also gain an additional move action.

Winds of Battle (16th level). Whenever you affect a target with forced movement, you may increase the distance by 1 square.

Battlewind Exploits

Whirling Weapon

Battlewind Attack 11

With amazing dexterity, you spin your weapon, yet maintain perfect control as you attack all nearby enemies.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 2**

Requirement: You must be wielding a flail, polearm, spear, or staff.

Target: Enemies in burst you can see

Attack: Dexterity vs. AC, one attack per creature

Hit: 2[W] + Dexterity modifier damage and the target is pushed 2 squares and is immobilized until the end of your next turn.

Combat Savvy

Battlewind Utility 12

With great concentration, you duck and dodge your enemies' attacks.

Daily ♦ Martial

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a +3 power bonus to all defenses.

Hurricane of Battle

Battlewind Attack 20

With speed and focus, you zigzag through the enemy formation, leaving them reeling.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Effect: You shift a number of squares equal to your speed, and you may move through squares occupied by enemies. Make the following attack against each creature within your reach during this shift.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, you slide the target 3 squares, you knock the target prone, and the target is weakened and slowed (save ends).

Miss: Half damage, and you slide the target 3 squares or knock it prone (your choice).

GUARDIAN

"Come closer. I dare you."

Prerequisite: Skirmisher, Impact Strike class feature

You have honed your senses and combat awareness to perfection. Enemies cannot slip past the circle you trace with your weapon, making you a living barrier on the field of battle. You are better at holding your ground than other skirmishers, making you something of a defender.

Combat Senses (11th level). You gain a +1 bonus to AC.

Guardian Action (11th level). Whenever you spend an action point, you gain temporary hit points equal to your Dexterity modifier plus your Wisdom modifier.

Punishing Reach (16th level). If you are wielding a reach weapon, you threaten squares in a burst 2 around you. If you have additional reach from another effect, you do not threaten a larger area, unless that effect specifies otherwise.

Guardian Exploits

Hold It Right There

Guardian Attack 11

Out of the corner of your eye, an enemy tries to slip past. Instinctively, you lash out and knock it over.

Encounter ♦ Martial, Weapon

Immediate Interrupt **Melee weapon**

Trigger: An enemy within your melee reach shifts or moves.

Target: The triggering creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage and you knock the target prone.

Leaping Dodge

Guardian Utility 12

As the enemy attacks, you deftly leap away.

Encounter ♦ Martial

Immediate Interrupt **Personal**

Trigger: You are hit by an attack that targets AC or Reflex.

Effect: You gain a power bonus to AC and Reflex against the triggering attack equal to your Dexterity modifier. If the attack misses, you may make a jump check as a free action, and you are considered to have a running start.

Guardian Stance

Guardian Attack 20

You launch into a continuous flurry of sweeping strikes with your weapon. No enemy can stand nearby without feeling your punishing blows.

Daily ♦ Martial, Stance, Weapon

Minor Action **Personal**

Requirement: You must be wielding a flail, polearm, spear, or staff.

Effect: While maintaining this stance, you are slowed. As long as you are able to make opportunity attacks, any enemy that starts its turn within reach of your weapon takes 1[W] damage, is pushed 1 square, and is slowed until the end of its turn. You may end the stance as a free action at any time.

ALCHEMIST

CLASS TRAITS

Role: Controller. You concoct alchemical items that are fleeting but potent. You are able to damage and hinder your enemies, and provide some benefits to your allies. Depending on your choice of powers, you might have leader as a secondary role.

Power Source: Alchemical. Though they seem magical, you rely on knowledge, skill, and practice to use your powers. Without your equipment, you have little to rely on but your wits. Your powers are called preparations.

Key Abilities: Intelligence, Dexterity, Wisdom

Armor Proficiencies: Cloth

Implements: Kits and Tomes (see below)

Weapon Proficiencies: Simple Melee, Simple Ranged

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at First Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

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

Class Skills: Arcana (Int), Dungeoneering (Wis), Heal (Wis), History (Int), Nature (Wis), Religion (Int), Thievery (Dex)

Class Features: Alchemy. Alchemical Kit. Alchemical Specialty. Grenadier

Though sometimes mistaken for wizards or artificers, alchemists never develop the ability to manipulate arcane power. Instead, they study the recipes and formulas of alchemy; the right combination of reagents can achieve effects as powerful as any spell. Alchemists master their field of study while working under a master, or by plodding along via trial-and-error with their own research. Though few ever become adventurers, some are motivated by a desire to explore and learn, and others fancy themselves as mages, able to take on demons and dragons.

You are not the toughest person on the field of battle, and you have to plan ahead to have the best combination of liquids, powders, and crystals for a given task. On the other hand, your flexibility outstrips even a learned wizard, and you can make nearly anything, given time. In addition to blasting foes with fire or acid, you can also concoct healing salves, poultices, and elixirs, providing support to your allies.

ALCHEMIST CLASS FEATURES

Alchemy

You gain Alchemy as a bonus feat, and begin play with an alchemist kit (see below), allowing you to create alchemical items (see Chapter 1 of the *Adventurer's Vault*). You begin play knowing three level one formulas, and you possess a level one item of each formula as part of your starting wealth.

At 3rd level, and again at each odd-numbered level, you master an additional alchemical formula of your choice, your level or lower. You also gain one item made from that formula, free of charge; this item is of the formula's lowest possible level. You may also learn formulas like other characters (finding them, purchasing them, or learning them from an instructor), but you do not receive free items when you learn formulas this way.

You are particularly efficient at working alchemy, too. When making alchemical items, you can create up to six of the same item in the time it takes to make one item. You must pay the component costs based on the total number of items you make. If a power or other effect changes the time or cost to make alchemical items, this applies to a single item, not a batch.

Alchemical Kit

Alchemy requires reagents, containers, and mixing tools. You begin play with a specialized, miniature alchemical kit. It contains the gear you need to make alchemical items, to create your preparations (class powers), and to store your components. The kit also comes with a small book for writing down your recipes

(though you may generally create an alchemical item without needing the formula on hand). This kit is the shape, size, and mass of a backpack full of loose gear, about 15 pounds. Magical kits exist, and they count as implements for alchemists. A magical kit performs all of the functions of a mundane one, provides an enhancement bonus to alchemical attack powers, and often has some additional property.

This kit is required to create encounter and daily preparations after short and extended rests, respectively. Without it, you can utilize leftovers to use the same encounter and daily preparations you currently have ready one additional time after the appropriate rest period, but you cannot choose to prepare different ones. After that additional use, you can't prepare encounter, utility, or daily alchemical powers until you obtain a kit.

You may purchase a replacement alchemical kit from an alchemist shop for 75 gp. You can also make your own alchemical kit from items available in any market or general store, at a cost of only 50 gp, but requiring one day of work time.

You are assumed to have enough random bits of reagents to produce your at-will powers without need for your kit. If you have absolutely none of your own gear (including clothing), then you cannot use any alchemical powers at all. The DM may rule that you can use mundane materials to prepare single uses of at-will alchemical preparations. For instance, an imprisoned alchemist might create some at-will preparations from water, stale bread, urine, and pebbles.

Alchemist Overview

Characteristics. You possess a broader range of powers than your companions. You have a wide range of knowledge, can produce healing salves, launch fiery attacks, and disable locks and traps. Though your main combat role is controller, you are an effective support character, too. Knowledge and advance preparation are your greatest allies.

Religion. Alchemists that style themselves as researchers and scholars usually worship Ioun, or sometimes dread Vecna. Those that work as artisans might propitiate Corellon or Moradin. A significant segment of alchemists are constantly thanking Avandra for lucky breaks in their work.

Races. The most notable alchemists are gnomes, who seem to have an innate sense for alchemical reagents. Humans possess a drive to study and explore that works well with alchemy. Halflings that are curious about alchemy are adept at its practice, particularly when coupled with thievery. Though shardminds usually focus their training towards psionic pursuits, some develop a type of alchemy based entirely on crystals and crystalline powders.

Alchemical Specialty

Being scholars at heart, alchemists have a wide range of knowledge, especially as it concerns reactions and reagents. Still, they often develop an area of particular expertise. Choose one of the following alchemical specialties when you create your character.

Mystic. Though you are not a spellcaster, you have made a study of magic and are well-versed in its traditions. You are quite capable at unlocking the magic potential of alchemical reagents and recognizing magical creatures, items, and effects in general. You gain a +2 bonus to Arcana and Religion checks, and you know the *esoteric reagents* preparation.

Chemist. Fascinated with dangerous chemicals, you are adept in their creation and use. You have a familiarity with acids, crystals, and metals, as well as the fungi, slimes, and oozes your reagents are often made from. Additionally, you are good with your hands, and have a keen insight into mechanical devices. You gain a +2 bonus to Dungeoneering and Thievery checks, and you know the *alchemical catalyst* preparation.

Herbalist. Your studies focused on learning the alchemical properties of plants. With this knowledge, you are more accomplished at creating and using poultices, poisons, and remedies, and you can often identify the sources of alchemical reagents as they exist in the wild. You gain a +2 bonus to Heal and Nature checks, and you know the *healing salve* preparation.

Grenadier

The typical alchemist is not in the habit of throwing test tubes at moving targets, but it is the only way you will succeed in fighting most enemies. Adventuring alchemists are skilled with throwing the various small objects they make. You may use your Intelligence modifier in place of your Dexterity modifier to attack rolls when throwing an improvised weapon, such as a rock or flask of oil. When throwing an alchemical item to make an attack, such as *alchemist's acid*, you gain a +2 bonus to the attack roll. This bonus does not apply to items which are applied to weapons or areas, to alchemical ammunition, or to items that create a zone. Your class powers do not gain this bonus.

Implements

Alchemists employ alchemical kits and tomes to increase the potency of their preparations. When you use a magic tome or kit, add its enhancement bonus to attack and damage rolls of alchemist powers and alchemist paragon path powers with the implement keyword. You may still use your powers without an implement (with limitations based on your alchemical kit, as noted above).

CREATING AN ALCHEMIST

Alchemists succeed by being prepared. Some choose to have a little something prepared for any possible situation, whereas others craft preparations for a particular event they know about in advance. Your area of specialty guides your methods.

Chemical Alchemist

Your pack is brimming with vials, tubes, and crystals, containing all manner of volatile liquids and gases. You are able to inflict more damage than most other alchemists, particularly with acid and fire. Like all alchemists, Intelligence should be your highest ability score, followed by Dexterity (particularly because of your *alchemical catalyst* feature). If you are going to dabble in some herbal healing preparations, a good Wisdom score helps. You benefit greatly from feats that give you access to more alchemical preparations, or to higher level ones.

Herbal Alchemist

Though you still create deadly concoctions, you are also able to help cure the wounds of your allies. You function as a secondary leader and healer because of your *healing salve* class feature. Aside from a high Intelligence, you should also have a high Wisdom score to improve your healing powers and skill. You might wish to multiclass to gain additional healing abilities. You could also expand your skill set to function as the party's wilderness expert.

Mystic Alchemist

Your alchemical specialty is in dealing with unusual opponents. With your *esoteric reagents* class feature, you can always take advantage of an enemy's weaknesses, and you are fairly effective in fighting undead. Unlike the other alchemists, you do not benefit greatly from high Wisdom or Dexterity, so might want moderate scores in each, or possibly just a higher Constitution score for more hit points and healing surges. Your skills are used in many rituals, making you a good choice for the party's Ritual Caster (by choosing the feat).

ALCHEMIST POWERS

Your powers are called alchemical preparations. When you use an alchemical power, you are typically throwing, applying, or otherwise manipulating a mix of reagents you have prepared ahead of time. You need one free hand to use an alchemical preparation. As noted under Alchemical Kit, you must have access to your reagents and equipment to prepare encounter powers after a short rest, and to prepare daily powers after an extended rest. Preparing your powers is considered part of your resting time (a few minutes for encounter powers, a couple hours for daily powers). If you do not have a kit, your use of powers may be limited, as noted above (under Alchemical Kit).

At-Will Preparations. Alchemists are able to create all of the at-will preparations described below (instead of choosing two at-will powers like most classes). Rather than preparing them ahead of time, alchemists literally throw them together at the last moment. These fleeting concoctions cannot be stored or handed off—they require the alchemist's expertise to put together, and then they immediately react.

Though this gives an alchemist great flexibility, finding the right set of reagents by sorting through pockets and pouches during the heat of combat is not very reliable. Alchemical at-will powers use the recharge mechanic (see *Monster Manual*, page 7). Each power can be used once without a die roll, but before a power can be used again during an encounter, the recharge number but be equaled or exceeded on a d6. Check for each used power at the beginning of the alchemist's turn. All at-will powers recharge after a short or extended rest. **Note:** Human alchemists do not gain an additional at-will power, since they already know them all. Instead, a human alchemist may expand the recharge range of one alchemical power by one die. For instance, a human alchemist could choose to recharge *blaffing dust* on a 5 or 6, rather than only on a 6.

Encounter Preparations. Encounter powers represent materials that the alchemist spent a few minutes putting together, one step away from being "finished". They can't be handed off to another creature reliably, though a DM might rule a preparation could be used by an ally under special circumstances (with some penalty). These preparations aren't very stable, not lasting more than a few hours.

Similar to at-will powers, alchemists know all of the encounter preparations listed below. During a short rest, the alchemist chooses which preparations to prepare. They may prepare a number of encounter powers based on their level: 1 at levels 1-2, 2 at levels 3-6, and 3 at levels 7+. Encounter powers gained from paragon paths or epic destinies are tracked separately from this limit. The alchemist may prepare one power of the highest level known, plus any other preparations known of lower levels. Even duplicates can be prepared. For instance, a 10th level alchemist can prepare one 7th level preparation, plus any two preparations of levels 1 or 3, even two of the same level 3 preparation. A multiclass or hybrid alchemist replaces the ability to prepare

an encounter preparation with the knowledge of an encounter power from another class. For instance, a 7th level multiclass alchemist that learns a 3rd level encounter power from another class may only prepare 2 alchemical encounter preparations, rather than three. If the multiclass feat replaces the character's highest level of alchemist encounter power, then he may only prepare alchemist powers of lower level. A few encounter powers use the recharge mechanic, as noted above; this means that they might be usable more than once in an encounter, based on the result of the recharge die roll.

Daily Preparations. In addition to the standard recipes all alchemists learn, each develops some more specialized preparations, his daily attack powers. These specialties (along with utility preparations) define the alchemist, and usually match his alchemical specialty. Daily preparations are created during an extended rest, and are stable enough to last for nearly a day. Alchemists learn daily attack powers at the same rate as other characters, including replacement at higher levels.

Unlike at-will and encounter preparations, a good bit of work goes into daily preparations. They are similar to consumable alchemical items, but can't be saved past a day. An alchemist can "hand off" a daily preparation to someone else. Of course, the alchemist then loses use of that power until regaining the preparation or making a new one. A non-alchemist may use the preparation, using only the level-based attack bonus, and gaining no bonuses to attack or damage related to key ability scores. Another alchemist could use the preparation as if he made it himself.

Utility Preparations. Similar to daily preparations, alchemists spend considerable time creating utility preparations. All alchemist utility powers are in the daily use category, and often represent actions the alchemist took in advance to prepare for some situation. Other powers are special concoctions with non-combat applications. Utility preparations are created during an extended rest, and (if they create an item) are stable enough to last for about a day. The alchemist learns utility powers at the same rate as other characters, and can replace knowledge of a class power with a skill power. Similar to their daily preparations, the choice of utility preparations helps define a particular alchemist. Are you "crazy prepared", an herbal healer, or a bag of tricks?

Like daily preparations, many utility powers create a stable item that could be handed to an ally to use at a later time. As noted above, the alchemist then loses use of that power until regaining the preparation or making a new one. When a non-alchemist uses such a utility preparation, they may not apply ability score modifiers to its effects.

Class Features

Each alchemist has an encounter power granted by their Alchemical Specialty class feature. Herbalists know the *healing salve* power, chemists the *alchemical catalyst* power, and mystics the *esoteric reagents* power.

Alchemical Catalyst	Alchemist Feature
<i>You add a "special something" to a preparation you are about to use, increasing its effectiveness.</i>	
Encounter ♦ Alchemical	
Minor Action	Personal
Effect: The next alchemical power or alchemical item you use before the end of your current turn has a bonus to hit and damage equal to one-half your Dexterity modifier. The damage bonus even applies to powers without a damage roll, as long as they inflict some damage. If the power creates an effect that attacks or causes damage for more than one round, the bonuses only apply until the beginning of your next turn.	
Esoteric Reagents	Alchemist Feature
<i>One of the reagents in the preparation you are about to use carries innate magical essence. With a moment of concentration, you activate this substance, changing the effect of your preparation.</i>	
Encounter ♦ Alchemical, Varies	
Minor Action	Personal
Effect: You may change the damage keyword of one alchemical power you use before the end of your next turn. Choose from acid, cold, fire, frost, necrotic, poison, radiant, thunder. The original power must have one of the preceding damage keywords, and none of the power's other effects are changed. If the power has more than one of the listed damage keywords, you may change one or all of them with <i>esoteric reagents</i> .	
Healing Salve	Alchemist Feature
<i>You apply a small packet of an aromatic salve to a wounded ally, allowing them to rapidly recover from injury.</i>	
Encounter ♦ Alchemical, Healing	
Move Action	Melee 1
Target: You or one creature	
Effect: The target regains hit points equal to your Wisdom modifier, and it may spend a healing surge.	
<i>Level 11: regain 1d8 + Wisdom modifier hit points</i>	
<i>Level 21: regain 2d8 + Wisdom modifier hit points</i>	

Level 1 At-Will Preparations

Vial of Vitriol	Alchemist Attack 1
<i>You draw out a small container of reagents that briefly becomes a strong corrosive with a quick shake.</i>	
At-Will ♦ Alchemical, Implement, Acid, Recharge ☞ ☞ ☞	
Standard Action Ranged 10	
Target: One creature	
Attack: Intelligence vs. Reflex	
Hit: 1d6 + Intelligence modifier acid damage.	
Level 21: 2d6 + Intelligence modifier acid damage	
Fireflash	Alchemist Attack 1
<i>A seemingly random combination of reagents produces a potent burst of flame.</i>	
At-Will ♦ Alchemical, Implement, Fire, Recharge ☞ ☞ ☞	
Standard Action Area burst 1 within 10	
Target: Creatures in burst	
Attack: Intelligence vs. Reflex	
Hit: 1d4 + Intelligence modifier fire damage	
Level 21: 2d4 + Intelligence modifier fire damage.	
Baffling Dust	Alchemist Attack 1
<i>A combination of special powders temporarily confounds your enemies, allowing you to attack or flee.</i>	
At-Will ♦ Alchemical, Implement, Poison, Recharge ☞	
Standard Action Close blast 3	
Target: Creatures in blast	
Attack: Intelligence vs. Will	
Hit: Intelligence modifier poison damage and the target cannot take opportunity attacks until end of your next turn.	
Level 21: 1d6 + Intelligence modifier poison damage	
Thunder Crystals	Alchemist Attack 1
<i>A pair of small crystals is thrown together, exploding in a deafening blast.</i>	
At-Will ♦ Alchemical, Implement, Thunder, Recharge ☞ ☞	
Standard Action Area burst 1 within 10	
Target: Creatures in burst	
Attack: Intelligence vs. Fortitude	
Damage: 1d4 + Intelligence modifier thunder damage and the target is deafened (save ends).	
Level 21: 2d4 + Intelligence modifier thunder damage	
Viscid Glob	Alchemist Attack 1
<i>You combine a vial of water with a small packet of fibers, creating a glob of caustic goo to throw at an enemy.</i>	
At-Will ♦ Alchemical, Implement, Acid, Recharge ☞	
Standard Action Ranged 10	
Target: One creature	
Attack: Intelligence vs. Dexterity	
Hit: Intelligence modifier acid damage, and the target is slowed until the end of your next turn.	
Level 21: 1d6 + Intelligence modifier acid damage	
Effect: The target's space becomes difficult terrain until the end of your next turn.	

Level 1 Encounter Preparations

Toxic Fumes	Alchemist Attack 1
<i>You hurl a vial of noxious liquids. On impact, it shatters to release a poisonous cloud. Herbalists are able to craft an antidote to give to allies ahead of time.</i>	
Encounter ♦ Alchemical, Implement, Poison	
Standard Action Area burst 1 within 10	
Target: Creatures in burst	
Attack: Intelligence vs. Fortitude	
Hit: 1d12 + Intelligence modifier poison damage.	
Chemist: Targets take additional acid damage equal to your Dexterity modifier.	
Herbalist: Yourself and allies present when you prepared this power are not targeted.	
Flaming Tar	Alchemist Attack 1
<i>The small container you throw opens up to release a tar-like substance onto the target, which immediately bursts into flame.</i>	

Encounter ♦ Alchemical, Implement, Fire**Standard Action** **Ranged 10****Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier fire damage and the target is immobilized until the end of your next turn.**Rime Crystal****Alchemist Attack 1***Barely able to hold onto it yourself, you throw a freezing cold crystal towards your enemies. Some alchemists are able to unlock a more supernatural chill from the crystal.***Encounter ♦ Alchemical, Implement, Cold****Standard Action** **Area burst 1 within 10****Target:** Creatures in burst**Attack:** Intelligence vs. Fortitude**Hit:** 1d4 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.**Mystic:** Targets take an additional 1d4 necrotic damage.**Lightning Dust****Alchemist Attack 1***With a flick of the wrist, you spread out a packet of dust. Once it settles to the ground, it erupts with electrical sparks. The dust has additional properties based on your specialty.***Encounter ♦ Alchemical, Implement, Lightning, Varies****Standard Action** **Ranged wall 3 within 2****Effect:** A 2 square high wall of electrical sparks springs into being in the contiguous squares you designate. Creatures that start their turn in this wall, or that move into it, suffer 1d4 + Intelligence modifier lightning damage. The wall does not hinder movement or vision, and it lasts until the end of your next turn.**Chemist:** The wall inflicts both lightning and thunder damage.**Herbalist:** The wall inflicts both lightning and psychic damage.**Mystic:** The wall inflicts both lightning and radiant damage.**Level 1 Daily Preparations****Choking Cloud****Alchemist Attack 1***You toss a packet of dust a short distance away, creating a toxic cloud. A skilled herbalist can craft a simple antitoxin from the same reagents.***Daily ♦ Alchemical, Implement, Poison, Zone****Standard Action** **Area burst 1 within 5****Target:** Creatures in burst**Attack:** Intelligence vs. Fortitude**Hit:** 1d6 + Intelligence modifier poison damage and the target is dazed until the end of your next turn.**Miss:** Half damage and the target is not dazed.**Effect:** The burst creates a zone that lasts until the end of your next turn. Creatures that start their turn within the zone take poison damage equal to your Wisdom modifier.**Herbalist:** When preparing this dust, you were also able to craft a single dose of antitoxin powder. You may use this powder as a minor action, at range 5, targeting one creature. The creature you target can either remove a single ongoing poison effect that a save can end, or gain resist poison 5 + Wisdom modifier until the end of its next turn (target's choice).**Firebomb****Alchemist Attack 1***You hurl a spherical ceramic container some distance, where it bursts in a rain of fire.***Daily ♦ Alchemical, Implement, Fire****Standard Action** **Area burst 1 within 12****Target:** Creatures in burst**Attack:** Intelligence vs. Reflex**Hit:** 2d8 + Intelligence modifier fire damage.**Miss:** Half damage.**Chemist:** The power is **Ranged** burst 2 within 15.**Psychic Crystals****Alchemist Attack 1***You imbue a pair of crystals with dissonant psionic energy. When struck together, they create a wave psychic static.***Daily ♦ Alchemical, Implement, Psychic**

Standard Action Close blast 5

Target: Creatures in blast

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage and the target takes a -2 penalty to all defenses until the end of your next turn.

Miss: Half damage, and no defense penalty.

Mystic: Whether the targets are hit or missed, they cannot make opportunity attacks until the end of your next turn.

Level 2 Utility Preparations

Searing Oil

Alchemist Utility 2

You prepare a container of slippery oil. In addition to making a slick surface, it can readily be set on fire.

Daily (special) ♦ Alchemical, Fire

Standard Action Melee 1

Effect: You create a small jug of *searing oil*, enough to apply to five squares. Applying the oil to an adjacent square takes a standard action as noted above. You may use these five doses of oil as you wish during the day; in essence, you have five uses of this power, each affecting one square. Multiple doses poured on the same square are no more effective than using a single dose (even if burned).

A square with *searing oil* applied to it is obviously wet, though its true nature isn't apparent until stepped on, or identified with an Arcana check. When you apply the oil, make a Thievery check. Any creature entering a square of *searing oil* must equal or exceed your Thievery result with a balance check (Acrobatics) or fall prone; make this check upon entering each square of the oil (but not upon standing up). The oil remains slick for up to 1 hour, or until burned away.

If the oil is subjected to even a minor fire (a candle will do), it lights on fire. Auras, bursts and blasts that inflict fire damage also ignite the oil if within the area, and a fire attack that normally targets individuals can target a square of *searing oil* (automatically hitting). The flames last until the end of the next turn of the one setting them; any creature starting its turn within the flames, or entering a square of flames, takes damage equal to your Intelligence modifier + your Dexterity modifier. The oil is still slick while it burns (as above). Once the flames end, the oil is gone.

Alchemical Gear

Alchemist Utility 2

You are able to create an assortment of useful items, given some advanced preparation.

Daily ♦ Alchemical

Special Action

Requirement: You must use this power during an extended rest.

Effect: During an extended rest, you create an assortment of minor alchemical items, each suitable for one typical use. When you use this power, choose five of the following items. You may mix and match, making multiple copies of the same item, or five different items.

Alchemical Lights: You create a bead, crystal, or stick that glows with light when tapped (minor action). This light can be dim or bright, with a radius of up to 10 squares (decided when the item is created). The light lasts up to 8 hours, and can be extinguished by breaking the item (minor action).

Alchemical Nutrients: You create a special paste that provides food and water suitable to sustain a small or medium humanoid creature for one day. You may combine two copies of this item to feed a large creature, or four copies to feed a huge creature.

Alchemical Gadget: You create an oil, adhesive, dust, or liquid that can assist with making certain skill checks, providing a +2 bonus (untyped). Using the item requires no action (It is part of the action normally used for the skill check.). Decide on the skill check each item will help when the item is made. Choose from the following list: climb, forgery, disguise, detect magic, endurance, first aid, open lock, search, stealth, or disable device. The bonus lasts long enough for a particular use, such as scaling a wall, a day's march, disabling even a complex trap, or a few minutes of stealth.

Smelling salts

Alchemist Utility 2

You toss a tiny vial at the feet of an ally – the fumes that burst forth are invigorating.

Daily ♦ Alchemical

Minor Action

Ranged 5

Target: You or one ally

Effect: The target may make a saving throw with a power bonus equal to your Wisdom modifier and gains temporary hit points equal to your Intelligence modifier plus your Wisdom modifier. A sleeping target is automatically awoken, and any sleep effect on the target immediately ends.

Level 3 Encounter Preparations

Concussive Crystal

Alchemist Attack 3

A specially prepared crystal vibrates with unstable energy. Upon impact, it releases a shockwave of sound.

Encounter ♦ Alchemical, Implement, Thunder

Standard Action Area burst 1 within 10

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier thunder damage, the target is pushed 1 square from the center of the burst, and the target is deafened until the end of your next turn.

Mystic: The power inflicts thunder and force damage, the target is deafened (save ends), and the target is pushed 2 squares from the center of the burst.

Adhesive Grenade

Alchemist Attack 3

When you hit a target with this small bag of viscous goo, it explodes into a mess of sticky strands.

Encounter ♦ Alchemical, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: The target is restrained until the end of your next turn.

Herbalist: The target also suffers acid damage equal to your Wisdom modifier.

Acid Stream

Alchemist Attack 3

You withdraw a specially-prepared, pressurized container and spray out a stream of caustic fluid.

Encounter ♦ Alchemical, Implement, Acid

Standard Action Melee wall special

Special: This power creates a wall 4, 1 square high, and you must be adjacent to at least one square of the wall when it is created. The wall dissipates immediately after the attack.

Target: Creatures in wall

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier acid damage.

Chemist: Targets take additional acid damage equal to your Dexterity modifier.

Flash Powder

Alchemist Attack 3

A small packet of powder hurled onto the ground or against an enemy generates a blinding flash. The type of powder you produce depends on your specialty.

Encounter ♦ Alchemical, Implement, Varies, Recharge ☹☹

Standard Action Area burst 1 within 5

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: The target is blinded until the end of your next turn.

Chemist: The target also suffers lightning damage equal to your Dexterity modifier.

Herbalist: The target also suffers poison damage equal to your Wisdom modifier.

Mystic: The target also suffers radiant damage equal to your Intelligence modifier.

Level 5 Daily Preparations

Clinging Frost

Alchemist Attack 5

When this tiny vial breaks against an enemy, a patch of freezing cold slime grows across its body.

Daily ♦ Alchemical, Implement, Cold

Standard Action **Ranged 12****Target:** One creature**Attack:** Intelligence vs. Fortitude**Hit:** 4d4 + Intelligence modifier cold damage and the target is slowed and takes ongoing 5 cold damage (save ends both).**Miss:** Half damage and the target is slowed until the end of your next turn.**Mystic:** The target is dazed instead of slowed (hit or miss).**Acid Bomb**

Alchemist Attack 5

*You hurl a spherical ceramic container some distance, where it bursts in a shower of acid. Chemists are able to produce a fuming acid with clinging vapors.***Daily ♦ Alchemical, Implement, Acid****Standard Action** **Area** burst 1 within 10**Target:** Creatures in burst**Attack:** Intelligence vs. Reflex**Hit:** 2d10 + Intelligence modifier acid damage and the target is blinded until the end of your next turn.**Chemist:** Targets are blinded (save ends).**Miss:** Half damage and no blindness.**Chemist:** Half damage and the target is blinded until the end of your next turn.**Insidious Spores**

Alchemist Attack 5

*Alchemically activated spores form a thick cloud that clings to any that step into it. Herbalists can prepare themselves and others to resist this attack.***Daily ♦ Alchemical, Implement, Poison, Zone****Standard Action** **Close** blast 3**Target:** Creatures in blast**Attack:** Intelligence vs. Fortitude**Hit:** 1d12 + Intelligence modifier poison damage.**Miss:** Half damage.**Effect:** The blast creates a zone that lasts for one minute (10 rounds). The zone is difficult terrain (even for flying creatures) and lightly obscures vision (grants concealment to those within or on other side of). Creatures that start their turn in the zone suffer poison damage equal to your Intelligence modifier.**Herbalist:** Yourself and allies present when you prepared this power are not targeted and suffer no damage from this power, though the zone is still difficult terrain and lightly obscures vision.**Level 6 Utility Preparations****Medicated Patches**

Alchemist Utility 6

*You apply some specially prepared bandages to an ally's wounds.***Daily ♦ Alchemical, Healing****Standard Action** **Melee** touch**Target:** You or one ally**Effect:** Make a Heal check. The target may make a saving throw, and it regains hit points equal to one-half your check result.**Efficient Alchemy**

Alchemist Utility 6

*You quickly craft an alchemical item from a recipe you have mastered.***Daily ♦ Alchemical****Special Action****Trigger:** You are creating an alchemical item of your level or lower.**Effect:** You may create the item in one-half the normal time, using only one-half the normal components. You may not use this power when making a batch with the Alchemy class feature.**Alchemical Countermeasures**

Alchemist Utility 6

*Given a little time to prepare, you fortify your party against some threat or obstacle.***Daily ♦ Alchemical****Special Action:** You may only use this power during a short rest.**Effect:** You create a special elixir which you may sprinkle on up to 5 creatures (which may include yourself). It is a minor action to sprinkle the elixir on any number of targets within 1 square, and the elixir is stable until you have

used all five doses or until 8 hours have passed (unused elixir becomes inert after 8 hours). You choose the effect of the elixir at the time you create it, from the list below:

Resistance: The recipients of the elixir gain a resistance to some energy type equal to 2 + your Dexterity modifier. When you create the elixir, choose an energy type from acid, cold, electricity, fire, or poison. The resistance lasts for 5 minutes.

