Combat Talents – Tabletop Version

How Far Can I Move?

Every character starts with a base speed of 6. That means you can spend a movement action on your turn to move up to 6 spaces, including diagonally. Moving diagonally also only costs a single space of movement. It's that simple.

Lights, Combat, Action!

During your turn you can take a Standard Action, a Move Action and a Minor Action. You can take your actions in any order you like, for example you could attack with a standard action and then move or move before using your standard action. Sadly, you can't save up actions – you've got to use them or lose them by the end of your turn. There are also some actions you can take when it isn't your turn. These are are Free Actions, Reactions and Interrupts and will be covered in the keyword section. For now, let's stick to the more important stuff.

Standard Action

Standard Actions are usually used for using a combat talent – as most combat talents require a Standard Action to use. You can also downgrade your Standard Action into a Movement Action or Minor Action if you like.

Move Action

As mentioned above, Move Actions are used to move up to your speed – or activate a combat talent that requires a Move Action to use.

Minor Action

Minor actions are rarely used in the course of battle, they're just there if you need to do something minor – like opening a door, throwing a switch or picking up a dropped weapon. Some combat talents also require minor actions to use instead of standard actions.

Talented At Fighting

You will pick 8 combat talents from amongst any number of the groups listed below. You can take all your combat talents from a single group, or you could pick and choose your combat talents from a wide variety of groups. If you want to be a melee fighter that can also throw lightning and control minds, feel free to grab warrior, wizard and psion talents at your whim. However you like, just grab 8 talents. Just like with the utility talents, group headings don't mean anything, they're just there to help you keep track of the general ideas behind that group's talents and give you an idea of some sample combat builds.

Before each battle, you'll select 5 of your 8 combat talents to take into battle with you – so you might want to grab a variety of talents to adapt to a variety of situations. So, just grab your eight talents – keeping in mind the different combinations of 5 you might bring into battle. It's really that simple.

Switcheroo

Once per battle, a player can spend a minor action to swap out a combat talent they brought into battle with another combat talent their character knows but didn't bring into battle. For example, if you chose Fireball as one of your 5 combat talents to bring into a fight but now realize you really need that Second Sunrise you didn't bring in – you can spend a minor action to swap out Second Sunrise for one of the talents you did bring in (like Fireball).

Keywords

Adjacent – Adjacent means, "next to". A creature is adjacent to any other creature if the sides or corners of their spaces touch each other.

Ally – An ally is a companion of the user or a creature currently significantly contributing to your goals, such as a non-player character aiding you in combat or perhaps one that you've dominated (if you wish to consider it your ally, though in this case you do not have to). Sadly, you are not your own ally – so powers that affect, "all allies" will not affect you as well.

Attack – An 'attack' is, 'any combat talent that is labeled as an attack'. It's genuinely that simple. This only matters as a keyword for certain powers that let you do things when a creature uses an attack against you, or affects your own attacks. For example, being blinded really messes with you if you try to use an attack. However, if you use the other kind of combat talent – a utility combat talent – then being blinded doesn't affect you at all. In short, don't worry about this keyword unless some effect specifically talks about attacks.

Blocking Terrain – Blocking Terrain often takes the form of walls, doors, large pillars, and other various obstacles preventing movement that fill squares on the battle grid. Blocking terrain blocks Movement as well as Line of Effect and usually Line of Sight (a glass wall can be seen through after all). Blocking Movement means that creatures can't enter squares of blocking terrain. A typical square of blocking terrain is completely filled, which prevents diagonal movement across its corners (since creatures don't fully occupy their 5 foot squares, you can move diagonally across their corners – but not so for a wall). Blocking Line of Effect and Line of Sight is explained later.

Blinded – A creature that is blinded flips a coin before it makes melee or ranged attacks. If it loses the flip, the attack does nothing. Flip a separate coin for each target of the attack.

Bloodied – Creatures that are at half health or below are considered bloodied. Some talents and effects care about that.

Burst X – A burst is a type of effect that explodes out from an origin square. A burst x is centered on you, but doesn't affect you, it just expands out to hit things within X squares of you. For example, if you have a combat talent with a range listed as, "Burst 2" and an effect that deals 5 damage to every creature in the burst, then every creature within 2 squares of you would take 5 damage. However, you'd be safe.

Burst X within Y – For this type of burst, you actually have some control over where you want to place it. This is more like throwing a grenade. The X is still the size of the burst, but the Y tells you how far away you can place the origin square. Once you pick the origin square, the rest of the burst explodes from the origin like usual – hitting the origin square as well. For example, if you have a combat talent

with a range listed as, "Burst 2 within 7" – you can pick any square within 7 spaces of you as the origin square. Afterwards, the burst explodes to hit both the origin square and everything within 2 spaces of that origin square – hitting a 5x5 chunk of the board. Just be careful you don't place one of these bursts too close to you, unlike the other one they CAN hit you and hurt you if you're standing in the range.

Combat Advantage – You gain +2 damage when attacking a creature granting combat advantage to you. Several conditions, such as flanking, are easy ways to get combat advantage against your target – and some combat talents will provide it as well. They'll be detailed below.

Conjurations – Conjurations are allied creatures that can help you fight. Conjurations take a place in the initiative order directly after the creature that conjured them and follow their master's instructions. They are destroyed when they reach 0 HP. Conjurations always enter battle with 0 energy. Otherwise, they act exactly like an individual creature – including using their own energy. When a conjuration's controller is unconscious, the conjuration has to make a saving throw at the end of each turn. If they succeed, the conjuration is fine. If they fail the saving throw, they vanish (not 'destroyed'). Conjurations, like all effects produced in combat, vanish at the end of the battle.[1]

Cover – If a creature has cover, it means that they've got some sort of terrain defense they can hide behind. Maybe they're crouching behind a low wall or fighting from around a corner. To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack's origin square, if it doesn't originate from you – like with certain bursts) and trace imaginary lines from that corner to every corner of any one square that the target occupies. If one or two of those lines are blocked by an obstacle or an an enemy – the target has partial cover (a line isn't blocked if it runs along the edge of an obstacle or an enemy's square.) If three or four of those lines are blocked but you have line of effect, the target has superior cover. We'll get into what those mean later.

Creature – Any creature; including allies, enemies and even non-combatants.

Dazed – The dazed creature can only take *one* action per turn. It cannot use Free Actions, Reactions or Interrupts. A dazed creature grants combat advantage.

Dominated – A dominated creature is dazed and has its turns controlled by the dominating creature. A dominated creature is also considered dazed.

Enemy – One of your opponents in battle.

Flanking – When a creature makes a melee attack against a creature it is flanking, the attacking

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creature gains combat advantage for the attack. To flank an enemy, a creature and at least one of its allies must be adjacent to the enemy and on opposite sides or corners of the enemy's space. When in doubt about whether two creatures flank an enemy, trace an imaginary line between the centers of the creatures' spaces. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.

Free Action – Free actions can be performed on any player's or enemy's turn at any time, at no cost. They can also be used in response to actions as though they were interrupts.

Immobilized – A creature that is immobilized can't move unless it is pulled or pushed.

Interrupts and Reactions – This is a special kind of talent that doesn't activate until a specific trigger activates it, a little like a trap. When the triggering action activates the interrupt, you get to interrupt the action that triggered it and apply the talent's effects *before* the triggering action resolves. For example, if the triggering action is a friend taking damage and the interrupt allows you to give that friend 5 health – the player gets the 5 health before he takes damage from the attack. If the talent is a reaction, the player will take the damage and only gain the health after. This all sounds pretty complicated, but it's actually simple. Immediate actions wait for something specific to happen. When they do, they do their effect – before the trigger (if it's an interrupt) or after the trigger (if it's a reaction). However, you can only use one interrupt or reaction per trigger. So, if you have a free action ability and an interrupt ability that both trigger when an enemy deals damage to you – you can only choose one of those actions to trigger. Of course, you can choose the other one the next time the mean enemy hurts you.

Jump – Jumping is like moving normally, except you can move over enemies or barriers and aren't considered to pass through any terrain in the middle (so don't worry about the lava pit). However, you have to be able to see the space you're jumping to. Jumping doesn't *necessarily* mean literal 'jumping' – it can also refer to teleports or turning phantasmal briefly.

Line of Effect – You can't shoot an arrow through a wall. Having a, "line of effect" means that you have a clear shot at your target. If you can draw a straight line from a corner of your square to any of the corners of your opponents' square without the line touching a corner or side of blocking terrain – you've got line of effect. If you don't have line of effect to your target, you can't use your combat talent against it.

Line of Sight – You might not be able to shoot an arrow through a wall, but you can sure shoot it through pitch black darkness or a cloud of smoke. The only drawback is that you can't see what you're shooting at. Having a, "line of sight" to your target means that you can see your target. If you don't have a line of sight to your target, you can still use your combat talent against it – but you have to flip a coin before using it. If tails, the talent fizzles and you still must pay the energy cost. If you can draw a straight

line from a corner of your square to any of the corners of your opponents' square without the line touching a corner or side of terrain that would stop your line of sight (a cloud of thick smoke would stop it, but a transparent glass wall would not) – you have line of sight to your target.

Loss of Life – Some talents may cause a creature (such as yourself, perhaps) to "Lose HP" or "Pay HP" *without* dealing "damage." Not only does this mean things that talk about damage being dealt won't apply (such as an interrupt whose trigger is "You would be dealt damage"), but it also doesn't trigger resistance OR vulnerability. Furthermore, if the creature has temporary hit points, those aren't factored in – "losing HP" only affects normal HP, so a creature can be killed or dropped unconscious with their temporary HP still intact.

Melee – Melee attacks mean hitting the target with something up close and personal. A Melee attack can be used against any target adjacent to you.

Minor – Minor actions are used for minor things, like opening a door or picking up a weapon on the floor. A creature can take a minor action on each of its turns.

Move – Move actions can be used to move up to your speed. A creature can take a move action on each of its turns.

X Ongoing Damage – The creature takes X damage at the start of its turn until the effect causing the ongoing damage is removed. Like vulnerability, ongoing damage doesn't stack. A creature with 5 ongoing damage from one source and 3 ongoing damage from another source takes only 5 damage at the start of each turn – not 8.

Partial Cover – When you attack a creature that has partial cover against your attack, you suffer a –2 penalty to all damage against the target.

Prone – The creature is lying down. If the creature is climbing or flying, it falls. The creature is slowed. The creature grants combat advantage to creatures making melee attacks against it. A prone creature can stand up as a move action.

Pull – You move the target towards you. When you pull a creature, each square you move it must bring it nearer to you

Push – You move the target away from you. When you push a creature, each square you move it must place it farther away from you.

Range – How far away can your combat talent hit things? Is it just up close and personal with Melee,

can it fly far in a straight line like a ranged attack or is it a burst that explodes grenade-style? The range shall tell you all of this.

Ranged X – If a combat talent has its range listed as, "Ranged X" that means it can hit a target that's within X squares of you. Of course, it still shoots in a straight line – so you still need line of effect.

Regeneration X – The creature gains X life at the beginning of each turn. Regeneration doesn't function when the subject is below 0 HP.

Resist X – Whenever a creature with resistance would be dealt damage, it ignores the first X of that damage. Like vulnerability, resistance doesn't stack. A creature with Resist 5 and Resist 3 from another source takes only 5 less damage each time – not 8.[2]

Restrained – A creature that is restrained can't move.

Save Ends – At the end of your turn, you must attempt a saving throw against all effects on you that say "save ends". You roll for each effect individually unless the effect says otherwise. If you get a 10 or higher, the effect goes away. If not, you'll have to try again next turn or wait until someone gives you a saving throw. Some abilities can cause creatures to suffer penalties or gain bonuses to saving throws. Neither penalties nor bonuses to saving throws stack. If you are suffering a –3 penalty to saving throws and another source causes you to suffer a –5 penalty to saving throws, you suffer only the highest penalty – meaning that you will now be suffering a –5 penalty to saving throws. This means that if if you already had a –5 penalty and now a new source causes you to suffer a –3 penalty, there will be no effect. The example is the same for bonuses. However, if you are suffering both a penalty to a saving throw and a bonus – the highest of each applies. For example, if you are suffering a –5 penalty to saving throws but have a +3 bonus to saving throws and a +6 bonus to saving throws – only the –5 and the +6

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[2] When a creature has both resistance and vulnerability, things get interesting. After all, vulnerability only triggers if the vulnerable creature is dealt damage - while resistance prevents a certain amount of damage from being dealt in the first place.

This means Resistance gets to try to prevent damage first... And then if it can't prevent all of the damage, then vulnerability does more.

So if you try to deal 2 damage to a creature with resist 3 and vulnerability 10 - the creature won't take any damage at all. The resistance prevents the damage entirely and since the creature was never damaged, vulnerability does nothing.

