

# Combat Traits



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## **The Diversity Rule**

You cannot take the same trait twice, even if you were to get a second copy from another source like an item. This, of course, doesn't apply to traits which specify "You may take this trait multiple times."

## ***Striker***

### **Fleet-Foot**

You gain +8 initiative.

### **Danger Sense**

Prerequisite: Fleet-Foot

You can roll twice for initiative and take the higher result.

### **Duelist**

You deal +1 damage on on single target combat talents.

### **Expert Duelist**

Prerequisite: Duelist

You lose the benefit of “Duelist.” Instead, you deal +3 damage on single target combat talents.

### **Crushing Blow** - Reaction

Trigger - You trigger your special move

Effect - Deal 1d12 damage to target creature

### **Seize the Initiative** - Reaction

Trigger - You damage a creature that has not yet taken a turn in this battle.

Effect - You deal an additional 1d12 damage to that creature.

### **Sneak Attack**

Once per round, when you make a single target attack against a creature that is suffering from vulnerability, you may have that attack deal an additional 1d6 damage.

### **Backstab**

Prerequisite: Sneak Attack

The additional damage from your Sneak Attack increases by 1d6. You may take this trait multiple times.

### **Bloodlust**

You may roll twice on attacks made against bloodied targets. You may use either result.

### **Dual Wielder**

You may equip two weapons instead of one. In addition, once per battle you may use the following combat talent:

[ -1] *Offhand Strike* - Minor Action [1/Battle]

You may immediately take a standard action, as long as you use it to make an attack.

### **Sense Weakness**

Targets suffering from (save ends) effects have vulnerability 2 against your attacks.

### ***Berserker***

#### **Now You're Making Me Angry...**

You deal +1 damage on combat talents when you are bloodied.

### **Heart of the Underdog**

Prerequisite: Now You're Making Me Angry...

You deal an additional +2 damage on combat talents when you are bloodied.

### **Slayer**

Once per battle, you may use the following combat talent.

[0] ***Ferocious Charge*** - Reaction

Trigger - You reduce an enemy to 0 HP or less.

Effect - Deal 2d12 damage to target creature.

### **Unacceptable!**

You may reroll all 1s on dice you roll in combat. In addition, you may use the following combat talent once per battle.

[0] ***Not On My Watch*** - Free Action [1/Battle]

Trigger - You or an ally makes a saving throw and dislikes the result.

Effect - Add a +5 bonus to the saving throw.

### **Rapid Recovery**

At the beginning of your turn, if you have less than 4 energy you gain 1 energy.

## ***Defender***

### **Iron Warden**

When you attack a creature, you may 'challenge' that creature until the end of your next turn. Your allies have resist 3 to damage dealt by creatures you have challenged. A creature cannot be challenged by more than one creature at a time and a new 'challenge' supersedes the first.

### **Throw the Gauntlet**

When you attack a creature, you may 'challenge' that creature until the end of your next turn. Once per round, when a creature challenged by you makes an attack that does not include you as a target, that creature suffers 2d10 damage. A creature cannot be challenged by more than one creature at a time and a new 'challenge' supersedes the first.

### **Mark of Defense**

You gain the following combat talent.

[0] ***Mark of Defense*** - Minor Utility

Target creature is subjected to your, 'challenge' until the end of your next turn. Once per round,

when a creature that is subjected to your, ‘challenge’ makes a single target attack against an ally, you may have the attack target you instead. A creature cannot be challenged by more than one creature at a time and a new ‘challenge’ supersedes the first.

### **Mark of Shielding**

You gain the following combat talent.

[0] ***Mark of Shielding*** - Minor Utility

Target creature is subjected to your, ‘challenge’ until the end of your next turn. Once per round, when a creature that is subjected to your, ‘challenge’ makes a single target attack that doesn’t target you, you may grant the attacked creature 1d12 temporary HP as an interrupt. A creature cannot be challenged by more than one creature at a time and a new ‘challenge’ supersedes the first.

### **Guardian’s Oath**

At the beginning of each turn, you may choose an ally. That creature becomes the subject of your “Guardian’s Oath” until you apply your Guardian’s Oath to another creature. A creature that is subjected to your Guardian’s Oath gains resist 2.