Water Breathing: The recipients gain the ability to breathe water for 5 minutes.

Invigoration: The recipients gain temporary hit points equal to 10 + your Dexterity modifier. These temporary hit points last until the end of the first encounter after the elixir is applied, or 1 hour, whichever comes first.

Level 7 Encounter Preparations

Leftover Surprise

Alchemist Attack 7

Sometimes you have a mix of leftover reagents after making your preparations. This volatile mix is inelegant, but effective.

Encounter ♦ Alchemical, Implement, Acid, Fire, Poison, Recharge [E]

Minor Action **Melee 5**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier acid, fire, and poison damage.

Chemist: You gain a power bonus to the attack roll equal to your Dexterity modifier.

Blinding Crystal

Alchemist Attack 7

You hurl a glowing crystal that bursts forth with blazing light.

Encounter ♦ Alchemical, Implement, Radiant

Standard Action **Ranged 12**

Primary Target: One creature

Attack: Intelligence vs. Fortitude

Hit: The target is blinded (save ends).

Mystic: The primary target takes radiant damage equal to your Intelligence modifier.

Secondary Targets: The primary target and all creatures adjacent to the primary target.

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier radiant damage

Smoking Grenade

Alchemist Attack 7

A flaming grenade explodes among your enemies, releasing a cloying smoke.

Encounter ♦ Alchemical, Implement, Fire

Standard Action **Area burst 1 within 10**

Target: Creatures in burst

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier fire damage, and the target is weakened until the beginning of your next turn.

Mindfog Dust

Alchemist Attack 7

You deftly toss a packet of sparkling dust into an enemy's face. The dust clouds the target's mind as it staggers about.

Encounter ♦ Alchemical, Implement, Poison

Standard Action **Ranged 5**

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier poison damage, and the target is dazed (save ends).

Herbalist: Slide the target a number of squares equal to your Wisdom modifier.

Level 9 Daily Preparations

Sleeping Powder

Alchemist Attack 9

You toss a packet of sleeping powder in front of your enemies. You can set aside part of this dust to aid a resting ally.

Daily ♦ Alchemical, Implement, Healing, Poison

Standard Action **Area burst 1 within 5**

Target: Creatures in burst

Attack: Intelligence vs. Will

Hit: The target is dazed (save ends).

First Failed Save: The target is stunned instead of dazed (save ends).

Second Failed Save: The target falls unconscious instead of being stunned (save ends). The target awakens if it takes damage, but is dazed until the end of its next turn.

Miss: The target is dazed until the end of your next turn.

Herbalist: When preparing this dust, you were also able to set aside a small portion. During a short rest, you or an ally may ingest this dust to regain hit points equal to 5 + your Wisdom modifier.

Storm Stone

Alchemist Attack 9

Your specially prepared alchemical stone bursts with thunder and lightning. A mystic can empower the stone with additional types of energy.

Daily ♦ Alchemical, Implement, Lightning, Thunder, Varies

Standard Action Area burst 2 within 12

Target: Creatures within burst

Attack: Intelligence vs. Reflex and Fortitude (one roll)

Hit (Reflex): If the attack hits the target's Reflex defense, it takes 1d10 + Intelligence modifier lightning damage and is blinded until the end of your next turn.

Hit (Fortitude): If the attack hits the target's Fortitude defense, it takes 1d10 + Intelligence modifier thunder damage and is knocked prone.

Effect: The targets are deafened until the end of the encounter.

Mystic: Whether the attack hits or misses, it inflicts additional damage to all targets equal to your Intelligence modifier. Choose the type of damage from the following list: acid, cold, fire, radiant.

Misty Mire

Alchemist Attack 9

The bag you hurl bursts open to create a writhing mist, seemingly made of floating tendrils of tar.

Daily ♦ Alchemical, Implement, Acid, Poison, Zone

Standard Action Area burst 2 within 10

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 1d12 + Intelligence modifier acid and poison damage and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The burst creates a zone of difficult terrain (even for flying creatures) that lasts until the end of the encounter or for 5 minutes.

Chemist: The zone inflicts acid and poison damage equal to your Dexterity modifier to any creature that starts its turn in or moves into the mist.

Level 10 Utility Preparations

Catalytic Healing

Alchemist Utility 10

While preparing your reagents, you created a healing elixir in two parts. You and your allies have already ingested the first half, and when subjected to the shining motes this preparation creates, the elixir's power is unlocked.

Daily ♦ Alchemical, Healing

Standard Action Close burst 4

Target: You and allies within burst

Special: This power only targets allies present during the extended rest in which you prepared *catalytic healing*.

Effect: You may make a Heal check to use first aid on each target within the burst. Roll the check for each target. You may apply a different first aid effect (second wind, stabilize, or saving throw) to each target, even if they are not adjacent. If targets are subject to some non-standard effect that can be remedied with a first aid check, this power applies.

Herbalist: Each target also regains hit points equal to your Wisdom modifier.

Salvage Expert

Alchemist Utility 10

Whereas your companions see the remains of a dead creature or a broken trap, you see valuable reagents.

Daily ♦ Alchemical

Special Action

Requirement: You must use this power during an extended rest, after one or more encounters involving disabled traps, overcome hazards, slain monsters, or unusual magical phenomena (DM discretion). Magical phenomena and hazards that qualify must have some substance you could collect and save for later study.

Effect: You attempt to recover reagents from various trap parts, creature organs, or mystical substances. For each type of substance, see below to determine if the item is eligible, what components may be salvaged, and the appropriate check to make. Keep track of the creatures, traps, and phenomena you encounter—you may make a check for each one.

Creatures: An eligible creature must have a power with one of the following key words: acid, cold, electricity, fire, necrotic, poison, psychic, radiant, thunder. Make a monster knowledge check. If your check result equals or exceeds the DC to determine resistances and vulnerabilities (typically DC 25, 30, or 35), you salvage components worth the creature's level for heroic tier creatures, its level times five for paragon tier, and its level times fifty for epic tier. Minions are worth one-fourth this amount, elite creatures are worth double, and solo creatures are worth five times the standard amount. The components you salvage depend on the creature's origin:

Aberrant: alchemical (Arcana)

Elemental: alchemical (Arcana)

Fey: alchemical (Arcana) or rare herbs (Nature) (DM's discretion)

Immortal: mystic salves (Heal) or sanctified incense (Religion) (your choice)

Natural: alchemical (Arcana) or rare herbs (Nature) (DM's discretion)

Shadow: mystic salves (Heal) or sanctified incense (Nature) (your choice)

Traps: An eligible trap must have an attack or effect with one of the following key words: acid, cold, electricity, fire, necrotic, poison, psychic, radiant, thunder. You did not need to disable the trap, but it must have been disabled, destroyed, or delayed to be eligible. Make a Thievery check against the trap's disable DC. Success generates components with a gold piece value equal to the trap's level if of the heroic tier, its level times five for paragon tier, and its level times fifty for epic tier. Elite traps are worth double their level, and solo traps are worth five times their level in components. Traps usually generate alchemical reagents, though rare examples might generate some other type (DM discretion).

Hazards: An eligible hazard must have an attack or effect with one of the following key words: acid, cold, electricity, fire, necrotic, poison, psychic, radiant, thunder. Make a Thievery check against the hazard's highest countermeasure DC. You must have overcome or survived the hazard in order to attempt this check. Success generates components with a gold piece value equal to the hazard's level if of the heroic tier, its level times five for paragon tier, and its level times fifty for epic tier (no additional components for elite or solo hazards). Hazards generate a type of component determined by the DM, usually alchemical or rare herbs.

Magical Phenomena: Eligible phenomena are determined by the DM. Make an Arcana check against DC 25 for heroic level phenomena, DC 35 for paragon level phenomena, and DC 45 for epic level phenomena. You must encounter the phenomenon in order to make this check. Success generates components with a gold piece value equal to the phenomenon's level. Phenomena that require a skill challenge to overcome generate a gold piece value equal to their level times their complexity. Paragon tier phenomena are worth five times these values, and epic tier phenomena are worth fifty times the standard value. Magical phenomena generate *residuum* as a component.

Chemist: When making skill checks to recover substances, you may substitute a Thievery check in place of any other skill.

Assay Essence

Alchemist Utility 10

With a quick analysis, you determine the vulnerabilities of an enemy you face. You hurl a potion you prepared ahead of time, which plays to your party's strengths and against the enemy's weaknesses.

Daily ♦ Alchemical, Varies

Standard Action **Ranged 10**

Primary Target: One creature

Primary Effect: Choose one of the following keywords: acid, cold, electricity, fire, poison, or thunder. The target gains vulnerable 5 to that type of damage until the end of the encounter. If the target already has that vulnerability, it increases by 5.

Secondary Targets: Equipped weapons and implements held by you and your allies within 10 squares of the primary target.

Secondary Effect: The weapons and implements inflict damage of the keyword type chosen for the primary effect until the end of your next turn, in addition to whatever other damage types they already inflict.

Mystic: Add necrotic, psychic, and radiant damage to the list of keywords you may choose for both the primary and secondary effects. Also, the vulnerability inflicted equals 2 + your Intelligence modifier (or 5, if that is greater).

Level 13 Encounter Preparations

Fuming Grenade

Alchemist Attack 13

The smoking little bomb you throw explodes into a wave of fire that gives off a corrosive smoke.

Encounter ♦ Alchemical, Implement, Acid, Fire

Standard Action **Area burst 2 within 10**

Chemist: You may instead make this power **area burst 3 within 12**.

Target: Creatures in burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier acid and fire damage.

Gravity Dust

Alchemist Attack 13

The metallic dust you spread contains the essence of gravity. It seemingly floats into place through your subtle will. Those stepping into the field it generates feel the weight of the world.

Encounter ♦ Alchemical, Implement

Standard Action Wall 5 within 3

Effect: This power creates a 3 square high wall that lasts until the end of your next turn. Creatures that enter or start their turn within the wall are restrained. A flying creature that enters or starts its turn within the fall is brought to the ground immediately and harmlessly.

Mystic: A creature restrained by the wall is slowed after leaving the wall, until the end of your next turn.

Static Crystal

Alchemist Attack 13

You hurl a white crystal, crackling with electricity. It shocks its target, and then sticks to it, delivering additional shocking pulses.

Encounter ♦ Alchemical, Implement, Lightning

Standard Action Ranged 15

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage and the target takes ongoing 10 lightning damage (save ends).

Mindfire Spores

Alchemist Attack 13

Collected from fungus that grows on the sides of treants, these spores have been highly activated with an alchemical preparation. In addition to being highly toxic, they cause their victim to flail about violently.

Encounter ♦ Alchemical, Implement, Charm, Poison, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier poison and psychic damage, and the target makes a basic attack against its nearest ally within reach as a free action.

Herbalist: If none of its allies are within reach, the target is slowed and may only make basic attacks until the end of your next turn.

Level 15 Daily Preparations

Fungal Bomb

Alchemist Attack 15

The musty container you throw breaks open, releasing a wave of fungal spores and rhizoids. They rapidly form a toxic network, with fungal growths entangling and clinging to any who pass through.

Daily ♦ Alchemical, Implement, Poison, Zone

Standard Action Area burst 2 within 10

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier poison damage and the target is weakened and slowed (save ends).

Miss: Half damage.

Effect: The burst creates a zone that lasts for 5 minutes. This zone is difficult terrain (even for flying creatures), and any creature that leaves the zone is slowed (save ends).

Herbalist: Any creature that starts its turn in or enters the zone takes poison damage equal to your Wisdom modifier.

Fire Cord

Alchemist Attack 15

You launch a thick cord from a clever, spring-loaded device. In an instant, the long cord bursts into a raging fire.

Daily ♦ Alchemical, Implement, Fire

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage.

Effect: The power also creates a 2 square high wall of flames occupying a series of squares between you and the target. This wall must share edges as usual for a wall, and occupies the fewest number of squares needed to bridge the gap between you and the target. The wall may occupy spaces in mid-air.

The wall inflicts fire damage equal to your Intelligence modifier to any creature starting its turn adjacent to the wall. Any creature that starts its turn in a square occupied by the wall, or that passes through the wall, takes 1d6 + Intelligence modifier fire damage. The wall lasts for 1 minute unless extinguished (see below).

Chemist: The wall you create bridges the gap between you and any square adjacent to the target, so that the target is within the wall.

Special: You have also prepared a special extinguishing cord for this fire. Readyng this device is a minor action, and using it to dismiss (extinguish) the wall is also a minor action. It has no effect on other fire effects.

Ectoplasmic Infusion

Alchemist Attack 15

You take a vial of faintly glowing, thick liquid from your kit. Anyone coated with this ghostly fluid undergoes a painful transformation, gaining some of the traits and weaknesses of a ghost.

Daily ♦ Alchemical, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier damage and the target becomes insubstantial, weakened, and slowed (save ends).

Effect: The target gains vulnerable 10 radiant until the end of the encounter.

Mystic: You have also prepared a single use of a ghostly infusion, which you may use within 24 hours of preparing this power. Readyng this infusion is a minor action, and using it also requires a minor action. You may pour the infusion on yourself or an ally within your reach. The recipient of this infusion is slowed, insubstantial, and gains phasing until the end of its next turn.

Level 16 Utility Preparations

Vitalizing Infusion

Alchemist Utility 16

As you and your allies prepare for adventure, you create a refreshing, fizzing draught. Each of you drink the infusion, filling you with vigor.

Daily ♦ Alchemical, Healing

Special Action

Special: This power may only be used during an extended rest. This power only targets allies present during the extended rest in which you prepared *vitalizing infusion*.

Effect: You and your allies receive a power bonus to your healing surge values equal to half your Intelligence modifier until your next extended rest, or until 24 hours have passed, whichever comes first.

Herbalist: The power bonus to a target's healing surge value is equal to your Wisdom modifier.

Unfinished Alchemy

Alchemist Utility 16

You are always mucking about with various recipes and formulae in your spare time. Under pressure, you finish up one of these cast-aside projects.

Daily ♦ Alchemical

Standard Action **Personal**

Special: You may not take any other actions in the turn during which you use this power. You may not use an action point, make opportunity attacks, or use immediate actions until the start of your next turn.

Effect: You create an alchemical item that you are normally able to produce, if you have the correct components. Powers and effects that alter the cost or time to produce the item do not apply. The item is in your hand at the beginning of your next turn.

Chemist: The item is in your hand at the end of your turn. You may make opportunity attacks and use immediate actions normally after using this power. You still may not use an action point in the turn you use this power.

Warp Crystals

Alchemist Utility 16

These two crystals already had a resonance with the space-time vortex. A little coaxing, and they can create some startling effects.

Daily ♦ Alchemical, Teleportation

Minor Action **Varies**

Effect: While preparing this power, you create a pair of warp crystals which you may use once before you next extended rest. These crystals are about 3 inches across and weigh only a few ounces. When you use them, choose one of the following effects:

Instant Portal: You place one of the crystals up to 20 squares away into an unoccupied square. You can only throw the crystal 10 squares effectively (a standard action), but you may contrive any other way of getting the crystal to a desire location, such as giving it to someone else ahead of time. In any case, as a minor action, you may activate the crystals, creating a portal. The square you occupied when using this power and the square containing the other

crystal become adjacent squares. The crystals are immediately consumed, and the portal lasts until the end of your next turn. If adjacent to one of the squares, you may dismiss the entire effect as a minor action.

Mystic: If you are adjacent to either end of the portal, you may maintain the effect as a standard action, keeping the portal open for up to five minutes.

Wallwarp: As a minor action, you hold the two crystals against a wall or other solid barrier in front of you. The crystals dissolve away and space warps, allowing you to bypass up to 2 squares of some solid obstruction, similar to the *passwall* ritual. The warp lasts until the end of your next turn, and you may dismiss the effect as a minor action if you are adjacent to either side of the warp. This power is effective in bypassing magical barriers that obstruct movement, such as *resilient sphere*. You do not suffer ill effects from moving a damaging barrier (such as *wall of ice*), though you might be damaged simply by being adjacent to such a wall. It does not, however, allow a warp to form through barriers that prevent teleportation.

Mystic: The warp you create may bypass a number of squares equal to half your Intelligence modifier, and, if you are adjacent to either end of the warp, you may maintain the effect as a standard action. You may maintain the power in this way for up to five minutes.

Crystal Communicators: With a minor action, you attune one crystal to the other, allowing for the crystals to transmit sound and vision as if the holder of each crystal were standing in the space of the other crystal. It requires a minor action to focus on the information provided by a crystal each turn, and only a creature holding a crystal may hear and see the transmitted information. Once activated, this effect lasts for 5 minutes, and the crystals may be passed among different creatures while the effect lasts. The crystals can be activated at any distance, though they do not function across planar boundaries unless one crystal is adjacent to an open portal to the appropriate plane. When the effect ends, the crystals fade away to nothingness.

Mystic: Once activated, your crystal communicators remain active for 1 hour.

Level 17 Encounter Preparations

Freezing Mist

Alchemist Attack 17

Somehow you have managed to capture the essence of arctic cold into a small cardboard stick. When snapped in half, it unleashes a blast of freezing mist. A mystic may infuse this blast with brilliant, white light or chilling darkness.

Encounter ♦ Alchemical, Implement, Cold

Standard Action Close blast 5

Target: Creatures in burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier cold damage and the target is immobilized until the end of your next turn.

Mystic: If you choose, the power also inflicts either radiant or necrotic damage.

Tenacious Smoke

Alchemist Attack 17

With a crash, you break open a vial of dark liquid that blossoms into a thick cloud of smoke. Living creatures sputter and cough within, and are blinded when they leave. Strangely enough, it has a pleasant odor reminiscent of thyme or oregano.

Encounter ♦ Alchemical, Implement, Zone, Recharge 5

Standard Action Area burst 1 within 10

Effect: This power's burst creates a zone that lasts for 5 minutes. The zone is heavily obscured. When a creature exits the zone, it is blinded until the beginning of its next turn.

Herbalist: Living creatures that start their turn in the zone take damage equal to your Wisdom modifier.

Voltaic Cell

Alchemist Attack 17

You hurl what looks like an intricately-made device consisting of a blue liquid inside of a glass jar containing delicate strips of different metals. It explodes with an electrical flash and a stinging mist.

Encounter ♦ Alchemical, Implement, Lightning

Standard Action Area burst 1 within 10

Chemist: You may increase the area of this power to burst 2, and your range is 12 squares.

Target: Creatures in burst

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier acid and lightning damage.

Level 19 Daily Preparations

Vacuum Crystal	Alchemist Attack 19
<i>You throw a dull, gray crystal onto the ground, whereupon it flares brilliant white. Then the real fun begins.</i>	
Daily ♦ Alchemical, Implement	
Standard Action	Area burst 4 within 15
Target: Creatures in burst	
Attack: Intelligence vs. Fortitude	
Hit: 2d6 + Intelligence modifier damage and the target is knocked prone.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts for 1 minute. All movement costs within the zone are doubled, and creatures attempting to teleport out of the zone must succeed on a saving throw to do so. Creatures starting their turn within the zone are pulled 2 squares towards the zone's center. If a creature is pulled to the zone's center by this effect, it is knocked prone.	
Mystic: Creatures that start their turn within the zone take damage equal to your Intelligence modifier. If this power kills a creature, and the zone is still active, the creature's remains are pulled as above. If the remains reach the center of the zone, they are removed from play entirely (and cast somewhere into the deep Astral Sea). All items worn are similarly lost, though items held in hand are dropped in the space the creature died in.	

Cloud of Idiocy	Alchemist Attack 19
<i>As you tear open a small, cloth pouch, a wave of sparking granules issues forth. This cloud turns your enemies into blithering idiots, and you and your friends already took the antidote. Does your nose detect a hint of jasmine or honeysuckle?</i>	
Daily ♦ Alchemical, Implement	
Standard Action	Close burst 3
Target: Creatures in burst	
Special: You and your allies present during the extended rest during which you prepared this power are not targets.	
Attack: Intelligence vs. Will	
Hit: The target is blinded, deafened, and stunned (save ends all).	
Aftereffect: The target is dazed (save ends).	
Miss: The target is dazed (save ends).	
Herbalist: You have also prepared a single use of a refreshing draught, which you may use within 24 hours of preparing this power. Readyng this draught is a minor action, and consuming it also requires a minor action. An ally may consume this draught if it is in hand, or it may be administered to a helpless adjacent ally as a standard action. The recipient of this draught may make a saving throw with a bonus equal to your Wisdom modifier.	

Necrotic Dust	Alchemist Attack 19
<i>You use a short tube to spray out a cloud of dust made from the remains of vampires and liches. The dust saps the strength of the living and confounds the undead.</i>	
Daily ♦ Alchemical, Necrotic	
Standard Action	Close blast 3
Target: One creature	
Attack: Intelligence vs. Fortitude	
Hit: 6d6 + Intelligence modifier necrotic damage. A living target also loses two healing surges. An undead target is dazed (save ends).	
Miss: Half damage. A living target loses a healing surge. An undead target is slowed (save ends).	
Chemist: You ingested a special infusion when you prepared <i>necrotic dust</i> . For each healing surge lost from this power, you gain 5 temporary hit points.	

Level 22 Utility Preparations

Crazy Prepared	Alchemist Utility 22
<i>Sometimes the greatest power is forethought.</i>	
Daily ♦ Alchemical	
Minor Action	Personal
Effect: You create an alchemical item that you are normally able to produce, if you have the correct components. The item is in your hand after using this power. Powers, abilities, and effects that reduce the costs of alchemical items may not be applied to <i>crazy prepared</i> .	
Chemist: You may create an item whose formula you do not know. You may make such an item of up to five levels below your current level at the normal cost, or you may make an item of up to your level at double the cost.	
Liquid Luck	Alchemist Utility 22
<i>It's liquid luck. It makes you lucky!</i>	

Daily ♦ Alchemical

Special Action

Special: This power may only be used during an extended rest.

Effect: You create a vial of *liquid luck*. Readyng this item is a minor action, and drinking it is also a minor action, like consuming a potion. The creature consuming *liquid luck* gains the ability to make a reroll for any one d20 roll with a bonus equal to half your Intelligence modifier. This ability may only be used once, and is lost if not used within 24 hours or before the creature's next extended rest (whichever comes first). As usual, this effect cannot be combined with other effects that grant rerolls.

Mystic: The bonus to the reroll equals your Intelligence modifier.

Dust at Death's Door

Alchemist Utility 22

Made by a special process of un-corrupting necrotic dust, this preparation can bring back the (very) recently deceased.

Daily ♦ Alchemical, Healing

Standard Action **Melee touch**

Herbalist: This power is a **move action**.

Target: One dying creature or one creature that has died within the past minute.

Effect: You carefully sprinkle this black dust on the target. If the creature is dying, it regains hit points as if spending a healing surge, but can only take one action on its next turn. If the creature has died within the past minute, it comes back to life and regains hit points as if spending a healing surge; such a creature can take no actions on its next turn, and only one action per turn after that (save ends).

Herbalist: You may use the dust on a bloodied creature as well. Such a target regains hit points as if spending a healing surge.

Level 23 Encounter Preparations

Caustic and Toxic

Alchemist Attack 23

This tarry spray is poisonous and corrosive. It's like two horrible things for the price of one!

Encounter ♦ Alchemical, Implement, Acid, Poison

Standard Action **Close blast 3**

Herbalist: You may choose to make this power **ranged** 10 instead.

Target: Creatures in blast

Attack: Intelligence vs. Reflex

Hit: 3d12 + Intelligence modifier acid and poison damage

Brilliant Flames

Alchemist Attack 23

Your reaction not only unlocks blazing heat, but also brilliant energy.

Encounter ♦ Alchemical, Implement, Fire, Radiant

Standard Action **Area burst 2 within 15**

Target: Creatures in burst

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier fire and radiant damage

Chemist: This power inflicts additional damage equal to your Dexterity modifier.

Moilian Tar

Alchemist Attack 23

Where you got the starting reagents for this preparation is better left unsaid. The victim of your attack freezes and wastes away.

Encounter ♦ Alchemical, Implement, Cold, Necrotic

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold and necrotic damage and ongoing 10 cold and necrotic damage (save ends).

Mystic: While the target takes ongoing damage, it is also weakened. If this power's damage kills a creature, its remains are removed from play, though its items are left behind.

Level 25 Daily Preparations

Petrifying Liquid

Alchemist Attack 25

A splash of this black liquid can spell instant doom. Well, maybe not instant, but doom, nonetheless.

Daily ♦ Alchemical, Implement

Standard Action **Ranged 10****Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 1d10 + Intelligence modifier damage and the target is immobilized (save ends).**First Failed Saving Throw:** 1d10 + Intelligence modifier damage and the target is restrained (save ends).**Second Failed Saving Throw:** 1d10 + Intelligence modifier damage and the target is petrified (save ends).**Third Failed Saving Throw:** 1d10 + Intelligence modifier damage and the target is petrified permanently.**Aftereffect:** The target is dazed until the end of your next turn. This aftereffect applies to all of the saving throws above.**Miss:** The target is immobilized (save ends).**Aftereffect:** The target is slowed (save ends).**Unstable Reagents**

Alchemist Attack 25

*This assortment of substances produces potent, if variable, results.***Daily ♦ Alchemical, Implement, Varies****Standard Action** **Area burst 2 within 12****Target:** Creatures in burst**Special:** When you prepare this power, choose whether it will be a chemical, herbal, or mystical attack.**Attack:** The defense you target depends on the attack you chose.**Chemical:** Intelligence vs. Reflex**Herbal:** Intelligence vs. Fortitude**Mystical:** Intelligence vs. Will**Hit:** 3d12 + Intelligence modifier damage. The damage types and other effects depend on the attack you chose.**Chemical:** Choose any two damage types from this list: acid, cold, fire, lightning, thunder. The target takes ongoing 10 damage of the two types you chose (save ends).**Herbal:** Acid and poison damage, and the target is weakened (save ends) as a poison effect.**Mystical:** Necrotic and radiant damage, and the target is blinded (save ends).**Miss:** Half damage. If the attack you chose matches your alchemical specialty, the additional affect (ongoing damage, weakened, or blinded) affects the target until the end of your next turn.**Sensory Haze**

Alchemist Attack 25

*You uncork a small, metal flask and a multicolored haze flows outward. Those who haven't been prepared for this attack can only perceive vague shapes and muffled sounds.***Daily ♦ Alchemical, Psychic, Zone****Standard Action** **Close burst 3****Target:** Creatures in burst**Special:** You and your allies present during the extended rest during which you prepared this power are not targets.**Attack:** Intelligence vs. Will**Hit:** 3d8 + Intelligence modifier psychic damage. The target suffers a -2 penalty on attacks, a -2 penalty to all defenses, cannot shift, and cannot make opportunity attacks (save ends all).**Miss:** Half damage.**Effect:** This power's burst creates a zone of haze that lasts until the end of the encounter. The zone is lightly obscured terrain. You and your allies present during the extended rest during which you prepared this power are unaffected by the zone. Any Stealth check made against someone affected by the haze receives a +5 bonus.**Level 27 Encounter Preparations****Searing Fire**

Alchemist Attack 27

*This combination of chemicals burns briefly, but hotter than the inside of an active volcano***Encounter ♦ Alchemical, Implement, Fire****Standard Action** **Ranged 15****Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 4d10 + Intelligence modifier fire damage. This damage ignores fire resistance (but not fire immunity).**Chemist:** Whether you hit or miss, the target also gains vulnerable 15 fire until the end of your next turn.**Storm Seed**

Alchemist Attack 27

*The crystal you hurl contains the essence of a massive thunderstorm.***Encounter ♦ Alchemical, Implement, Lightning, Thunder****Standard Action** **Area burst 2 within 12****Target:** Creatures in burst**Attack:** Intelligence vs. Reflex and Fortitude

Hit (Reflex): 1d6 + Intelligence modifier lightning damage

Hit (Fortitude): 1d6 + Intelligence modifier thunder damage

Effect: If the attack hits both Reflex and Fortitude on the same target, it is knocked prone and stunned until the end of your next turn.

Mystic: Whether you hit or miss, targets are pushed 2 squares from the center of the burst.

Living Slime

Alchemist Attack 27

Usually, you use the remains or spores from slimes and oozes in your preparations. This time, you have a bit of a living one. When the container breaks, it snakes out to constrict and digest its target.

Encounter ♦ Alchemical, Implement, Acid

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier acid damage, and the target is restrained, takes ongoing 10 acid damage, and takes ongoing 10 damage (save ends all).

Herbalist: If you miss, the *living slime* lands in the nearest unoccupied square to the target. Until the end of your next turn, the slime threatens opportunity attacks as if it were a creature. If an attack is provoked, it makes the attack for this power, but as a **melee** touch attack. If it succeeds at an opportunity attack, the power resolves as if a hit were scored (as above). The *living slime* is not a creature and it does not occupy its square.

Something Up Your Sleeve

Alchemist Attack 27

You saved a tiny vial of nasty chemicals for an emergency. With the flick of your wrist, you send it at a nearby foe. The chemicals burn and corrode, and create a puff of noxious fumes.

Encounter ♦ Alchemical, Implement, Acid, Fire, Recharge ☹☹

Minor Action **Melee 5**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier acid and fire damage.

Effect: Whether you hit or miss, the target cannot make opportunity attacks until the end of its next turn.

Level 29 Daily Preparations

Grand Experiment

Alchemist Attack 29

The culmination of all your work, this reaction releases waves of energy and matter that devastate your enemies but leave you and your allies untouched. The oil applied to your friends is catalyzed by the blast, bursting forth with a similar attack.

Daily ♦ Alchemical, Implement, Acid, Cold, Fire, Lightning, Thunder

Standard Action **Close burst 5**

Target: Creatures in burst

Special: You and your allies present during the extended rest during which you prepared this power are not targets.