If on the other hand, you try to deal 4 damage to the creature - resistance will prevent only 3. The creature will take 1 damage, which will trigger vulnerability for 10 more.

It's pretty simple actually. First check resistance and, if any damage gets passed resistance, then vulnerability comes out to play.

apply. Therefore, you have a +1 modifier to saving throws.

Slowed – A creature that is slowed moves at half speed.

Standard – You get one standard action each turn under normal circumstances. Using a talent costs a standard action, unless the talent says otherwise, so usually you'll only be using one talent each turn. However, if some other effect grants you an additional standard action; feel free to use another talent and enjoy the ride.

Stunned – A creature that is stunned grants combat advantage and cannot take actions.

Superior Cover – When you use a combat talent against a creature that has superior cover, you have to flip a coin before using the talent. If tails, the talent fizzles (you still have to pay the cost of using it).

Temporary HP – Temporary hitpoints are like a buffer, a shield that protects your normal HP. Temporary Hit-Points sit on top of your normal HP and protect you from actually getting hurt. For example, if you have 20 HP and 5 temporary HP and you take 4 damage – you'll now have 20 HP and 1 temporary HP. If you take 3 more damage, you'll now have 18 HP.

Unlike normal HP, Temporary hitpoints *don't stack.* If you have 5 temporary HP and an effect says you 'gain 5' – you don't gain any... Because you already have 5. However, if you had 3 temporary HP and an effect says you 'gain 5' your temporary HP could be reset at the new number... 5. For example, if you have 20 HP and 0 temporary HP, and an effect lets you gain 3 temporary HP, your new totals would be 20 and 3. If a new effect then let you gain 5 temporary HP – your total would be reset to 5 temporary HP.

Utility – A type of combat talent that is not an attack. It's usually used for passive effects like healing allies. However, it's sometimes put on clearly offense-oriented combat talents – which lets you get arround effects like being Blinded very nicely. All combat talents are either Attacks or Utilities.

Vulnerability X – Whenever a creature suffering vulnerability takes damage, it takes X additional damage. Vulnerability doesn't stack. A creature with Vulnerability 5 and Vulnerability 3 from another source takes only 5 additional damage – not 8.

Weakened – A weakened creature deals half damage on its attacks.[3]

+X Damage – When something says you "Deal +X damage" on a talent, or that a talent "Deals +X

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[3] Sorry folks, this doesn't reduce any ongoing damage the creature might apply to you. Just damage it deals directly as part of the attack.

damage" – such as "You may have that attack deal +2d6 damage" – the talent now deals that much additional damage as part of its effect, to any creatures it normally deals damage to. This means that damage isn't added on later, after resistance or vulnerability is triggered, but works the same as any other damage dealt by that talent. Because it only deals the extra damage to creatures it usually deals damage to, combat talents that don't normally deal damage don't benefit from these damage bonuses. These damage bonuses don't affect ongoing damage.

Wait, You Promised Me Critical Hits!

So we did. Whenever you roll a d8, d10 or d12 any time in combat – you have a chance to perform your Special. Your Special's effect varies depending both what Special Move you chose and what die you rolled. If you roll the highest possible number on a d8, d10 or d12 – you perform that Special Move. As it's harder to roll the highest number (12) on a d12 than it is to roll the highest number (8) on a d8, Special Move for rolling a 12 on a d12 is more powerful than the special move for rolling a 10 on a d10.

Select one of the following Special Moves below.

Crippling Strike
8: Target enemy within 7 spaces of you is blinded (save ends)

10: Target enemy within 7 spaces of you is blinded and weakened (save ends)

12: Target enemy within 7 spaces of you is blinded, suffers vulnerability 3 and 5 ongoing damage (save ends all)

Healer's Grace
8: Target creature within 10 spaces regains 6 HP and can make a saving throw.

10: All allies within 10 spaces can either regain 6 HP or make a saving throw.

12: All allies within 10 spaces regain 6 HP and save against all conditions.

Wild Lightning
8: Deal 1d12 damage to a random enemy within 7 spaces.

10: Create a burst 10 centered on you. Deal 1d12 damage to a random creature in the burst, then deal 1d10 damage to another random creature in burst, then deal 1d8 damage to a third random creature in burst.

12: Use one of the combat talents you brought into battle at random without paying its energy cost.

Knight's Presence

8: You have resist 5 until the end of your next turn and target enemy within 5 spaces must attack you on its next turn if able

10: Up to two target allies within 10 spaces cannot be attacked until the end of your next turn.

12: Halve all damage target ally within 10 spaces takes for the rest of the battle.

Buccaneer Blaze

8: Deal 1d8 damage to all creatures in a burst 1 within 7

10: Deal 2d8 damage to target creature within 7 spaces and that creature is blinded until the end of your next turn.

12: Deal 2d10 damage to all enemies in a burst 7 and 1d10 damage to yourself.

Dazzling Performance

8: You may use one of target enemy within 7's combat talents at random without paying its energy cost. [4]

10: Enemies within 5 spaces of you are dazed until the end of their next turn

12: You and target ally each gain 2 energy.

Be Prepared

8: Deal 1d10 damage to target creature within 7.

10: Target creature within 10 gains 2d12 HP.

12: Target creature within 10 gains Resist 3d8 until the end of your next turn. In addition, until the end of the encounter you and up to six allies gain access to all their combat talents, instead of just the ones they selected for this battle.

Form of the Juggernaught

8: You have resist 3 and regeneration 5. These effects end the next time that you take damage.

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[4] Yes, this is like using the 12 ability on Wild Lightning – only you're using an enemy's combat talents instead of your own.

10: Make a saving throw. You regain HP equal to half the roll result.

12: Remove any number of (save ends) conditions from yourself and you gain 2d8 HP.

Assassin's Gambit
8: Choose target creature within 10. That creature becomes your "Mark" until the end of the encounter or until you fall unconscious. Your mark always grants combat advantage to you.

10: Choose target creature within 10. You deal double damage to that creature until the end of the encounter and that creature deals double damage to you until the end of the encounter.

12: Roll a d12. If the result is a 12, kill target creature within 7.

Rogue [17]
[+3] **Taunting Strike** - Standard Attack
Range: Melee
Deal 1d4 damage to target creature. You suffer vulnerability 2 to that creature's attacks until the end of your next turn.

[+2] **Footstab** - Standard Attack
Range: Melee
Deal 1d4 damage to target creature and that creature is slowed (save ends).

[+1] **Backstab** - Standard Attack
Range: Melee
Deal 1d8 damage to target creature. Deal an additional 1d6 damage if the target is granting you combat advantage.

[+1] **Slash From the Shadows** - Standard Attack
Range: Melee
Deal 1d8 damage to target creature. You may move up to 2 spaces either before or after using this talent.

[+1] **Armor Pierce** - Standard Attack
Range: Melee
Deal 1d8 damage to target creature, and that creature suffers vulnerability 1 (save ends)

[0] **Smash and Grab** - Standard Attack

Range: Melee

Deal 1d6 damage to target creature. If you roll 5 or higher, that creature loses 1 energy and you gain 1 energy. You may move 2 spaces either before or after using this talent.

[−1] **Whirling Blades** - Minor Attack

Range: Melee

Deal 3 damage to target creature

[−1] **Pain Spikes** - Move Utility

Move your speed. Each space you leave during this movement becomes a Zone of Caltrops until the end of your next turn. Whenever a creature willingly enters a Zone of Caltrops, the zone deals 1d4 damage to that creature and the creature is slowed (save ends).

[−2] **Below the Belt** - Reaction Utility

Trigger - You deal 5 or more damage to a creature that is granting you combat advantage.

Effect - The creature is dazed until the end of your next turn.

[−2] **Smoke Bomb** - Move Action

Range: Burst 1

You create a zone of choking smoke in the burst. The zone blocks line of sight and creatures within the zone are blinded. The zone lasts until the end of your next turn. You may move up to 2 spaces after using this talent.

[−2] **Where it Hurts** - Interrupt Utility

Trigger - You attack an enemy suffering from a (save ends) effect.

Effect - The triggering attack deals 1d12 extra damage. You may use this talent only once per turn.

[−2] **Vengeance is Mine!** - Reaction Attack

Range: Melee

Trigger – An enemy within 5 spaces deals damage to you

Effect - Move up to 5 spaces as long as you end in a space adjacent to the triggering enemy. Deal 1d10 damage to the triggering enemy.

[−3] **Exploit Weakness** – Standard Attack

Range: Melee

Deal 2d8 damage to target creature. If that creature is suffering from vulnerability, deal 3d10 damage to it instead.

[–5] **Daggerstorm** - Standard Attack
Range: Melee
Roll d12s until you either get a result of 4 or lower or have rolled 5 times. Deal damage to target creature equal to the total die results you rolled this way.[5]

[–7] **Midnight's Blade** - Standard Utility
For the rest of the battle you may reroll all 1s on dice you roll for attacks, and once per round you may have one of your attacks deal +6 damage to a single creature.

[–7] **Shadow Daggers** - Minor Utility
You conjure Shadow Daggers in your hands. You can dismiss the Shadow Daggers as a free action. While you are wielding the Shadow Daggers, you cannot use your normal combat talents. Instead you may use the combat talents below.

> Trait - *From the Shadows*
> If you have combat advantage on an attack, you deal 1 additional damage
>
> [+2] *Shadow Leap* - Standard Attack
> Range: Melee
> Before the attack, you may jump to a space adjacent to an enemy within 3.
> Deal 1d10 damage to target creature.
>
> [+1] *Dualslash* - Standard Attack
> Range: Melee
> Deal 1d6 damage to target creature. Repeat this attack once.
>
> [–1] *Quickslash* - Minor Attack
> Range: Melee
> Deal 1d8 damage to target creature
>
> [–2] *Darkcloud* - Move Utility
> Range: Burst 2
> You create a zone of choking smoke in the burst. The zone blocks line of sight for other creatures and creatures other than you within the zone are blinded and grant combat advantage to you. The zone lasts until the end of your next turn.
>
> [–4] *Assassinate* - Standard Attack

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[5] Bear in mind, you total up the die results and then hit once - you don't hit a separate time for each roll. So sorry, can't trigger vulnerability a separate time on each roll.

Range: Melee

If you have combat advantage for this attack, deal 5d12 damage to target creature. The Shadow Daggers vanish.

[–X] **Payday** - Standard Attack
Range: Melee
Roll Xd4. Deal that much damage to target creature. For each 4 you roll, you and target ally each gain 1 energy.

Wizard [23]

[+2] **Magic Missle** - Standard Attack
Range: Ranged 20
Deal 4 damage to target creature.

[+1] **Fireball** - Standard Attack
Range: Burst 1 within 7
Deal 1d8 damage to each creature in the burst.

[+1] **Jim's Magic Missle** - Standard Attack
Range: Ranged 10
Deal 1d10 damage to target creature. This damage ignores resistance.

[0] **AEtherstep** - Move Utility
Jump up to 3 spaces

[0] **Flight** - Move Utility[6]
Fly up to your speed

[0] **Prepare Spell** - Minor Utility
Choose one:
A) Choose a Basic Combat Talent you have selected (which can be this one) and swap it with one you do not have selected.
B) Pay 1 energy: Choose a Basic Combat Talent you don't have selected for this battle. You may now use that talent during this battle.

[–1] **Teleport** - Move Utility

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[6] Though this can be flavored as a wizard talent, it is also the perfect way to give a hawkling character or anyone with flight utility talents the ability to fly in combat.

Jump up to your speed.

[–2] **Ignite** - Standard Attack
Range: Ranged 10
Roll a d12. Target creature suffers that much ongoing damage (save ends).

[–2] **Fireswath** - Standard Attack
Range: Burst 2 within 3
Deal 1d10 damage to all creatures in the burst.

[–2] **Drift of Phantasms** - Standard Utility
Conjure five Phantasms, each within 5 spaces of you. They have the following stat blocks.

> **Phantasm** - 1 HP
> Size: Medium
> Speed: 6

[–3] **Blast From The Past** - Standard Utility
You cease to exist and can take no actions until the start of your next turn. You have line of sight and line of effect to no creature, and no creature has line of sight or line of effect to you. At the start of your next turn, you reappear in the space of your choice within 3 spaces of the space you left and deal 1d12 damage to each creature adjacent to you.

[–3] **Acid Arrows** - Standard Attack
Range: Ranged 5
Up to two target creatures suffer 5 ongoing damage (save ends).

[–3] **Blink** - Free Utility
Jump 3 spaces.

[–3] **Power Up -** Standard Utility
When you take this talent during character creation, choose a trait that you meet the prerequisites for. You gain the benefits of the chosen trait for the remainder of this battle.