Attack: Intelligence vs. Reflex

Hit: 3d12 + Intelligence modifier acid, cold, fire, lightning, and thunder damage

Miss: Half damage

Chemist: At the start of your next turn, and the start of each ally's next turn (if the ally was within the burst), all creatures adjacent to you or that ally take acid, cold, fire, lightning, and thunder damage equal to your Intelligence modifier plus your Dexterity modifier. You and allies present when you prepared this power are not subject to the damage from this effect.

Fractal Crystal

Alchemist Attack 29

Though you claim otherwise, the experiments leading to this crystal discovery involved dealing with an entity from the Far Realm. When the crystal strikes the ground, it begins reproducing itself in a fractal pattern. Its alien geometry becomes all too apparent.

Daily ♦ Alchemical, Lightning, Psychic, Zone

Standard Action Area burst 3 within 15

Target: Creatures in burst

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier damage

Miss: Half damage.

Effect: This power's burst creates a zone of fractal crystals that lasts for five minutes or until dismissed (see below). Unlike most zones, the fractal extends through solid barriers and other obstructing terrain, even downwards. The zone might be on either side of a wall, and a burrowing creature might enter the zone.

All movement types within the fractal crystals cost double, including teleportation. Any creature entering the zone, or starting its turn within the zone, suffers 10 lightning and psychic damage. When a creature attempts to leave the zone, it must succeed at a saving throw or stop moving at the edge of the zone (again, including teleportation). The creature may attempt to leave the zone with as many appropriate actions as it has each turn. Forced movement affects only move a creature out of the zone on a successful saving throw as well.

At the start of your turn, the zone grows by 1 square in all directions. You have prepared a special crystal that shatters and removes the fractal zone. You may dismiss this zone by using this crystal, as a minor action, at a range of 10 squares from any edge of the zone.

Mystic: Creatures that end their turn within the zone suffer 10 lightning and psychic damage.

Death Powder

Alchemist Attack 29

What doesn't kill them makes them weaker, considerably weaker. As usual, you've prepared an antidote for you and your allies.

Daily ♦ Alchemical, Implement, Poison

Standard Action Close blast 3

Target: Creatures in blast

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier poison damage and the target is stunned and takes ongoing 20 poison damage (save ends both).

Aftereffect: The target takes ongoing 10 poison damage (save ends).

Miss: Half damage and the target takes ongoing 15 poison damage (save ends).

Aftereffect: The target takes ongoing 5 poison damage (save ends).

Special: Saving throws against this power are made with a -2 penalty.

Effect: You have also prepared a batch of antidote powder that you may use within one day of preparing this power. As a minor action, you may spread this antidote in a close burst 2. You and allies within the burst gain resist 20 acid and poison until the end of their next turns, and can make a saving throw against any effect with the acid or poison keyword.

Herbalist: This power inflicts both acid and poison damage and gains the acid keyword. Your antidote powder provides a power bonus to the saving throw equal to your Wisdom modifier.

ALCHEMIST PARAGON PATHS

HERBAL HEALER

"We can save him yet—get me a sprig of nightshade, a spoonful of saltpeter, and ten drops of oxblood."

Prerequisite: Alchemist, herbalist class feature

In a magical world, most masters of the healing arts rely on spells or prayers. You rely on knowledge and skill. You have an intuitive sense of determining what ails a patient, and can assemble individually-tailored combinations of alchemical reagents to heal them. This paragon path makes you more of a leader, improving your healing abilities.

Remove Affliction (11th level). You learn the Remove Affliction ritual, even if you do not have the Ritual Caster feat, and you may perform the ritual without expending component costs. In addition, you may perform the ritual in only 10 minutes (rather than an hour), without the need of a ritual book.

Diagnosis (11th level). You may determine if any poisons, diseases, or afflictions are affecting a creature you can see within 1 square by making a 1 minute examination. You can identify the exact poison, disease, or affliction if you make a Heal check at the end of that examination (DC equals the level of the poison, disease, or affliction, or the level of the creature creating the effect).

Healer's Action (11th level). You may spend an action point to regain a use of your *healing salve* power, if it has already been expended; this takes the place of gaining an extra action. Until the end of the encounter, targets regain an additional 1d8 hit points from your *healing salve* power.

Master Healer (16th level). You may use your *healing salve* power twice per encounter, rather than only once. Use d10s to determine the additional hit points gained, rather than d8s.

Herbal Healer Preparations

Toxic Haze

Herbal Healer Attack 11

You slam a gas-filled packet into the ground below you. A wave of poison spores erupts, stinging the eyes of your enemies. You've previously applied the antidote balm to the eyes of your allies and yourself.

Encounter ♦ Alchemical, Implement, Poison, Zone

Standard Action Close burst 3

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Special: This attack does not target you or allies present during the short rest during which you prepared this preparation.

Hit: 2d6 + Intelligence modifier poison damage and the target is blinded until the end of your next turn.

Miss: All creatures have concealment against the target until the end of your next turn.

Healing Brew

Herbal Healer Utility 12

Uncorking a small bottle, you splash a friend with a sparkling liquid, bringing instant rejuvenation.

Encounter ♦ Alchemical, Healing

Minor Action Melee 2

Target: One creature

Effect: The target may spend a healing surge. Also, end all poison effects on the target that a save can end.

Caustic Tar

Herbal Healer Attack 20

You hurl a small bag that bursts forth a wave of stinging tar, enveloping all within.

Daily ♦ Alchemical, Implement, Acid, Zone

Standard Action Area burst 3 within 12

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: Intelligence modifier acid damage and the target is restrained (save ends).

Aftereffect: The target is immobilized (save ends).

Aftereffect: The target is slowed until the end of your next turn.

Miss: Half damage and the target is immobilized (save ends).

Aftereffect: The target is slowed until the end of your next turn.

Effect: The burst creates a zone of acid vapors that lasts until the end of the encounter. Any creature that enters or starts its turn within the zone suffers acid damage equal to your Wisdom modifier.

MASTER CHEMIST

"This concoction explodes with a wave of acid, which then promptly bursts into flame."

Prerequisite: Alchemist, chemist class feature

You have taken alchemical preparations to a new level, and you are even better at producing alchemical items than most of your colleagues. This paragon path makes you more dangerous in combat, and makes you more of a problem-solver by using alchemy.

Clever Chemist (11th level). When you create alchemical items, you use 10% less components than usual. You may not combine this class feature with other powers, features, or feats that reduce the cost of alchemical items.

Unstable Reagents (11th level). When you use your *alchemical catalyst* power, you add your Dexterity modifier to attack and damage rolls, rather than half your Dexterity modifier.

Prepared Action (11th level). You may spend an action point to swap an unused alchemist encounter power for a different alchemist encounter power you know of equal or lower level, instead of taking an extra action.

Master Grenadier (16th level). You gain a +2 bonus to attack with alchemical items, which stacks with the bonus from your grenadier class feature.

Master Chemist Preparations

Explosive Results

Master Chemist Attack 11

The small globe you hurl explodes with a burst of flaming cinders or a wave of caustic droplets.

Encounter ♦ Alchemical, Implement, Varies

Standard Action **Area** burst 2 within 15

Special: Before making this attack, choose either acid or fire damage. The power gains this keyword.

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier damage of the type chosen.

Miss: Dexterity modifier damage of the type chosen.

Productive Alchemy

Master Chemist Utility 12

Thinking ahead, you prepared the perfect combination of reagents for the task at hand.

Daily ♦ Alchemical, Implement

Minor Action **Personal**

Effect: You draw from your alchemical kit an unstable version of one alchemical item of your level or lower for which you know the formula. This item becomes inert if not used within 1 hour, but it is otherwise identical to the appropriate alchemical item.

Ingenious Alchemy

Master Chemist Attack 20

You're going to love this one.

Daily ♦ Alchemical, Implement, Varies

Standard Action **Area** burst 3 within 15

Special: Before making this attack, choose two of the following damage types: acid, cold, fire, lightning, poison, or thunder. The power gains these keywords.

Target: Each creature in burst

Attack: Intelligence vs. Reflex or Fortitude. Choose which defense to target when the power is used.

Hit: 6d6 + Intelligence modifier damage of the types chosen.

Miss: Half damage.

MYSTIC ADEPT

"Simple reagents can yield the most complex result."

Prerequisite: Alchemist, mystic class feature

Rather than focusing on the more traditional alchemical preparations, you explore the connections between material substances, metaphysics, and magic. You are able to produce more unusual effects than most other alchemists. This paragon path makes you somewhat better at fighting undead, elemental, and immortal creatures, and improves your ability to perform rituals.

Esoteric Scholar (11th level). You gain a +4 bonus on Arcana and Religion checks. You also gain a +2 bonus on any skill check involved in performing a ritual, which stacks with the bonus to Arcana and Religion provided by this class feature.

Adept Action (11th level). You may spend an action point to reroll one attack roll for an alchemist or mystic adept power, rather than take an extra action. You may use the higher of the two die rolls.

Mystic Acclimation (16th level). You gain resist 5 to necrotic, psychic, and radiant damage.

Mystic Adept Preparations

Radiant Crystals

Mystic Adept Attack 11

You hurl a handful of special crystals, which create a wave of glowing energy.

Encounter ♦ Alchemical, Implement, Radiant, Varies

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier radiant damage and the target is dazed until the end of your next turn.

Special: You may choose an additional energy type when you use this power, and the damage is of this type, as well as radiant. Choose from fire, lightning, psychic, or thunder.

Astral Dust

Mystic Adept Utility 12

With a twist and a twirl you release an outward-spiraling wave of astral motes, crafted from residuum. This dust reinforces the barriers between planes and perception.

Daily ♦ Alchemical, Zone

Minor Action Close burst 5

Effect: The burst creates a zone of glittering motes that lasts until the end of the encounter. Within the zone, no creature benefits from the following traits: invisible, insubstantial, phasing. In addition, creatures may not teleport into, out of, or within the zone. Portals within the zone function normally. The DM may rule some other effects do not function within the zone, such as an effect that moves a target to a pocket dimension, or a power that warps space.

Mortal Coil

Mystic Adept Attack 20

The crystal you hurl contains the essence of the World. Creatures from other planes are brought down to earth.

Daily ♦ Alchemical, Implement

Standard Action Ranged 15

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier damage. If the target has the aberrant, fey, elemental, immortal, or shadow origin, it takes 1d10 additional damage and loses all immunities and resistances it has (save ends).

Miss: Half damage. If the target has the aberrant, fey, elemental, immortal, or shadow origin, it loses all immunities and resistances it has until the end of your next turn.

ARCANE DABBLER

“Well, I’m sort of a wizard . . .”

Prerequisite: Alchemist

Alchemy was not enough for you. You mastered the formulae and made the elixirs, but you wanted to learn “real” magic. By finding just the right combination of reagents, recipes, and books, you did learn some of this magic. You spend your time split between studying spells and studying alchemy. This paragon path gives you a variety of choices, to make you more of a controller, something of a secondary striker, or possibly improving your role as a secondary leader.

Arcane Apprentice (11th level). You gain proficiency in the use of orbs, rods, staffs, and wands as implements. You may use these implements, as well as a kit or tome, with your alchemist powers and with powers you learn from the arcane dabbler paragon path. This implement does not change the alchemist kit requirements for your alchemist class powers. You might not be able to use some properties or powers of the implement, based on your own class and powers; however, the powers you choose for this paragon path (see below) might allow you to qualify.

You now are considered to have an arcane class for the purposes of qualifying for feats, epic destinies, and items.

You also gain the Ritual Caster feat and the Brew Potion, Disenchant Magic Item, and Enchant Magic Item rituals. If you already have the Ritual Caster feat, choose another feat for which you are eligible. If you already know any of the rituals granted by this class feature, you may instead learn another ritual of equal or lower level.

Arcane Action (11th level). Choose a level 1 at-will attack power from the artificer, sorcerer, warlock, or wizard class; this power must have the implement keyword. When you spend an action point to take an extra action, you may also use the power you chose as a free action.

Arcane Scholar (16th level). The power you chose for the Arcane Action class feature becomes available to you as an at-will power.

You learn any two rituals of level 16 or lower.

Arcane Dabbler Spells

Instead of learning from a set list of powers for this paragon path, you may learn powers from other arcane classes. Only the powers you choose count as being on your list of class powers. These powers do not gain any benefits for a particular class feature, such as a warlock pact, unless you actually have that class feature (as from a multiclass feat).

At 11th level, you learn a 7th level or lower encounter attack power from the artificer, sorcerer, warlock, or wizard class. Use Intelligence as the ability score for determining attack and damage rolls. If the power uses a secondary ability modifier, that remains unchanged. When you gain a level, you may change the power you chose for this class feature, separate from retraining. At level 21 and above, you may choose an encounter attack power of level 13 or less from the artificer, sorcerer, warlock, or wizard class.

At 12th level, you learn a 10th level or lower utility power from the artificer, sorcerer, warlock, or wizard class. Use Intelligence as the ability score for determining the effects of this power. If the power uses an additional ability modifier, that remains unchanged. When you gain a level, you may change the power you chose for this class feature, separate from retraining.

At 20th level, you learn a 19th level or lower daily attack power from the artificer, sorcerer, warlock, or wizard class. Use Intelligence as the ability score for determining attack and damage rolls. If the power uses a secondary ability modifier, that remains unchanged. When you gain a level, you may change the power you chose for this class feature, separate from retraining.

BRUTE

CLASS TRAITS

Role: Defender. You are just about the toughest hero around. A mix of brute strength and intestinal fortitude keeps you going when others falter.

Power Source: Martial. Your powers stem from physical training, practice and experience.

Key Abilities: Constitution, Strength, Wisdom

Armor Proficiencies: Cloth, Leather, Hide

Weapon Proficiencies: Simple Melee, Simple Ranged

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at First Level: 18 + Constitution score

Hit Points per Level Gained: 8

Healing Surges per Day: 10 + Constitution modifier

Trained Skills: Endurance. From the class skills below, choose two more skills trained at 1st level.

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha)

Class Features: Relentless Brute, Tough Customer, Unarmed Brawler, Wrestler

The skilled warrior, the holy champion, the primal guardian: you are none of these. Though trained in combat, you do not have the expertise of fighters, the faith of paladins, or the primal ties of wardens. You might show up to a fight with some ragged hide armor and only your bare hands. So what have you got? Grit and determination.

Before becoming an adventurer, you had a reputation for being the biggest, toughest person in your community. You might have worked as a laborer, a bodyguard, or a militia member. Not only were you the biggest, but you also learned how to leverage your size into winning wrestling matches and fights. Something happened to take you out of your mundane lifestyle and push you into adventure. Did you defend your village against an ogre? Are you looking for combat challenges that a bar fight just doesn't provide? Maybe you are heeding the call to heroism and wanderlust that so many others follow.

BRUTE CLASS FEATURES

Relentless Brute

The hallmark of the brute is the ability to keep going despite injury or hardship. Some brutes draw on their considerable physical strength, whereas others also draw on reserves of willpower. Choose one of the following options:

Immovable: When not wearing heavy armor, you may use your Strength modifier in place of Dexterity or Intelligence to determine your AC. In addition, you may reduce forced movement effects used against you by a number of squares equal to half your Strength modifier. This ability stacks with similar abilities, such as the dwarf's *stand your ground* racial trait.

Unstoppable: When not wearing heavy armor, you may use your Wisdom modifier in place of Dexterity or Intelligence to determine your AC. In addition, your healing surge value is increased by an amount equal to 1 + half your Wisdom modifier. This ability stacks with similar effects, such as granted by a *belt of vigor*.

Tough Customer

You are a fearsome and imposing figure on any battlefield. Those that ignore your combat threat remain either nervous or distracted. Whenever an adjacent enemy makes an attack that does not include you as a target, you may make an opportunity attack against that enemy. Your at-will attacks all count as melee basic attacks, allowing you to smash, grab, or knock down the attacker. This counts as your opportunity action during that enemy's turn, and you must be able to make opportunity attacks, as usual. Enemies marked by someone besides you are not subject to this ability.

Unarmed Brawler

Your primary form of attack is smashing foes with your fists, ramming them with your shoulder, or wrestling them to the ground. As a melee weapon attack, you can use the brute unarmed strike, which is a weapon in the unarmed group. This weapon has the off-hand property and a +3 proficiency bonus, and it deals 1d8 damage. You must have at least one hand free to attack with the brute unarmed strike, even if kicking or delivering a head butt.

In addition, you can channel the magic of gloves, gauntlets, and bracers into your unarmed strikes. You may use arm or hand slot items to improve your brute attack powers, with the exception of shields. Items of levels 1-5 give you a +1 enhancement bonus to attacks and damage, items of levels 6-10 provide a +2 bonus, levels 11-15 a +3 bonus, levels 16-20 a +4 bonus, 21-25 a +5 bonus, and items of level 26 or higher provide a +6 enhancement bonus. The item's usual properties and powers are still effective and usable as well. Spiked gauntlets (or other magic weapons in the unarmed group) use their own proficiency bonus and base damage.

Brute Overview

Characteristics. You are the toughest of the tough. You often can defeat enemies because you can take more punishment than they. As a defender, you threaten enemies that try to attack nearby allies, and you are able to push, grab, and knock them down to keep them in place.

Religion. Brutes value strength and toughness, and they usually offer prayers to Kord. Ruthless or evil brutes might honor the brutality of Gruumsh. Still, brutes are not a particularly pious lot, and might worship any god, all, or none.

Races. Goliaths are renowned for their champion warriors, and goliath tribes hold annual contests. Humans and dwarves also maintain traditions of unarmed contests, and informal wrestling is a hobby of many soldiers and laborers. Half-orcs, dragonborn, and hobgoblins sometimes produce powerful brutes, too. Other common races rarely become brutes, generally lacking the physical power and an interest in such a rough pursuit.

Wrestler

Used to fighting with only your bare hands, you are more skilled than other warriors at grappling. When attempting to grab, to escape, to move a grabbed opponent, or to make another check relevant to wrestling or grappling, you receive a +2 bonus. At level 11, this bonus increases to +4, and at level 21, this bonus increases to +6. This bonus is *not* added to brute powers that grab an opponent.

CREATING A BRUTE

A brute is characterized as being big and tough, but just how do you fight? Are you more inclined to stand your ground or press the attack?

Massive Brute

In addition to being very tough, you are also very strong. You win fights by staying put, keeping enemies nearby, and not letting them leave while conscious. Constitution is your highest score, followed by Strength; choose the immovable class feature. You will likely favor grappling and grabbing tactics in combat, and choose powers that let you stay in place during a fight.

Relentless Brute

You couple physical toughness with mental toughness. With an increased healing surge value, you are very difficult to drop in a fight. Choose the unstoppable class feature, make Constitution your highest score, and Wisdom your second highest score. Choose powers that allow you to push enemies and advance on the field of battle. You might lean towards striker as a secondary role.

BRUTE POWERS

Your powers are martial exploits, and flow from your physical and mental toughness, as well as your training and focus. Most brute exploits require an "unarmed weapon" to use; this can be your brute unarmed strike (assuming you have one hand free), or some other weapon in the unarmed group (such as brass knuckles, spiked gauntlets, etc.). Unlike most classes, all brutes know the same encounter and daily powers; these powers modify and improve your at-will exploits. Utility powers are chosen as usual.

At-Will Exploits. You are skilled in several types of unarmed attacks: wrestling, punches, kicks, and throws. Brutes begin play with three at-will attack powers from their class, rather than two. Humans may choose an additional at-will attack as usual. All brute at-will attacks also count as melee basic attacks.

Encounter Exploits. All brutes share the same encounter powers, which are used to increase the power of your at-will attacks. You gain these powers at the same rate as other classes (*Player's Handbook*, p.29).

Daily Exploits. All brutes share the same daily powers, which provide a major benefit to your at-will attacks. You still gain these powers at the same rate as other classes.

Utility Exploits. Choose utility exploits as usual for any class.

Level 1 At-Will Exploits

Brawl	Brute Attack 1
<i>You punch or kick one enemy with a strong attack, and attack another enemy with whatever is in hand.</i>	
At-Will ♦ Martial, Weapon	
Standard Action Melee weapon	
Requirement: You must be wielding a weapon in the unarmed group.	
Primary Target: One creature	
Primary Attack: Constitution vs. AC	
Hit: 1[W] damage and make a secondary attack.	
Special: This power counts as a melee basic attack, though only the primary attack benefits from effects that improve or modify melee basic attacks.	
<i>Level 21:</i> 1[W] + Constitution modifier damage	
Secondary Target: One creature other than the primary target. If your off-hand weapon can be thrown, your secondary attack is Melee 5 .	
Secondary Attack: Constitution vs. AC (off-hand weapon)	
Hit: 1[W] damage	
<i>Level 21:</i> 1[W] + Constitution modifier damage	

Grapple	Brute Attack 1
<i>You latch onto your opponent, crushing and twisting its limbs.</i>	
At-Will ♦ Martial, Weapon	
Standard Action Melee weapon	
Requirement: You must be wielding a weapon in the unarmed group.	
Target: One creature	
Attack: Constitution vs. AC	
Hit: 1[W] + Constitution modifier damage, and you grab the target. If you are already grabbing the target when you hit, you maintain the grab without needing to spend a minor action.	
Special: This power counts as a melee basic attack.	
<i>Level 21:</i> 2[W] + Constitution modifier damage	

Shove	Brute Attack 1
<i>With a quick rush, you slam your shoulder into the enemy, pushing it away.</i>	
At-Will ♦ Martial, Weapon	
Standard Action Melee weapon	
Requirement: You must be wielding a weapon in the unarmed group.	
Target: One creature	
Attack: Constitution vs. Fortitude	
Hit: Constitution modifier damage, and you push the target 1 square. You may shift into a square vacated by the target.	
Special: This power counts as a melee basic attack.	
<i>Level 21:</i> 1[W] + Constitution modifier damage	

Rules for Grappling

(adapted from the *Player's Handbook*, p. 290)

Grab. A grab is a standard action, usually a Strength vs. Reflex attack. Normally, you may only attempt to grab a target up to one size larger than you. Powers that grab the target have no size restriction unless specified. You must have one free to make a grab.

Hit. A grabbed creature is immobilized.

Sustain. You may maintain a grab as a minor action, or end it as a free action at any time. The grab immediately ends if a condition prevents you from making opportunity attacks, if you move away from the target, or if you are forced to move away from the target.

Move. As a standard action, make a Strength vs. Fortitude attack. If you hit, you may move yourself and the target up to half your speed. You draw opportunity attacks from moving, but your grabbed target does not.

Smash	Brute Attack 1
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You make a lurching, yet powerful attack.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a weapon in the unarmed group.

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + 2 + Constitution modifier damage.

Special: This power counts as a melee basic attack.

Level 21: 2[W] + 4 + Constitution modifier damage

Takedown

Brute Attack 1

You latch onto your opponent, crushing and twisting its limbs.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a weapon in the unarmed group.

Target: One creature

Attack: Constitution vs. Reflex

Hit: Constitution modifier damage, and the target is knocked prone.

Special: This power counts as a melee basic attack.

Level 21: 1[W] + Constitution modifier damage

Level 1 Encounter Exploits

Great Strike

Brute Attack 1

You launch into your enemy with great effort.

Encounter ♦ Martial, Weapon

Free Action **Personal**

Trigger: You hit a target with a brute at-will attack power or a melee basic attack.

Effect: The target takes 1[W] additional damage.

Level 1 Daily Exploits

Mighty Blow

Brute Attack 1

Summoning your reserves, you attack a foe to devastating effect.

Daily ♦ Martial, Weapon

Minor Action **Personal**

Effect: Your next brute at-will attack power or melee basic attack you make before the end of your turn gains the following benefits.

Hit: The attack deals an additional 1[W] damage

Immovable: You may also push the target 1 square, or one additional square if the attack already pushes the target. If you have grabbed the target, you may move one square to maintain the grab.

Unstoppable: Your attack also knocks the target prone. If the attack has already knocked the target prone, you may shift to any square adjacent to the target, even if you must move through the target's space.

Miss: Half damage

Level 2 Utility Exploits

Coming Along?

Brute Utility 2

Grabbing on tight, you drag your enemy where you wish.

Encounter ♦ Martial

Move Action **Personal**

Requirement: You must have a creature grabbed.

Effect: Move your speed. For each square you move, slide the grabbed creature 1 square to a square adjacent to you. The creature remains grabbed and you do not provoke opportunity attacks from the grabbed creature. At the end of the move, you may end the grab and knock the creature prone.

Special: If you move the creature into hindering terrain or over a ledge, it may make a save to stop moving as usual, but with a -2 penalty. If the creature saves, it falls prone and is no longer grabbed.

Taking You with Me

Brute Utility 2

An enemy knocks you back, but you pull them down, too.

Encounter ♦ Martial

Immediate Reaction Close burst 5

Requirement: You must have a hand free.

Trigger: An adjacent enemy knocks you prone or forces you to move.

Target: The triggering enemy in burst.

Effect: If you are forced to move, you may pull it to a square adjacent to you. If the target knocked you prone, you knock it prone. If the target forced you to move and knocked you prone, you may pull the target and knock it prone.

Shake It Off

Brute Utility 2

With a blink and a shrug, you get back into the fight.

Daily ♦ Martial, Healing

Minor Action Personal

Effect: Regain hit points equal to your Constitution modifier plus your Strength modifier, and you remove one effect on you that a saving throw may end.

Forge Ahead

Brute Utility 2

Undaunted, you head forward towards the enemy.

Daily ♦ Martial

Move Action Personal

Effect: Shift a number of squares equal to 2 + your Wisdom modifier. During this shift, you may ignore difficult terrain. You may ignore any push, pull, or slide until the end of your next turn. You may also use your second wind if it is available.

Level 3 Encounter Exploits

Powerful Assault

Brute Attack 3

You strike your enemy with a powerful attack, followed by a series of punches and kicks against all nearby foes.

Encounter ♦ Martial, Weapon

Free Action Personal

Trigger: You hit a target with a brute at-will attack power or a melee basic attack.

Effect: The target takes 1[W] additional damage and all enemies adjacent to you take damage equal to your Constitution modifier damage.

Level 5 Daily Exploits

Telling Blow

Brute Attack 5

Your foe reels from your attack, and realizes just how dangerous you are.

Daily ♦ Martial, Weapon

Minor Action Personal

Effect: Your next brute at-will attack power or melee basic attack you make before the end of your turn gains the following benefits.

Hit: The attack deals an additional 2[W] damage and the target is marked (save ends).

Immovable: The target grants combat advantage to all attackers until the end of your next turn.

Unstoppable: The target cannot make opportunity attacks until the end of your next turn.

Miss: Half damage and the target is marked until the end of your next turn.

Level 6 Utility Exploits

Deep Reserves

Brute Utility 6

You just keep going.

Encounter ♦ Martial

Minor Action Personal

Requirement: You must have used your second wind during this encounter.

Effect: Regain the use of your second wind.

Taunting Laugh

Brute Utility 6

You mock and intimidate nearby enemies into fighting you.

Encounter ♦ Martial

Minor Action Close burst 2
Target: Enemies in burst.
Effect: Targets are marked until the end of your next turn.

Adrenaline Surge Brute Utility 6
With a furious roar, you renew your resolve to fight.
Daily ♦ Martial, Healing
Minor Action Personal
Effect: Regain hit points equal to your Wisdom modifier and you may spend a healing surge.

Watchtower Stance Brute Utility 6
Undistracted, you stand your ground.
Daily ♦ Martial
Minor Action Personal
Effect: Until the stance ends, enemies do not gain combat advantage for flanking you, and you gain a bonus to your Will defense equal to your Strength modifier.

Level 7 Encounter Exploits

Brawler's Fury Brute Attack 7
You attack every enemy within reach.
Encounter ♦ Martial, Weapon
Free Action Personal
Trigger: You are about to make a brute at-will attack or a melee basic attack.
Effect: The attack becomes **Close** burst 1 and **Targets** enemies in the burst you can see. If the attack allows a secondary attack, you may make only one secondary attack, regardless of the number of enemies you hit. If the attack allows you to grab the target, you may only grab two targets if you began the attack with both hands free; you may not grab more than two targets, though you may still attack and damage any number of enemies in the burst.

Level 9 Daily Exploits

Furious Strike Brute Attack 9
The enemy is knocked senseless by your devastating attack. Your reserves of endurance push you forward.
Daily ♦ Martial, Weapon
Minor Action Personal
Effect: You may spend a healing surge. Your next brute at-will attack power or melee basic attack you make before the end of your turn gains the following benefits.
Hit: The attack deals an additional 2[W] damage.
Immovable: The target is also weakened (save ends).
Unstoppable: The target is also dazed (save ends).
Miss: Half damage and the target is weakened or dazed (as above) until the end of your next turn.

Level 10 Utility Exploits

Steely Resolve Brute Utility 10
Narrowing your eyes and breathing deep, you continue the fight.
Encounter ♦ Martial
Minor Action Personal
Effect: You gain temporary hit points equal to 10 + your Constitution modifier + your Wisdom modifier.

Hold Fast Brute Utility 10
This one isn't getting away.
Encounter ♦ Martial
Immediate Reaction Personal
Trigger: You are grabbing a creature.
Effect: The creature you are grabbing is restrained as long as you maintain the grab. The target takes a penalty to escape checks equal to your Strength modifier.

That All You Got? Brute Utility 10
The enemy unleashes a devastating attack, but you stand your ground, ready to fight back.
Daily ♦ Martial
Immediate Reaction Personal

Trigger: You take damage from an enemy attack.

Effect: Reduce the damage by half, and remove or ignore any other condition or effect caused by the triggering attack.

Down But Not Out

Brute Utility 10

They think they've beaten you, but how wrong they are.

Daily ♦ Martial, Healing

Immediate Reaction

Personal

Trigger: You are reduced to zero or fewer hit points.

Effect: Regain hit points as if you spent a healing surge. You appear to be unconscious until the beginning of your next turn, but you threaten opportunity attacks and may take immediate actions as usual.

Level 13 Encounter Exploits

Focused Attack

Brute Attack 13

You slam the enemy and stay focused on keeping it at bay.

Encounter ♦ Martial, Weapon

Free Action

Personal

Trigger: You hit with a brute at-will attack or a melee basic attack.

Effect: The attack inflicts 2[W] additional damage, and you mark the target until the end of your next turn.

Level 15 Daily Exploits

Counterattack

Brute Attack 15

Right after the enemy attacks, you clock him with your elbow or knee.

Daily ♦ Martial, Weapon

Immediate Reaction

Personal

Trigger: An enemy hits or misses you with an attack.

Effect: You attack the triggering enemy with a brute at-will attack power or melee basic attack.

Hit: The attack deals an additional 2[W] damage.

Immovable: You slide the target 2 squares. This effect supersedes any other forced movement the attack normally causes. If the attack grabs the target, you may move to maintain the grab, though you might provoke opportunity attacks (though not from the target).

Unstoppable: You may shift 2 squares. This effect supersedes any other movement the attack normally allows. If the attack grabs the target, you must release the target (as a free action) in order to shift.

Miss: Half damage

Level 16 Utility Exploits

Audacious Step

Brute Utility 16

You surge forward incautiously, but enemies attacking you make easier targets for your allies.

Encounter ♦ Martial

Move Action

Personal

Effect: You move your speed. Any creature that makes an opportunity attack against you grants combat advantage to your allies until the end of your next turn. In addition, you mark any enemy adjacent to you at the end of this movement.

Challenging Strikes

Brute Utility 16

In this fight, you will not be ignored.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: While you maintain this stance, you mark every creature you damage with a melee attack. These marks last until the end of your next turn.

Menacing Pause

Brute Utility 16

You stop to survey the battlefield, casting a rather scary gaze on all you see.

Daily ♦ Martial

Minor Action

Personal

Effect: You may use your second wind, you gain a power bonus to Intimidate equal to your Constitution modifier, and a +5 power bonus to saves against charm or fear effects until the end of your next turn.

Level 17 Encounter Exploits

Massive Attack

Brute Attack 17

You pack quite a wallop.

Encounter ♦ Martial, Weapon

Free Action **Personal**

Trigger: You hit with a brute at-will attack or a melee basic attack.

Effect: The attack inflicts 2[W] additional damage, and the target is dazed until the end of your next turn.

Level 19 Daily Exploits

Smackdown

Brute Attack 19

Just what it says.

Daily ♦ Martial, Weapon

Minor Action **Personal**

Effect: All adjacent enemies are marked until the end of your next turn. Your next brute at-will attack power or melee basic attack you make before the end of your turn gains the following benefits.

Hit: The attack deals an additional 3[W] damage and the target is knocked prone.

Immovable: The target takes additional damage equal to your Strength modifier and cannot stand up on its next turn.

Unstoppable: You slide the target a number of squares equal to your Wisdom modifier. Any save made in relation to being slid or knocked prone takes a penalty equal to your Wisdom modifier. This slide supersedes any forced moved normally caused by the attack. If the attack grabs the target, you must release the target (as a free action) in order to slide it

Miss: Half damage and the target is knocked prone.

Level 22 Utility Exploits

Outta the Way

Brute Utility 22

You lurch forward and shove aside friend or foe.

Encounter ♦ Martial

Move Action **Personal**

Effect: You shift 3 squares. You may slide an adjacent creature 1 square if you then shift into the square it vacated. You may slide a particular creature only once with this power, but you may slide one creature for each square you shift.

Unleashed

Brute Utility 22

With an ear-splitting roar, you wrench forth from your restraints, whether physical or mental.

Encounter ♦ Martial

Immediate Reaction **Personal**

Trigger: You are grabbed, immobilized, restrained, or dominated.

Effect: You may attempt to escape the grab or make a save to end the immobilized, restrained, or dominated condition. Add your Strength modifier as a bonus to this escape check or save. If you succeed, you may make a melee basic attack against one adjacent enemy. If you are affected by multiple triggering conditions, you may save against each of them, but you may only make the melee basic attack if you succeed against all of them.

Boundless Fortitude

Brute Utility 22

Keep going. Keep going. Keep going. Keep going . . .

Daily ♦ Martial, Healing

Immediate Reaction **Personal**

Trigger: You are reduced to 0 hit points or fewer.

Effect: Spend a healing surge and gain regeneration equal to your Constitution modifier plus your Wisdom modifier until the end of the encounter.

Level 23 Encounter Exploits

Brutal Windmill

Brute Attack 23

You spin around and smash every enemy you can reach.

Encounter ♦ Martial, Weapon

Free Action Personal

Trigger: You are about to make a brute at-will attack or a melee basic attack.

Effect: The attack does 2[W] additional damage, becomes **Close** burst 1, and **Targets** enemies in the burst you can see. If the attack allows a secondary attack, you may make only one secondary attack, regardless of the number of enemies you hit. If the attack allows you to grab the target, you may only grab two targets if you began the attack with both hands free; you may not grab more than two targets, though you may still attack and damage any number of enemies in the burst.

Level 25 Daily Exploits

Mighty Fists

Brute Attack 25

You launch into your foe with immense force, unleashing a series of devastating blows.

Daily ♦ Martial, Weapon, Reliable

Standard Action Personal

Effect: You may shift 3 squares before this attack. You may then make up to three brute at-will attacks or melee basic attacks against the same target. You may use the same attack or a variety of attacks. If any attack has secondary targets or other effects, resolve those before making the next attack. The reliable keyword applies if all three of these attacks miss.

Special: You may not take your usual move action on the turn you use this power.

Level 27 Encounter Exploits

Brutal Smash

Brute Attack 27

You smash the enemy's head with your knee, elbow, or your own skull.

Encounter ♦ Martial, Weapon

Free Action Personal

Trigger: You hit with a brute at-will attack or a melee basic attack.

Effect: The attack inflicts 2[W] additional damage, and the target is stunned until the end of your next turn.

Level 29 Daily Exploits

Ultimate Fury

Brute Attack 29

Hearing your guttural shout, enemies cringe in terror. You attack the nearest one with unfettered fury.

Daily ♦ Martial, Weapon

Standard Action Close burst 5

Target: Enemies in burst

Effect: You may spend a healing surge. Enemies in the burst are marked until the end of your next turn. Choose one of your brute at-will powers or a melee basic attack to make as a secondary attack against a target within reach.

Secondary Attack:

Hit: The attack deals an additional 4[W] damage and you mark the target until the end of the encounter.

Immovable: The attack does additional damage equal to your Strength modifier, and you push the target 3 squares or three additional squares if the attack already pushes the target. If you have grabbed the target, you must release the grab (as a free action) in order to push the target. Any save to resist this forced movement takes a penalty equal to your Strength modifier.

Unstoppable: Your attack also knocks the target prone and does additional damage equal to your Wisdom modifier. If the attack has already knocked the target prone, the target may only take one action on its next turn. Any save to avoid being knocked prone takes a penalty equal to your Wisdom modifier.

Miss: Half damage and you mark the target (save ends).

BRUTE PARAGON PATHS

MASSIVE HULK

"You should just surrender now, 'cause I can keep this up all day."

Prerequisite: Brute, Immovable class feature

Even among brutes, you are a veritable mountain of muscle and determination. A human pursuing this paragon path might be mistaken for a goliath, and a goliath for an ogre. You wade into battle and simply ignore the minor blows and scrapes that cause others to falter. Once in position, you let loose with massive strikes. This paragon path makes you even more of a defender.

Massive Frame (11th level). You gain resist 2 to all damage.

Hulking Action (11th level). When you spend an action point to take an extra action, you may also make a saving throw.

Brute Strength (16th level). Your maximum hit point value increases by 10, and you gain +1 to your Fortitude defense.

Massive Hulk Exploits

Sweeping Smash

Massive Hulk Attack 11

With a great windup, you spin around and wallop each enemy in reach.

Encounter ♦ Martial, Weapon

Standard Action **Close burst 1**

Requirement: You must be wielding a weapon in the unarmed group.

Target: Each enemy in burst you can see.

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier + Strength modifier damage and you push the target 1 square.

Effect: You mark each target until the end of your next turn.

Unstoppable Brawler

Massive Hulk Utility 12

You merely shake off each blow and continue to stand against the enemy.

Daily ♦ Martial, Stance

Minor Action **Personal**

Effect: Until the stance ends, you gain temporary hit points equal to 5 + your Strength modifier at the start of your turn.

We're All Done Here

Massive Hulk Attack 20

You lay into your adversary with massive force, shoving aside lesser foes.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a weapon in the unarmed group.

Target: One creature

Attack: Constitution vs. AC

Hit: 4[W] + Constitution modifier + Strength modifier damage, and the target is knocked prone and dazed (save ends). If you scored a critical hit, the target is stunned (save ends) instead.

Miss: Half damage and the target is knocked prone.

Effect: All enemies adjacent to you or the target of the attack are pushed a number of squares equal to your Strength modifier.

RELENTLESS BRUTE

"Nothing will stand in my way."

Prerequisite: Brute, Unstoppable class feature

When others falter, you stay the course. You clear a path for your fellows to follow, casting aside enemies and forging ahead. You have become a veritable juggernaut. This paragon path allows you to be a little more mobile (though a bit slower) while still being an effective defender.

Slow and Steady (11th level). Your base speed is reduced by 1. The slowed condition now only decreases your speed by 1 (rather than reducing it to 2). The weakened condition now only gives you a -4 damage penalty (rather than reducing your damage by half). You have a +4 bonus to save against the slowed and weakened conditions.

Relentless Action (11th level). You may spend an action point in order to spend a healing surge, instead of taking an extra action.

Rock Steady (16th level). Attacks and effects may knock you prone only if they inflict at least one of the following conditions as well: dazed, stunned, unconscious, restrained, or helpless.

Relentless Brute Exploits

Relentless Rush

Relentless Brute Attack 11

With speed surprising for someone your size, you rush forward and smash your shoulder into the enemy.

Encounter ♦ Martial, Weapon

Standard Action **Melee** touch

Requirement: You must be wielding a weapon in the unarmed group.

Effect: Move up to your speed +2 and make a charge, but use the following attack instead of a melee basic attack.

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 1[W] + Constitution modifier damage and the target is pushed 3 squares and knocked prone.

Break the Chains

Relentless Brute Utility 12

The enemy thinks it has the upper hand, but it is sadly mistaken.

Daily ♦ Martial

Immediate Reaction **Personal**

Trigger: You are subjected to an effect that a save can end.

Effect: Regain hit points equal to your Constitution modifier and make a saving throw against the triggering effect with a power bonus equal to your Wisdom modifier.

No Stopping

Relentless Brute Attack 20

You push ever onward, knocking foes aside as you go.

Daily ♦ Martial, Stance

Standard Action **Melee** weapon

Requirement: You must be wielding a weapon in the unarmed group.

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you slide the target one square. If this target is the last one you hit with this power, it is also knocked prone.

Miss: Constitution modifier damage and you push the target one square.

Effect: Shift 1 square after making the attack. If you shift, you may repeat the attack against the same or a different target. You may attack a number of times equal to your speed -1. You may shift 1 square after the final attack.

PANKRATIAST

“Wow, twenty seconds. Most folk I get in that hold go unconscious in about ten.”

Prerequisite: Brute

You have become an expert in unarmed combat, combining finesse, brute strength, and dirty fighting. You punch, kick, gouge, and even bite in order to subdue your foes. In particular, you are skilled at attacking enemies you have grabbed with your iron grasp. This paragon path makes you something of a secondary striker, allowing you to take down single, tough enemies.

Grappler (11th level). When you are grabbing a creature at the beginning of your turn, you may inflict damage to that creature equal to your Strength modifier.

Pugnacious Action (11th level). Whenever you spend an action point, you may make a melee basic attack as a minor action before the end of your current turn.

Iron Lock (16th level). When you make a successful grab, the target takes a penalty to escape equal to your Wisdom modifier.

Pankratiast Exploits

Grab and Smash

Pankratiast Attack 11

You grab your enemy and deliver a series of blows with your knees, throwing in a head butt or eye gouge to boot.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a weapon in the unarmed group.

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, you grab the target, and the target is weakened until the end of your next turn.

Brutal Throw

Pankratiast Utility 12

You heave your grappled foe over your shoulder and onto the ground.

Encounter ♦ Martial

Free Action **Personal**

Trigger: You hit a target you are currently grabbing with an attack.

Effect: In addition to the attack's normal damage and effects, you release the target from being grabbed, slide the target 1 square, knock the target prone, and deal additional damage equal to your Constitution modifier. If the attack already pushes or slides the target, that distance is instead increased by 1 square. If the attack already knocks the target prone, it is also dazed until the end of your next turn.

Ruthless Assault

Pankratiast Attack 20

You beat the enemy into submission while holding it in a head lock.

Daily ♦ Martial, Weapon

Standard Action **Personal**

Requirement: You must be wielding a weapon in the unarmed group.

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 3[W] + Constitution modifier damage, you grab the target, and the target is restrained by you and takes ongoing 10 damage. The target must escape the grab in order to end these conditions.

Miss: Half damage, you grab the target, and the target is restrained. The target must escape the grab to end the restrained condition.

Special: While the target is restrained by you, you cannot attack other targets. If you do, the target immediately escapes.

PSYWARRIOR

CLASS TRAITS

Role: Striker. You combine mobility with high-damage attacks.

Power Source: Psionic. Your psiblade is made of pure mental energy, and psionic power augments your mental and physical capabilities.

Key Abilities: Strength, Dexterity, Intelligence, Wisdom

Armor Proficiencies: Cloth, Leather

Implements: Ki Focuses

Weapon Proficiencies: Psiblade, Simple Melee, Simple Ranged

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at First Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

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

Class Skills: Athletics (Str), Acrobatics (Dex), Bluff (Cha), Endurance (Con), Intimidate (Cha), Perception (Wis), Stealth (Dex)

Class Features: Psiblade, Psionic Augmentation, Psychic Strike, Psychic Warrior

With a moment of thought, glowing blades of psionic energy spring from your hands. Though the talent for psionic power manifested early in your life, focusing that power into psychic weapons has taken years of practice and training. Whereas a monk uses a subtle form of psionic energy to aid their more mundane attacks, you use pure mental energy as your weapon.

You are an effective striker, with high mobility and deadly attacks. You might rely on speed and intuition, or strength and strategy. Psywarriors develop different fighting styles related to their own strengths and based on the form of their psiblades. You might be a straightforward frontline combatant, a stealthy ambush specialist, or even a ranged attacker.

PSYWARRIOR CLASS FEATURES

Psiblade

The hallmark of your powers, you are able to manifest a blade made of psionic energy. You gain the *psiblade* power, which allows you to manifest or dismiss your psionic weapon. The exact form and color of the weapon depends on your own personality, but all psiblades have some properties in common. It sheds dim light in a one square radius, similar to candlelight, and it has a translucent, shimmering appearance. Your own psiblade has the same appearance every time you manifest it (chosen when you gain this class feature), though you may alter its appearance when you gain a level. More importantly, you must choose whether or not your psiblade takes the form of a single blade or two smaller weapons. This choice represents the sum of your initial training and practice, and cannot be changed later in your career. Your at-will attack powers all rely on your *psiblade*. Though you cannot enchant your psionic weapon, you may benefit from the use of a ki focus. You are proficient with your *psiblade*, whatever form it takes.

Mindblade. Your *psiblade* takes the form of a sword-like weapon, and you have the *metastrike* at-will attack power. This weapon has the properties of a bastard sword (+3 proficiency bonus, 1d10 damage, heavy blade group, versatile property), except that a small psywarrior does not need to wield it two-handed, and can benefit from the versatile property as usual. Feats, powers, and abilities that apply to heavy blades apply to your mindblade.

Mindknives. Your *psiblade* takes the form of a pair of knife-like weapons, and you have the *dual blades* at-will attack power. These weapons have the properties of katars (+3 proficiency bonus, 1d6 damage, light blade group, high crit and off-hand properties). Feats, powers, and abilities that apply to light blades and two-weapon fighting apply to your mindknives. You may choose to manifest only one mindknife (such as when one hand is full).

Psionic Augmentation

You possess the psionic augmentation class feature, as described for the ardent class (*Player's Handbook 3*, p. 23). You gain power points at the rate described on the table on p. 23, but you do not gain, exchange, or replace at-will powers as you gain levels. You use power points to augment your at-will attacks, and to make use of your Psychic Strike class feature.

Psychic Strike

Unlike some other psionic classes, you do not master a wide array of disciplines. Instead, you focus on the deadly power of your *psiblade*, and how to channel your psionic power into deadly attacks. You gain the *psychic strike* class feature, which allows you to spend power points to increase the damage of your *psiblade* attacks.

Psychic Warrior

Not only are you able to use your psionic talent to manifest *psiblades*, you are able to amplify your natural mental faculties with psychic power. Choose one of the following class features.

Precognition. Your already keen senses and intuition benefit from the ability to see a split-second into the future. You gain a bonus to initiative equal to half your Wisdom modifier. Additionally, your psionic powers have a bonus to damage rolls equal to your Wisdom modifier.

Metafaculty. Drawing on latent clairsentience, you are able to make lightning-fast deductions in the heat of combat. When you use the shift action, you may shift a number of squares equal to half your Intelligence modifier. You also gain a bonus to damage rolls with psionic powers equal to your Intelligence modifier.

Implements

A psywarrior can use a ki focus to channel and modify their psionic powers. A ki focus may take nearly any shape, but psywarriors are most likely to use a focus that takes the form of a crystal or psionic tattoo. A psywarrior must use the standard rules for attuning a ki focus (*Player's Handbook 3*, p. 203). Once the ki focus is attuned, you may add its enhancement bonus to attack and damage rolls of psywarrior powers with the implement keyword. You may also use a ki focus's other properties, if any.

A psywarrior uses a ki focus slightly differently than some other classes. You may not apply a ki focus to another weapon you might use (unlike monks). Also, your *psiblade* weapon properties apply while using a ki focus, including its proficiency bonus.

CREATING A PSYWARRIOR

Your *psiblade* unmistakably marks you as a member of the psywarrior class. There is great variety among your kind: form of *psiblade*, fighting style (Dexterity or Strength), and type of latent clairsentience. These three choices create more combinations than in many classes, but a few possible builds are outlined below.

Deductive Psywarrior

Your talent for combat analysis drives your fighting style. Choose the metafaculty class feature, and make Strength your highest ability score, with Intelligence second highest. Your mind actively takes control of what would otherwise be reflexes in others. You will likely get the most out of fighting with a large *mindblade*, and take feats and powers that leverage your strength and intelligence.

Intuitive Psywarrior

Instinct guides your *psiblades* in combat. Make Dexterity your highest score, followed by Wisdom, and choose the precognition class feature. *Mindknives* work well with this combination, and you might find yourself focusing more on ranged attacks.

Tempest Psywarrior

You use small *mindknives* to become a whirlwind of slicing blades. Choose Dexterity as your highest score and focus on feats that improve two-weapon fighting. Choose Wisdom as your second highest score and take advantage of the precognition class feature.

Psywarrior Overview

Characteristics. You fight with weapons made of psionic power. The combination of your psychic strike and psychic warrior class features allow you to deal large amounts of damage to single targets. Depending on your skill selection, you might also take on a stealth function. Your utility powers allow you to stay mobile in a fight.

Religion. Psywarriors, like most other psionic characters, look inward more than outward. Many do not strongly revere any deity, though some worship Ioun. Particularly grim psywarriors serve the Raven Queen or even Bane.

Races. Shardminds and githzerai are more likely to become psywarriors than other races with psionic individuals. It is an unusual form of psychic training among an already esoteric form of magic.

PSYWARRIOR POWERS

Your powers are psionic disciplines that either empower your *psiblade* or augment your physical and mental capabilities. Psywarrior attack powers all require the use of your psiblade.

At-Will Disciplines. One of your 1st level at-will disciplines is determined by your choice of *psiblade*, either *metastrike* or *dual blades*. This power cannot be retrained or exchanged, but it provides higher level augmentations than other level 1 powers. Choose one other at-will power. You do not gain any additional at-will powers when you level up, but you may exchange the power you chose. If a racial trait allows you to choose another at-will power, you may do so, though it loses the augmentable keyword.

Encounter Disciplines. You do not have encounter disciplines from the psywarrior class. Your power points recharge after a short rest, and function as your “encounter powers”.

Daily Disciplines. Choose daily powers the same way as for any class. Daily disciplines complement the psywarrior’s psiblade or psychic warrior class features.

Utility Disciplines. Choose utility powers the same way as for any class. Psywarrior utility powers are at-will stances. As usual for stances, only one may be active at a time.

Class Features

Psiblade	Psywarrior Feature
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With a moment's thought you manifest your psionic weapon.

At-Will ♦ Psionic

Minor Action (Special)

Personal

Requirement: You must have at least one free hand.

Effect: You manifest your *psiblade*, either a single mindblade or a pair of mindknives (chosen when you first gained this power). A *psiblade* sheds dim light in a 1 square radius. The *psiblade* lasts until you dismiss it as a free action, and it also vanishes if you drop it or fall unconscious; certain powers and feats allow you to throw a *psiblade*, but otherwise it cannot be thrown. If an effect allows you to throw your *psiblade*, it reforms immediately in your empty hand after the attack resolves. *Psiblades* count as weapons for the purposes of feats, powers, and abilities with a few exceptions: a *psiblade* cannot be enchanted as a magic weapon, it cannot be taken or given to another creature (even another psywarrior), it cannot be disarmed, and it cannot be broken. Effects that normally take or disarm your weapon fail against the *psiblade*. You may use your *psiblade* to make basic attacks.

Special: You can use this power once per round.

Psychic Strike	Psywarrior Feature
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A flood of psionic power flows from your mind into your blade as it strikes your foe.

At-Will ♦ Psionic, Psychic

Free Action

Personal

Trigger: You hit with a basic attack or unaugmented at-will attack using your *psiblade* (any type).

Effect: You may spend power points to add psychic damage to your hit, according to the list below. If the power strikes multiple targets, you may apply this additional damage to only one target. The bonus damage is applied only to the initial hit, not to ongoing damage, zones, or other effects that inflict damage later. Like other powers, only one augmentation can be applied to a power at a time.

Augment 1: +1d8 psychic damage

Augment 3: +2d8 psychic damage

Augment 5: You must be at least 11th level. +3d8 psychic damage

Augment 7: You must be at least 21st level. +4d8 psychic damage

Special: You can use this power once per round.

Level 1 At-Will Disciplines

Dual Blades

Psywarrior Attack 1

You strike with each of your mind knives. You can throw your mind knives short distances before they vanish.

At-Will ♦ Psionic, Implement

Standard Action

Melee weapon

Requirement: You must have the mindknives class feature, and you must have both mindknives manifested to attack twice with this power. You may attack once if you have only one mindknife manifested.

Target: One or two creatures

Attack: Dexterity or Strength vs. AC, one attack per target

Hit: 1[W] modifier damage

Augment 1:

Melee 5

Augment 2:

Special: You may decide whether to attack the same or different targets after completing the first attack.

Attack: Dexterity or Strength vs. AC, two attacks against the same or different targets

Hit: 1[W] + Dexterity or Strength modifier damage per attack. If you hit the same target twice, it is dazed until the end of your next turn.

Augment 4:

Requirement: You must be at least 11th level to use this augmentation.

Melee 5

Hit: 2[W] + Dexterity or Strength modifier damage

Augment 6:

Requirement: You must be at least 21st level to use this augmentation.

Melee 10

Special: You may decide whether to attack the same or different targets after completing the first attack.

Target: One or two creatures

Attack: Dexterity or Strength vs. AC, two attacks against the same or different targets

Hit: 2[W] + Dexterity or Strength modifier damage per attack. If you hit the same target twice, it is stunned until the end of your next turn.

Metastrike

Psywarrior Attack 1

Your mindblade flares with psionic power as it strikes your enemy. With concentration, your attack gains accuracy and power.

At-Will ♦ Psionic, Implement

Standard Action

Melee weapon

Requirement: You must have the mindblade class feature, and you must have your mindblade manifested.

Target: One creature

Attack: Dexterity or Strength + 1 vs. AC

Hit: 1[W] + Dexterity or Strength modifier damage

Augment 1:

Attack Dexterity or Strength + 2 vs. AC

Augment 2:

Hit: 2[W] + Dexterity or Strength modifier damage and the target is knocked prone.

Augment 4:

Requirement: You must be at least 11th level to use this augmentation.

Attack Dexterity or Strength + 3 vs. AC

Hit: 2[W] + Dexterity or Strength modifier damage and the target is pushed 2 squares and knocked prone.

Augment 6:

Requirement: You must be at least 21st level to use this augmentation.

Attack: Dexterity or Strength + 5 vs. AC

Hit: 3[W] + Dexterity or Strength modifier damage and the target is pushed 4 squares, is knocked prone, and is slowed until the end of your next turn.

Blade Throw

Psywarrior Attack 1

Concentrating on your psiblade, it retains its shape as you throw it towards the enemy. With focus, you can increase its range, damage, or both. With a massive investment in psionic power, it shatters on impact, damaging nearby foes.

At-Will ♦ Psionic, Implement

Standard Action **Ranged 10**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage

Augment 1:

Ranged 20

Augment 2:

Hit: 2[W] + Dexterity modifier damage

Augment 4:

Requirement: You must be at least 11th level to use this augmentation.

Ranged 20

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage

Augment 6:

Requirement: You must be at least 21st level to use this augmentation.

Ranged 20

Attack: Dexterity vs. Reflex

Hit: 4[W] + Dexterity modifier damage

Miss: Dexterity modifier damage

Effect: All enemies adjacent to the target take damage equal to your Dexterity modifier.

Punishing Blade

Psywarrior Attack 1

Your blade taps into your enemy's mind, disorienting it. You may amplify this effect using your psionic power.

At-Will ♦ Psionic, Implement, Psychic

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier psychic damage and the target takes a -1 penalty to AC until the end of your next turn.

Augment 1:

Hit: 1[W] + Strength modifier psychic damage and the target cannot make opportunity attacks or shift until the end of your next turn.

Augment 2:

Hit: 1[W] + Strength modifier psychic damage and the target is dazed until the end of your next turn.

Augment 4:

Requirement: You must be at least 11th level to use this augmentation.

Hit: 2[W] + Strength modifier psychic damage

Effect: You are invisible to the target until the end of your next turn.

Augment 6:

Requirement: You must be at least 21st level to use this augmentation.

Hit: 3[W] + Strength modifier psychic damage and the target is blinded and weakened (save ends both).

Effect: You may shift before or after the attack.

Virtual Strike

Psywarrior Attack 1

By relaxing your concentration ever so slightly, your psiblade becomes partially insubstantial, but still deadly. With experience, you can adjust your blade to bypass your opponent's defenses.

At-Will ♦ Psionic, Implement, Force

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Strength or Dexterity vs. Fortitude or Will (your choice)

Hit: 1[W] force damage

Augment 1:

Hit: 1[W] force damage and the target does not benefit from the insubstantial quality for this attack.

Augment 2:

Attack: Make one attack roll using Strength or Dexterity. If the attack hits the target's Reflex, Fortitude, or Will, you hit.

Hit: 1[W] + Strength or Dexterity modifier force damage

Augment 4:

Requirement: You must be at least 11th level to use this augmentation.

Attack: Make one attack roll using Strength or Dexterity. If the attack hits the target's Reflex, Fortitude, or Will, you hit.

Hit: 2[W] + Strength or Dexterity modifier force damage and the target does not benefit from the insubstantial quality for this attack.

Miss: Strength or Dexterity modifier force damage and the target does not benefit from the insubstantial quality for this attack.

Augment 6:

Requirement: You must be at least 21st level to use this augmentation.

Attack: Make one attack roll using Strength or Dexterity. If the attack hits the target's Reflex, Fortitude, or Will, you hit.

Hit: 3[W] + Strength or Dexterity modifier force damage and the target does not benefit from the insubstantial or phasing qualities until the end of your next turn.

Miss: 1[W] + Strength or Dexterity modifier force damage and the target does not benefit from the insubstantial quality for this attack.

Level 1 Daily Disciplines

Shining Blade

Psywarrior Attack 1

Your psiblade glows brightly as it slashes into your foe.

Daily ♦ Psionic, Implement, Radiant

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Strength or Dexterity vs. AC

Hit: 3[W] + Strength or Dexterity modifier radiant damage.

Miss: Half damage

Psionic Slice

Psywarrior Attack 1

With a single motion, you hurl both of your mindknives.

Daily ♦ Psionic, Implement, Force, Psychic

Standard Action **Ranged 15**

Requirement: You must have the mindknives class feature, and you must have both mindknives manifested to attack twice with this power. You may attack once if you have only one mindknife manifested.

Target: One or two creatures

Attack: Dexterity vs. Fortitude or Will, two attacks. You may choose which defense to target with each attack. You may attack the same creature twice.

Precognition: You gain a bonus to each attack roll equal to half your Wisdom modifier.

Hit: 1[W] + Dexterity modifier damage. If the attack targeted Fortitude, it inflicts force damage, and if it targeted Will, it inflicts psychic damage.

Miss: Half damage

Circle Strike

Psywarrior Attack 1

What looks like big, wild swing is actually a carefully executed maneuver to strike all nearby foes.

Daily ♦ Psionic, Implement

Standard Action Close burst 1

Requirement: You must have the mindblade class feature, and you must have your mindblade manifested.

Target: Enemies in burst you can see

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the target is pushed 1 square.

Metafaculty: You inflict additional damage equal to your Intelligence modifier.

Miss: Half damage

Level 2 Utility Disciplines

Precognitive Sense

Psywarrior Utility 2

Your clairsentience helps you anticipate ambush attacks.

At-Will ♦ Psionic, Stance

Minor Action Personal

Effect: While you maintain this stance, you do not grant combat advantage to enemies that surprise you.

Precognition: If surprised, you may take a move action on your initiative count.

Peripheral Blur

Psywarrior Utility 2

Enemies that can't focus on you can't easily attack you or defend against your attacks.

At-Will ♦ Psionic, Stance

Minor Action Personal

Effect: While you are in this stance, you gain a +1 bonus to attack rolls against opponents you are flanking and a +1 bonus to AC against opponents you are flanking.

Virtual Master

Psywarrior Utility 2

You draw upon subconscious knowledge when attempting nearly any task.

At-Will ♦ Psionic, Stance

Minor Action Personal

Effect: While in this stance you gain a +1 bonus to all skill checks.

Metafaculty: This power grants a +2 bonus to untrained skills (rather than +1)..

Level 5 Daily Disciplines

Deep Impact

Psywarrior Attack 5

Your psiblade disappears for a split second as you strike your foe, only to reappear inside of it.

Daily ♦ Psionic, Implement, Force

Standard Action Melee weapon

Requirement: You must have the psiblade class feature, and you must have your psiblade manifested.

Target: One creature

Attack: Strength or Dexterity vs. Fortitude

Hit: 3[W] + Strength or Dexterity modifier force damage and the target is weakened (save ends).

Miss: Half damage and the target is weakened until the end of your next turn.

Synaptic Slice

Psywarrior Attack 5

Your psiblade damages your foe's mind, rather than its body. You briefly erase yourself from the enemy's mind.

Daily ♦ Psionic, Implement, Psychic

Standard Action Melee weapon

Requirement: You must have the psiblade class feature, and you must have your psiblade manifested.

Target: One creature

Attack: Strength or Dexterity vs. Will.

Hit: 2[W] + Dexterity modifier psychic damage and you become invisible to the target (save ends).

Aftereffect: The target grants combat advantage to you (save ends).

Miss: You become invisible to the target (save ends).

Aftereffect: The target grants combat advantage to you (save ends).

Blade Warp

Psywarrior Attack 5

Your psiblade stretches and warps as you execute attacks against many opponents.

Daily ♦ Psionic, Implement

Standard Action

Special: If you have the mindblade class feature, this attack is a **Close** blast 5. If you have the mindknives class feature, this attack is a **Close** burst 2

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: Enemies in blast or burst you can see

Attack: Strength or Dexterity vs. AC

Hit: 2[W] + Strength or Dexterity modifier damage

Miss: Half damage

Effect:

Metafaculty: Before or after the attack, you may shift 2 squares.