[–4] **Misdirection** - Interrupt Attack
Trigger - An enemy would deal damage to you.
Effect - A random enemy within 7 spaces of you takes the damage instead.

[–4] **Spatial Contortion** - Standard Attack

Range: Burst 2 within 5

Deal 1d12 to all enemies in the burst. You may then jump to a square within the burst.

[−5] **Conjure Spectral Swordsman** - Standard Utility

You conjure a Spectral Swordsman within 5 spaces of you. It has the following stat block.

> **Spectral Swordsman** - 20 HP
> Size: Medium
> Speed: 6
>
> [+1] *Vicious Strike* - Standard Attack
> Range: Melee
> 1d12 damage to target creature
>
> [−1] *Bladesting* - Minor Attack
> Range: Melee
> 1d4 damage to target creature.
>
> [−2] *Crack the Shell* - Minor Utility
> Range: Melee
> Target creature gains vulnerability 2 until the end of your next turn.

[−6] **Freezing Arrow** - Standard Attack

Range: Ranged 7

Deal 2d12 damage to target creature and that creature is dazed (save ends).

Deal 1d12 damage to all creatures adjacent to the target and those creatures are slowed until the end of your next turn.

[–7] **Hammer of Thunder** - Minor Utility

You conjure a Thunder Hammer in your hands.[7] You can dismiss the Thunder Hammer as a free action. While you are wielding a Thunder Hammer, you cannot use your normal combat talents. Instead you may use the combat talents below.

[+3] *Thunderous Blow* - Standard Attack
Range: Melee
Deal 1d8 damage to target creature, push it 1 space, and you gain a *lightning shield* until the end of your next turn. Whenever a creature attacks you with a melee attack while you have a *lightning shield*, that creature suffers 3 damage.

[+1] *Leaping Lightning* - Standard Attack
Range: Melee
Before the attack, you may jump up to your speed +2. Deal 2d8 damage to target creature and the creature falls prone.

[0] *Throw Lightning* - Standard Attack
Range: Ranged 10
Deal 2d12 damage to target creature and 1d12 to all creatures adjacent to it. The Thunder Hammer vanishes.

[–2] *Thunder Blast* - Standard Attack
Range: Burst 2 within 3
Deal 1d12 damage to each creature in the burst. Those creatures are dazed until the end of your next turn.

[–4] *Thundercrash* - Standard Attack
Range: Burst 2
Before the attack, jump up to 10 spaces. Deal 3d12 damage to each creature in the burst, push those creatures up to 3 spaces and the creatures fall prone. The Thunder Hammer vanishes.

[–7] **Flametongue** – Minor Utility

You conjure a Flametongue—a flaming sword—in your hands. You can dismiss the Flametouge as a free action. While you are wielding a Flametongue, you cannot use your normal combat talents. Instead you may use the combat talents below.

Searing Heat - Trait

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[7] Yep, the Thunder Hammer is all yours. An enemy can't steal it, you can't hand it to an ally. If you try to hand it off, it instantly vanishes. Enjoy the thunder.

Whenever you trigger one of your Special Moves, target creature suffers 5 ongoing damage.

[+3] *Fireslash* – Standard Attack
Range: Melee
Deal 1d12 damage to target creature.

[+1] *Burning Wound* – Standard Attack
Range: Melee
Roll a d8. Deal that much damage to target creature, and it suffers that much ongoing damage (save ends).

[0] *Scorched Earth* – Minor Utility
Range: Burst 2
You plant the Flametongue into the ground at your feet. The area in the burst becomes a zone of fire until the end of your next turn. Creatures other than you suffer 5 damage when they enter the zone or start their turn in the zone. The Flametongue vanishes

[–1] *Blazing Blade* - Standard Attack
Range: Burst 1
Deal 2d10 damage to all enemies in the burst.

[–4] *Cremate* – Standard Attack
Range: Melee
Deal 4d10 damage to target creature and increase the size of the next burst attack you make by 1. The Flametongue vanishes.

[–7] **Granite Axe** – Minor Utility
You conjure a Granite Axe in your hands. You can dismiss the Granite Axe as a free action. While you are wielding a Granite Axe, you cannot use your normal combat talents. Instead you may use the combat talents below.

Stone Skin - Trait
You have resist 1. If you already have resistance, increase that resistance by 1.

[+3] *Earth's Embrace* – Standard Attack
Range: Burst 1
Deal 3 damage to enemies in the burst and those enemies fall prone.

[+1] *Strength of Stone* – Standard Attack

Range: Melee
Deal 1d10+X damage to target creature, where X is the number of temporary hit points you have, to a maximum of 5.

[–1] *Stone Strike* – Standard Attack
Range: Melee
Roll 2d6. Deal that much damage to target creature and you gain that many temporary hit points.

[–2] *Grasping Granite* - Reaction Attack
Range: Melee
Trigger - An enemy adjacent to you deals damage to an ally,
Effect - Deal 2d10 damage to the triggering enemy and that enemy is restrained (save ends).

[–4] *Earthquake* - Standard Attack
Range: Burst 3
Before the attack, jump up to 5 spaces
Deal 3d10 damage to all creatures in burst and you may pull each of those creatures up to two spaces. Unoccupied spaces at the edge of the burst become blocking terrain until the end of your next turn. The Granite Axe vanishes.

[–7] **Hurricane Blade** – Minor Utility
You conjure a Wind Rapier in your hands. You can dismiss the Wind Rapier as a free action. While you are wielding a Wind Rapier, you cannot use your normal combat talents. Instead you may use the combat talents below.

Blessing of Wind - Trait
The wielder gains a +2 bonus to speed

[+3] *Blowback* – Standard Attack
Range: Burst 1
Move each creature in the burst up to 3 spaces.

[0] *Flash-Step* – Move Attack
Range: Melee
Before the attack, move up to 7 spaces. Deal 1d10 damage to target creature.

[0] *Gust* – Minor Utility
Range: Ranged 4

Move target creature up to 2 spaces.

[–2] *Typhoon Parry* – Interrupt Attack
Trigger – An enemy damages you with a melee attack
Effect – The attack does not affect you. Move to another square adjacent to the triggering enemy and deal 1d10 damage to it.

[–4] *Call the North Wind* – Standard Attack
Range: Burst 5
You may move all creatures in the burst up to 6 spaces. You may deal 1d12 damage to each enemy you move this way. The Wind Rapier vanishes.

[–8] **Inferno** - Standard Attack
Range: Burst 4 within 10
Deal 3d10 damage to all creatures in the burst.

[–9] **Conjure Fire Giant -** Standard Utility
Conjure an allied Fire Giant within 5 spaces of you. It has the following stat-block.

Fire Giant - 40 HP
Size: Large
Speed: 6
Combustion - Trait
When Fire Giant is destroyed, it deals 3d12 damage to all enemies within 3 spaces of it.

[+3] *Blazing Blade* - Standard Attack
Range: Burst 1 within 2
The Fire Giant deals 1d8 damage to all enemies in the burst.

[–2] *Chains of Fire* - Standard Utility
Ranged 10
Target creature is subjected to the Fire Giant's *Chains of Fire* until the end of the Fire Giant's next turn. A creature subjected to the Fire Giant's *Chains of Fire* suffers 2d12 damage whenever it attacks a creature other than a Fire Giant.

[–6] *Meteor Smash* - Standard Attack
Range: Ranged 3
The Fire Giant deals 4d12 damage to target creature.

Sorcerer [19]

[+X] **Daredevil's Rush** - Standard Utility
Deal Xd8 damage to yourself. X cannot be more than 5.

[+6] **Grab For Power** - Standard Utility
Lose 1d8 energy.

[+3] **Supercharge** - Standard Attack
Range: Ranged 10
Deal 1d8 damage to yourself and flip a coin. If you win the flip, deal 1d10 damage to target creature.

[+3] **Critfisher** – Standard Utility
Choose one;
A) Roll two dice of your choice from amongst d8s, d10s and d12s (you could choose to roll both from one of these types, or a mix from amongst these types).
B) Pay 2 energy. If you do, roll five dice of your choice from amongst d8s, d10s and d12s (you could choose to roll all five from one of these types, or a mix from amongst these types).

[+2] **Arcing Bolt** - Standard Attack
Range: Ranged 7
Deal 1d6 damage to up to three target creatures.

[+2] **Conjure Energy Spark**- Standard Utility
You conjure an allied Energy Spark within 5 spaces of you. It has the following stat block

> **Energy Spark** - 1 HP
> Size: Medium
> Speed: 8
>
> *Trait - Conjurer's Trick*
> When the Energy Spark is destroyed, you may grant a conjuration that you control 1 energy.
>
> [0] *Bzzt!* - Standard Attack
> Range: Melee
> The Energy Spark deals 1 damage to target creature.

[+1] **Wild Power** - Standard Utility

Range: ranged 10
A random ally within range gains 2 energy.

[0] **Brainstorm** - Standard Utility
Flip a coin. If you win the flip, you gain 1d8 energy. If you lose the flip, you deal 1d10
damage to yourself.

[0] **Heads I Win, Tails You Lose** - Standard Utility [Created by Xel Unknown]
Range: Ranged 10
Flip a coin. If heads, you or target ally within range gains 2 energy. If tails, deal 1d8 damage to target
creature within range and that creature is weakened (save ends).

[−1] **Lightning Bolt** - Standard Attack
Ranged 10
Deal 1d10+X damage to target creature where X equals the number of energy you spent
on your last turn.[8]

[−1] **Lightning Speed** - Minor Utility
Move 3 spaces.

[−1] **Thundercrack** - Standard Attack
Range: Ranged 5
Deal 1d10 damage to target creature and push it 1d4 spaces. If you roll a 4, that creature falls prone.

[−1] **Firebolt** - Standard Attack
Range: Ranged 5
Deal 2d8 damage to target creature

[−2] **Chain Lightning** - Standard Attack
Range: Ranged 7
Deal 1d10 to target creature. If you roll a 6 or higher you may make this attack again without pay its
energy cost, except you must choose a new target within 7 spaces of the last target.[9]

[−2] **Shockwave** - Minor Utility
Range: Burst 2
Push all creatures in the burst 1d4 spaces. If you roll a 4, those creatures fall prone.

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[8] Yep, X can be negative. Be careful.
[9] By "new" target, it just means not the one you hit last, which means if there are two creatures you can go
back and forth between them.

[–2] **Arc Rush** - Standard Attack
Range: Melee
Deal 1d10 target creature, then jump to a square adjacent to a different enemy within 10 and deal 1d10 to that creature

[–2] **Shocking Entrance** - Standard Utility
Jump up to 5 spaces then deal 1d10 damage to each creature adjacent to you.

[–2] **Lightning Pace** - Reaction Utility
Trigger - You roll initiative and dislike the result.
Effect - You gain a +7 bonus to your initiative check.

[–2] **Fire and Ice -** Standard Attack [Created by Duskraven]
Range: Ranged 7
Deal 1d10 damage to target creature.
Roll 1d6. Target creature suffers ongoing damage equal to the roll result (save ends).

[–7] **Spear of Lightning** – Minor Utility
You conjure a Lightning Spear in your hands. You can dismiss the Lightning Spear as a free action. While you are wielding a Lightning Spear, you cannot use your normal combat talents. Instead you may use the combat talents below.

   Static Shock - Trait
   Whenever you roll a 1 on a d8, d10 or d12 - deal 1d8 damage to all creatures adjacent to you.

   [+3] *Arc Leap* – Standard Attack
   Range: Melee
   Before the attack, jump up to 4 spaces. Deal 1d8 damage to target creature.

   [+1] *Lightning Chain* – Standard Attack
   Range: Melee
   Choose a creature within 7 spaces of you. Jump to a space adjacent to that creature and deal 1d10 damage to that creature. You may repeat this attack up to 2 times, each time targeting a different creature.

   [–1] *Strikedown* – Move Attack
   Jump up to 5 spaces then deal 1d8 damage to each creature adjacent to you.

[–2] *Static Field* – Standard Attack
Range: Burst 1
Deal 2d8 damage to all creatures in the burst. If you roll a 7 or higher on one of those dice, those creatures are dazed until the end of your next turn.

[–4] *Hurl Lightning* - Standard Attack
Range: Ranged 10
Deal 4d10 damage to target creature, push that creature up to 5 spaces and knock it prone, then 1d12 to all creatures that were adjacent to it at any time during the push. The Lightning Spear vanishes.

[–7] **Electrocution** - Standard Attack
Range: Ranged 7
Deal 1d4+1d6+1d8+1d10+1d12 to target creature

[–8] **Hyperbeam** - Standard Attack [Created by Bronymous]
Range: Ranged 7
Deal 3d20 damage to target creature. Skip your next turn. If you roll a 20, activate all 3 of your special moves (for each 20 you roll).

[–9] **Call Lightning** - Standard Attack
Range: Ranged 7
Deal 3d10 damage to target creature and the target falls prone. Deal 1d12 damage to each creature adjacent to the target, push them 3 spaces from the target and they fall prone.

[–9] **Immolate** - Standard Attack
Range: Ranged 7
Deal 2d8 damage to target creature. Then roll 1d10, and the target and each adjacent creature take ongoing damage equal to that roll result (save ends).

[–X] **Thunderstorm** - Standard Attack
Range: Ranged 10
You unleash X bolts of lightning. Each bolt of lightning targets a random creature in the range and deals half of 2d10 damage.

Warlock [22]
[+4] **Dark Bargain** - Standard Utility
You suffer 2 ongoing damage (save ends), vulnerability 2 (save ends), and a -2 penalty to damage (save

ends). You cannot make saving throws this turn.

[+3] **Harrowing Curse** - Standard Utility
Range: Ranged 20
Target creature suffers 1 ongoing damage (save ends).

[+3] **Blood Slash** - Standard Attack
Range: Ranged 7
Deal 2 damage to target creature. You suffer 2 ongoing damage (save ends).

[+2] **Blood Arrow** - Standard Attack [Created by Xel Unknown]
Range: Ranged 7
Deal 2d4 damage to target creature. You lose 2 HP.

[+1] **Kindle Pain** - Standard Utility
Range: Ranged 10
If target creature is suffering ongoing damage, increase that damage by 5.

[+1] **Vampiric Grasp** - Standard Attack
Range: Melee
Roll 1d8. Deal that much damage to target creature and gain HP equal to the roll result.

[−1] **Blood Pact** - Minor Utility
For the rest of the battle, at the beginning of your turn, you gain 1 energy and then lose 1 HP for each energy you have.[10]

[−1] **Barter in Blood** - Minor Utility
Range: Ranged 7
Target creature is subjected to your "Bloody Contract" (save ends). While the creature is subjected to your "Bloody Contract", it suffers 1d6 damage whenever you are dealt damage.

[−1] **Implant Parasite** - Standard Utility
Range: Melee
Target creature is subjected to your "Parasite" (save ends). In addition, you may use the following combat talent

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[10] Blood Pact, much like a (save ends) effect, doesn't stack with itself. Basically, it applies an effect to you, and identical ongoing effects from the same source don't typically stack. It's like a rule added to your character that says "This happens," but stating that rule multiple times is just redundant - not separate activations. To sum up – Blood Pact doesn't stack.

[−1] *Suck Blood* - Minor Attack
Roll a d8. Target creature subjected to your "parasite" takes damage equal to the result and you gain life equal to the result.

[−1] **Mark of the Patron -** Minor Utility
Range: Ranged 10
Target creature is subject to your "Mark of the Patron" (save ends). A creature subjected to your "Mark of the Patron" takes an extra 1 damage from your attacks.

[−1] **Blood is Power** - Minor Utility
Range: Ranged 7
You and target creature each suffer 5 ongoing damage (save ends).

[−1] **With Friends Like These** - Interrupt Utility [Created by Fluffy McSparkles]
Range: Ranged 7
Trigger - You would be subjected to a (save ends) effect.
Effect - Target willing ally within range is subjected to the effect instead.

[−2] **Better You Than Me** - Interrupt Utility
Range: Ranged 7
Trigger - An enemy targets you with an attack.
Effect - Target willing ally within range is targeted by the triggering attack instead (even if they aren't in range of the triggering attack, they still get hit by it).

[−2] **Drink Pain** – Reaction Utility
Trigger - An enemy within 3 spaces of you takes ongoing damage
Effect – You gain life equal to the damage

[−2] **Crippling Curse** - Standard Attack
Range: Ranged 7
Target creature is slowed, suffers 5 ongoing damage and grants combat advantage until the end of your next turn.

[−2] **Soulfeast** - Minor Utility
Until the end of your next turn, whenever an enemy within 5 spaces of you is reduced to zero HP; you gain 1d8 HP.

[−3] **Syphon Life** - Standard Attack

Range: Burst 2 within 3

Roll a d8. Deal that much damage to each enemy in the burst. You gain that much HP for each enemy in the burst.

[–3] **Winter's Grasp** - Standard Attack

Range: Ranged 7

Target creature is subjected to your Winter's Grasp (save ends). A creature that is suffering from your Winter's Grasp suffers 5 ongoing damage and is slowed. Any creature that starts its turn adjacent to a creature that is subjected to your Winter's Grasp suffers 2 damage and is slowed until the end of your next turn.

[–3] **Wound Reflection** - Reaction Attack

Trigger - An enemy within 10 spaces deals damage to you.

Effect - Deal an equal amount of damage to the triggering enemy.

[–3] **Conjure Shadow Archer** - Standard Utility

Conjure a Shadow Archer within five spaces of you. It has the following stat-block.

> **Shadow Archer** - 10 HP
> Size: Medium
> Range: 6
>
> [0] **Arrow of Decay** - Standard Attack
> Range: 7
> Target creature suffers 3 ongoing damage (save ends). If that target is already suffering from ongoing damage, you may increase the amount of ongoing damage that creature is suffering from by 2 instead.
>
> [0] **Shadow Bleed** - Reaction Utility
> Trigger: An ally attacks a target suffering from a save ends effect.
> Effect: The triggering attack deals 1d12 extra damage. Destroy the Shadow Archer

[–3] **Blood Cleave** - Standard Attack

Range: Melee

Deal 3d12 damage to target creature and lose 1d12 HP.

[–4] **Curse Eater** - Standard Utility

Range: Ranged 10

Remove all (save ends) conditions from you or target ally. You gain 1d12 HP for each condition

removed this way.

[–5] **Sickening Plague** - Standard Attack
Range: Burst 3
Deal 1d12 damage to enemies in the burst. They're restrained and suffer 5 ongoing damage (save ends both).

[–5] **Hangman's Noose** - Standard Attack
Range: Melee
Deal Xd12 damage to target creature, where X is the number of (save ends) conditions you have.

[–9] **You Will Die** - Standard Utility
Ranged: Ranged 7
Target creature is weakened, immobilized, blinded, dazed, grants combat advantage, suffers vulnerability 3, 5 ongoing damage and a -2 penalty to saving throws (save ends all)

[–X] **Drain Blood** - Minor Attack
Range: Ranged 7
Deal X damage to target creature. Target creature within 7 gains X+2 life. X cannot be less than 1.

[–X] **Lifesap** - Reaction Utility [Created by Dusk Raven and Zarhon]
Trigger - You deal damage to one or more creatures.
Effect - Gain up to 3 HP for each energy spent. However, you cannot gain more HP than the total damage you dealt.

Warrior [13]
[+3] **Come At Me Bro!** - Standard Utility
Range: Ranged 5
Pull target creature 5 spaces. That creature deals 1d8 damage to you.

[+3] **Quickstep** - Standard Utility
Move 2 spaces.

[+3] **Way Too Tough** - Standard Utility
You may make a saving throw.

[+2] **Bull Rush** - Standard Attack
Range: Melee
Move up to your speed. At the end of the move, you may deal 1d6 damage to target creature.

[+2] **Dwarf Tossing** - Standard Utility

Range: Melee

Push target creature up to 5 spaces and the target falls prone.

[+2] **Guarded Stance** - Standard Utility

Until the end of your next turn, you take half damage from creatures adjacent to you.

[−1] **Iron Fist** - Standard Attack

Range: Melee

Deal 1d12 damage to target creature. That creature is restrained until the end of your next turn.

[−1] **Whirlwind of Steel** - Standard Attack

Range: Burst 1

Deal 1d10 damage to each enemy in the burst.

[−2] **Thunderous Blow** - Standard Attack

Range: Melee

Deal 1d12 damage to target creature, push it 3 spaces and the target falls prone.

[−2] **Grappling Chain** - Minor Utility

Range: Ranged 7

Pull target creature up to 6 spaces.

[−2] **Get out of my face!** - Interrupt Attack [Created by Sunbeam]

Range: Melee

Trigger - A creature willingly moves into a square adjacent to you.

Effect - Deal 1d8 damage to the triggering creature.

[−3] **Barreling Charge** - Move Attack

Move up to 5 spaces. You may pass through enemy spaces during this move, so long as you end the move in an unoccupied space. For each enemy's space you move through during this movement, deal 1d8 damage to that enemy and the enemy falls prone.

[−3] **Where Do You Think You're Going?** - Interrupt Attack

Range: Melee

Trigger - An enemy adjacent to you willingly moves away from you

Effect - Deal 2d8 damage to the triggering enemy and the target falls prone.

[–6] **Lord of Battle** - Standard Attack

Range: Burst 5

Pull any number of enemies in the burst 4 spaces then deal 1d10 damage to each enemy adjacent to you.

Paladin [17]

[+2] **Defensive Fighting** - Standard Utility

Range: Melee

Deal 3 damage to target creature and you have resist 3 until the end of your next turn.

[+2] **Demand Duel** - Standard Attack

Range: Melee

Deal 1d8 damage to target creature. If that creature damages one of your allies on its next turn, that enemy suffers 1d8 damage.

[+2] **Radiant Blade** - Standard Attack

Range: Melee

Deal 1d8 damage to target creature. If you roll a 7 or higher, that creature is blinded until the end of your next turn.

[+1] **Invigorating Strike** - Standard Attack

Range: Melee

Deal 1d8 damage to target creature. You grant target ally within 5 spaces of you 5 temporary HP.

[0] **Don't Forget Me** - Interrupt Attack

Range: Melee

Trigger - A creature adjacent to you willingly moves away from you or makes an attack that doesn't include you as a target.

Effect - Deal 1d8 damage to the triggering creature.

[–2] **Roar of Challenge** - Minor Utility

Range: Burst 2 within 3

Enemies in the burst are subjected to your "Roar of Challenge" until the end of your next turn. A creature subjected to your, "Roar of Challenge" deals half damage on attacks that do not include you as a target.

[–2] **Martyr's Blessing** - Minor Utility

Range: Melee

Until the end of your next turn, whenever a creature would deal damage to target ally the damage is dealt to you instead.

[–2] **Divine Rebuke** - Reaction Attack

Range: Ranged 10

Trigger – An enemy within 10 spaces damages one of your allies with an attack.

Effect – Deal 1d12 damage to the triggering enemy.

[–2] **Guardian's Shield** - Interrupt Utility

Trigger - You would take damage from an attack

Effect - You take half that damage instead.

[–2] **Guardian's Duty** - Interrupt Utility

Trigger - An enemy targets an ally within 5 spaces of you with a melee or ranged attack

Effect - Move to a space that is between that ally and the triggering enemy, or adjacent to both. The attack targets you instead.

[–3] **Conjure Spectral Warden** - Standard Utility

Conjure an allied Spectral Warden within 5 spaces. It has the following stat-block.

> **Spectral Warden** - 1 HP
> Size: Medium
> Speed: Hover 5
>
> [0] **Warden's Boon** - Standard Utility
> Range: Ranged 10
> The Spectral Warden grants target creature 1d10 HP.
>
> [0] **Warden's Duty** - Interrupt Utility
> Trigger - An enemy targets an ally within 5 spaces of the warden with a melee or ranged attack
> Effect - The Warden moves to a space that is between that ally and the triggering enemy, or adjacent to both. The attack targets the warden instead.

[–3] **Divine Leash** - Standard Utility

Range: Melee

Target creature is subject to your Divine Leash (save ends). If a creature subjected to your Divine Leash willingly moves away from you, that creature suffers 1d4 damage per space of movement. When

a creature fails a save against this effect, if they are not adjacent to you you may pull that creature to a space adjacent to you.

[−3] **Hero's Entrance** - Standard Utility
Jump 5 spaces, then each ally adjacent to you gains 2d8 HP.

[−5] **Heart of Faith** - Standard Utility
For the rest of the battle or until you fall unconscious, allies adjacent to you have resist 2 and gain combat advantage on their attacks.

[−6] **Sunburst** - Standard Attack
Range: Ranged 10
Deal 3d8 damage to target creature, and all allies within a burst 3 around the target can make a saving throw with a +5 bonus.

[−6] **Never Stay Down** - Interrupt Utility
Trigger - You fall unconscious
Effect - At the beginning of your next turn, if you are still alive, you regain 2d8 hit points and may take an extra standard action.

[−7] **Shield of Valor** - Minor Utility [<u>Created by Fury of the Tempest</u>]
You conjure a Shield of Valor in your hands. You can dismiss the Shield of Valor as a free action. While you are wielding a Shield of Valor, you cannot use your normal combat talents. Instead you may use the combat talents below.