Precognition: You gain a +2 bonus to AC until the beginning of your next turn.

Level 6 Utility Disciplines

Psionic Dodge

Psywarrior Utility 6

Your clairsentience helps you avoid enemy attacks.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: While you maintain this stance, you receive a +1 power bonus to AC.

Precognition: You also receive a +1 power bonus to Reflex.

Psionic Speed

Psywarrior Utility 2

Psychic energy hastens your stride.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: While you are in this stance, you gain a +1 power bonus to speed.

Metafaculty: When you take the Run action, move your speed +3.

Psionic Body

Psywarrior Utility 6

Your psionic power guides your every movement.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: While you are in this stance, you gain a +2 power bonus to Athletics checks and Acrobatics checks. You are considered to have a running start when making jump checks, and you may exceed your speed. When making climb checks, you may move your speed, rather than half your speed, at no penalty.

Level 9 Daily Disciplines

Forceful Slash

Psywarrior Attack 9

Though your psiblade still strikes with a sharp edge, the target is thrown backwards as well.

Daily ♦ Psionic, Implement, Teleportation

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Strength or Dexterity vs. AC

Hit: 3[W] + Strength or Dexterity modifier damage and you push the target 2 squares.

Metafaculty: You instead slide the target a number of squares equal to your Intelligence modifier.

Precognition: You may shift 2 squares after pushing the target.

Miss: Half damage and you push the target 1 square

Bladewind

Psywarrior Attack 9

With a spinning motion, you hurl a myriad of small mindknives. Small blades of psionic power spiral around you after the attack.

Daily ♦ Psionic, Implement

Standard Action **Close burst 6**

Requirement: You must have the mindknives class feature.

Target: Enemies in burst you can see

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage

Miss: Half damage

Effect: Until the beginning of your next turn, enemies that begin their turn adjacent to you take damage equal to your Dexterity modifier.

Energy Blade

Psywarrior Attack 9

You concentrate on your mindblade, transforming it into pure energy.

Daily ♦ Psionic, Implement, Varies

Standard Action **Melee weapon**

Requirement: You must have the mindblade class feature, and you must have your mindblade manifested.

Special: When you use this power, choose one of the following keywords: cold, fire, lightning, thunder. This attack inflicts that type of damage and gains that keyword.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage of the type you chose.

Miss: Half damage

Effect: Until the end of the encounter, your weapon inflicts damage of the energy type you chose, in addition to any other type it might inflict. You may end this effect as a free action on your turn.

Level 10 Utility Disciplines

Id Unleashed

Psywarrior Utility 10

You attack with abandon, to the detriment of your own defenses.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: When you maintain this stance, you have a +1 power bonus to attack and damage rolls, but a -1 penalty to all defenses.

Precognition: You have a +2 bonus to damage rolls instead.

Superego Supercharge

Psywarrior Utility 10

With perfect focus, you resist effects that attempt to sway you from your goal.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: In this stance, you have a +1 power bonus to your Will defense, and at the start of your turn, you may roll a save against a sleep, charm, fear, or illusion effect that a save may end.

Metafaculty: You gain a +2 power bonus on saving throws against sleep, charm, fear, or illusion effects.

Indomitable Ego

Psywarrior Utility 10

Your presence on the battlefield generates a palpable aura. Enemies seem to pull their punches against you, and they subconsciously move where you want them to go.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: While in this stance, you may reduce the effect of forced moved on you by one square, and increase the distance of forced movement you cause to others by one square. If a power or effect causes you to teleport, you may make a saving throw to avoid teleporting.

Level 15 Daily Disciplines

Psiblade Block

Psywarrior Attack 15

As an enemy attacks, you shift your blade into a defensive position. When the enemy hits your blade, it suffers psychic feedback or wounds its hands or claws.

Daily ♦ Psionic, Implement, Force or Psychic

Immediate Reaction **Melee** weapon

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Trigger: A creature hits you with a melee attack.

Effect: Reduce the damage of the attack by your Dexterity or Strength modifier plus your Wisdom or Intelligence modifier.

Target: The creature making the triggering attack.

Attack: Strength or Dexterity vs. Reflex

Hit: 2[W] + Strength or Dexterity modifier damage. If the target made a weapon attack, it takes psychic damage, and if the target was unarmed, it takes force damage.

Miss: Half damage

Daring Lunge

Psywarrior Attack 15

You step forward and make a reckless, but powerful, attack.

Daily ♦ Psionic, Implement

Standard Action **Melee** weapon

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Strength or Dexterity vs. AC

Precognition: You gain a bonus to the attack roll equal to half your Wisdom modifier.

Hit: 4[W] + Strength or Dexterity modifier damage

Metafaculty: You inflict additional damage equal to your Intelligence modifier.

Miss: Half damage

Effect: Until the beginning of your next turn, you grant combat advantage to all enemies.

Hidden Blade

Psywarrior Attack 15

You concentrate on your mindblade, causing it to vanish from sight as you attack; however, it is no less deadly.

Daily ♦ Psionic, Implement, Force

Standard Action **Melee** weapon if you have the mindblade class feature, or **Ranged** 10 if you have the mindknives class feature

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Strength vs. Reflex if you have the mindblade class feature, or Dexterity vs. Reflex if you have the mindknives class feature. Unless the target can see invisible objects, you have combat advantage for this attack.

Hit: 3[W] + Strength modifier force damage and you ignore the insubstantial quality of the target for this attack.

Miss: Half damage, and you ignore the insubstantial quality of the target for this attack

Level 16 Utility Disciplines**TK Flight**

Psywarrior Utility 16

Latent telekinetic ability allows you to soar across the battlefield.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: When you maintain this stance, you may fly your speed as a move action. At the end of this movement, you must land, use a move action to fly again, or fall.

Subjective Gravity

Psywarrior Utility 16

You get to pick which way is “down”.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: In this stance, you may treat all vertical and upside-down surfaces as regular surfaces for the purposes of movement or positioning. You may stand at a right angle to the ground, or travel upside-down at no penalty. Likewise, you and your objects treat your current surface as “down”, so, for instance, your clothing does not hang in your face and a quiver of arrows doesn’t empty out if you are upside down. If you fall while in this stance, you suffer no damage, but you only fall 10 squares per turn.

Warp Stance

Psywarrior Utility 16

The myriad ripples and tears in the fabric of space are visible to you. You can exploit them to move with the greatest of ease.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: While in this stance, you have a teleport speed of 3.

Level 19 Daily Disciplines

Space-Time Strike

Psywarrior Attack 19

You briefly dislodge from the normal flow of time and space, slicing your enemy and reappearing somewhere else.

Daily ♦ Psionic, Implement, Teleportation

Minor Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Effect: Before and after the attack, you may teleport 3 squares.

Metafaculty: You may teleport a number of squares equal to 2 + your Intelligence modifier.

Attack: Strength or Dexterity vs. AC

Precognition: You gain combat advantage for this attack.

Hit: 3[W] + Strength or Dexterity modifier damage.

Miss: Half damage

Seeking Blades

Psywarrior Attack 19

With a spinning motion, you hurl a myriad of small mindknives. Small blades of psionic power spiral around you after the attack.

Daily ♦ Psionic, Implement

Standard Action **Ranged 20**

Requirement: You must have the mindknives class feature, and you must have your mindknives manifested.

Target: One or two enemies. You must have two mindknives manifested to attack two enemies.

Special: You do not need a line of sight to your targets, only an unobstructed path for each blade. You must have seen the enemy in the round prior to your attack.

Attack: Dexterity vs. AC, one attack per target. The enemy does not benefit from cover or concealment for this attack.

Hit: 4[W] + Dexterity modifier damage

Miss: Half damage

Time-Skip Blade

Psywarrior Attack 19

You strike out with your mindblade, but it flickers and winks out just before you connect. As your enemy lets its guard down to strike, a ghostly version of the mindblade reappears for the real strike.

Daily ♦ Psionic, Implement, Reliable, Force

Standard Action **Melee weapon**

Requirement: You must have the mindblade class feature, and you must have your mindblade manifested.

Target: One creature

Attack: Strength +3 vs. AC

Hit: 5[W] + Strength modifier force damage.

Level 22 Utility Disciplines

Force Shield

Psywarrior Utility 22

You are able to channel some of the energy of your psiblade into a small shield of telekinetic power.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: When you maintain this stance, you have a +2 shield bonus to AC and Reflex.

Precognition: The shield bonus is +3 instead.

Blazing Blade

Psywarrior Utility 22

You open your blade to the brilliant energy of your own soul, causing it to blaze with power.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: While in this stance, your *psiblade* attacks inflict additional radiant damage equal to half your Intelligence or Wisdom modifier. If the attack already deals radiant damage, it instead deals additional damage equal to your Intelligence or Wisdom modifier.

Metapsionic Focus

Psywarrior Utility 22

With some concentration, you cause your blade to steal latent psychic energy from opponents it strikes.

At-Will ♦ Psionic, Stance

Minor Action **Personal**

Effect: In this stance, you may spend a move action to concentrate immediately before making an attack with an augmented psywarrior power. If you do, you spend one less power point on the augmentation.

Metafaculty: If you score a critical hit while in this stance, you regain 2 power points. You may not combine this effect with other effects that allow you to regain power points on a critical hit.

Level 25 Daily Disciplines

Erupting Blade	Psywarrior Attack 25
<i>Your psiblade becomes less solid, and connects with your enemy's mind directly. As your weapon strikes, tendrils of psychic energy explode outward. These tendrils of energy protect your from harm.</i>	
Daily ♦ Psionic, Implement, Psychic	
Minor Action Melee weapon	
Requirement: You must have the <i>psiblade</i> class feature, and you must have your <i>psiblade</i> manifested.	
Target: One creature	
Attack: Strength or Dexterity vs. Will	
Hit: 5[W] + Strength or Dexterity modifier psychic damage.	
Effect: All enemies within 3 squares of the target (including the target) take psychic damage equal to 5 + your Intelligence or Wisdom modifier. You gain a power bonus to Fortitude and Will defense until the end of your next turn; this bonus is equal to your Intelligence or Wisdom modifier.	

Bladestorm	Psywarrior Attack 25
<i>You hurl waves and waves of psychic blades at all enemies you can see. These shards of psionic power lodge in their sides, hindering their movement.</i>	
Daily ♦ Psionic, Implement, Augmentable	
Standard Action Close burst 15	
Requirement: You must have the <i>mindknives</i> class feature.	
Target: Enemies in burst you can see	
Attack: Dexterity vs. AC	
Hit: 4[W] + Dexterity modifier damage and the target is slowed until the end of its next turn.	
Miss: Half damage	

Black Blade	Psywarrior Attack 25
<i>Your blade creates a conduit to the deepest parts of some nether realm, becoming a plane of absolute black. You are rewarded for hurting your enemy.</i>	
Daily ♦ Psionic, Implement, Necrotic	
Standard Action Melee weapon	
Requirement: You must have the <i>mindblade</i> class feature, and you must have your <i>mindblade</i> manifested.	
Target: One creature	
Attack: Strength vs. Fortitude	
Hit: 5[W] + Strength modifier necrotic damage and you gain 20 temporary hit points.	
Miss: Half damage and you gain 10 temporary hit points.	
Effect: Until the end of the encounter, your weapon inflicts necrotic in addition to any other damage type it might inflict. On a critical hit, you gain 10 temporary hit points. You may end this effect as a free action on your turn.	

Level 29 Daily Disciplines

Two-Dimensional Slice	Psywarrior Attack 29
<i>With great focus, you cause your blade to become impossibly thin, and impossibly sharp.</i>	
Daily ♦ Psionic, Implement, Reliable	
Standard Action Melee weapon	
Requirement: You must have the <i>mindblade</i> class feature, and you must have your <i>mindblade</i> manifested.	
Target: One creature	
Attack: Strength or Dexterity vs. Reflex	
Hit: 6[W] + Strength or Dexterity modifier damage. Powers, abilities, or effects that reduce damage are not effective against this attack.	

Bladeweave	Psywarrior Attack 29
<i>With preternatural precision, you weave a pattern of death with your mindknives. Those caught within are covered in bleeding lines.</i>	
Daily ♦ Psionic, Implement	
Standard Action Close burst 1	
Requirement: You must have the <i>mindknives</i> class feature, and you must have your <i>mindknives</i> manifested.	
Target: Enemies in burst you can see	
Attack: Strength or Dexterity vs. AC	
Hit: 4[W] + Dexterity modifier damage and ongoing 10 damage (save ends).	

Miss: Half damage

Effect: Until the beginning of your next turn, no enemy gains a benefit for flanking you.

Nova Blade

Psywarrior Attack 29

You focus all of your psychic reserves into one, massive strike. A surge of psionic power reinvigorates your mind and body.

Daily ♦ Psionic, Implement, Force, Psychic

Standard Action **Melee** weapon

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Strength or Dexterity vs. AC

Hit: 7[W] + Strength or Dexterity modifier force and psychic damage. If you have no power points remaining, add 1[W] damage. If you have no healing surges remaining, add 1[W] damage. If you are bloodied, add 1[W] damage.

Miss: Half damage

Effect: If you had no power points when you made this attack, regain 2 power points. If you had no healing surges when you made this attack, regain a healing surge. If you were bloodied when you made this attack, you regain 20 hit points.

PSYWARRIOR PARAGON PATHS

PSIBLADE MASTER

"If thoughts could kill . . ."

Prerequisite: Psywarrior, *psiblade* class feature

Spending nearly every spare moment practicing with your *psiblade*, you have connected its use to your subconscious. You attack and react using your instincts more than your conscious. This paragon path increases your survivability in melee, allowing you to stand your ground more and move less.

Instinctive Slash (11th level). When you activate your *psychic strike* class feature, use d10s for damage rather than d8s.

Paragon Power Points (11th level). You gain 2 additional power points.

Master's Action (11th level). When you spend an action point to take an extra action, you gain a +2 bonus to all defenses until the end of your next turn.

Servant of the Id (16th level). When you drop a target to zero hit points or fewer, you may use an unaugmented at-will psywarrior power or psywarrior utility power as a free action.

Psiblade Master Disciplines

Blade Flare

Psiblade Master Attack 11

Your intensity causes your psiblade to flare with brilliant light after you make an attack.

Encounter ♦ Psionic, Implement, Radiant

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Dexterity or Strength vs. AC

Hit: 3[W] + Dexterity or Strength modifier radiant damage, and the target cannot take opportunity attacks or gain combat advantage until the end of your next turn.

Psiblade Parry

Psiblade Master Utility 12

Your subconscious directs your weapon to block an incoming attack. The psychic substance of your blade is even capable of parrying assaults to your mind or soul.

Encounter ♦ Psionic

Immediate Interrupt **Personal**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Trigger: You are hit by a melee or ranged attack.

Effect: You gain a bonus to all defenses equal to your Intelligence or Wisdom modifier until the end of your next turn.

Blade Supremacy

Psiblade Master Attack 20

Step, slice. Step, slice. Step, slice.

Daily ♦ Psionic, Implement

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Effect: Before the attack, you may shift 1 square.

Attack: Dexterity or Strength vs. AC

Hit: 2[W] + Dexterity or Strength modifier damage

Effect: Shift 1 square and repeat the attack against the same target. You may repeat the attack two times (for a total of three attacks).

SOULKNIFE

"A mind is a terrible thing."

Prerequisite: Psywarrior

Just as your *psiblade* is a window to your psyche, you have made it a conduit into the psyche of its victims. You are able to channel attacks directly from your mind into your enemies' minds, and you are sometimes able to work this path in reverse, stealing a portion of their own vitality. This paragon path allows you to occasionally recover power points, using psychic and necrotic attacks.

Draining Blade (11th level). When you attack with a psywarrior power and score a critical hit, you may choose to change the attack's damage to necrotic. If you do (or the attack already inflicts necrotic damage), it does not inflict any other damage type, and you may spend a healing surge.

Paragon Power Points (11th level). You gain 2 additional power points.

Soul-Cutting Action (11th level). You may spend an action point to reroll an attack roll instead of taking an extra action. When you do so, you may choose to attack the target's Will defense, instead of the defense already attacked. You must use the reroll result.

Enervating Blade (16th level). When you attack with a psywarrior power and score a critical hit, you may choose to change the attack's damage to psychic. If you do (or the attack already inflicts psychic damage), it does not inflict any other damage type, and you regain 2 power points.

Soulknife Disciplines

Knife to the Mind

Soulknife Attack 11

Your blade sinks into your foe's flesh, but also cuts into its mind.

Encounter ♦ Psionic, Implement, Psychic

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Dexterity or Strength vs. Will

Special: This attack scores a critical hit on an 18-20.

Hit: 2[W] + Dexterity or Strength modifier psychic damage and the target is dazed until the end of your next turn.

Psionic Hole

Soulknife Utility 12

When an enemy makes contact with your mind or soul, you lash out against its psyche.

At-Will ♦ Psionic

Free Action **Personal**

Trigger: You are hit by an attack that inflicts necrotic or psychic damage.

Effect: The target takes damage equal to 2 + your Intelligence or Wisdom modifier.

Special: A given enemy can only take damage from this power once per turn.

Knife to the Soul

Soulknife Attack 20

Your mindblade becomes a shimmering black weapon as you slice into your enemy's body and soul.

Daily ♦ Psionic, Implement, Necrotic

Standard Action **Melee weapon**

Requirement: You must have the *psiblade* class feature, and you must have your *psiblade* manifested.

Target: One creature

Attack: Dexterity or Strength vs. Will

Special: This attack scores a critical hit on an 18-20.

Hit: 4[W] + Dexterity or Strength modifier necrotic damage and the target is weakened and slowed (save ends both).

Miss: Half damage and the target is weakened and slowed until the end of your next turn.

PSIONIC CHAMPION

"In my mind, you don't matter."

Prerequisite: Psywarrior

Unlike most psywarriors, who spend nearly all of their effort and training on perfecting their *psiblades*, you have expanded your psionic repertoire. You have learned powers of telepathy and telekinesis, useful for confounding your enemies and for accomplishing tasks outside of combat. This paragon path might allow you to function as a secondary controller, especially if you already have powers that allow you to attack multiple enemies.

Psionic Talent (11th level). You gain either the *forceful push* or *distract* class feature from the psion class, usable as encounter powers. You also gain either the *send thoughts* or the *far hand* class feature from the psion class, usable as an encounter power.

Paragon Power Points (11th level). You gain 2 additional power points.

Psionic Action (11th level). When you spend an action point, you may also use one of the powers gained through your Psionic Talent paragon path feature as a free action. If the power you wish to use is already spent, you may use it again.

Psionic Defenses (16th level). You gain resist 5 to force and psychic damage. At level 21, this increases to resist 10.

Psionic Champion Disciplines

Amplify Power

Psionic Champion Attack 11

You focus your mind to make an otherwise simple discipline into a powerful attack.

Encounter ♦ Psionic, Implement, Force or Psychic

Standard Action Close burst 3

Target: Each enemy within burst

Attack: If you chose the *forceful push* power for this paragon path, Intelligence or Wisdom vs. Fortitude.

If you chose the *distract* power for this paragon path, Intelligence or Wisdom vs. Will.

Hit: If you chose the *forceful push* power for this paragon path, 2d6 + Intelligence or Wisdom modifier force damage and the target is pushed 2 squares.

If you chose the *distract* power for this paragon path, 2d6 + Intelligence or Wisdom modifier psychic damage and the target grants combat advantage to the next creature that attacks it before the end of your next turn.

Augment 2

Miss: Intelligence or Wisdom modifier damage and the target is pushed or grants combat advantage as above.

Power Focus

Psionic Champion Utility 12

With supreme effort, you expand your mind.

Daily ♦ Psionic

Minor Action Personal

Effect: If you chose the *far hand* power for this paragon path, you may either use the *telekinetic lift* or *skyhook* psion power. When you use *telekinetic lift* through this power, the weight limit is 1000 pounds, rather than 400 pounds.

If you chose the *send thoughts* power for this paragon path, you use either the *paladin one heart, one mind* power or the *psion skill empowerment* power. When you use *skill empowerment* through this power, the target gains a +5 power bonus to the skill, rather than +3. When you use the *one heart, one mind* power, it has the psionic power source, instead of the divine power source.

Power Wave

Psionic Champion Attack 20

You unleash a wave of psionic power into all who stand before you.

Daily ♦ Psionic, Implement, Force, Psychic

Standard Action Close blast 5

Special: You may decrease the size of the blast to any rectangular arrangement of squares that fits within a 5 by 5 square area and is still adjacent to your square.

Target: Each creature in blast

Attack: Intelligence or Wisdom vs. Fortitude.

Hit: 4d8 + Intelligence or Wisdom modifier force and psychic damage, the target is knocked prone, and it is dazed (save ends).

Miss: Half damage and the target is knocked prone.

CHAMPION

CLASS TRAITS

Role: Leader. First and foremost, you inspire your comrades to keep fighting. You might combine this talent with analysis or intuition, leaning towards controller or defender as a secondary role.

Power Source: Martial. Your abilities flow from your own talent, skill, and training.

Key Abilities: Charisma, Intelligence, Wisdom

Armor Proficiencies: Cloth, Leather, Hide, Chainmail, Light Shield

Weapon Proficiencies: Simple Melee, Military Melee, Simple Ranged

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at First Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

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

Class Skills: Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis)

Class Features: Call to Action, Certain Strike, Champion's Aura, Great Determination, Heartening Call

You were born to lead and inspire. Perhaps you have always been the one in charge, leading your childhood friends on imaginary campaigns. Maybe you were an unassuming commoner until some event brought this quality to the forefront. There's a good chance you were a local militia leader, or merchant-train guide. Now, as an adventurer, you have honed your intellect and intuition to complement your natural talents. Where you bravely go, others follow.

Rather than relying on discrete powers, you help nearby allies with warnings, insight, and inspiration. These abilities manifest as auras. You generally lead from the middle of your party, though a well armored champion could lead from the front. With the right selection of class features and feats, you might also be able to confound the tactics of your enemies, acting as a secondary controller.

CHAMPION CLASS FEATURES

Call to Action

Every champion has a different motivation for becoming a hero. Were you inspired by a role-model? Are you fueled by revenge? Do you thirst for justice? These different motivations affect how you lead and inspire your comrades. Choose one of the following class features.

Analytical Leader. You are as smart as you are charismatic, analyzing combat and other situations before acting. You may use your Intelligence modifier as a bonus to initiative instead of Dexterity. Allies within 5 squares that can see or hear you gain a bonus to opportunity attack rolls equal to your Intelligence modifier.

You also gain the *strategic advance* power.

Intuitive Leader. You constantly take in your surroundings, and you make intuitive leaps that confound both friends and foes. You may use your Wisdom modifier in place of your Intelligence or Dexterity modifier to determine bonuses to AC and Reflex. Allies within 5 squares that can see or hear you gain a bonus to all defenses against opportunity attacks equal to your Wisdom modifier.

You also gain the *ad hoc formation* power.

Certain Strike

Whereas most combatants rely on strength and agility to make effective attacks, you rely on your intuition, acuity, and self-confidence. You use your Charisma modifier for attack and damage rolls when making basic attacks, either with ranged or melee weapons. If a power you gain from another class counts as a basic attack, you must use the ability score normally associated with it (instead of using this class feature). In addition, you gain the *certain strike* power.

Champion's Aura

In addition to powers that allow you to heal and aid allies, you literally exude an aura of confidence that helps your allies and hinders your enemies. You gain the *champion's aura* power. The aura's effect is modified by your Call to Action class feature.

Great Determination

You have supreme self-confidence and strength of will. You are able to fight on through conditions that make others falter. Moreover, your shining example keeps your allies in the fight and gives your enemies pause. You gain the *great determination* power.

Heartening Call

Your continued presence on the field of battle is enough to inspire your comrades to keep up the fight. You gain the *heartening call* power.

CREATING A CHAMPION

Champions rely on their presence and determination to help their allies. Some hone their logic and reasoning to help them on the battlefield, whereas other champions rely on their wits.

Analytical Champion

You are the smart leader. Though you aren't the toughest or most skillful member of your party, you know how to get the most out of them, and how to read the enemy. Charisma is your highest ability score, followed by Intelligence. You are likely to act first in combat, so feats and items that rely on striking first help you. Your class features aid your allies in attacking the enemy.

Intuitive Champion

You are the canny leader. Instead of making a battle plan, you rely on quick reactions and lightning-fast decisions. You should make Charisma your highest stat, with Wisdom your second highest. You are more likely to be in the thick of battle, since your class features often hinder the enemy from moving, make you a secondary defender.

Champion Overview

Characteristics. Rather than an assortment of many powers, you use a small set of class features and auras to help your allies in combat. You only use basic attacks yourself.

Religion. Champions that come from a military organization likely worship Bahamut or Erathis, seeking to gain a boon to their tactics and leadership. Those that are self-taught are more likely to follow a deity such as Avandra.

Races. Of all races, humans and halflings are the most likely to give rise to champions. Both are known for their drive and tenacity, and can channel those qualities to lead others. Half-elves, particularly those raised among elves, sometimes rise to positions of leadership through their natural talents.

CHAMPION POWERS

Your powers are called martial exploits. A combination of natural talent and practice give rise to your special abilities. All of your powers are class features. You do not gain or choose any powers at level one or when you gain levels in this class. You still gain paragon path and epic destiny powers as usual. Feats and racial traits that allow a character to choose an at-will power from another class may not choose champion class features. A human champion does not gain an additional power, but may, of course, choose the *heroic effort* racial trait instead.

Class Features

Ad Hoc Formation

Champion Feature

You direct your allies to carefully maneuver around enemies.

At-Will ♦ Martial

Move Action **Close burst 2**

Target: Each ally within burst

Effect: The target may use a free action to shift 1 square.

Strategic Advance

Champion Feature

Previously learned hand-eye signals direct your ally into position.

At-Will ♦ Martial

Move Action **Close burst 10**

Target: One ally in burst

Effect: The target may use a free action to shift 3 squares.

Certain Strike**Champion Feature***With dogged determination, you strike your foe and follow its every move.***Encounter ♦ Martial, Weapon****Standard Action** **Melee or Ranged weapon****Target:** One creature**Attack:** Charisma vs. AC**Hit:** 1[W] + Charisma modifier damage**Effect:****Analytical Leader:** Slide the target 1 square.**Intuitive Leader:** The target takes a -1 penalty to its next attack before the end of your next turn.*Level 5:* 1[W] + Charisma modifier damage**Effect:****Analytical Leader:** Slide the target a number of squares equal to your Intelligence modifier.**Intuitive Leader:** The target takes a penalty to its next attack before the end of your next turn equal to your Wisdom modifier.*Level 9:* 2[W] + Charisma modifier damage.**Effect:****Analytical Leader:** Slide the target a number of squares equal to your Intelligence modifier.**Intuitive Leader:** The target takes a penalty to its next attack before the end of your next turn equal to your Wisdom modifier.*Level 15:* 2[W] + Charisma modifier damage.**Effect:****Analytical Leader:** Slide the target a number of squares equal to your Intelligence modifier. The target grants combat advantage to the next ally that attacks it before the end of your next turn.**Intuitive Leader:** You mark the target until the end of your next turn and it takes a penalty to its next attack before the end of your next turn equal to your Wisdom modifier.*Level 19:* 3[W] + Charisma modifier damage.**Effect:****Analytical Leader:** Slide the target a number of squares equal to your Intelligence modifier. The target grants combat advantage to the next ally that attacks it before the end of your next turn.**Intuitive Leader:** You mark the target until the end of your next turn and it takes a penalty to its next attack before the end of your next turn equal to your Wisdom modifier.*Level 25:* 4[W] + Charisma modifier damage.**Effect:****Analytical Leader:** Slide the target a number of squares equal to your Intelligence modifier. The target grants combat advantage to your allies until the end of your next turn.**Intuitive Leader:** You mark the target until the end of your next turn and it takes a penalty to its attacks equal to your Wisdom modifier until the end of your next turn.*Level 29:* 4[W] + Charisma modifier damage.**Effect:****Analytical Leader:** Slide the target a number of squares equal to your Intelligence modifier. The target grants combat advantage to your allies (save ends).**Intuitive Leader:** You mark the target (save ends) and it takes a penalty to its attacks equal to your Wisdom modifier until the end of your next turn.**Champion's Aura****Champion Feature***Allies rally to your call, and enemies watch their step.*

At-Will ♦ Martial, Aura

Minor Action

Personal

Effect: You activate an aura that lasts until you change or deactivate it with a minor action or until you fall unconscious or die. You may choose any aura of your level or lower, but only one aura may be active at a time.

Level 1: Aura 5. You and each ally within the aura gain a +2 power bonus to initiative rolls.

Analytical Leader: You and each ally within the aura gain a +2 power bonus to Bluff and Intimidate checks.

Intuitive Leader: You and each ally within the aura gain a +2 power bonus to Insight and Perception checks.

Level 3: Aura 5. You and each ally within the aura gain a +1 power bonus to attack rolls.

Analytical Leader: Enemies within the aura take a -1 penalty to saving throws.

Intuitive Leader: While the aura is active, you may make opportunity attacks against adjacent enemies that shift.

Level 7: Aura 5. You and each ally within the aura gain a +1 power bonus to AC.

Analytical Leader: Each ally within the aura gains a +1 power bonus to Fortitude, Reflex, and Will defenses.

Intuitive Leader: Each ally within the aura gains a +2 power bonus to their lowest defense from Fortitude, Reflex, and Will.

Level 13: Aura 5. You and each ally within the aura gain a +2 power bonus to damage rolls.

Analytical Leader: Enemies within the aura take a -1 penalty to Will defense.

Intuitive Leader: Enemies within the aura take a -1 penalty to Reflex defense.

Level 17: Aura 5. You and each ally within the aura gain resist 2 to all damage and may reduce forced movement effects on them by 1 square.

Analytical Leader: Allies within the aura gain a +1 power bonus to speed.

Intuitive Leader: Allies within the aura do not incur opportunity attacks from the first square they move from.

Level 23: Aura 10. You and each ally within the aura gain a +1 power bonus to attack rolls and a +2 bonus to damage rolls.

Analytical Leader: Enemies within the aura take a -2 penalty to saving throws.

Intuitive Leader: While the aura is active, you may make opportunity attacks against adjacent enemies that shift or make an attack that does not include you.

Level 27: Aura 10. You and each ally within the aura gain a +2 power bonus to all defenses, and a +2 power bonus to saving throws.

Analytical Leader: Enemies within the aura take a -2 penalty to all defenses.

Intuitive Leader: Enemies treat all squares within the aura as difficult terrain.

Auras

(adapted from the *Monster Manual 2*, p. 216)

- ♦ An aura is a continuous effect centered on a creature. The aura affects each square within a line of effect and within the specified range of the creature shedding the aura, including in the air.
- ♦ The aura does not affect the creature shedding it unless specified.
- ♦ The aura is unaffected by terrain or environmental phenomena.
- ♦ A creature can activate or deactivate an aura as a minor action. If the creature dies, the aura ends immediately.
- ♦ Overlapping auras overlap their effects (rather than stacking them). Only the worst penalty or the best bonus to the same statistic applies, and if auras provide healing or regeneration, only the greater amount is used. If auras inflict damage, use only the greatest amount, even if they inflict different damage types.

Great Determination

Champion Feature

Your resolve shines like a beacon to your allies and gives your enemies pause.

Encounter (Special) ♦ Martial

Special: You may use this power once per encounter. At 11th level, you may use *great determination* twice per encounter, and at 21st level, you may use this power three times per encounter. You may only use this power once per round.

Minor Action

Close burst 5

(close burst 10 at 21st level)

Target: You or ally in burst

Effect: The target can make a saving throw with a power bonus equal to your Intelligence or Wisdom modifier.

Level 2:

Analytical Leader: One enemy adjacent to the target grants combat advantage to the target on its next attack before the start of your next turn.

Intuitive Leader: One enemy adjacent to the target cannot shift until the start of your next turn.

Level 6: You may target two allies (or yourself) with this power, and they gain a power bonus to the saving throw equal to your Intelligence or Wisdom modifier.

Analytical Leader: One enemy adjacent to each target grants combat advantage to the target on its next attack before the start of your next turn.

Intuitive Leader: One enemy adjacent to each target cannot shift until the end of your next turn.

Level 10: You may target two allies (or yourself) with this power, and they gain a power bonus to the saving throw equal to your Charisma modifier.

Analytical Leader: One enemy adjacent to each target grants combat advantage to the target on its next attack before the start of your next turn.

Intuitive Leader: One enemy adjacent to each target cannot shift until the end of your next turn.

Level 16: You may target each ally (as well as yourself) in the burst with this power, and they gain a power bonus to the saving throw equal to your Charisma modifier.

Analytical Leader: All enemies within the burst grant combat advantage to you and your allies until the start of your next turn.

Intuitive Leader: All enemies in the burst cannot shift until the start of your next turn.

Level 22: You may target each ally (as well as yourself) in the burst with this power, and they gain a power bonus to the saving throw equal to your Charisma modifier.

Analytical Leader: All enemies within the burst grant combat advantage to you and your allies and cannot make opportunity attacks until the start of your next turn.

Intuitive Leader: All enemies in the burst cannot shift and treat the squares within the burst as difficult terrain (even if flying) until the start of your next turn.

Heartening Call

Champion Feature

Your call to action rouses an injured comrade and buoys the spirits of your allies.

Encounter (Special) ♦ Martial, Healing

Special: You may use this power twice per encounter, but only once per round. At 16th level, you may use *heartening call* three times per encounter.

Minor Action

Close burst 5

(close burst 10 at 11th level, close burst 15 at 21st level)

Target: You or ally in burst

Effect: The target can spend a healing surge. You and allies within the burst (in addition to the target) regain 1d6 hit points.

Level 6: Regain 2d6 hit points.

Level 11: Regain 3d6 hit points.

Level 16: Regain 4d6 hit points.

Level 21: Regain 5d6 hit points.

Level 26: Regain 6d6 hit points.

CHAMPION PARAGON PATHS

CANNY STRATEGIST

"I love it when a plan comes together."

Prerequisite: Champion, Analytical Leader class feature

You are a master planner. Off the battlefield, you like to plan elaborate schemes to foil enemies. If you are a hero, you might be an investigator, leading your team to find criminals. If you are a bit of a criminal yourself, you are a consummate mastermind. This paragon path improves your ability to direct your allies and react to enemies, and solidifies your role as a leader.

Call to Battle (11th level). When you use *heartening call*, the target may make a basic attack as a free action instead of spending a healing surge. Your *heartening call*'s other effects are unchanged.

Strategic Action (11th level). You can spend an action point to give all allies that can see you an extra move action on each of their next turns, instead of taking an extra action yourself.

Canny Recovery (16th level). Whenever an ally within your *champion's aura* uses his second wind, is targeted by your *heartening call* power, or is targeted by your *great determination* power, that ally may also shift one square as a free action.

Canny Strategist Exploits

Strategic Attack

Canny Strategist Attack 11

You launch a quick attack and feint, distracting the enemy and allowing an ally to move into position.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage and the target takes a -2 penalty on its next attack roll before the end of your next turn.

Effect: Slide an ally within your *champion's aura* a number of squares equal to your Intelligence modifier, but only if that ally can end the slide adjacent to the target of the attack.

Uncanny Anticipation

Canny Strategist Utility 12

This is exactly what you expected – and you're ready.

Daily ♦ Martial

Free Action **Close burst 5**

Trigger: You are surprised or you roll initiative.

Target: You and allies within burst

Effect: The targets may take a move action, even if they are surprised.

All Together

Canny Strategist Attack 20

With the precision of a trained unit, your team coordinates its attacks.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage

Effect: All allies within your *champion's aura* may make a basic attack against the target as a free action.

MASTER IMPROVISER

"Everything's gone pear-shaped. Luckily for us, I like pears."

Prerequisite: Champion, Intuitive Leader class feature

Whereas some champions and warlords rely on careful planning, you fly by the seat of your pants. When the vagaries of battle deal you a setback, you look for the next opportunity. This paragon path improves your ability to deal with conditions and enemy special attacks, improving your function as a party leader.

Clever Assistance (11th level). When you use the Aid Another action and succeed, you provide a bonus equal to your Wisdom modifier or +2 (whichever is better).

Corrective Action (11th level). You may spend an action point to grant you and each ally in your *champion's aura* one of the following choices as a free action: make a saving throw, take a minor action, or shift 1 square. This is instead of you taking an extra action.

When the Chips Are Down (16th level). When you are bloodied, you may use either *heartening call* or *great determination* as an immediate reaction.

Master Improviser Exploits

Counterattack

Master Improviser Attack 11

You draw your opponent to attack, while an ally is ready to strike back.

Encounter ♦ Martial

Immediate Reaction Close burst 5

Trigger: An enemy hits you with a melee or ranged attack.

Target: One ally in burst that can see and hear you

Effect: The target may attack the triggering enemy with a basic attack as a free action, with a bonus to hit and damage equal to your Wisdom modifier.

Turn the Tables

Master Improviser Utility 12

Just when your enemy thinks it has the advantage, you gain the upper hand.

Encounter ♦ Martial

Immediate Reaction Close burst 1

Trigger: You or an ally is knocked prone or subjected to forced movement by an enemy.

Target: The triggering enemy

Effect: You slide the target to a square adjacent to the creature it knocked prone or forced to move, and you knock the target prone as well.

No, You Don't

Master Improviser Attack 20

The enemy lunges in, you step aside, and you guide him into your waiting allies.

Daily ♦ Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: You are hit by an adjacent enemy.

Target: The triggering enemy

Attack: Charisma vs. Reflex or Will (your choice)

Hit: 1[W] + Charisma modifier damage and you slide the target 3 squares. You may slide the target through your space.

Miss: You slide the target 3 squares. You may slide the target through your space.

Effect: Each ally adjacent to the target during or at the end of the slide may make an opportunity attack with a bonus to the attack roll equal to your Wisdom modifier.

BASTION OF HOPE

"Stand together!"

Prerequisite: Champion

You are a shining example of willpower, a paragon of grace under fire. When your allies falter, you stand tall, rousing them to action. This paragon path encourages you to lead from the front and improves your own survivability in battle, giving you something of a secondary defender role.

Lead from the Front (11th level). If you are adjacent to an ally, enemies cannot flank you or your ally unless they flank you and all allies adjacent to you.

Shining Action (11th level). Whenever you spend an action point, you and all allies within your *champion's aura* gain temporary hit points equal to 5 + your Charisma modifier.

Beacon of Courage (16th level). When you are subjected to a charm, fear, or illusion effect that a save may end, you may make a saving throw at the beginning of your turn with a bonus equal to your Charisma modifier. Whenever you succeed at making a saving throw against a charm, fear, or illusion effect, you may use either *heartening call* or *great determination* as a free action (if you have uses of those powers available).

Bastion of Hope Exploits

Call to Bravery

Bastion of Hope Attack 11

Striking the enemy, your allies take heart and fight on.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage and each ally within your *champion's aura* gains temporary hit points equal to 5 + your Charisma modifier.

Call to Action

Bastion of Hope Utility 12

With words and actions, you rally your team.

Encounter ♦ Martial

Minor Action **Close burst 5**

Target: Each ally within burst

Effect: End the marked condition on the target. If the target is prone, it may stand up as a free action. If the target is grabbed, it may attempt to escape as a free action.

Call to Greatness

Bastion of Hope Attack 20

You rush forward to attack the enemy, leading your allies to glorious victory.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Special: You may use this attack in place of a basic melee attack when making a charge.

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Effect: Until the end of your next turn, each ally within your *champion's aura* gains a power bonus to attack and damage rolls equal to your Charisma modifier.

CHARACTER OPTIONS

NEW PARAGON PATHS

Characters in Under a False Sky choose paragon paths similar to characters in a standard D&D game, but with a few restrictions. A character with an arcane, divine, primal, or shadow multiclass cannot choose a paragon path that requires one of those power sources or a class with one of those power sources. Paragon multiclassing is allowed with the secondary class. Characters in this campaign are primarily martial, and the specialized knowledge, training, or experiences needed for magical paragon paths is not usually available. Psionic characters may choose any psionic paragon path they qualify for, whether through base class, multiclass, or hybrid class. Paragon paths that rely on a specific race (other than human) generally are prohibited, as are paragon paths that rely on a particular organization present in another game world.

Unusual PCs (like planar castaways) may choose any paragon path which they qualify for and that makes sense within the context of the campaign; the DM may need to approve certain paths. Players may work with the DM to adapt an existing paragon path to one that would work Under a False Sky; for instance, a martial order that matches an organization in the Forgotten Realms, might be changed to match a similar organization in Serras.

Additional psionic paragon paths are available Under a False Sky (in addition to the paragon paths associated with the alchemist, brute, champion, psywarrior, and skirmisher classes). Characters with unusual backgrounds may take related paragon paths, such as the chaosar, maelstrom tempest, and tainted one. The master telepath and telekinetic maestro classes allow for psions to specialize their disciplines. Finally, characters have the option to pick the Heroic Paragon path, available to any PC that reaches level 11.

HEROIC PARAGON

"Being the best? It's what I do."

Prerequisite: 11th Level

You are constantly training and improving upon the various abilities that you have learned in your adventuring career. Rather than developing new tricks, you perfect the ones that are tried and true. This paragon path makes you more effective at the role you already have.

Paragon of Battle (11th level). Pick an encounter attack power of level 7 or below from your class. You gain that power. You may choose a power you already know, in which case you may use that power twice per encounter. At 21st level, you may replace the power you chose with an encounter attack power of level 13 or lower from your class.

Paragon of Heroism (11th level). You gain a bonus heroic tier feat. You may retrain this feat when you gain a level as usual, except that the replacement feat must be a heroic feat.

Expert Action (11th level). When you spend an action point to take an extra action, you gain a +2 bonus on all die rolls related to that action (you must designate which action derives from your action point). For instance, if your extra action is a skill check, you gain a +2 bonus on the die roll. If your extra action is an attack, you gain a +2 bonus on the attack and damage rolls. If your extra action is a power that heals 1d6 damage, you gain +2 on that die roll.

Paragon of Readiness (12th level). Pick a utility power of level 10 or below from your class. You gain that power. You may not choose a power you already know.

Paragon of Action (16th level). After an extended rest, you have 2 action points, instead of one.

Paragon of Might (20th level). Pick a daily attack power of level 19 or below from your class. You gain that power. You may not choose a power you already know.

CHAOSAR

“ • ”

Prerequisite: Slaad-Cursed background, Chromatic Burst feat

The touch of slaadi has grown within you. It hasn't driven you completely mad, and you've learned to channel some of its chaotic power. As a consequence, signs of the slaad curse become more prominent: you might grow to hulking brute, your eyes may bulge and become discolored (or even different colors), webbing could appear on your hands and feet, or you no longer can stop yourself from babbling in the Primordial tongue. You can still pass as normal at first glance, but anyone interacting with you for even a few minutes will know something is very wrong. This paragon path gives you some more movement and area-attack abilities, especially useful for a controller or striker.

Ride the Wave (11th level). When you use your *chaotic burst* power, you may teleport yourself up to 5 squares, rather than only within the burst. When you use the Chromatic Burst feat, you may teleport yourself up to 7 squares, you take no damage from the burst, and you may choose the damage type caused to others. This damage is equal to your highest ability modifier.

Chaotic Action (11th level). When you spend an action point, roll 2d4. Before the end of your turn, you may teleport this many squares.

Conduit to Limbo (16th level). You may use *chaotic burst* twice per encounter. When you use Chromatic Burst, you may choose two damage types, and the damage is equal to 1d6 + your highest ability modifier.

Chaosar Powers

Chaos Phage

Chaosar Attack 11

You unleash a wave of the slaad-curse that normally resides within you. It eats away at the minds and bodies of your foes.

Encounter ♦ Disease

Standard Action Close blast 3

Target: Each creature in blast

Attack: Your highest ability score vs. Fortitude

Level 21: Your highest ability score +2 vs. Fortitude

Hit: The target takes a -2 penalty to Will defense and takes ongoing 5 damage (save ends both).

Special: This power's effect counts as a disease.

Reality Warp

Chaosar Utility 12

With bulging eyes and a disturbing, croaking utterance, you warp time-space in your immediate vicinity.

Daily

Standard Action	Close burst 5
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Target: You and each creature in burst.

Effect: Choose one of the following effects for each target.

Teleport. The target is teleported to another square within the blast.

Time-Shift. You can change a target's initiative count by up to +2 or -2. If the target has already taken a turn this round, this effect is not applied until the next round.

Form of the Chromatic Slaad

Chaosar Attack 20

Your form expands and twists, transforming you into a horrific toad-thing. Your multi-colored hide constantly changes hue in an unsettling manner.

Daily ♦ Polymorph, Varies

Minor Action	Personal
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Effect: You assume the form of the chromatic slaad, and you retain the use of your equipment and powers. While in this form, you are considered to have the elemental origin. You gain regeneration 5, immunity to disease, and a teleport speed of 4. Each time you use an encounter or daily attack power while in this form, choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. Your power gains that keyword, and inflicts 1d6 damage of the type you chose if you hit.

MAELSTROM TEMPEST

"Ride the storm . . ."

Prerequisite: Maelstrom-Born background, Energy Feedback feat

Touched by a maelstrom vortex at an early age, you have always been marked as both a survivor and a mystery. At a young age, you could already swim in a frigid pond or reach your hand into a fireplace without injury. Now, your powers are developing at a rapid pace, making you something of an elemental force in your own right. This paragon path gives you better resistances to many attack forms, as well as the ability to cause damage of different keywords; these abilities effectively supplement both defenders and strikers.

Rapid Resonance (11th level). Your *energy resonance* power is now usable at-will, rather than once per encounter, though you may not use the power more than once per turn. Each use lasts until the end of the encounter, or until you use it again.

Maelstrom Action (11th level). When you spend an action point, recharge your *maelstrom blast* power.

Deadly Feedback (16th level). When you use your *energy resonance* power, adjacent enemies take untyped damage equal to the resistance you gain.

Maelstrom Tempest Powers

Maelstrom Blast

Maelstrom Tempest Attack 11

You ease up on the inner control that normally holds back the elemental tide within. A wave of energy erupts from your hands to savage friend and foe alike.

Encounter ♦ Varies

Standard Action Close blast 3

Target: Each creature in blast

Attack: Your highest ability score vs. your choice of Fortitude, Reflex, and Will. Choose one defense to target each time you use this power.

Hit vs. Fortitude: 2d8 + your highest ability score modifier cold, poison, and thunder damage

Hit vs. Reflex: 2d8 + your highest ability score modifier acid, fire, and lightning damage

Hit vs. Will: 2d8 + your highest ability score modifier necrotic, psychic, and radiant damage

Elemental Form

Maelstrom Tempest Utility 12

Channeling the energy within, you transform into the elemental version of yourself. You become a beast of fire and stone, wind and rain.

Daily ♦ Polymorph, Varies

Minor Action Personal

Effect: You assume the form of an elemental, and you retain the use of your equipment and powers. While in this form, you are considered to have the elemental origin. Choose two of the following elemental aspects each time you use this power. You gain the benefit of each aspect while in elemental form.

Air: You gain a fly speed equal to your half your speed, and can hover. You gain resist 5 to lightning and thunder, which stacks with your *energy resonance* power.

Earth: You gain resist 3 to all damage and a burrow speed equal to half your speed. The resistance granted by this power stacks with that granted by your *energy resonance* power.

Fire: Your speed increases by +2 and you gain resist 5 fire. The resistance granted by this power stacks with that granted by your *energy resonance* power.

Water: You gain a swim speed equal to your speed, can breathe water, and fight and act without penalties in water. You gain resist 5 to cold, which stacks with your *energy resonance* power.

Maelstrom Vortex

Maelstrom Tempest Attack 20

Letting go of all remaining barriers, you unleash a terrifying maelstrom vortex. Elemental forces eat at your own life force, and then lash at your enemies. If you are weakened, the vortex attacks everyone, friend or foe.

Daily ♦ Zone, Varies

Standard Action Close burst 5

Target: Enemies within burst

Attack: Your highest ability score vs. each enemy's lowest defense

Special: You lose a healing surge when you make this attack. If you have no healing surges remaining, the power instead targets all creatures within the burst (instead of only enemies)

Hit: 4d8 + your highest ability modifier acid, cold, fire, lightning, and thunder damage.

Miss: Half damage

Effect: The power's burst creates a zone that lasts until the end of your next turn. Each target that ends its turn within the zone takes acid, cold, fire, lightning, and thunder damage equal to your highest ability score modifier.

MASTER TELEPATH

"We have ways of making you think."

Prerequisite: Psion, Telepathy Focus class feature, at least one daily psionic power with the psychic keyword

The ability to see into the minds of others came to you at a younger age than most. Soon, you focused this talent to be able to influence others, and even lash out psychically. Now, as your power grows, you continue to expand your telepathic powers. This paragon path gives you better communication abilities and increases your ability to control and hinder single targets.

Telepathy (11th level). You can communicate telepathically with any creature within 5 squares of you that has a language. If you already have telepathy, such as from a racial trait, its range increases by 5 squares.

Paragon Power Points (11th level). You gain 2 additional power points.

Psychic Action (11th level). When you spend an action point, all of your powers with the psychic keyword inflict +4 damage until the end of your next turn.

Empathic Field (16th level). You gain a +3 bonus to Bluff, Diplomacy, Insight, and Intimidate.

Master Telepath Disciplines

Dominating Will

Master Telepath Attack 11

With supreme focus, you assume control of your foe's mentality.

Encounter ♦ Psionic, Implement, Charm

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dominated (save ends).

Special: If the target fails its saving throw, you must use a standard action on your next turn to sustain the dominated condition. If you do not, the power ends at the end of that turn.

Augment 2

Special: You must use a move action to sustain the dominated condition, rather than a standard action.

Mindlink

Master Telepath Utility 12

You forge an unbreakable psychic bond with your allies. This link improves the perception and reaction time of all its members.

Daily ♦ Psionic

Minor Action **Close burst 10**

Target: You and each ally in burst.

Effect: The targets are able to communicate telepathically without a line of sight or line of effect. Each target must be within 1 mile of you for the *mindlink* to work. Communication requires a free action, as normal speech. If at least two members are linked and remain conscious, all targets receive a +2 power bonus to initiative rolls, a +2 bonus to Perception and Insight checks, and a +2 power bonus to saving throws against effects with the charm, illusion, psychic, or sleep keywords.

The *mindlink* lasts for 8 hours, until you end it as a free action, or until you fall unconscious. If a target moves out of range, the *mindlink* is suspended for that creature until it moves back within range. The effect does not persist across planar distances, unless an open portal connects members of the link within a distance of 1 mile to you.

Power of the Mind

Master Telepath Attack 20

Removing safeguards in your psyche, pure psionic power flows outward to scour your enemies, but this attack drains your own reserves.

Daily ♦ Psionic, Implement, Zone

Standard Action **Close burst 5**

Target: Enemies within burst

Attack: Intelligence vs. Fortitude

Special: You must expend 1 power point as a free action to make this attack.

Hit: 4d10 + Intelligence modifier damage.

Miss: Half damage

Effect: The power's burst creates a zone that lasts until the end of your next turn. The zone remains centered on and moves with you. Each enemy that begins its turn within the zone takes 1d10 + your intelligence modifier psychic damage.

Sustain Minor: You must spend a power point to sustain this power. If you do, the zone persists until the end of your next turn.

METAMIND

"Power . . . limitless power . . ."

Prerequisite: Psionic Augmentation class feature

Knowledge is power, and knowledge of one's own mind can yield the greatest power of all. Rather than trying to unlock additional disciplines, you continue to open up psychic pathways in order to channel more power. Any character with the ability to augment powers can benefit from these techniques. This paragon path increases your staying power in an encounter, since you have more power points.

Disciplined Mind (11th level). You gain a +1 bonus to your Will defense.

Paragon Power Points (11th level). You gain 4 additional power points. You do not gain an encounter power at level 11.

Cognizant Action (11th level). You may spend an action point to regain 2 power points, instead of taking an additional action.

Psionic Master (16th level). Creatures take a -2 penalty to saving throws against effects caused by your psionic powers. If the power already has a saving throw penalty, it stacks with this class feature.

Metamind Disciplines

Metapsionic Manipulation

Metamind Utility 12

As you manifest a discipline, you are able to modify its effect.

Daily ♦ Psionic

Free Action

Personal

Trigger: You use a Ranged, Close, or Area psionic power.

Effect: You gain a +1 power bonus on the triggering power's attack rolls and a +2 power bonus on the power's damage roll. In addition, the triggering power can be modified in some way, depending on whether it is a ranged, close, or area power:

Ranged Power: You may increase the range of the triggering power by up to 10 squares.

Close Power: You may increase or decrease the area of the triggering power by 1 square, so that a close burst 1 becomes close burst 2, or a close blast 3 becomes close blast 4. If you decrease the size of a close burst 1 power, it affects only one adjacent square.

Area Power: You may increase the size of the triggering power's burst by 1 or the triggering power's wall by 2; alternately, you may decrease the size of the triggering power to as small as 1 square. You may also increase the power's range by 5, whether or not you affected the power's size.

Font of Power

Metamind Attack 20

With intense concentration, you unlock a source of pure psychic energy. Your eyes become pools of brilliant light, and waves of power emanate from your head.

Daily ♦ Psionic, Stance

Move Action

Personal

Effect: When you activate this stance, regain 1 power point. While you maintain this stance, you emit a bright light in a burst 10 centered on (and moving with) you, and the cost of your psionic augmentations is decreased by 1. This decreased cost does not stack with other effects or powers that lower the cost of psionic augmentation, and no augmentation can cost less than 0 points.

TAINTED ONE

"I can't change what I am, but I can choose what I do."

Prerequisite: Taint of the Faceless background, Manyface feat

At a young age, your face-shifting ability often got you into trouble, and possibly forced you to flee your home. As you matured, you developed greater skill, similar to the Faceless themselves. Now, as you master the powers from your heritage, do you decide to use them to stop the Faceless or aid in their corruption? This paragon path aids your abilities of stealth and subterfuge.

Master of Many Faces (11th level). Each use of your *manyface* power now lasts until you use the power again or until you die (You may resume your normal form by using the power.). You may copy specific individuals with minute detail, including their voice (if you have heard them speak).

Using your ability, you can alter your form and voice ever so slightly to influence social interaction, and you can alter your coloration to help you blend into your surroundings. You gain a +2 bonus to Bluff, Diplomacy, Intimidate, Stealth, and Streetwise. The Bluff bonus stacks with the bonus made to fool onlookers with your *manyface* power.

Morphic Action (11th level). When you spend an action point, you remove the marked condition and gain combat advantage against any creature you attack before the end of your turn. If you are grabbed, you may also attempt to Escape as a free action.

Adaptive Mind (16th level). Each time you copy someone, a small part of their psyche rubs off on you. Your own mind assimilates these fragments for its own use. You gain a +2 bonus on all skill checks and a +1 bonus to Will defense.

Tainted One Powers

Face of Deception

Tainted One Attack 11

In quick succession, your face changes to mimic your allies, the foe you are attacking, other enemies, and someone you saw the other day walking down the street. With this distraction, you take an opening and attack.

Encounter ♦ Weapon

Standard Action **Melee weapon**

Target: One creature

Special: The target grants combat advantage to you on this attack.

Attack: Your highest ability score vs. AC

Hit: 2[W] + your highest ability score modifier damage

Frightful Transformation

Tainted One Utility 12

From deep within your subconscious, you catch a glimpse of terrible form. Is this your own true self, the true form of the Faceless, or a nightmare of some other origin?

Daily ♦ Fear, Polymorph

Minor Action **Personal**

Effect: You assume the form of a frightful beast, and you retain the use of your equipment and powers. Each use of this power produces a different-looking, but demonic, form. You have wings of some type, and hardened skin (possibly stony or scaly). You gain an overland flight speed equal to your speed, and resist 3 to all damage. Until you resume your normal form, any creature not immune to fear attempting to attack you takes a -2 penalty. Your Intimidate checks receive a +3 power bonus, but you probably cannot interact normally with regular people.

You may maintain the frightful beast form for up to one hour. If rendered unconscious, you resume the last form adopted by your *manyface* power (possibly your normal form). You may otherwise end this power as a free action on your turn.

Multimorphosis

Tainted One Attack 20

All at once, multiple arms, legs, and heads emerge from your body. You attack all nearby enemies and then return to normal.

Daily ♦ Weapon

Standard Action **Close burst 1**

Target: Each enemy within burst

Special: The target grants combat advantage to you on this attack.

Attack: Your highest ability score vs. AC

Hit: 3[W] + your highest ability score modifier damage

Miss: Half damage

Effect: If prone when using this power, you stand up as a free action before making the attack. If grabbed, you escape the grab automatically before making the attack. You also end the marked condition on you, and enemies gain no bonuses or effects for flanking you until the end of your next turn.

TELEKINETIC MAESTRO

"Where there's a will, there's a way."

Prerequisite: Psion, Telekinesis Focus class feature, at least one daily psionic power with the force keyword

Not only did you focus your initial training on telekinetic powers, you continue to explore and practice these particular talents. You eschew more esoteric psionic disciplines for the mastery of pure force. This paragon path gives you some more utility and problem-solving options, and increases your ability to damage multiple targets.

Far Hand Mastery (11th level). Your *far hand* class feature can now be used at-will, rather than once per encounter. In addition, both its range and weight limit are doubled (to 10 squares and 40 pounds, respectively). You may have more than one *far hand* active at the same time, but each requires a separate action to sustain.

Paragon Power Points (11th level). You gain 2 additional power points.

Forceful Action (11th level). When you spend an action point, all of your powers with the force keyword inflict +4 damage until the end of your next turn.

Force Wave (16th level). Your *forceful push* class feature may now be used at-will, rather than once per encounter.

Telekinetic Maestro Disciplines

Telekinetic Throw

Telekinetic Maestro Attack 11

With an arm of invisible force, you grab a foe and hurl him violently.

Encounter ♦ Psionic, Augmentable, Implement, Force

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage and you slide the target a number of squares equal to 1 + your Wisdom modifier. You may slide the target in any direction, though it receives a save if slid into the air if it cannot fly. A target that ends this slide in the air and cannot fly falls immediately. A target only receives one save against forced movement for this power; for instance, a target slid diagonally upward over a cliff saves just once. Finally, you may choose to slide the target into a solid obstacle or another creature. If you do, the target takes additional damage equal to your Wisdom modifier and falls prone, and a creature or object it hits takes damage equal to your Wisdom modifier.

Augment 2

Hit: 2d6 + Intelligence modifier force damage and any saving throw made against this power is made with a -2 penalty.

Telekinetic Might

Telekinetic Maestro Utility 12

With intense concentration, you are able to lift massive objects with your mind.

Encounter ♦ Psionic

Standard Action **Ranged 20**

Target: You, one ally, a helpless creature, or an object that weighs 1000 pounds or less that isn't carried by a creature.

Effect: You slide the target 5 squares in any direction, even into the air. The target remains aloft and is immobilized until the end of your next turn. You can end this effect as a free action, and it ends immediately if you or the target moves beyond range. If the target is a creature, it may end the effect as a minor action.

You may drop a heavy object as an attack, using Intelligence vs. AC, and inflicting from 1d4 to 3d6 damage, depending on the mass and composition of the object (DM's discretion). An attack made this way does not receive bonuses for an implement you might be using.

Sustain Standard: The target remains aloft and immobilized until the end of your next turn, and you may slide the target 5 squares in any direction. Alternately, you may drop the target and use the power on a new target

Tornado Blast

Telekinetic Maestro Attack 20

You unleash a devastating whirlwind of psionic force.

Daily ♦ Psionic, Implement, Force

Standard Action **Area burst 2 within 20**

Target: Creatures in burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier force damage and the target is pushed from the burst origin a number of squares equal to your intelligence modifier and knocked prone.

Miss: Half damage and the target is pushed 2 squares from the burst origin.

NEW EPIC DESTINIES

Epic destinies are a tricky business Under a False Sky. Characters with this much personal power likely also have much knowledge of the workings of the Land, and have definitely contended with the gith, the slaadi, and the Faceless. Still, they are not the sort of mystical heroes that epic characters become in a normal D&D campaign. When PCs reach level 21, they may choose an epic destiny, but they are restricted to destinies with “ambiguous” immortality. For example, the Deadly Trickster and Eternal Seeker destinies are appropriate, but the Demigod, Godmind, and Undying Warrior destinies are not. Unless you choose one of the simpler epic destinies (like Eternal Seeker or Martial Archetype), you will have to work with the DM to choose or modify an epic destiny appropriate the Land Under a False Sky.

Below are epic destinies designed particularly for a campaign Under a False Sky. None of them provides a means for immortality, only the chance to become a hero of myth and legend.

CHAMPION OF HEROES

“Fell deeds awake: fire and slaughter! Spear shall be shaken, shield be splintered. A sword-day, a red day, ere the sun rises!”

Prerequisite: 21st Level, Champion

You’ve led friends and allies to greatness and out of ruin. You are the planner, the strategist. You are both the eternal optimist and the skeptical realist. They follow you because of your certainty, your conviction, and your heart. As the final quest looms, you will lead them to their destiny.

MEETING THEIR DESTINY

Now, against the greatest enemy, you shine like a beacon of hope as never before. You are there to pick up fallen comrades, to urge your allies to fight with vigor, and to check your enemies in place. No mere bystander, you join your friends in the thick of combat, as much for your own glory as theirs. If you succeed on this final quest, you will part ways with your vaunted band as they each fulfill their own destiny. Your journey will be complete, as the one that inspired the greatest heroes of all time.

Respected Champion (21st level). Your Charisma score increases by 2.

Learned from the Best (24th level). You gain a martial encounter attack power of level 17 or less. You may use Charisma for attack and damage rolls with this power, but any secondary ability score remains the same.