> ***Guardian's Oath*** - Trait
> You may use "Guardian's Duty" without paying its energy cost if the ally targeted by the triggering attack is subjected to your "Guardian's Oath." Then remove the "Guardian's Oath" from that ally.
>
> [+3] ***Guardian's Vow*** **-** Standard Utility
> Range: Ranged 10
> Up to two allies are subject to your "Guardian's Oath" until the end of your next turn.
>
> [+3] ***Stand Tall*** - Standard Utility
> Range: Ranged 10
> You take half damage from creatures adjacent to you until the end of your next turn, and target ally is subjected to your "Guardian's Oath" until the end of your next turn.

[+2] *Shield Bash* - Standard Attack
Range: Melee
Roll 1d8. Deal that much damage to target creature, and it takes a penalty to damage equal to the roll result until the end of your next turn.

[–2] *Guardian's Duty* - Interrupt Utility
Trigger - An enemy targets an ally within 6 spaces of you with a melee or ranged attack
Effect - Move to a space that is between that ally and the triggering enemy, or adjacent to both. The attack targets you instead.

[–4] *Under the Aegis* - Interrupt Utility
Trigger - Multiple allies would be hit by a burst attack.
Effect - Move up to 6 spaces toward the burst. Then, if you are in the burst, the attack now hits only you. The Shield of Valor vanishes. This talent costs 1 less energy for each ally targeted by the triggering attack that is subject to your "Guardian's Oath."

Cleric [22]

[+3] **Peacekeeper's Vow** - Standard Utility
You are weakened (save ends). Until the end of your next turn, whenever one of your combat talents grants an ally HP - that ally gains 2 temporary HP as well.

[+3] **Sanctity of Faith** - Standard Utility
You have regeneration 2 (save ends).[11]

[+2] **Celestial Light** - Standard Utility
Range: Burst 10
You and all allies in burst gain 3 temporary HP.

[+2] **Healing Salve** - Standard Utility
Range: Ranged 10
You or target creature regains 1d10+2 HP.

[+1] **Brilliant Flare** - Standard Attack
Range: Burst 1 within 7
Roll a d6. Deal that much damage to enemies in the burst. Allies in the burst gain that much HP.

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[11] Yes, you do always have to make a save against each save ends effect currently affecting you at the end of each of your turns – though you probably don't want to in this case.

[–1] **Grace** - Standard Utility [Created by Azureink]
Range: Burst 5
Up to six creatures in the burst gain 3 HP.

[–1] **My Life is Yours** - Minor Utility
Range: Ranged 7
Pay 5 HP. Target creature gains 9 HP.

[–2] **Selfless Act** - Interrupt Utility
Range: Ranged 7
Trigger - An ally in range would be subjected a (save ends) condition.
Effect - You are subjected to the (save ends) condition instead. You gain 3 temporary HP.

[–2] **Condemn** - Standard Utility
Range: Ranged 7
Target creature is subjected to your Condemnation (save ends). In addition, you may use the following combat talent.

> [0] **Condemnation** - Reaction Attack
> Trigger - A creature subjected to your "Condemnation" makes an attack.
> Effect - Deal 1d8 damage to that creature.

[–2] **Saving Grace** - Standard Utility [Created by Azureink]
Range: Burst 5
Up to six creatures in the burst gain 1d10 HP.

[–3] **Sunlance** - Standard Attack
Range: Range 10
Deal 1d10 damage to target creature. That creature and all enemies adjacent to the creature are blinded until the end of your next turn.

[–3] **Sacred Ground** - Standard Utility
Range: Burst 1 within 10
The burst creates a zone of sacred ground until the end of your next turn. Allies in the zone have resist 3, and enemies in the burst grant combat advantage.

[–3] **Miracle** - Free Utility
Range: Ranged 10
Target unconscious ally regains 3d12 hit points.

[–3] Conjure Celestial Commander - Standard Utility

Conjure an allied Celestial Commander within 5 spaces. It has the following stat-block.

> **Celestial Commander**- 1 HP
> Size: Medium
> Speed: Fly 6
>
> **[0] Knight's Move** - Standard Utility
> Range: Ranged 10
> Target ally all may move up to its speed.
>
> **[0] Divine Command** - Standard Utility
> Range: Ranged 10
> Target ally may take a standard action. Destroy Celestial Commander.

[–3] Conjure Celestial Avenger - Standard Utility

Conjure an allied Celestial Avenger within 5 spaces. It has the following stat-block.

> **Celestial Avenger** - 1 HP
> Size: Medium
> Speed: Fly 6
> Trait - Celestial Shield
> Celestial Avenger has resist 3
>
> **[+1] Avenger's Challenge** - Standard Attack
> Range: Ranged 10
> The Celestial Avenger deals 1d8 damage to target creature.
>
> **[–1] Divine Retribution** - Interrupt Attack
> Range: Ranged 10
> Trigger – An enemy within 10 spaces attacks an ally that the Celestial Avenger can see.
> Effect – Deal 1d12 damage to the triggering enemy.

[–3] Amazing Grace - Standard Utility [Created by Azureink]

Range: Burst 5

Up to six creatures in the burst gain 1d12+2 HP.

[–4] Conjure Sunlit Obelisk - Standard Utility [Inspired by Greywander]

You conjure a Sunlit Obelisk within five spaces of you. It has the following stat block.

Sunlit Obelisk - 20 HP

Size: Medium

Speed: 0

Trait - Glorious Light

Allies within 2 spaces of the Sunlit Obelisk have resist 2. Enemies within 2 spaces of the Sunlit Obelisk suffer 2 damage at the start of their turns.

[–4] **Benediction of Maladies** - Standard Utility

Range: Ranged 10

Transfer all (save ends) effects on you or target ally within the range to target enemy within the range.

[–4] **Ward for the Fallen** - Minor Utility [Created by Silent Belle]

Until the end of the encounter, all allies have resist 3 while they are unconscious or comatose.

[–6] **Second Sunrise** - Standard Utility

Range: Burst 10

You and all allies in the burst gain 2d10 hit points and make a saving throw with a +5 bonus.

[–X] **Faith Ward** - Minor Utility

Range: Ranged 7

You or target ally gains resist X+1 until the end of your next turn. X cannot be less than 1.

[–X] **Mend** - Minor Utility

Range: Ranged 10

Target ally gains regeneration X+2 until the target is dealt damage. X cannot be less than 1.

Warlord [14]

[+3] **Hop To It!** - Standard Utility

Range: Ranged 5

Move target ally 1 space.

[+2] **Get Over It!** - Standard Utility

Range: Ranged 7

Target ally can make a saving throw.

[+2] **Fine, I'll Fix It For You!** - Standard Utility
Range: Melee
Target creature regains 1d12+5 hit points.

[+1] **Get Em!** - Standard Utility
Range: Range 10
Target enemy grants combat advantage until the end of your next turn.

[−1] **Get Moving!** - Move Utility
Range: Ranged 7
Move target ally up to 5 spaces.

[−2] **On My Mark!** - Standard Utility
Range: Ranged 7
Target ally may take a Standard Action.

[−2] **For Great Justice!** - Standard Utility
Range: Burst 2
Each ally in the burst gains 1d8 temporary HP and a +4 bonus to speed until the end of your next turn.
You may pay 2 additional energy to expand the range of this combat talent to a Burst 3.

[−2] **Support Me!** - Reaction Utility
Trigger - An enemy damages you with a melee attack.
Effect - An ally within 5 spaces of you may move up to 6 spaces, then use the following combat talent against the triggering enemy.

> [0] *No One Hits The Commander But Me* - Free Attack
> Range - Melee
> Deal 1d10 damage to target creature. All allies adjacent to that enemy gain that much temporary HP.

[−3] **Shield Up!** - Interrupt Utility
Range: Ranged 7
Trigger - Target ally would take damage.
Effect - That ally takes only half that damage instead.

[−3] **Go For The Eyes!** - Standard Attack
Range: Melee
Target creature grants combat advantage until the end of your turn, and up to two allies within 5 spaces

of you can use the following combat talent as a free action.

> [0] *Shoot For The Eyes* - Free Attack
> Range: Ranged 6
> Deal 1d12 damage to target creature.

[–4] **Assault Formation!** - Move Utility
Range: Burst 5
You and allies in burst may move up to 5 spaces

[–5] **Pincer Maneuver!** - Standard Utility
Range: Ranged 5
You and target ally can each take a standard action.

[–6] **Go Get The Bastard!** - Standard Utility
Range: Range 10
Target ally may move up to 12 spaces and then immediately use the following combat talent.

> [0] *Sir, Yes Sir!* - Free Attack
> Range: Melee
> Deal 3d12 damage to target creature. For each 12 you roll, you may trigger your special attack twice instead of once.

[–10] **THIS IS SPARTA!** - Standard Utility
Range: Burst 10
You and up to three allies in the burst can take a Standard Action.

Psylord [13]
[+4] **Psychic Surge** - Standard Utility
At the end of your next turn, you are stunned (save ends).

[+3] **Open Options** - Standard Utility
Choose one of your combat talents you didn't bring into battle this encounter. Substitute that talent for this talent for the rest of the encounter.

[+1] **Gather Energy** - Standard Utility
On your next turn, you may take 2 standard actions. You cannot use this talent two turns in a row.

[+1] **Energize** - Standard Utility
Range: Ranged 7
Target ally gains an energy.

[+1] **Redirect Focus** - Minor Utility
You are dazed until the end of your next turn.

[0] **Channel Mind** - Standard Utility
Target ally can use one of their [–] combat talents as a free action. They spend your energy instead of theirs to pay the talent's energy cost.

[–1] **Actions Speak Louder** - Standard Attack
Range: Melee
Roll a d10. Deal that much damage to target creature, and an ally within 5 spaces of you can make a saving throw with a bonus equal to the die result.

[–2] **Empathetic Mind** - Interrupt Utility
Trigger - An ally makes a saving throw
Effect - If that ally succeeds on the saving throw, you may remove one of your (save ends) conditions as well and gain 4 HP.

[–2] **Feedback Wave** - Standard Attack
Range: Ranged 10
Deal 2d8+X damage to target creature, where X equals the number of energy that creature has.

[–2] **Wave of Zeal** - Standard Attack
Range: Burst 2 within 3
Each allied player may pay 1 energy. Deal 1d8 damage to each enemy in burst for each energy paid this way.

[–2] **Switcheroo** - Standard Utility
Range: Ranged 7
Choose a creature in the range. You and the target creature each jump to the others' spaces.

[–4] **Imperious Control** - Standard Utility
Range: Burst 5
Move each enemy in the burst up to 3 spaces.

[–6] **Mind Over Matter** - Standard Attack

Range: Ranged 10

Remove all save-ends effects from target creature. Deal 1d12 damage to all enemies within 4 spaces of the target for each (save ends) effect removed this way.

Psion [19]

[+4] **Trance** - Standard Utility

You suffer vulnerability 4 until the end of your next turn.

[+2] **Psychic Anomaly** - Standard Utility

Range: Ranged 5

You and target creature suffer vulnerability 3 until the end of your next turn.

[+2] **Psychic Strands** - Standard Utility

Range: Burst 2 within 3

Move each creature in the burst up to 2 spaces.

[+2] **Paranoia** - Standard Utility

Range: Ranged 10

Target enemy makes an attack of its choice against a creature of your choice within the attack's range.

[+1] **Mindfray -** Standard Attack

Range: Ranged 7

Deal 1d8 damage to target creature, and that creature suffers a -2 penalty to damage until the end of your next turn

[0] **Nudge** - Move Utility

Range: Ranged 5

Move target creature 2 spaces

[–1] **Dishearten** - Standard Attack

Range: Ranged 10

Deal 1d10 damage to target creature. If you roll a 7 or higher, that creature loses 1 energy

[–1] **Charm** - Standard Utility

Range: Ranged 10

Target creature cannot attack you (save ends).

[–2] **Betrayal** - Standard Utility

Range: Ranged 7

Two target enemies make attacks of their choice against each other.

[–2] **Tragedy** – Standard Attack

Range: Burst 1

Enemies in range use an attack of their choice against themselves.

[–2] **Harrowing** - Standard Attack

Range: Burst 1 within 7

Deal 4 damage to enemies within the burst and they suffer a -3 penalty to their next saving throw.

[–3] **Rearrange** - Move Utility

Range: Burst 2

Move all enemies in the burst 3 spaces.

[–3] **Confusion** - Standard Utility

Range: Ranged 7

Target creature suffers confusion (save ends). A creature suffering confusion flips a coin
when it attacks. If it loses the flip the attack targets once of your enemies in its range instead.

[–3] **Traitorous Confession** - Standard Utility

Range: Ranged 7

All of target creature's adjacent allies must make an attack of their choice against that creature.

[–4] **Gravity Well** - Standard Utility

Range: Burst 4 within 7

The burst becomes a zone of "vortex" that lasts until the end of your next turn. If a creature starts its turn
in the zone, that is pulled up to 4 spaces towards the zone's origin space. Creatures inside the zone
suffer a -3 penalty to speed.

[–5] **Possession** - Standard Utility

Range: Ranged 10

Target creature is dominated (save ends). You are stunned while that creature is dominated.[12]

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[12] If you some how get the stun off yourself while the creature is still dominated, good for you. However,
because the effect states you're stunned as long as the creature is dominated, it will immediately cause you
to be stunned once more, and will continue to do so until the creature is no longer dominated.

[–5] **Puppeteer** - Standard Utility

Range: Ranged 7

Target enemy takes an extra turn after this one. You control it during that turn.

[–7] **Despair** - Standard Attack

Range: Burst 10

Deal 3d12 to all enemies in the burst currently suffering from (save ends) effects.

[–9] **Mindslaver** - Standard Utility

Range: Ranged 10

Target creature is dominated (save ends).

Monk [13]

[+3] **Form of the Serene Armadillo** - Standard Utility
You gain 1d4 temporary HP.

[+2] **Perfect Focus** - Standard Utility

You have resist 3 to melee attacks until the end of your next turn. At the start of your next turn, if you have not taken damage since you last used this ability, you gain 2 more energy.

[+2] **Monkey's Backfist** - Standard Attack

Range: Melee

Deal 1d8 damage to target creature and move the creature 1 space.

[+1] **Tiger Claw** - Standard Attack

Range: Melee

Deal 1d12 damage to target creature.

[–1] **Form of the Falling Mountain** - Standard Attack

Range: Melee

Deal 1d10 damage to target creature and the target falls prone. If the target is already prone, the creature is dazed until the end of its next turn instead.

[–2] **Sudden Sweep** - Interrupt Attack

Range: Melee

Trigger - An enemy adjacent to you makes a ranged attack.

Effect - Deal 1d12 damage and the target falls prone.

[–2] **Flurry of Blows** - Standard Attack

Range: Melee

Deal 1d12 damage to up to two target creatures. Those creatures suffer a -2 penalty to damage until the start of your next turn.

[–2] **Handspring Whirlwind** - Standard Attack

Range: Burst 1

Before the attack, if you are prone you may stand up as a free action. Deal 1d10 damage to enemies in the burst and the targets fall prone.

[–2] **Crane's Flight** - Move Attack

Range: Melee

Before the attack, jump up to 3 spaces to a space adjacent to an enemy. Deal 1d8 damage to that enemy.

[–2] **Crack the Earth** - Standard Attack

Range: Melee

Deal 2d8 damage to target creature. All creatures adjacent to the target fall prone.

[–4] **Stunning Heron's Talon** - Interrupt Attack

Range: Melee

Trigger - A creature adjacent to you would deal damage to you.

Effect - The triggering creature is stunned until the end of its next turn.

[–6] **Judo Throw** - Standard Attack

Range: Melee

Roll 2d8. Deal that much damage to target creature, push it that many spaces and the target falls prone.

[–8] **Leopard's Fury** - Standard Attack

Range: Melee

Before the attack, you may move up to your speed. Deal 2d8 damage to each enemy you move adjacent to during this movement.

Bard [9]

[+2] **Mocking Melody** - Standard Utility

Range: Ranged 7

Target creature is subjected to your mocking melody (save ends). A creature subjected to your mocking melody suffers 1d8 damage whenever they roll a 4 or lower on a damage die.

[+2] **Inspire Courage** - Standard Utility
Range: Ranged 10
Target creature gains 1d12 temporary HP.

[−1] **Haunting Melody** - Standard Attack
Range: Ranged 10
Roll a d10. Based on the roll, target creature suffers the following.
1-4 The target is slowed (save ends).
5-7 The target is immobilized (save ends).
8-9 the target is dazed (save ends).
10 the target is stunned (save ends).

[−2] **Dis-chord** - Standard Utility
Range: Burst 2 within 3
Flip a coin for each creature in burst. If the flip is tails, the creature's next attack deals an extra 1d12 damage. If heads, that creature is confused (save ends). A confused creature flips a coin when it attacks and, if tails, the attack targets a random creature instead.

[−2] **Song of Shielding** - Standard Utility
Range: Ranged 7
When you use this combat talent, choose one;
A) Target ally gains resist 1d10 until the end of your next turn.
B) Pay an additional 2 energy. If you do, you may target a second ally with this talent.

[−2] **Staggering Note -** Standard Attack
Range: Ranged 7
Roll 1d10. Deal that much damage to target creature, and that creature takes a penalty to damage equal to 11 minus the die result (save ends).

[−3] **Magnificent Melody** - Standard Utility
Range: Ranged 7
Target ally gains Regeneration 6 (save ends) and +1d12 damage on its next attack.

[−3] **Inspiring Tune** - Standard Utility
Range: Burst 3
Until the end of your next turn, allies in burst can roll twice on die rolls and take either result.

[–4] **Crescendo** - Standard Utility[13]

Range: Ranged 10

Target creature gains 1d4 HP or 1d4 temporary HP

Target creature gains 1d6 HP or 1d6 temporary HP

Target creature gains 1d8 HP or 1d8 temporary HP

Target creature gains 1d10 HP or 1d10 temporary HP

Target creature gains 1d12 HP or 1d12 temporary HP

[–6] **IT IS NOT THIS DAY!** - Minor Utility

Range: Ranged 7

Target unconscious ally gains 1d10 HP and performs one of their three Special Moves
(their choice).

Berserker [14]

[+5] **All or Nothing** - Standard Utility

At the end of your next turn you are reduced to -15 HP. You may use this talent only once per battle.

[+2] **Rampage** - Standard Attack

Range: Melee

Deal 1d4 damage to target creature. If you are bloodied, deal 1d12 damage to that
creature instead.

[0] **Savage Dreadnought** - Free Utility

Pay 3 life. Make a saving throw.

[0] **Adrenaline Rush** - Reaction Utility

Trigger - An enemy deals 6 or more damage to you with an attack.

Effect - Flip a coin. If heads, you gain 1 energy.

[–1] **Frenzy** - Standard Attack

Range: Ranged 2

Deal 2d8 damage to a random creature in the range.

[–1] **Into the Fray** - Standard Attack

Range: Melee

Deal 1d12 damage to yourself and up to two target creatures.

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[13] You can choose, individually, if each target gets temporary or real HP.

[−1] **Lash Out** - Reaction Utility

Trigger - You damage a creature with a melee attack

Effect - Pay 3 life. If you do, deal 4 damage to that creature.

[−2] **Blind Rage** - Free Attack

Range: Melee

Deal 2d8 damage to target creature. You are blinded (save ends).

[−2] **Slashback** - Interrupt Attack

Range: Melee

Trigger - An adjacent creature deals damage to you.

Effect - Deal 1d12 damage to the triggering creature.

[−3] **Furious Rage** - Standard Attack

Range: Melee

Deal 2d10 damage to target creature. If you are bloodied, you deal 3d12 damage instead.

[−8] **Rampage** - Standard Utility

Move up to your speed +2 in a straight line. You may move through the spaces of medium or smaller creatures during this movement, provided you end in an unoccupied space. Deal 2d12 damage to creatures whose spaces you pass through during this movement, push them 1 space and the target falls prone.

[−7] **Wild Abandon** - Minor Utility

For the rest of the battle you suffer Vulnerability 4, and once per round when you make a single-target attack, you may have that attack deal +2d6 damage.

[−9] **Berserker's Rage** - Minor Utility

For the rest of the battle you suffer Vulnerability 4, and once per round when you make a single-target attack, you may have that attack deal +3d6 damage.

[−17] **It's Over!** - Standard Attack

When you use this talent, choose one;

A) Melee - Deal 7d12 damage to target creature.

B) Close burst 1 - Deal 4d12 damage to all enemies in the burst.

Alchemist [12]

[+2] **Muddle the Mixture** - Standard Utility

Range: Ranged 10

You and target enemy are weakened until the end of your next turn. When you use this
ability flip a coin. If you win the flip, you gain an additional 2 energy. If you lose the flip, you are blinded
(save ends).

[+2] **Crazy Concoction** - Standard Utility

You suffer vulnerability 2, a -5 penalty to saving throws and deal +2 damage on attacks (save ends all).

[+1] **Craft Acidic Addendum** - Standard Utility

You craft one vial of, "Acidic Addendum". You may expend a vial of, "Acidic Addendum" to use the
combat talent below.

> *Acidic Addendum* - Free Utility
> Trigger - You make an attack.
> Effect - The attack causes the target to suffer 5 ongoing damage (save ends), in addition to its
> other effects.

[+1] **Noxious Mixture** - Standard Attack

Range: Ranged 10

Deal 2d4 damage to target creature. If the creature is suffering from a (save
ends) condition, deal 1d12 damage to the creature instead.

[+1] **Poison Cloud** - Standard Utility

Range: Burst 2 within 7

The burst creates a zone of poison gas until the end of your next turn.
Creatures that end their turns in the zone suffer 1d10 ongoing damage (save ends).

[−1] **Sticky Goo** - Standard Attack

Range: Burst 1 within 10

Creatures in the burst suffer ongoing 1d6 damage (save ends). The burst creates a zone of sticky goo
until the end of your next turn. Creatures that enter or start their turn in the zone are slowed (save ends).

[−1] **Sticky Tar** - Move Utility

Move your speed. Each space you leave during this movement becomes a Zone of Tar until the end of
your next turn. Whenever a creature enters a Zone of Tar, the creature is restrained until the end of your
next turn.

[−1] **Noxious Gas** - Move Utility

Move your speed. Each space you leave during this movement becomes a Zone of Posion until the end of your next turn. Whenever a creature enters a Zone of Poison, the creature suffers ongoing damage 2 and is slowed (save ends both).

[–2] **Ye Broke Me Flask!** - Reaction Attack
Trigger - An enemy adjacent to you deals damage to you with an attack
Effect - Roll 1d4 and use the indicated effect
1: Deal 1d10 damage to the triggering creature
2: The triggering creature suffers 5 ongoing damage (save ends)
3: The triggering creature is weakened (save ends)
4: The triggering creature is blinded (save ends)

[–2] **Splash it in Their Eyes** - Standard Attack
Range: Burst 1 within 2
Deal 5 damage to each creature in the burst and they suffer a -3 penalty to damage (save ends).

[–2] **Craft Emergency Provisions** - Standard Utility
You craft one vial of, "Emergency Provisions". You may expend a vial of, "Emergency Provisions" to use the talent below.

>   *Emergency Provisions* - Interrupt Utility
>   Range: Ranged 7
>   Trigger - You or or target ally would take damage that reduces you or that ally to 0 HP or less.
>   Effect - The target gains 1d12+5 temporary HP.

[–3] **Expunge** - Standard Attack
Range: Ranged 10
Remove all (save ends) conditions from target creature. Deal 2d8 damage to that creature for each effect removed this way.

[–3] **Everlasting Misery** - Interrupt Utility
Trigger – An enemy within 10 spaces makes a saving throw and you dislike the result.
Effect - The triggering creature rerolls the saving throw.

[–7] **Acid Rain** - Standard Attack
Range: Burst 5 within 10
Deal 1d12 acid damage to creatures in the burst. Deal an additional 1d12 damage to creatures suffering from (save ends) effects.

[−8] **Family Recipe** - Standard Attack
Range: Ranged 7
Target creature is dazed (save ends), weakened (save ends), immobilized (save ends) and suffers vulnerability 5 (save ends).

Ranger [9]
[+3] **Take Aim** - Standard Utility
Double the range of your next ranged combat talent. You may reroll all 1s on that combat talent.

[+2] **Grapple Bolt** - Standard Attack
Range: ranged 7
Deal 1 damage to target creature, and another creature in range within 7 spaces of the first. Move the second creature to the closest space adjacent to the first. Those creatures cannot move away from each other (save ends).

[+2] **Survival Skills** - Standard Utility
You regain 1d12+3 HP.

[+1] **Snipe** - Standard Attack
Range: Ranged 20
Deal 1d10 damage to target creature.

[+1] **Pinning Shot** - Standard Attack
Range: Ranged 10
Deal 1d4 damage to target creature, and that creature is immobilized (save ends).

[+1] **Headshot** - Standard Attack
Range: Ranged 10
Deal 1d6 damage to target creature. If you roll a 5 or a 6 – treat the die roll as though it were twice the result.[14]

[−1] **Force Bolt** - Standard Attack
Range: Ranged 10
Deal 1d10 damage to target creature and push it up to 3 spaces.