Unstoppable Army (30th level). You and all allies within your Champion’s Aura gain regeneration equal to half your Charisma modifier.

Champion of Heroes Power

Stand Together

Champion of Heroes Utility 26

The call to action finds your allies ready to answer.

Daily ♦ Martial

Standard Action

Close burst 10

Target: Each ally in burst

Effect: Each target gains temporary hit points equal to your Charisma score. The target may choose to do one of the following as a free action: remove one condition a save may end, shift 2 squares, move its speed, make a basic attack.

DREADNOUGHT

"That's right, I fear nothing. You, on the other hand—I know something you should be afraid of."

Prerequisite: 21st Level, Brute

Whatever the various stories and rumors about you say, one thing is certain. You are tough. Not just tough, but really, really *tough*. You went on when all others retreated. You stood tall when all others fell. As you meet your last enemy, you hunker down, clench your teeth, and, perhaps, crack a smile.

LEGENDARY WARRIOR

Here it is: the final fight. With little more than your bare fists, you've fought your way past street thugs, ogres, giants, and even dragons. Now, you challenge the greatest foe of your life, perhaps the greatest ever known. You don't have a special plan, brilliant tactics, or magical aid. What you have is grit and determination. If you fail, you will still go down in history as one of the bravest and toughest warriors of all time. If you succeed, you will go down in history as *the* bravest and toughest warrior of all time.

Brute Force (21st level). Your Constitution score increases by 2. You grow to the maximum height for your Size (about 8' tall for medium characters, about 4' tall for small characters, and about 15' tall for large characters), and your weight increases proportionally (about 400-500 pounds for medium, about 100-150 for small, and about 1600-2000 pounds for large). Your carrying capacity doubles. You count as one size larger when it would be to your benefit, such as determining if a target can grab you.

Incredible Endurance (24th level). You gain two uses of your second wind per encounter, plus two additional healing surges.

Monstrous Toughness (30th level). You gain 30 hit points, and you gain a +1 bonus to Fortitude.

Dreadnought Power

Fearsome Roar

Dreadnought Utility 26

Overheard by one of your enemies: "Uh-oh . . ."

Daily ♦ Martial

Minor Action

Personal

Effect: Spend a healing surge, make a saving throw against all effects that a save can end, and gain a +4 bonus to attack rolls and all defenses until the end of your next turn. If you hit with an attack while you have this bonus, you inflict additional damage equal to your Constitution modifier.

EPIC HERO

"Destiny awaits!"

Prerequisite: 21st Level

You are not just an adventurer; you are an adventurer *par excellence*. Your exploits are known throughout the Land. Perhaps you are treated as an honored dignitary, a champion outlaw of the people, or a villain of fearsome repute. Now, as you approach the zenith of your power, you undertake your greatest mission.

MYTHMAKER

Your final quest will pit you against the greatest forces within the Land. You might seek to find the Founder and help him in his great work—or destroy him to take his place. Perhaps you will find the origin of the Faceless and put a stop to their corruption once and for all. Whatever form this quest takes, and whether you succeed or fail, your name will go down in history.

Heroic Skill (21st level). You no longer gain action points like other characters. Instead, you begin each encounter with an action point. When you achieve a milestone, you regain two healing surges.

Epic Action (24th level). You may now spend action points as a free action even when it isn't your turn. When you spend an action point on someone else's turn, you may only take a minor action, but you still receive all other benefits you normally receive from spending an action point (such as from paragon path features or feats). Treat the minor action as a free action for purposes of determining if it interrupts other actions, changes your initiative, and so on. If you have an ability that allows you spend an action point for some effect other than an extra action, you may use that ability in conjunction with this epic destiny feature.

Mythical Might (30th level). You gain a +2 bonus to saving throws. When you spend your second wind, you may spend two healing surges, and you also make a saving throw against each effect that a saving throw may end.

Epic Hero Power

Meet Your Destiny

Epic Hero Utility 26

Nothing will keep you from fulfilling your final destiny.

Daily

Free Action

Personal

Effect: You gain a hero point which you must use before the end of your next turn; if not, you lose this hero point. You may spend the hero point gained from this power even if you have already used a hero point in the current encounter.

GRAND ADEPT

"It's almost in my grasp, that one final, perfect formula. Yes, I think I am beginning to understand . . . everything"

Prerequisite: 21st Level, Alchemist

Despite a "career" as an adventurer, you have always continued your researches. Maybe the adventures have actually helped you uncover ancient formulae or find the rarest of reagents. At long last, your life's work is finally coming to fruition. What will the Philosopher's Stone bring?

THE PHILOSOPHER'S STONE

Whether your final quest brought you insights or ingredients, you undertake the creation of the Philosopher's Stone. Legends say only one of these items can exist at a time throughout the universe—does a single essence coalesce from time to time, or have alchemists throughout time summoned the same stone from some resting place in the Astral Sea? You uncover the real truth of the Stone's origin and nature. Once in your grasp, you may use the Philosopher's Stone to obtain limitless wealth and eternal life, or you may transcend your mundane existence entirely. The choice is yours.

Ancient Lore (21st level). Your Intelligence score increases by 2. You gain the Ritual Caster feat (unless you already have it), and you immediately learn a number of rituals equal to your Intelligence score, of your level or less for which you meet the prerequisites. Additionally, you learn an alchemical formula, plus an additional formula at levels 22, 24, 26, 28, and 30.

Adept's Touch (24th level). As a move action, you may transform one alchemical item in your hand into any other alchemical item whose formula you know and are able to produce. The new item must be the same level or lower than the starting item.

The Final Insight (30th level). Once per day, when you die, you return to life, regain all of your hit points, remove all failed death saves, stand up, become insubstantial, and gain phasing; you then take one standard action as a free action. At the beginning of your next turn, you are no longer insubstantial or phasing.

Grand Adept Power

Essence of the Stone

Grand Adept Utility 26

Though you might not have perfected the Philosopher's Stone just yet, this silvery liquid contains a fraction of its great power. The essence restores, transforms, and rejuvenates, doing exactly what the recipient needs it to.

Daily◆ Alchemical

Minor Action

Melee touch

Target: One creature

Effect: The target chooses one of the following benefits: regain all hit points; gain a milestone; remove all ongoing effects that a save can end; remove any one condition, effect or affliction; or regain the use of one expended daily power.

LEGENDARY EXPLORER

"There it is: the last horizon."

Prerequisite: 21st Level, trained in at least one knowledge skill

You have succeeded where others have failed. You have achieved goals thought unattainable. You can perform feats the likes of which no one has ever before seen. Now, you have set your sights on uncovering the mysteries of the Land. No slaadi cult, no society of the Faceless, no stonewalling by the gith will stand in your way.

THE STUFF OF LEGENDS

The quests you've accomplished have already earned you great honor (or great infamy), but your final quest will be the stuff of legend. Will you succeed at uncovering one of the Land's great secrets, or fail in trying? Will the common folk use your life as a cautionary tale, or revere you as an epic hero that helped free them from ignorance.

Legendary Ability (21st level). Increase one ability score of your choice by 2 points.

Favored by Fate (24th level). When you are reduced to 0 hit points or fewer, you may spend your second wind as a free action, and you may also stand up and shift 1 square (also as a free action). If your second wind isn't available, you may instead spend an action point as a free action to regain hit points equal to your healing surge value, stand up, and shift 1 square; you gain no other benefits for spending an action point in this way (for instance, you do not gain the benefit of a paragon path feature).

Teller of Secrets (30th level). You automatically know all of the powers, keywords, resistances, and vulnerabilities of any creature you can see. When you hit any creature, all of its resistances are 10 points lower against your attacks, and all of its vulnerabilities are 10 points higher. If a creature has immunity to a damage type or a condition you inflict, or an effect you create, it must make a saving throw; if that save fails, the creature loses its immunities for that attack or effect.

Legendary Explorer Power

Amazing Acuity

Legendary Explorer Utility 26

Enemies stand baffled as you become a whirlwind of action.

Daily

Free Action

Personal

Trigger: A creature other than you has just completed its turn.

Effect: You may take a full turn (one standard, one move, and one minor action). Effects that normally end, start, or otherwise trigger on your turn take place during this extra turn. You still have a turn on your initiative count, as usual, and this power does not change your initiative.

PSIBLADE GRANDMASTER

Shaking your head, you say, "The psiblade isn't an extension of my mind. It is my mind."

Prerequisite: 21st Level, Psywarrior

Even among the rare and exceptional psywarriors, you stand out as rare and exceptional. You blend mundane techniques of swordplay and footwork with psionic perception. Most importantly, you have forged the perfect union of your mind and your *psiblade*.

YOU ARE THE BLADE

Once you trained with practice dummies, learning how to hone your psychic weaponry. Then you matched your powers against soldiers and monsters, and perhaps others with psionic power. Each attack, each parry, each feint strengthened your connection to your *psiblade*. Finally, it happened—the separation between blade and mind vanished. With perfect focus, you meet the final enemy, certain of your success and its destruction. With the final blow, you transform into thought itself, possibly a source of psychic power from which others might draw strength in the future.

Intensive Training (21st level). You gain +2 to the ability score of your choice.

Psiblade Master (24th level). You may manifest your *psiblade* as a free action, even when it isn't your turn, or if you are surprised. On any turn during which you do not use a standard action to make an attack, you may make an attack using an unaugmented psywarrior at-will power as a minor action.

Mind, Body, and Blade (30th level). You gain 2 power points, and you are able to channel your vitality into your blade; likewise, you may channel psionic power into your body. When you would otherwise spend a healing surge (including if you have no healing surges left), you may spend 2 power points instead. Similarly, you may spend healing surges in the place of power points, with one surge taking the place of 2 power points. You may mix and match power points and healing surges with this effect; for instance, you could spend 4 power points plus a healing surge to pay for a 6 point augmentation.

Psiblade Grandmaster Power

Dual Stance

Psiblade Grandmaster Utility 26

With no need to concentrate on your weapon, you can devote focus to two separate fighting techniques simultaneously.

Daily ♦ Martial, Stance

Minor Action

Personal

Effect: Adopt two stances that you know and that are available to use. You may switch one stance at a time, using whatever action normally adopts that stance. This power lasts until the end of the encounter, or up to five minutes.

RUNNING WARRIOR

“Now leading the charge—me! Flanking on the left—me! And flanking on the right—me! Encircling from the rear—me!”

Prerequisite: 21st Level, Skirmisher

Traveling with superhuman speed, you are a blur of action on and off the battlefield. Enemies aren't even sure they've been attacked, until they see the blood gushing from the many wounds you inflicted. You have combined your agility and speed with deadly martial prowess.

ETERNAL RUNNER

In your last great adventure, speed and agility were the key to success. In the end, you realized that combat was a distraction, and that physical perfection was actually your true calling. You head towards the horizon, as fast as ever, testing yourself, training others, or merely seeing the world. As long as you keep going, your life seems without end.

Amazing Agility (21st level). Your Dexterity score increases by 2 points, and your speed increases by 2.

Lightning-Fast Reaction (24th level). If an attack deals enough damage to bring you to 0 hit points, you may spend an action point as a free action to shift up to your speed. If this movement places you beyond the range of the triggering attack, you take no damage. Using this ability does not count towards your limit of using action points during an encounter.

Unbelievable Speed (30th level). As a minor action, you may move half your speed.

Running Warrior Power

Blazing Blur

Running Warrior Utility 26

You zip about the battlefield, outrunning enemies' weapons and the environment itself.

Daily ♦ Martial, Stance

Free Action

Personal

Special: You may only activate this stance on your turn.

Effect: While maintaining this stance, you do not provoke opportunity attacks for movement. You may ignore the effects of difficult terrain; challenging terrain and hazardous terrain only affect you if you end your turn in them. When you move into an enemy's aura or zone, you are only subject to the aura or zone's effects if you end your turn in the aura or zone. Finally, you may move across vertical and inverted surfaces as if they were horizontal, and you may cross liquid surfaces; if you end your turn on a surface you cannot normally stand on, you fall or sink as usual.

NEW HYBRID OPTIONS

HYBRID SKIRMISHER

CLASS TRAITS

Role: Controller

Power Source: Martial

Key Abilities: Dexterity, Intelligence, Wisdom

Armor Proficiencies: Cloth, Leather

Weapon Proficiencies: Simple Melee, Military Melee, Simple Ranged

Bonus to Defense: +1 Reflex

Hit Points at First Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis)

Extra Trained Skill: Choose Acrobatics or Athletics

Class Features: Mobile Warrior (hybrid)

Hybrid Talent Options: Mobile Warrior, Skirmisher Tactics (hybrid)

CLASS FEATURES

Hybrid skirmishers have the following class feature.

Mobile Warrior (Hybrid): This ability functions like the skirmisher class feature, except that you only gain a bonus to your Reflex defense.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you may select one of the following options.

Mobile Warrior: This ability functions exactly like the skirmisher class feature.

Skirmisher Tactics (Hybrid): When you select this option, you choose one of the following class features.

Impact Strike: This ability functions as the skirmisher class feature, except that the damage bonus only applies to skirmisher and skirmisher paragon path powers.

Rapid Strike: This ability functions as the skirmisher class feature, except that the attack bonus only applies to skirmisher and skirmisher paragon path powers.

HYBRID ALCHEMIST

CLASS TRAITS

Role: Controller

Power Source: Alchemical

Key Abilities: Intelligence, Dexterity, Wisdom

Armor Proficiencies: Cloth

Implements: Kits and Tomes

Weapon Proficiencies: Simple Melee, Simple Ranged

Bonus to Defense: +1 Fortitude or Reflex

Hit Points at First Level: 5

Hit Points per Level Gained: 2

Healing Surges per Day: 3

Class Skills: Arcana (Int), Dungeoneering (Wis), Heal (Wis), History (Int), Nature (Wis), Religion (Int), Thievery (Dex)

Extra Trained Skill: Arcana (Int)

Class Features: Alchemy (hybrid), Alchemical Kit

Hybrid Talent Options: Alchemical Specialty (hybrid), Grenadier

CLASS FEATURES

Hybrid alchemists have the following class features.

Alchemy (Hybrid): You gain Alchemy as a bonus feat, and begin play with an alchemist kit, allowing you to create alchemical items (see Chapter 1 of the *Adventurer's Vault*). You begin play knowing three level one formulas, but you must learn additional formulas on your own.

Alchemical Kit: This ability functions exactly like the alchemist class feature.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you may select one of the following options.

Alchemical Specialty (Hybrid): When you select this option, you choose one of the following class features.

Chemist: This functions as the alchemist specialty, except that you may use the *alchemical catalyst* power once per day (rather than once per encounter).

Herbalist: This functions as the alchemist specialty, except that you may use the *healing salve* power once per day (rather than once per encounter).

Mystic: This functions as the alchemist specialty, except that you may use the *esoteric reagents* power once per day (rather than once per encounter).

Grenadier: This ability functions exactly like the alchemist class feature.

ALCHEMIST POWERS

Rather than knowing all alchemist at-will powers and using the recharge mechanic, pick at-will powers as usual for hybrid characters, and you may ignore the recharge mechanic. When you choose encounter powers, you must choose specific alchemist preparations, rather than knowing all preparations of a given level. You may only prepare the preparations you know. If you pick an encounter power with the recharge mechanic, it uses recharge as usual.

HYBRID BRUTE

CLASS TRAITS

Role: Defender

Power Source: Martial

Key Abilities: Constitution, Strength, Wisdom

Armor Proficiencies: Cloth, Leather, Hide

Weapon Proficiencies: Simple Melee, Simple Ranged

Bonus to Defense: +1 Fortitude or Will

Hit Points at First Level: 9

Hit Points per Level Gained: 4

Healing Surges per Day: 5

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha)

Class Features: Tough Customer (hybrid), Unarmed Brawler

Hybrid Talent Options: Relentless Brute (hybrid), Wrestler

CLASS FEATURES

Hybrid brutes have the following class features.

Tough Customer (Hybrid): This ability functions like the brute class feature, except that you may only make the opportunity attacks with a brawler at-will attack power.

Unarmed Brawler: This ability functions exactly like the brute class feature.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you may select one of the following options.

Relentless Brute (Hybrid): When you select this option, you choose one of the following class features.

Immovable: When not wearing heavy armor, you may use your Strength modifier in place of Dexterity or Intelligence to determine your AC.

Unstoppable: When not wearing heavy armor, you may use your Wisdom modifier in place of Dexterity or Intelligence to determine your AC.

Wrestler: This ability functions exactly like the brute class feature.

HYBRID PSYWARRIOR

CLASS TRAITS

Role: Striker

Power Source: Psionic

Key Abilities: Strength, Dexterity, Intelligence, Wisdom

Armor Proficiencies: Cloth, Leather

Implements: Ki Focuses

Weapon Proficiencies: Simple Melee, Simple Ranged

Bonus to Defense: +1 Reflex or Will

Hit Points at First Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3

Class Skills: Athletics (Str), Acrobatics (Dex), Bluff (Cha), Endurance (Con), Intimidate (Cha), Perception (Wis), Stealth (Dex)

Class Features: Psiblade, Psionic Augmentation (hybrid), Psychic Warrior (hybrid)

Hybrid Talent Options: Psionic Strike

CLASS FEATURES

Hybrid psywarriors have the following class features.

Psiblade: This ability functions like the psywarrior class feature. Note that the at-will attack power based on your choice of *psiblade* counts as your 1st level at-will power from your psywarrior class.

Psionic Augmentation (Hybrid): This ability functions like the psywarrior class feature, except that your power point total varies based on your level and the number of at-will psywarrior attack powers you have (see Psywarrior Powers, below).

Psychic Warrior (Hybrid): Choose one of the following options.

Precognition: Your psywarrior powers have a bonus to damage rolls equal to your Wisdom modifier.

Metafaculty: You also gain a bonus to damage rolls with psywarrior powers equal to your Intelligence modifier.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you gain the following class feature.

Psionic Strike: This ability functions exactly like the psywarrior class feature.

PSYWARRIOR POWERS

Your choice of psywarrior powers affects the number of power points you have, as explained on p. 137 of the *Player's Handbook 3*. Since psywarriors only have level 1 at-will powers, use your current level, rather than the power's level, to determine the power points gained per psywarrior power. Likewise, when you gain encounter powers, you may choose level 1 at-will psywarrior powers instead. For instance, a hybrid fighter/psywarrior is level 7 and knows only *dual blades*; this character counts as knowing one 7th level augmentable power, and has 2 power points. A 15th level character that knows *dual blades* and *blade throw* counts as knowing two 15th level powers and has 8 power points.

HYBRID CHAMPION

CLASS TRAITS

Role: Leader

Power Source: Martial

Key Abilities: Charisma, Intelligence, Wisdom

Armor Proficiencies: Cloth, Leather, Hide, Chainmail, Light Shield

Weapon Proficiencies: Simple Melee, Military Melee, Simple Ranged

Bonus to Defense: +1 Fortitude or Will

Hit Points at First Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis)

Class Features: Call to Action (hybrid), Certain Strike (hybrid), Champion's Aura (hybrid), Great Determination (hybrid), Heartening Call (hybrid)

Hybrid Talent Options: Greater Call to Action

CLASS FEATURES

Hybrid champions have the following class features.

Call to Action (Hybrid): When you select this option, you choose one of the following class features.

Analytical Leader: You may use your Intelligence modifier as a bonus to initiative instead of Dexterity. You also gain the *strategic advance* power.

Intuitive Leader: You may use your Wisdom modifier in place of your Intelligence or Dexterity modifier to determine bonuses to AC and Reflex. You also gain the *ad hoc formation* power.

Certain Strike (Hybrid): You may use *certain strike* as a daily attack power, and the highest level attack you can make depends on your choices of powers (see Champion Powers, below).

Champion's Aura (Hybrid): This ability functions like the champion class feature, except the highest level aura you can emanate depends on your choices of powers (see Champion Powers, below).

Great Determination (Hybrid): This ability functions like the champion class feature, except the highest level effect you can create depends on your choices of powers (see Champion Powers, below).

Heartening Call (Hybrid): This ability functions like the champion class feature, except that you may use it only once per encounter.

HYBRID TALENT OPTIONS

If you take the Hybrid Talent feat, you gain the following class feature.

Greater Call to Action: When you select this option, your *analytical leader* or *intuitive leader* class feature functions exactly as the champion class feature (rather than the hybrid version).

CHAMPION POWERS

At level one, you have a level 1 at-will attack power from your other class, and you have an at-will champion power based on your choice of Call to Action class feature. Because champions do not gain powers as they gain levels, you instead must alternate encounter, daily, and utility power choices with effects from the *certain strike*, *champion's aura*, and *great determination* class features.

Encounter Powers: When you gain an encounter power, you may choose a power from your other class or improve your *champion's aura*. Your aura's effect depends on the level at which you chose to improve it, rather than your current level. You do not have an aura at all unless you choose it over your other class's encounter power at least once. For instance, at level 1, the hybrid champion might have an encounter power from another class, and not have a *champion's aura* at all. At level 3, the character chooses to improve *champion's aura*, gaining the level 3 aura effect. Each time you choose *champion's aura*, it counts as a discrete power; you may not choose the effect of a lower-level aura. If you retrain your only *champion's aura* choice,

then you no longer can access that power. Once you have at least two encounter powers, one of them must be a *champion's aura*, and one of them must be from your other class, as usual for hybrid characters.

Daily Powers: When you gain a daily power, you may choose a power from your other class or improve your *certain strike*. Your strike's effect depends on the level at which you chose to improve it, rather than your current level. You do not have *certain strike* at all unless you choose it over your other class's daily power at least once. For instance, at level 1, the hybrid champion might have a daily power from another class, and not have a *certain strike* at all. At level 5, the character chooses to improve *certain strike*, gaining the level 5 strike effect. Each time you choose *certain strike*, it counts as a discrete daily attack power; you may not choose the effect of a lower-level strike. If you retrain your only *certain strike* choice, then you no longer can access that power. Once you have at least two daily powers, one of them must be *certain strike*, and one of them must be from your other class, as usual for hybrid characters.

Utility Powers: When you gain a utility power, you may choose a power from your other class or improve your *great determination*. Your determination's effect depends on the level at which you chose to improve it, rather than your current level. You do not have *great determination* at all unless you choose it over your other class's utility power at least once. For instance, at level 2, the hybrid champion might have a utility power from another class, and not have a *certain strike* at all. At level 6, the character chooses to improve *great determination*, gaining the level 6 effect. Each time you choose *great determination*, it counts as a discrete utility power; you may not choose a lower-level effect. If you retrain your only *great determination* choice, then you no longer can access that power. Once you have at least two utility powers, one of them must be *great determination*, and one of them must be from your other class, as usual for hybrid characters.

SKILLS

Skills work the same Under a False Sky as in a traditional D&D campaign. Note that Arcana is a very unusual skill in this world. If your character chooses it as a trained skill (or chooses to train it using a feat), you should work that choice into your character's background.

With less magic and fewer rituals to provide special effects, skills are more important Under a False Sky than in most D&D campaigns. Skills figure prominently in the use of hero points, and skill checks and challenges account for large portion of encounters (maybe one out of four or five). When creating a character, choosing feats to gain training or to improve skills will usually be as good as taking feats that improve attack and damage rolls.

Many skills can be used to gain a bonus in combat. Knowledge skills can provide the characters with information about a creature's powers and vulnerabilities, Intimidate allows you to force a bloodied foe to surrender, and Bluff can distract an enemy to gain combat advantage. Additionally, if you have sufficient skill with Acrobatics or Athletics, you might be able to jump over or tumble past an enemy. Creative (and successful) uses of such skills typically earn a +2 bonus to your attack roll.

Finally, skills help define your character. They can represent your background, your backstory. Skill choices can give your PC some secondary role in the party (particularly skills like Stealth, Diplomacy, or Heal). For instance, maybe there's no rogue in your mercenary group, but the fighter has trained in Stealth and Thievery (through feats or background). Likewise, a brute might be trained in Healing and take a skill power help heal others.

NEW FEATS

Characters can choose from the array of feats normally available to characters in other D&D games. Still, feat choices are more difficult because of the lack of damage keywords and power sources, because nearly all PCs are human, and because some armor choices are not nearly as optimal. On the other hand, the Skill Power feat becomes a very attractive choice to gain another utility power, and Skill Training and Skill Focus feats are better options than usual since characters won't generally find skill-boosting items. Likewise, using feats to multiclass will be more common in this campaign, since it is one of the few ways to have a character with arcane (or other) powers. Whereas items often shore up PC weaknesses in a regular campaign, feats perform that function Under a False Sky.

Additionally, there are feats PCs can choose related to their backgrounds (heroic) and traits (paragon), as well as some additional epic feats. Planar Castaways do not have access to most of these feats, but may choose feats based on race and class like standard PCs. Note that characters Under a False Sky may also choose feats that require the human race, as usual.

Though these feats could generally be used in campaigns other than Under a False Sky, some of the feats (particularly some of the epic feats) are more powerful than feats presented in other sourcebooks. The feats are balanced to mesh with this particular campaign world, where characters are unlikely to have magic items. If you are using these feats in traditional D&D game worlds, you might disallow or modify some of these feats.

Heroic Tier Feats

Animal Empathy

Prerequisite: Farmer or Forester background

Benefit: You have a near-supernatural rapport with animals. You may effectively use the rituals Animal Messenger, Animal Friendship, and Speak with Nature (animals only). You may perform each ritual once per day. Your level must be at least the same level as the ritual, and you expend no components. When you perform Animal Messenger, you must provide a note of some type for the animal to deliver (it does not speak with your voice).

Brush-Back Shot

Prerequisite: Champion, Analytical Leader class feature

Benefit: When you hit a target with a ranged basic attack, its next melee attack before the beginning of your next turn takes a -2 penalty.

HEROIC TIER FEATS

Name	Prerequisites	Description
Animal Empathy	Farmer or Forester background	able to use some animal-related rituals
Brush-Back Shot	Champion, Analytical leader	target of your ranged basic attack gets -2 attack penalty
Career Professional	Craftsman, Entertainer, Mariner, or Professional background	add +2 to weekly income rolls
Cerebral Charge	Founder's Touch or Mad background	+2 or more damage with psychic powers
Champion's Strike	Champion, Intuitive Leader	ally gets +2 bonus to attack the target of your melee basic attack
Chromatic Burst	Slaad-Cursed background	increase the range of <i>chaotic burst</i> and inflict damage
Courtier	Artist, Entertainer, High-born, Scholar, or Soldier background	access to room and board with nobles, gain 25 gold per level
Energy Feedback	Maelstrom Born background	<i>energy resonance</i> power grants you energy damage bonus
Expert Guide	Explorer or Forester background	+1 to group overland speed and +2 Perception
Fence	City Rat or Criminal background	10% to buy and sell prices, +4 to skill checks about shady deals
Illuminating Psiblade	Psywarrior, Psiblade	<i>psiblade</i> can glow brightly as you desire
In and Out	Skirmisher, Rapid Strike	move one additional square after close attack
Incredible Survivor	Maelstrom Born or Survivor background	+2 bonus on death saves and +2 Endurance
Inevitable Advance	Brute, Unstoppable	ignore first square of difficult turn you enter on your turn
Insane Insight	Mad or Slaad-Cursed background	+2 Insight and Perception
Manual Expertise	Craftsman or Artist background	reduce time or cost of producing items, +2 Thievery
Manyface	Taint of the Faceless background	<i>anyface</i> power becomes <i>manyface</i> power
Massive Mindblade	Psywarrior, Mindblade	mindblade may take the form of a glaive
Master Mixer	Alchemist, Alchemy	make alchemical items of up to level +3
Medical Herbalist	Alchemist, Herbalist, Wis 13	target of <i>healing salve</i> regains 2 or more hit points, herbal poultices work better for you and allies
Otherworldly Infusion	Alchemist, Mystic, Int 15	gain resist 3 necrotic and radiant, improves with level
Patient Perseverance	Farmer or Survivor background	+2 Endurance and Perception
Planar Adversary	Gith Orphan or Taint of the Faceless background	+1 attack bonus and +2 knowledge checks against unnatural creatures
Psychic Darts	Psywarrior, Mindknives	mindknives may take the form of shurikens
Quarterstaff Mastery	Skirmisher	quarterstaff gains defensive, off-hand, and double weapon properties
Quick Study	Lucky or Merchant background	+2 to initiative checks and +2 Insight
Reactive Step	Skirmisher, Impact Strike	shift away from enemy after pushing or sliding enemy
Sucker Punch	Brute, Immovable	+2 on opportunity attacks made with unarmed weapons
Telepathic	Founder's Touch or Gith Orphan background	gain telepathy 5
Thug	Criminal, Mariner, Mercenary or Soldier background	+3 proficiency bonus with unarmed and improvised weapons, +2 Intimidate
Tough as Nails	Explorer, Lucky, or Survivor background	gain 3 or more hit points, +1 healing surge value
Vigorous Reactions	Alchemist, Chemist, Dex 13	+1 or more damage with acid or fire alchemist powers
Warning Call	Champion, <i>heartening call</i>	target of <i>heartening call</i> may shift 1 square
Well-Read	High-Born or Scholar background	+1 on knowledge checks, one additional language, +1 bonus to ritual or alchemy skill checks
Wheeler-Dealer	Mercenary or Merchant background	discounts and bonuses rise to 20%
Work through the Pain	Brute	second wind recovers more hit points if you are taking ongoing damage and gives you save bonus against ongoing damage

Career Professional

Prerequisite: Craftsman, Entertainer, Mariner, or Professional background

Benefit: Whenever you roll for weekly income, add +2 to the result.

At 11th level, this bonus increases to +4. At 21st level, it increases to +6.

Cerebral Charge

Prerequisite: Founder's Touch or Mad background

Benefit: You have a +2 feat bonus to damage with psychic powers

At 11th level, this bonus increases to +3. At 21st level, it becomes +4.

Champion's Strike

Prerequisite: Champion, Intuitive Leader class feature

Benefit: When you hit a target with a melee basic attack, the next melee attack made by an ally before the beginning of your next turn gains a +2 bonus to attack that target.

Chromatic Burst

Prerequisite: Slaad-Cursed background

Benefit: When you use your *chaotic burst* power, you may choose to increase the range to close burst 2. If you do, each creature in the burst, including you, suffers 2 points of damage of some type. Roll a d6 to determine the type: 1 acid, 2 cold, 3 fire, 4 lightning, 5 poison, 6 thunder. Roll once when you use the power (all targets take the same damage type).

Courtier

Prerequisite: Artist, Entertainer, High-Born, Scholar, or Soldier background

Benefit: You have letters of introduction and a reputation as a person of fine breeding. Unless circumstances dictate otherwise, you always have access to adequate room and board at the domicile of any noble. When you choose this feat, you gain two sets of clothing appropriate for a noble's court. When you gain a level, you also gain 25 gold, possibly in addition to what is granted by the High Born background.

Energy Feedback

Prerequisite: Maelstrom Born background

Benefit: When you use your *energy resonance* power, your attacks inflict additional damage of the type(s) that triggered the power until the end of your next turn. The amount of damage is equal to the amount of resistance granted by *energy resonance*.