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[14] For example, if you roll a 5 – the attack would deal 10 damage. If you roll a 6, the attack would deal 12 damage. Doubling the die roll result doesn't affect any other damage boosts you might enjoy. If you deal +3 damage for some reason or another and roll a 5, you'll deal 10+3 damage - the +3 will not be doubled.

[–1] **Flaming Arrow** - Standard Attack

Range: Ranged 10

Deal 1d8 damage to target creature. That creature suffers 3 ongoing damage (save ends).

[–2] **Volley** - Standard Attack

Range: Ranged 10

Roll a 1d8. Deal 3 damage to up to X different creatures in range, where X is the die result.

[–3] **Explosive Arrow** - Standard Attack

Range: Ranged 7

Deal 1d10 damage to the target. At the beginning of that creature's next turn, it and all creatures adjacent to it take 1d12 damage and fall prone.

[–3] **Heartseeker** - Standard Attack

Range: Ranged 10

Deal 2d12 damage to target creature.

[–7] **Shatter Armor** - Standard Attack

Range: Ranged 10

Deal 1d10 damage to target creature and they suffer that much vulnerability until the end of your next turn.

Necromancer [11]

[+3] **Deathwatch** - Standard Utility

Range: Ranged 20

You learn target creature's current HP.

[+3] **Death Beckons** - Standard Attack [Created by Xel Unknown]

Range: Ranged 7

You lose 3 life. Target creature loses 2 life.

[+1] **Pull the Strings** - Standard Utility [Created by Silent Belle]

Range: Ranged 7

Target ally with 0 or less HP may use one of their [–] talents as a free action. They spend your energy instead of theirs to pay the talent's energy cost.

[+1] **Hand of Death** - Standard Attack

Target creature loses 1d10 HP.[15]

[0] **Bone Splinters** - Minor Utility

Range: Ranged 10

Destroy a conjuration with more than 1 HP that you control. Create a burst 2 centered on the destroy conjuration. Deal 1d8 damage to all creatures in burst, and they suffer that much ongoing damage (save ends).

[−1] **Animate Bone Mite** - Reaction Utility

Trigger - An enemy within 10 spaces is reduced to 0 or less HP.

Effect - You conjure a Bone Minion in the fallen enemy's space that has the following stat block.

> ***Bone Mite*** - 1 HP
> Size: Tiny
> Speed: 6
> Trait **-** *Bloodhusk*
> When this creature dies, it deals 1d8 damage to target adjacent creature
>
> [0] *Burrow In Flesh* - Standard Attack
> Range: Melee
> Target creature suffers 2 ongoing damage (save ends).
>
> [0] *Bloodfeast* - Minor Utility
> Destroy a Conjuration you or a willing ally controls. Target ally within 7 gains 4 HP.[16]

This power's cost cannot be reduced.

[−2] **Preserve the Bodies** - Interrupt Utility [Created by Silent Belle]

Trigger - An ally within 10 who has 0 or less HP would take damage from an attack

Effect - Grant the triggering ally 2d8 temporary HP.

[−2] **Deathly Vigor** - Minor Utility [Created by Silent Belle]

Range: Ranged 10

Target unconscious ally gains 2d10 temporary HP. The target may act as though it was conscious as long as it has temporary HP.

[−2] **Take Life**- Standard Attack

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[15] See "Loss of Life" in the rules section above.

[16] Yep, it can sacrifice itself.

Range: Ranged 7

Roll 1d12. Deal that much damage to target creature gain life equal to the roll result.

[–4] **Rise for Me!** - Reaction Utility [Created by Silent Belle and Sunbeam]

Trigger - An enemy falls to 0 or fewer HP.

Effect - You conjure a Blood Skeleton with the following stat block.

> ***Blood Skeleton*** - 10 HP
>
> Size: medium
>
> Speed: 6
>
> Trait - *Open Grave*
>
> When this creature reaches 0 HP or less, it deals 1d10 damage to all creatures adjacent to it.
>
> [+X] *Cannibalism* - Standard Attack
>
> Range: Melee
>
> The Blood Skeleton deals Xd12 damage to target ally. X cannot be greater than 5.
>
> [+1] *Bloodwrench* - Standard Attack
>
> Range: Melee
>
> The Blood Skeleton deals 1d6 damage to target creature. Target ally gains 1d6 HP.
>
> [–2] *Protect The Master* - Interrupt
>
> Trigger - An enemy targets you or an ally within 5 spaces of the Blood Skeleton with a melee or ranged attack
>
> Effect - The Blood Skeleton moves to a space that is between that ally and the triggering enemy, or adjacent to both. The attack targets the Blood Skeleton instead.

This power's cost cannot be reduced to below 1.

[–4] **Death Is Power** - Reaction Utility

Trigger - A non-minion enemy is reduced to 0 HP or less.

Effect - You may immediately take a standard action.

[–5] **Conjure Spectre** - Standard Utility

Conjure an allied Dark Spectre in a space within 5. It has the following stat block.

> **Dark Spectre** - 10 HP
>
> Size: medium
>
> Speed: fly 6 (hover)
>
> Trait - *Midnight Haunting*

All enemies within 10 spaces of the Dark Spectre suffer a -1 penalty to saving throws.

Trait - *Spectral Possession*
When the Dark Spectre is destroyed, target creature within 5 spaces of the spectre is dominated by you until the end of its next turn.
[+1] *Spook* – Standard Attack
Range: Ranged 10
Target creature suffers a -2 penalty on its damage rolls (save ends).
[−1] *Deathwish* - Standard Attack
Range: Ranged 10
Target creature must attack the Dark Spectre on its next turn if able.

[−7] **Death's Scythe** – Minor Utility
You conjure a Necro Scythe in your hands. You can dismiss the Necro Scythe as a free action. While you are wielding a Necro Scythe, you cannot use your normal combat talents. Instead you may use the combat talents below.

Death's Shadow - Trait
Creatures adjacent to you suffer a -2 penalty to saving throws

[+3] *Death Cyclone* – Standard Attack
Range: Burst 1
Roll a d6. Gain that much life and deal that much damage to all creatures in the burst.

[+1] *Grievous Wound* – Standard Attack
Range: Melee
Choose one;
A) Target creature suffers 1d12 ongoing damage (save ends).
B) Roll a d12. If target creature is suffering from ongoing damage, increase that damage by half the result.

[−1] *Soul Claimer* – Reaction Utility
Trigger – You reduce a creature to 0HP or less.
Effect - You gain 1d8 HP.

[−3] *The Reaper Passes* – Move Attack
Move up to 10 spaces. You may move through enemies during this movement, provided you end your movement in an unoccupied space. Deal 1d8 damage to all enemies you pass through during this movement.

[–4] *Death Stalks You* – Standard Attack
Range: Ranged 3
Target Enemy is subjected to your "Mark of the Reaper" (save ends). While the target is subjected to your "Mark of the Reaper," it suffers vulnerability equal to the amount of ongoing damage its taking, and whenever the creature takes damage, you gain that much life. When this effect ends, the Necro Scythe vanishes.

[–8] **Red Requiem** - Standard Attack
Range: Ranged 7
Target creatures loses 1d4 HP.
Target creatures loses 1d6 HP.
Target creatures loses 1d8 HP.
Target creatures loses 1d10 HP.
Target creatures loses 1d12 HP.

[–10] **Form of the Reaper** - Interrupt Utility
Trigger - You would be reduced to 0 HP or less.
Effect - Your HP total becomes 13 instead. You may use Death's Scythe immediately without spending the energy cost, even if you do not know that talent.

Druid [8]

[+3] **Form of the Tree** - Standard Utility
You conjure a Form of the Tree onto yourself. You may assume your normal form again as a minor action. While in the Form of the Tree you cannot use your normal combat talents. Instead you may use the combat talents below.

> *Strength of Wood* - Trait
> You have resist 2
>
> *Rootbound* - Trait
> You are considered restrained
>
> [+3] *Grow Bark* - Standard Utility
> You gain 1d4 temporary hit points

[+3] **Conjure Rabbit** - Standard Utility
You conjure a Rabbit within 5 spaces of you. It has the following stat block

Rabbit - 1 HP
Size: Medium
Speed: 8

[0] **Nibble** - Standard Attack
Range: Melee
The Rabbit deals 1 damage to target creature.

[+2] **Thornwhip** - Standard Attack
Range: Ranged 5
Pull target creature to a square adjacent to you. That creature takes damage equal to the number of squares it was pulled, to a maximum of 4.

[+1] **Rootbind -** Standard Attack
Range: Ranged 5
Target creature is slowed and suffers a -3 penalty to saving throws until the end of Its next turn.

[0] **Form of the Elk** - Minor Utility
You conjure a Form of the Elk onto yourself. You may assume your normal form as a minor action. While in the Form of the Elk you cannot use your normal combat talents. Instead you may use the combat talents below.

> [+1] ***Call of the Herd*** - Standard Utility
> Range: Burst 10
> You and all allies in burst gain 1d10 temporary hit points

> [−1] ***Inspire Recovery*** - Minor Utility
> Range: Ranged 10
> Target ally makes a saving throw

[0] **Form of the Spitting Cobra** - Minor Utility
You conjure a Form of the Spitting Cobra onto yourself. You may assume your normal form as a minor action. While in the Form of the Spitting Cobra you your size becomes small and you cannot use your normal combat talents. Instead you may use the combat talents below.

> [+2] ***Spit Acid*** - Standard Attack
> Range: Ranged 5
> Target creature loses all resistance and suffers vulnerability 1 and ongoing damage 1 (save ends all)

[+1] *Spit Poison* - Standard Attack
Range: Ranged 7
Roll 1d6. Target creature takes that much ongoing damage (save ends)

[−2] **Barkskin** - Minor Utility
You have resist 2 until the end of your next turn and gain 1d10 temporary hit points.

[−3] **Form of the Panther -** Minor Utility
You conjure a Form of the Panther onto yourself. You may assume your normal form as a minor action. While in the Form of the Panther you cannot use your normal combat talents. Instead you may use the combat talents below.

Speed of the Hunter - Trait
You gain a +1 bonus to speed

[+4] *Stalk* - Standard Utility
Choose target creature. That creature grants combat advantage to you for your next attack.

[+1] *Razor Claws* - Standard Attack
Range: Melee
Deal 1d12 damage to target creature. This attack ignores resistance. If you roll an 10 or higher, that creature takes 3 ongoing damage and loses resistance (save ends). This attack ignores resistance.

[−2] *Pounce* - Standard Attack
Range: Melee
Before the attack, jump up to 5 spaces. Deal 2d8 damage to target creature. If you had combat advantage for this attack, deal 2d12 damage instead, and you knock that creature prone.

[−5] *Maul* - Standard Attack
Range: Melee
Deal 3d8 damage to target creature, that creature suffers 5 ongoing damage and is weakened (save ends both)

[−3] **Spider Web** - Standard Attack
Range: Burst 2 within 10
Creatures in the burst are restrained (save ends). The burst creates a zone of webbing that lasts until the end of your next turn. Any creature that enters or starts its turn in the zone is immobilized (save ends).

Specialty Classes

Conjurer

[+3] Conjure Rabbit - Standard Utility

You conjure a Rabbit within 5 spaces of you. It has the following stat block

    Rabbit - 1 HP

    Size: Medium

    Speed: 8

    [0] Nibble - Standard Attack

    Range: Melee

    The Rabbit deals 1 damage to target creature.

[+2] Conjure Energy Spark- Standard Utility

You conjure an Energy Spark within 5 spaces of you. It has the following stat block

    Energy Spark - 1 HP

    Size: Medium

    Speed: 8

    Trait - Conjurer's Trick

    When the Energy Spark is destroyed, you may grant a conjuration that you control 1 energy.

    [0] *Bzzt!* - Standard Attack

    Range: Melee

    The Energy Spark deals 1 damage to target creature.

[–2] Drift of Phantasms - Standard Utility

Conjure five Phantasms, each within 5 spaces of you. They have the following stat blocks.

    Phantasm - 1 HP

    Size: Medium

    Speed: 6

[–3] Conjure Shadow Archer - Standard Utility

Conjure a Shadow Archer within five spaces of you. It has the following stat-block.

Shadow Archer - 10 HP
Size: Medium
Range: 6

[0] **Arrow of Decay** - Standard Attack
Range: 7
Target creature suffers 3 ongoing damage (save ends). If that target is already suffering from ongoing damage, you may increase the amount of ongoing damage that creature is suffering from by 2 instead.

[0] **Shadow Bleed** - Reaction Utility
Trigger: An ally attacks a target suffering from a save ends effect.
Effect: The triggering attack deals 1d12 extra damage. Destroy the Shadow Archer

[–3] **Conjure Celestial Commander** - Standard Utility
Conjure an allied Celestial Commander within 5 spaces. It has the following stat-block.

Celestial Commander- 1 HP
Size: Medium
Speed: Fly 6

[0] **Knight's Move** - Standard Utility
Range: Ranged 10
Target ally all may move up to its speed.

[0] **Divine Command** - Standard Utility
Range: Ranged 10
Target ally may take a standard action. Destroy the Celestial Commander.

[–3] **Conjure Celestial Avenger** - Standard Utility
Conjure an allied Celestial Avenger within 5 spaces. It has the following stat-block.

Celestial Avenger - 1 HP
Size: Medium
Speed: Fly 6
Trait - Celestial Shield
Celestial Avenger has resist 3

[+1] **Avenger's Challenge** - Standard Attack
Range: Ranged 10
The Celestial Avenger deals 1d8 damage to target creature.

[–1] **Divine Retribution** - Interrupt Attack
Range: Ranged 10
Trigger – An enemy within 10 spaces attacks an ally that the Celestial Avenger can see.
Effect – Deal 1d12 damage to the triggering enemy.

[–4] **Conjure Sunlit Obelisk** - Standard Utility [Inspired by Greywander]
You conjure a Sunlit Obelisk within five spaces of you. It has the following stat block.

Sunlit Obelisk - 20 HP
Size: Medium
Speed: 0

Trait - Glorious Light
Allies within 2 spaces of the Sunlit Obelisk have resist 2. Enemies within 2 spaces of the Sunlit Obelisk suffer 2 damage at the start of their turns.

[–5] **Conjure Spectral Swordsman** - Standard Utility
You conjure a Spectral Swordsman within 5 spaces of you. It has the following stat block.

Spectral Swordsman - 20 HP
Size: Medium
Speed: 6

[+1] *Vicious Strike* - Standard Attack
Range: Melee
1d12 damage to target creature

[–1] *Bladesting* - Minor Attack
Range: Melee
1d4 damage to target creature.

[–2] *Crack the Shell* - Minor Utility
Range: Melee
Target creature gains vulnerability 2 until the end of your next turn.

Weaponmaster [7]

[–7] **Spear of Lightning** – Minor Utility
You conjure a Lightning Spear in your hands. You can dismiss the Lightning Spear as a free action. While you are wielding a Lightning Spear, you cannot use your normal combat talents. Instead you may use the combat talents below.

Static Shock - Trait
Whenever you roll a 1 on a d8, d10 or d12 - deal 1d8 damage to all creatures adjacent to you.

[+3] *Arc Leap* – Standard Attack
Range: Melee
Before the attack, jump up to 4 spaces. Deal 1d8 damage to target creature.

[+1] *Lightning Chain* – Standard Attack
Range: Melee move
Choose a creature within 7 spaces of you. Jump to a space adjacent to that creature and deal 1d10 damage to that creature. You may repeat this attack up to 2 times, each time targeting a different creature.

[–1] *Strikedown* – Move Attack
Jump up to 5 spaces then deal 1d8 damage to each creature adjacent to you.

[–2] *Static Field* – Standard Attack
Range: Burst 1
Deal 2d8 damage to all creatures in the burst. If you roll a 7 or higher on one of those dice, those creatures are dazed until the end of your next turn.

[–4] *Hurl Lightning* - Standard Attack
Range: Ranged 10
Deal 4d10 damage to target creature, push that creature up to 5 spaces and knock it prone, then 1d12 to all creatures that were adjacent to it at any time during the push. The Lightning Spear vanishes.

[–7] **Flametongue** – Minor Utility
You conjure a Flametongue—a flaming sword—in your hands. You can dismiss the Flametongue as a free action. While you are wielding a Flametongue, you cannot use your normal combat talents. Instead you may use the combat talents below.

Searing Heat - Trait
Whenever you trigger one of your Special Moves, target creature suffers 5 ongoing damage.

[+3] *Fireslash* – Standard Attack
Range: Melee
Deal 1d12 damage to target creature.

[+1] *Burning Wound* – Standard Attack
Range: Melee
Roll a d8. Deal that much damage to target creature, and it suffers that much ongoing damage (save ends).

[0] *Scorched Earth* – Minor Utility
Range: Burst 2
You plant the Flametongue into the ground at your feet. The area in the burst becomes a zone of fire until the end of your next turn. Creatures other than you suffer 5 damage when they enter the zone or start their turn in the zone. The Flametongue vanishes

[–1] *Blazing Blade* - Standard Attack
Range: Burst 1
Deal 2d10 damage to all enemies in the burst.

[–4] *Cremate* – Standard Attack
Range: Melee
Deal 4d10 damage to target creature and increase the size of the next burst attack you make by 1. The Flametongue vanishes.

[–7] **Granite Axe** – Minor Utility
You conjure a Granite Axe in your hands. You can dismiss the Granite Axe as a free action. While you are wielding a Granite Axe, you cannot use your normal combat talents. Instead you may use the combat talents below.

Stone Skin - Trait
You have resist 1. If you already have resistance, increase that resistance by 1.

[+3] *Earth's Embrace* – Standard Attack
Range: Burst 1
Deal 3 damage to enemies in the burst and those enemies fall prone.

[+1] *Strength of Stone* – Standard Attack
Range: Melee
Deal 1d10+X damage to target creature, where X is the number of temporary hit points you have, to a maximum of 5.

[–1] *Stone Strike* – Standard Attack
Range: Melee
Roll 2d6. Deal that much damage to target creature and you gain that many temporary hit points.

[–2] *Grasping Granite* - Reaction Attack
Range: Melee
Trigger - An enemy adjacent to you deals damage to an ally,
Effect - Deal 2d10 damage to the triggering enemy and that enemy is restrained (save ends).

[–4] *Earthquake* - Standard Attack
Range: Burst 3
Before the attack, jump up to 5 spaces
Deal 3d10 damage to all creatures in burst and you may pull each of those creatures up to two spaces. Unoccupied spaces at the edge of the burst become blocking terrain until the end of your next turn. The Granite Axe vanishes.

[–7] **Hurricane Blade** – Minor Utility
You conjure a Wind Rapier in your hands. You can dismiss the Wind Rapier as a free action. While you are wielding a Wind Rapier, you cannot use your normal combat talents. Instead you may use the combat talents below.

Blessing of Wind - Trait
The wielder gains a +2 bonus to speed

[+3] *Blowback* – Standard Attack
Range: Burst 1
Move each creature in the burst up to 3 spaces.

[0] *Flash-Step* – Move Attack
Range: Melee
Before the attack, move up to 7 spaces. Deal 1d10 damage to target creature.

[0] *Gust* – Minor Utility
Range: Ranged 4
Move target creature up to 2 spaces.

[–2] *Typhoon Parry* – Interrupt Attack
Trigger – An enemy damages you with a melee attack
Effect – The attack does not affect you. Move to another square adjacent to the triggering enemy and deal 1d10 damage to it.

[–4] *Call the North Wind* – Standard Attack
Range: Burst 5
You may move all creatures in the burst up to 6 spaces. You may deal 1d12 damage to each enemy you move this way. The Wind Rapier vanishes.

[–7] **Hammer of Thunder** - Minor Utility
You conjure a Thunder Hammer in your hands. You can dismiss the Thunder Hammer as a free action. While you are wielding a Thunder Hammer, you cannot use your normal combat talents. Instead you may use the combat talents below.

[+3] *Thunderous Blow* - Standard Attack
Range: Melee
Deal 1d8 damage to target creature, push it 1 space, and you gain a *lightning shield* until the end of your next turn. Whenever a creature attacks you with a melee attack while you have a *lightning shield*, that creature suffers 3 damage.

[+1] *Leaping Lightning* - Standard Attack
Range: Melee
Before the attack, you may jump up to your speed +2. Deal 2d12 damage to target creature and the creature falls prone.

[0] *Throw Lightning* - Standard Attack
Range: Ranged 10
Deal 2d12 damage to target creature and 1d12 to all creatures adjacent to it. The Thunder Hammer vanishes.

[–2] *Thunder Blast* - Standard Attack
Range: Burst 2 within 3
Deal 1d12 damage to each creature in the burst. Those creatures are dazed until the end of your next turn.

[–4] *Thundercrash* - Standard Attack
Range: Burst 2
Before the attack, jump up to 10 spaces. Deal 3d12 damage to each creature in the burst, push those creatures up to 3 spaces and the creatures fall prone. The Thunder Hammer vanishes.

[–7] **Death's Scythe** – Minor Utility
You conjure a Necro Scythe in your hands. You can dismiss the Necro Scythe as a free action. While you are wielding a Necro Scythe, you cannot use your normal combat talents. Instead you may use the combat talents below.

Death's Shadow - Trait
Creatures adjacent to you suffer a -2 penalty to saving throws

[+3] *Death Cyclone* – Standard Attack
Range: Burst 1
Roll a d6. Gain that much life and deal that much damage to all creatures in the burst.

[+1] *Grievous Wound* – Standard Attack
Range: Melee
Choose one;
A) Target creature suffers 1d12 ongoing damage (save ends).
B) Roll a d12. If target creature is suffering from ongoing damage, increase that damage by half the result.

[–1] *Soul Claimer* – Reaction Utility
Trigger – You reduce a creature to 0HP or less.
Effect - You gain 1d8 HP.

[–3] *The Reaper Passes* – Move Attack
Range: Burst 1
Move up to 10 spaces. You may move through enemies during this movement, provided you end your movement in an unoccupied space. Deal 1d8 damage to all enemies you pass through during this movement.

[–4] *Death Stalks You* – Standard Attack
Range: Ranged 3
Target Enemy is subjected to your "Mark of the Reaper" (save ends). While the target is subjected to your "Mark of the Reaper," it suffers vulnerability equal to the amount of ongoing

damage its taking, and whenever the creature takes damage, you gain that much life. When this effect ends, the Necro Scythe vanishes.

[0] **Blood Weapon** - Minor Utility [Inspired by Chris Pauly]

Pay 10 HP. If you do, you conjure a Blood Weapon in your hands. You can dismiss the Blood Weapon as a free action. While you are wielding a Blood Weapon, you cannot use your normal combat talents. Instead you may use the combat talents below.

[+2] *Crow Claw* - Standard Attack
Range: Melee
Deal 1d12 damage to target creature.

[+1] *Douse in Blood* - Minor Utility
You lose 5 HP.

[−1] *Sanguine Cyclone* - Standard Utility
Range: Burst 1
Deal 1d12 to all enemies in burst

[−4] *Eviscerate* - Standard Attack
Range: Melee
Deal 3d8 damage to target creature. If you are bloodied, deal 5d8 damage to that creature instead.

Spellsword [6]

[−1] **Dazzling Light** - Reaction Attack
Range: Ranged 7
Trigger - You make a melee attack.
Effect - Target creature suffers a -2 penalty to damage until the end of your next turn.

[−1] **Electric Cage** - Reaction Utility
Range: Ranged 7
Trigger - You make a melee attack.
Effect - Target creature is subjected to your electric cage until the end of your next turn. The first time a creature takes a move action while it is subjected to your electric cage - that creature suffers 4 damage.

[−2] **Dancing Fire** - Reaction Attack
Range: Ranged 7
Trigger - You make a melee attack.

Effect - Deal 3 damage to target creature and that creature grants combat advantage to you until the end of your next turn.

[–2] **Frostbite** - Reaction Attack
Range: Ranged 7
Trigger - You make a melee attack.
Effect - Deal 4 damage to target creature and that creature is slowed until the end of your next turn.

[–2] **Unseen Hand** - Reaction Attack
Range: Ranged 7
Trigger - You make a melee attack.
Effect - Move target creature 3 spaces

[–3] **Thunderfall** - Reaction Attack
Range: Ranged 7
Trigger - You make a melee attack.
Effect - Deal 5 damage to target creature and that falls prone.

A Note About Rolling Damage
When an attack targets multiple creatures, you only roll once for determining all the damage. For example, if an attack deals 1d8 to all enemies and there are five enemies; you roll 1d8 just once. If it turns up 5, you deal 5 damage to all those enemies. If it turns up a 8, you deal 8 damage to all those enemies and only activate your special move a single time - as you just rolled a single d8.

However, if a talent like *Thunderstorm* or *Chain Lightning* sends *multiple* copies of the attack's effects around; you roll separately for each one.

A Note About Targets
If you don't have a legal target for one of your [+] abilities, but you desperately need the energy and have no other options, you can fizzle the power to gain the energy without the beneficial effects. For example, if your allies aren't with you and your only [+] ability is *Energize* - you could use it to gain 1 energy for no other effect.

Expansions Included:
[Weekly Expansions](#)