Expert Guide

Prerequisite: Explorer or Forester background

Benefit: When traveling overland, treat your group's speed as 1 square higher. You also receive a +2 feat bonus on Perception checks.

Fence

Prerequisite: City Rat or Criminal background

Benefit: If in a city or at a port, you can sell items at a 10% markup and you are able to buy items with a 10% discount. You have a +4 bonus to any check made to locate a buyer or seller for unusual or illegal items.

Illuminating Psiblade

Prerequisite: Psywarrior, Psiblade class feature

Benefit: You may alter the amount of light shed by your *psiblade* as a minor action. You may increase the intensity to bright illumination out to a range of 10 squares in all directions, make the illumination dim, or even remove the glowing effect entirely (though the blade is still visible). You may also cause any intermediate light effect within the parameters set above, such as bright illumination out to a 2 square range, or dim illumination to 7 squares.

In and Out

Prerequisite: Skirmisher, Rapid Strike class feature

Benefit: When you use a move action to move, run, or shift after making a close attack, you may move, run, or shift 1 additional square, respectively.

Incredible Survivor

Prerequisite: Maelstrom Born or Survivor background

Benefit: You have a +2 feat bonus on death saves. You also have a +2 feat bonus on Endurance checks.

Inevitable Advance

Prerequisite: Brute, Unstoppable class feature

Benefit: You may ignore the first square of difficult terrain you enter on your turn.

Insane Insight

Prerequisite: Mad or Slaad-Cursed background

Benefit: You have a +2 feat bonus Insight checks and Perception checks.

Manual Expertise

Prerequisite: Craftsman or Artist background

Benefit: When you produce goods or a work of art, you can either produce the items in half the time or spend only one-third their cost in materials. You also have a +2 feat bonus to Thievery.

Manyface

Prerequisite: Taint of the Faceless background

Benefit: Replace your *anyface* power with the *manyface* power.

Manyface	Racial Power
<i>By concentrating, you can consciously alter your facial features, skin, hair, and eye color for a short time.</i>	
At-Will ♦ Polymorph	
Minor Action	Personal
Effect: You may maintain your current appearance, in which case observers have no chance to recognize that you bear the Taint of the Faceless. Using the power in this way has no outward display, though you might appear to be daydreaming or lost in thought for a moment.	
Alternately, you may choose to specifically change your appearance. When used as a disguise, you receive a +10 bonus on your Bluff check to impersonate a specific person, and you automatically avoid looking like yourself; you do not receive these bonuses if observers witness you using the power. This power can substitute for an actual disguise kit. You may alter your height and build within human norms, and you may assume the form of a different gender.	
Either use of the power lasts until the end of your next turn. The power could potentially be maintained all day, until you fall asleep. You may not benefit from a short or extended rest while maintaining this power.	
Sustain Minor: The power persists.	

Massive Mindblade

Prerequisite: Psywarrior, Mindblade class feature

Benefit: When you manifest your mindblade, you may cause it to take the shape of a glaive, using the glaive's weapon properties (+2 proficiency, 2d4 damage, two-handed, heavy blade and polearm groups, reach). If you have already manifested your mindblade, you may change its form (either to sword form or glaive form) as a minor action.

Master Mixer

Prerequisite: Alchemist, Alchemy

Benefit: You can make alchemical items of your level +3 or lower. You still know the formula, have components, meet any requirements otherwise called for.

Medical Herbalist

Prerequisite: Alchemist, Herbalist class feature, Wis 13

Benefit: The target of your *healing salve* power regains 2 additional hit points. At level 11, this bonus is +4, and at 21st level, this bonus is +6. In addition, when you or an ally uses an *herbal poultice* during a short rest, the target regains additional hit points equal to the poultice's level, rather than the bonus the poultice normally provides.

Otherworldly Infusion

Prerequisite: Alchemist, Mystic class feature, Int 15

Benefit: You gain resist 3 to necrotic and radiant damage. This resistance stacks with racial, class, paragon path, and epic destiny resistances to necrotic and radiant damage, but does not stack with other sources unless otherwise specified. At level 11, your resistance increases to 5, and at 21st level, your resistance is 10.

Patient Perseverance

Prerequisite: Farmer or Survivor background

Benefit: You gain a +2 feat bonus to Endurance and Perception checks.

Planar Adversary

Prerequisite: Gith Orphan or Taint of the Faceless background

Benefit: You receive a +1 bonus on attack rolls and a +2 bonus on knowledge checks against any creature that does *not* have the natural origin.

Psychic Darts

Prerequisite: Psywarrior, Mindknives class feature

Benefit: When you manifest your mindknives, you may cause them to take the shape of shuriken, using the shuriken's weapon properties (+3 proficiency, 1d4 damage, light thrown, one-handed, light blade, 6/12 range). You may hurl your shuriken-form mindknives as a basic ranged attack; the blades disappear after they hit or miss, and then reform at the end of your turn (You cannot throw more than two on your turn.). If you use the shuriken blades to make a Ranged psywarrior power, increase the range by 5 squares. If you have already manifested your mindknives, you may change their form (either to katars or to shuriken) as a minor action. You may mix and match which form your mindknives take when you manifest or modify your mindknives.

Quarterstaff Mastery

Prerequisite: Skirmisher

Benefit: When you wield a quarterstaff in two hands, it gains the defensive and off-hand properties, and can be treated as a double weapon. If the staff is enchanted, all of your attacks (even off-hand ones) use the weapon's enhancement bonus, but any other attack or damage properties only function when making a primary weapon attack.

Quick Study

Prerequisite: Lucky or Merchant background

Benefit: You receive a +2 feat bonus on initiative checks and a +2 feat bonus to Insight.

Reactive Step

Prerequisite: Skirmisher, Impact Strike class feature

Benefit: After you push or slide an enemy, you may shift 1 square away from the enemy as a free action.

Sucker Punch

Prerequisite: Brute, Immovable class feature

Benefit: You gain a +2 bonus to opportunity attacks you make with weapons in the unarmed group.

Telepathic

Prerequisite: Founder's Touch or Gith Orphan background

Benefit: You gain telepathy, which grants you the ability to communicate with any creature that has a language, within 5 squares. This ability requires a line of effect, but not a line of sight. You do not know a creature's location by conversing with it through telepathy (though you know it is within 5 squares), and it is not required to respond to your telepathy at all. You may telepathically speak with individual creatures, or broadcast your thoughts to all within range.

Thug

Prerequisite: Criminal, Mariner, Mercenary or Soldier background

Benefit: You are proficient with unarmed attacks and improvised weapons, granting a +3 proficiency bonus. You also receive a +2 feat bonus on Intimidate.

Tough as Nails

Prerequisite: Explorer, Lucky, or Survivor background

Benefit: You gain 3 bonus hit points and your healing surge value increases by 1.

At 11th level, you gain an additional 3 bonus hit points. At 21st level, you gain an additional 3 hit points.

Vigorous Reactions

Prerequisite: Alchemist, Chemist class feature, Dex 13

Benefit: Your alchemist powers with the acid or fire keyword gain a +1 feat bonus to damage. At level 11, this bonus is +2, and at 21st level, this bonus is +3.

Warning Call

Prerequisite: Champion, *heartening call* class feature

Benefit: The target of your *heartening call* may shift 1 square as a free action.

Well-Read

Prerequisite: High-Born or Scholar background

Benefit: You gain a +1 bonus to knowledge checks. You also know one additional language. If you perform a ritual or use alchemy, you gain a +1 bonus to any skill check associated with the ritual or alchemical recipe.

Wheeler-Dealer

Prerequisite: Mercenary or Merchant background

Benefit: Your discount on purchases, bonus to sales, or bonus to quest awards increases to 20%.

Work through the Pain

Prerequisite: Brute

Benefit: When you take your second wind, and you took ongoing damage at the beginning of your turn, you regain additional hit points equal to the amount of ongoing damage, and you gain a +2 bonus to saving throws against ongoing damage. If you are taking ongoing damage from more than one source, you regain additional hit points equal to the total ongoing damage you took at the beginning of your turn.

Paragon Tier Feats

Astral Silhouette

Prerequisite: Alchemist, Mystic class feature, 11th level

Benefit: If you damage a creature with a power you have modified with your *esoteric reagents* power, that creature cannot benefit from concealment or total concealment, nor can the creature become invisible or hidden, until the end of your next turn. The creature glows dimly, visible at a range of up to 20 squares while under this effect.

Brutal Psiblade

Prerequisite: Psywarrior, Psiblade class feature, 11th level

Benefit: Your *psychic strike* power effectively gains the brutal 2 property; each damage die from this power that comes up as a 1 or 2 may be rerolled until it shows a result greater than 2.

Combat Calculus

Prerequisite: Psywarrior, Metafaculty class feature, 11th level

Benefit: Being flanked doesn't cause you to grant combat advantage. When checking to see if you are flanking an enemy, you may be considered to occupy any unoccupied square adjacent to your space.

Critical Flurry

Prerequisite: Skirmisher, Rapid Strike class feature, 11th level

Benefit: Once per round, when you score a critical hit using a skirmisher or skirmisher paragon path power, you may inflict damage equal to your Dexterity modifier to all enemies within your melee reach, other than the target of the critical hit.

Expert Healer

Prerequisite: Alchemist, Herbalist class feature, 11th level

Benefit: You may use your *healing salve* power one additional time per encounter.

Intestinal Fortitude

Prerequisite: Brute, 11th level

Benefit: You gain a +2 feat bonus to Fortitude, and a +2 bonus to Endurance.

PARAGON TIER FEATS

Name	Prerequisites	Description
Astral Silhouette	Alchemist, Mystic	creatures you damage with <i>esoteric reagents</i> cannot hide
Brutal Psiblade	Psywarrior, Psiblade	<i>psychic strike</i> gains brutal 2 property
Combat Calculus	Psywarrior, Metafaculty	flankers don't get combat advantage against you, you may flank enemies from adjacent squares
Critical Flurry	Skirmisher, Rapid Strike	damage nearby enemies when you score a critical hit
Expert Healer	Alchemist, Herbalist	use <i>healing salve</i> one additional time per encounter
Instestinal Fortitude	Brute	+2 Fortitude, +2 Endurance
Paragon of Agility	Dexterity-based trait	+2 Reflex, +1 AC
Paragon of Intellect	Intelligence-based trait	+3 Initiative, +2 Reflex
Paragon of Might	Strength-based trait	+4 on escape, grab, and bull rush, +1 AC
Paragon of Stamina	Constitution-based trait	regain 10 additional hit points with second wind, +2 Fortitude
Paragon of Will	Wisdom-based trait	resist 10 psychic, +2 Will
Paragon of Wit	Charisma-based trait	+3 AC vs. opportunity attacks, +2 Will
Potent Reagents	Alchemist, Chemist	-2 on saves vs. your alchemist powers
Precognitive Reflexes	Psywarrior, Precognition	+2 Reflex, +2 Perception
Pushback	Brute, Immovable	if enemy fails to move you, push the enemy 2 squares
Surprising Impact	Skirmisher, Impact Strike	push enemy on critical hit
Team Player	Champion, Analytical Leader	+4 bonus on Aid Another, no penalty for failure to help
Very Certain Strike	Champion, <i>certain strike</i>	<i>certain strike</i> does half damage on a miss
Violent Shove	Brute, Unstoppable	enemy you push takes 5 additional damage
You First	Champion, Intuitive Leader	swap initiative with an ally before you've acted that encounter

Paragon of Agility

Prerequisite: 11th level, Dexterity-based trait

Benefit: You gain a +2 feat bonus to Reflex, and a +1 bonus to AC. This bonus stacks with all other AC bonuses.

Paragon of Intellect

Prerequisite: 11th level, Intelligence-based trait

Benefit: You gain a +3 feat bonus to initiative and a +2 feat bonus to Reflex.

Paragon of Might

Prerequisite: 11th level, Strength-based trait

Benefit: You gain a +4 feat bonus to Escape checks, Grab attacks, and Bull Rush attacks, and a +1 bonus to AC. This bonus stacks with all other AC bonuses.

Paragon of Stamina

Prerequisite: 11th level, Constitution-based trait

Benefit: You regain 10 additional hit points when you use your second wind, and you gain a +2 feat bonus to Fortitude.

Paragon of Will

Prerequisite: 11th level, Wisdom-based trait

Benefit: You gain resist 10 psychic, unless you have the Strong-Willed trait; in that case, your resistance becomes 10 + half your level. You also gain a +2 feat bonus to Will.

Paragon of Wit

Prerequisite: 11th level, Charisma-based trait

Benefit: You gain a +3 feat bonus to your AC against opportunity attacks, and you gain a +2 feat bonus to Will.

Potent Reagents

Prerequisite: Alchemist, Chemist class feature, 11th level

Benefit: Saving throws against your alchemist and alchemist paragon path powers are made with a -2 penalty.

Precognitive Reflexes

Prerequisite: Psywarrior, Precognition class feature, 11th level

Benefit: You gain a +2 feat bonus to Reflexes, and a +2 bonus to Perception.

Pushback

Prerequisite: Brute, Immovable class feature, 11th level

Benefit: When an enemy attempts to push, pull, or slide you, but you move 0 squares, you may push the enemy 2 squares.

Surprising Impact

Prerequisite: Skirmisher, Impact Strike class feature, 11th level

Benefit: When you score a critical hit using a skirmisher or skirmisher paragon path power, you may push the target 2 squares. If the attack already pushes the target, you may push the target one additional square. If the attack normally slides the target, you may instead opt to push the target, with a bonus of one additional square.

Team Player

Prerequisite: Champion, Analytical Leader class feature, 11th level

Benefit: When you use the Aid Another action, the ally you aid gains a +4 bonus to the attack roll or skill check (rather than +2). If an ally helps you with the Aid Another action, you gain a +4 bonus to the roll (rather than +2). If you fail the Aid Another roll, the ally is not penalized; likewise, if an ally fails in an Aid Another roll to help you, you are not penalized.

Very Certain Strike

Prerequisite: Champion, *certain strike* class feature, 11th level

Benefit: Your *certain strike* power inflicts half damage on a miss.

Violent Shove

Prerequisite: Brute, Unstoppable class feature, 11th level

Benefit: When you push an enemy with a brute power or brute paragon path power, that enemy takes 5 damage (in addition to damage the power already causes, if any).

You First

Prerequisite: Champion, Intuitive Leader class feature, 11th level

Benefit: At the beginning of an encounter, after initiative is determined, but before you and an ally have taken a turn (or surprise turn), you and that ally may swap initiative results. You and the ally use the new initiative results until changed by another action (such as readying an action or delaying).

Epic Tier Feats

Adept Artillery

Prerequisite: 21st level

Benefit: Your ranged basic attacks inflict +5 damage.

Agile Recovery

Prerequisite: Skirmisher, 21st level, Dex 23

Benefit: Whenever an enemy pushes, pulls, or slides you, you may shift your speed as an immediate reaction. If you are knocked prone, you may stand and shift half your speed as an immediate reaction.

Amazing Perseverance

Prerequisite: 21st level

Benefit: You gain a +2 bonus to saving throws.

EPIC TIER FEATS

Name	Prerequisites	Description
Adept Artillery	-	+5 damage with ranged basic attacks
Agile Recovery	Skirmisher, Dex 23	shift as immediate reaction when you are forced to move, stand up from prone and shift as immediate reaction
Amazing Perseverance	-	+2 saving throws
Battle-Hardened	-	+2 AC
Brilliant Alchemy	Alchemist, Alchemical Specialty, see below	use alchemical specialty power one additional time per encounter
Brutal Recovery	Brute, Con 21	make melee basic attack as free action with second wind
Deadly Psiblade	Psywarrior, Psiblade, see below	<i>psiblade</i> scores critical hit on 19-20 and regain 1 power point
Epic Defenses	-	+2 Fortitude, Reflex, Will
Incredible Speed	-	+2 speed
Legendary Leadership	Champion, Cha 23	spend action point to grant an ally a reroll
Mighty Warrior	-	+5 damage with melee basic attacks
Massive Critical	Devastating Critical	+2d10 more damage on a critical hit
Remarkable Resilience	-	+4 bonus to healing surge value
Skill Mastery	Skill Focus	+5 bonus to a particular skill
Unstoppable	Toughness, Con 17	+15 hit points

Battle-Hardened

Prerequisite: 21st level

Benefit: You gain a +2 bonus to AC.

Brilliant Alchemy

Prerequisite: Alchemist, 21st level, Alchemical Specialty class feature; one of the following: Int 23 (mystic), Int 21 and Wis 17 (herbalist), or Int 21 and Dex 17 (chemist)

Benefit: You may use the power associated with your Alchemical Specialty class feature one additional time per encounter.

Brutal Recovery

Prerequisite: Brute, 21st level, Con 21

Benefit: When you use your second wind as a standard action, you may also make a melee basic attack as a free action with a +2 bonus on the attack roll.

Deadly Psiblade

Prerequisite: Psywarrior, 21st level, Psiblade class feature, any two of the following: Str 19, Dex 19, Int 17, or Wis 17

Benefit: You can score a critical hit with your psiblade on a 19 or 20, regardless of the form it takes. If you score a critical hit, you regain 1 power point.

Epic Defenses

Prerequisite: 21st level

Benefit: You gain a +2 bonus to Fortitude, Reflex, and Will. This bonus does not stack with Epic Fortitude, Epic Reflexes, or Epic Will.

Incredible Speed

Prerequisite: 21st level

Benefit: You gain a +2 bonus to speed.

Legendary Leadership

Prerequisite: Champion, 21st level, Cha 23

Benefit: As an immediate interrupt, when an ally you can see makes a d20 roll, you may spend an action point to allow the ally to make a reroll. The ally uses the better of the two results, and, as usual, cannot combine rerolls. You gain no other benefit from spending an action point in this way, but it does not count against the limit of action points you may spend in an encounter.

Mighty Warrior

Prerequisite: 21st level

Benefit: Your melee basic attacks inflict +5 damage.

Massive Critical

Prerequisite: 21st level, devastating critical

Benefit: When you score a critical hit, you score an additional 2d10 damage, which stacks with the 1d10 damage from devastating critical.

Remarkable Resilience

Prerequisite: 21st level

Benefit: You gain a +4 bonus to your healing surge value.

Skill Mastery

Prerequisite: 21st level, Skill Focus

Benefit: You gain a +5 bonus to a skill for which you have the Skill Focus feat.

Special: You may take this feat multiple times, once for each feat for which you possess Skill Focus.

Unstoppable

Prerequisite: 21st level, Con 17, Toughness

Benefit: You gain +15 hit points.

NEW MULTICLASS FEATS

Whirling Weapons

[Multiclass Skirmisher]

Prerequisites: Dexterity 13

Benefit: You gain training in either Acrobatics or Athletics.

Choose a 1st-level skirmisher at-will attack power. You can use that power once per encounter.

In addition, you gain proficiency in a military polearm, flail, spear, or staff of your choice.

Swift Soldier

[Multiclass Skirmisher]

Prerequisites: Dexterity 13

Benefit: You gain training in one skill from the skirmisher list of class skills.

In addition, you gain the First to Fight class feature.

Fast Fighter

[Multiclass Skirmisher]

Prerequisites: Any multiclass skirmisher feat, paragon multiclassing as a skirmisher

Benefit: You gain the Mobile Warrior class feature.

Alchemical Dabbler

[Multiclass Alchemist]

Prerequisites: Intelligence 13, Wisdom or Dexterity 13

Benefit: You gain the Alchemy feat.

Choose an alchemical specialty (chemist, herbalist, or mystic). You gain the specialty's encounter power as a daily power instead, and you qualify as having that specialty for the purposes of powers, feats, and paragon paths.

In addition, you may use alchemist implements.

Grenadier

[Multiclass Alchemist]

Prerequisites: Intelligence 13

Benefit: You gain training in one skill from the list of alchemist class skills.

In addition, you gain the Grenadier class feature.

Student of Alchemy

[Multiclass Alchemist]

Prerequisites: Any multiclass alchemist feat, paragon multiclassing as an alchemist

Benefit: You gain one 1st-level alchemist at-will attack power. You must still use the power's recharge mechanic.

In addition, you may use alchemist implements.

Bigger than Most

[Multiclass Brute]

Prerequisites: Constitution 13

Benefit: You gain the Unarmed Brawler class feature.

Tougher than Most

[Multiclass Brute]

Prerequisites: Constitution 13

Benefit: You gain training in Endurance.

In addition, you gain 5 additional hit points.

Massive Brawler

[Multiclass Brute]

Prerequisites: Any multiclass brute feat, paragon multiclassing as a brute

Benefit: You gain the Wrestler class feature.

In addition, you gain 5 additional hit points.

Psionic Swordsman

[Multiclass Psywarrior]

Prerequisites: Strength or Dexterity 13

Benefit: You gain the Psiblade class feature.

In addition, you may use psywarrior implements.

Clairsentient Combatant

[Multiclass Psywarrior]

Prerequisites: Intelligence or Wisdom 13

Benefit: If you use Intelligence to qualify for this feat, you may inflict additional damage on a hit equal to your Intelligence modifier, once per encounter; you may decide to inflict this additional damage after you hit. You also count as having the Metafaculty class feature for the purposes of feats, powers, and paragon paths.

If you use Wisdom to qualify for this feat, you may inflict additional damage on a hit equal to your Wisdom modifier, once per encounter; you may decide to inflict this additional damage after you hit. You also count as having the Precognition class feature for the purposes of feats, powers, and paragon paths.

If both your Intelligence and Wisdom meet the prerequisite for this feat, choose one benefit or the other when you choose this feat. You may not choose this feat twice.

Psychic Slayer

[Multiclass Psywarrior]

Prerequisites: any psywarrior multiclass feat, paragon multiclassing as a psywarrior

Benefit: You gain the Psychic Strike class feature. If you do not have access to power points, you gain a power point reserve of 2 points. If you gain power points through some other ability, feat, or class feature, you no longer gain power points from this feat.

Charismatic Leader

[Multiclass Champion]

Prerequisites: Charisma 13

Benefit: You gain training in one skill from the champion's list of class skills.

Choose to be either an analytical leader or an intuitive leader; you do not gain the class feature, but you qualify as having this class feature for powers, feats, and paragon paths.

In addition, you may use *heartening call* once per day.

POWER-SWAP FEATS FOR CHAMPIONS

Since champions do not have a standard power progression, use the following feats instead of the normal power-swap feats.

Champion Aura

[Multiclass Champion]

Prerequisites: any champion multiclass feat, 4th level

Benefit: Lose any encounter attack power you know from your base class. You gain the *champion's aura* power, except that you only receive the 1st level effect, regardless of your level.

Determined Champion

[Multiclass Champion]

Prerequisites: any champion multiclass feat, 8th level

Benefit: Lose any utility power you know from your base class. You gain the *great determination* power, except that you only receive the 6th level effect, regardless of your level. You may only use this power once per encounter, regardless of your level.

Certain Champion

[Multiclass Champion]

Prerequisites: any champion multiclass feat, 10th level

Benefit: Lose any daily attack power you know from your base class. You gain the *certain strike* power, except that you only receive the 9th level effect, regardless of your level. You may use this power once per encounter, even though it is replacing a daily attack power.

CHAMPION PARAGON MULTICLASSING

If you have the Charismatic Leader, Champion's Aura, Determined Champion, and Certain Champion feats, you can choose to continue to improve your champion powers, instead of taking a paragon path. If you choose this option, you gain the following benefits.

At 11th level, you may use *heartening call* once per encounter, rather than once per day.

In place of the paragon path encounter power gained at 11th level, your *champion's aura* power gains the level 7 effect, and you may choose any lower level effect as well. At 21st level, your *champion's aura* power gains the level 13 effect, and you may choose any lower level effect as well.

In place of the paragon path utility power gained at 12th level, your *great determination* power gains the level 10 effect. At 21st level, your *great determination* power gains the level 16 effect.

In place of the paragon path daily power gained at 20th level, your *certain strike* power gains the level 19 effect.

EQUIPMENT

Characters have less money Under a False Sky, but the same range of non-magical equipment is available. Be mindful of the revised rules for carrying capacity and armor penalties (see page 5). Character wealth is generally between fifty and one-hundred times the character's level, but there are no guaranteed treasure parcels.

Alchemy. Alchemical items are available (see *Adventurer's Vault* and *Adventurer's Vault 2*), but the prices have been changed to work with the wealth system in this campaign. The price to create such an item (or buy, if available) is five times the item's level. That means that a level 20 vial of acid costs 100 gold to produce, which is on the order of one-twentieth of the character's wealth, roughly comparable to the price of consumables in a standard campaign. A PC gains a book, a series of scrolls, or some other means of keeping alchemical recipes when taking the Alchemy feat; any character may choose to know this feat, though training in Arcana, Healing, Nature, and Thievery help would-be alchemists. The cost of each recipe is one-tenth the price it would be in a standard campaign, assuming that the character can find an alchemist willing to buy or sell such a recipe. **Note:** With the scarcity of healing potions, herbal poultices are more effective. When used, the target regains additional hit points equal to the item's level rather than the standard amount. Bazaars in big cities buy and sell some of the less powerful alchemical items, and alchemist shops can be found in both major cities and some towns.

Magic Items. Most characters will not obtain magic items, which is just as well since most carry drawbacks or curses Under a False Sky. Items that use psionic power are rare, but are likely to be entirely beneficial. Generally, a PC might obtain an item that is 10 levels lower than his character level. Such items add little to the character's combat prowess, but are significant finds in-game. There are no standard markets or merchants that trade in magical items. Characters that wish to find buyers must conduct business with NPCs as part of a story (or possibly an adventure).

Alchemical Kits as Implements. Alchemical kits that bear magical enhancements are a type of implement useful to alchemists. They can have an enhancement bonus of +1 to +6, like other implements, and can have additional properties or item powers, similar to tomes or orbs. Granted, such items are extremely rare Under a False Sky, and likely have some drawback or curse as well. Superior kits (as a superior implement) are also available to find, buy, or create. A kit may have the accurate property or the deadly property, or both. Having one property raises the kit's price by 25 gp, and having both properties raises its price by 75 gp. The alchemist must still have the Superior Implement Training feat to benefit from these properties.

Enchanting and Disenchanting Magic Items. A character with the Ritual Caster feat could potentially learn the Enchant Magic Item ritual. Only consumable items can be created with this ritual, such as potions, whetstones, and so forth. These items cost five times their level to produce, similar to alchemical items. A ritual caster could also potentially learn the Disenchant Magic Item ritual. When an item is disenchanting, the caster can opt to simply drain the power from the item, or to generate residuum. Residuum is equivalent to 5 gp value times the item's level, but cursed or tainted items might produce cursed or tainted residuum.

Masterwork Items. Characters may find or possibly purchase finely made items, called masterwork items. If a weapon, it provides a +1 bonus to attack rolls. If a set of armor or a shield, its armor check penalty is reduced by 1, and it weighs 20% less. If a set of tools or some other gear, it provides a +1 bonus to associated checks. If a masterwork item is available to buy from a merchant or craftsman, it costs 100 gold more than a regular item of its type; it would sell for about 20 gold more than a normal item of the same kind. On the other hand, masterwork items are only rarely for sale anywhere.

Items made of special materials are sometimes found while exploring the ruins of the First, the bowls of a slaadi cult cavern, or on the person of a slain Faceless one. Special materials give minor bonuses to armor and weapons made from them, as noted below. These items do not have a regular cost, since they would only be bought and sold in the context of a storyline or encounter.

Mithral. This silvery metal is stronger than steel, but very lightweight. Items made from mithral are light and somewhat flexible, without losing any strength or durability. Mithral is exceedingly rare to find while mining, sometimes occurring with deposits of silver. The Faceless prefer mithral weapons and armor.

Mithral armor is half the weight of regular metal armor, and armor check and movement penalties are lessened by 1. Mithral weapons have a +1 enhancement bonus to attack rolls and weigh half as much as regular weapons. The DC to break a mithral item is 5 points higher than for steel items.

Adamantine. This metal is at once dark and lustrous. It can only be worked with alchemical reagents, but weapons and armor forged from it are highly prized. Weapons made from it never lose their edge, and adamantite armor is extremely hard. Adamantine is usually only found in existing items or as ingots pulled from ruins of the First.

Adamantine armor provides a +1 enhancement bonus to AC. Adamantine weapons have a +2 enhancement bonus to damage. The break DC for adamantine items is 10 points higher than for steel items.

Deep Crystal. This special crystal is formed by imbuing quartz with psychic power. The resulting material has the strength of steel. Normally, only the gith produce deep crystal, though items made of it are sometimes found in ruins associated with the First or the Founder. Deep crystal is psionically resonant. A character with any psionic power (even that granted by a background) may cause an equipped deep crystal item to glow brightly in a 5 square burst with a minor action; this glow lasts until another minor action turns it off, when the item is no longer equipped, or if the user becomes unconscious.

A weapon made from deep crystal inflicts +1d6 psychic damage on a critical hit. Armor made from deep crystal provides a +1 item bonus to Will.

Ferroplasm. This strange material appears as little more than translucent goo of white or bluish color. It can be forged only by someone with psionic power, taking the appearance of a shimmering, glasslike material and gaining the strength of iron. When not held by a sentient creature, it reverts to the form of a small blob, only about one-fifth the size (and mass) of whatever it was. Ferroplasm is believed to be the result of alchemical experiments with deep crystal.

Items made from ferroplasm are mutable, as noted above. When stored, they are small and only weigh one-fifth as much as normal items. Equipping or sheathing a ferroplasm weapon is a free action (only once per round), and ferroplasm armor can be equipped or removed as a standard action. Any sentient creature may make use of the special properties of a ferroplasm item.

RITUALS

Characters with certain backgrounds or classes might end up learning rituals (those marked with a * in the background list, as well as psions). Under a False Sky, there are no markets, bazaars, or schools that commonly sell rituals, though books suitable for writing them down can be purchased. Rituals are only obtained through personal research (represented by class features and feats), discovery, or as rewards. The DM is the final arbiter on whether or not a particular ritual is available in the Land, but any ritual dealing with divine powers is likely to fail or to go terribly wrong.

Rituals require components and focuses as usual, though the costs are divided by ten. A bigger issue than the cost is actually acquiring the appropriate components. Residuum from drained magic items is one source, though rare. Components suitable for rituals can be purchased from alchemists that maintain shops in the cities, but otherwise components are hard to come by. Purchasers need to be discrete, too; no one wants to be known as an arcanist. The focus for a ritual might be relatively easy to find (such as an expensive mirror) or to have made (a fine wooden chest), but it might also be something rather esoteric (a small, jeweled eye), which could require making Streetwise, History, or Diplomacy checks to even find someone to sell or make the focus.

As noted above, a ritual caster can potentially learn Disenchant and Enchant Magic Item. The former is particularly useful for disposing of unwanted magical items of dubious nature. The latter can only be used to produce consumable items, such as potions, elixirs, and crystal shards; such items require residuum or alchemical reagents to produce, at a cost of 5 times their level (rather than the default item prices). This is one way that the party might gain ready access to healing potions.