### **Vital Surge**

Whenever an enemy attacks you, you gain 1d6 temporary HP after the attack resolves.

### **Stalwart**

You have resist 3 but suffer a -3 penalty to damage.

### **Who’s The Tank?**

You may equip two sets of armor instead of one. When you have resistance from another source, you may increase that resistance by 1.

## ***Hard To Kill***

### **Tough**

Your maximum HP is increased by 10 (so you start battles at 40 HP instead of 30). You are still considered ‘bloodied’ when your health is 15 or less.

### **Phoenix Rising**

Once per day, if you are below 0 HP, you may gain 3d12 HP.

### **Perfect Defense**

You may use the following combat talent once per battle.

***Perfect Defense*** - Interrupt [1/Battle]

Trigger - You or an ally you can see would be dealt damage.

Effect - Reduce all damage you or that ally would take to 0.

**Never Say Die**

You do not die until you reach negative 60 HP (rather than negative 30). You are not knocked comatose until you reach negative 30 HP (rather than negative 15).

**Die Another Day**

Prerequisites: Never Say Die

You can keep fighting far beyond the limits of normal people. You now fall unconscious and lose all your energy once you are reduced to negative 12 HP or below, instead of 0.

**Improved Defense**

Whenever a creature attacks you with a single target attack, roll a d12. On an 11 or higher, the attack has no effect on you.

**Expert Defense**

Prerequisite: Improved Defense

Instead of the benefits of Improved Defense, you gain the following benefit instead.

Whenever a creature attacks you with a single target attack, roll a d12. On a 9 or higher, the attack has no effect on you.

**Master Defense**

Prerequisite: Expert Defense

Instead of the benefits of Expert Defense, you gain the following benefit instead.

Whenever a creature targets you with a single target combat talent, you may roll a d12. On a 7 or higher, the combat talent has no effect on you.

***Gambler***

**Friendly Fire**

You and your allies have resist 5 against your attacks

**Oh... Sorry! Didn't See You There!**

Whenever you deal 5 or more damage to an ally, that ally may flip a coin. If heads, that ally gains 2 energy.

**Sleight Of Hand** - Immediate Interrupt [5/battle]

Trigger - A coin is flipped and you dislike the result

Effect - Re-flip the coin and take the second result.

**Second Chance** - Immediate Interrupt [3/Battle]

Trigger - A creature rolls a die and you dislike the result

Effect - The triggering creature rerolls the die. You may choose which of the two results is used.

**Mistral Haze**

You may use the following combat talent thrice per battle.

[0] ***Flicker*** - Interrupt Utility [3/Battle]

Trigger - An enemy targets you with an attack.

Effect - Flip a coin. If heads, you are not affected by the attack. If tails, gain 5 temporary HP.

***Wise Fool***

**Fool Me Twice**

Whenever you roll a 1 on a d8, d10 or d12, you may roll twice on all your d8s, d10s and d12s next turn and take either result.

**I Meant To Do That**

Whenever you roll a 1 on a d8, d10 or d12; you may gain 1 energy.

**King Of Fools**

Once per round, whenever you roll a 1 on a d8, d10 or d12; you may activate one of your Special Moves at random.

**Falling With Style** [Inspired by Bronymous]

Whenever you fall unconscious, target ally may flip a coin. If heads, that ally gains 3 energy. If tails, that ally gains 15HP may make a saving throw against each (save ends) conditions he or she is suffering from.

***Support***

**Inspiring Words**

Whenever you target an ally with a single target power, that ally may roll 2d8. For each 8 rolled, you and that ally both gain 1 energy.

### **Pacifist**

You suffer a -2 penalty to damage. Whenever you grant an ally HP, that ally also gains 1d10 temporary HP.

### **Warlord's Special**

Whenever a creature rolls an 8 on a d8, 10 on a d10 or 12 on a d12 with a talent that you granted them, you may also activate your special move as though you had rolled the die.

### **Lay On Hands**

Twice per battle, you may use the following combat talent.

[0] ***Lay On Hands*** - Minor Utility

Pay 5 HP. If you do, target creature gains 2d8+1 HP.

### **Healer's Grace**

You may use the following combat talent.

[0] ***Healing Word*** - Minor Utility [2/Battle]

Target ally gains 1d10+3 HP.

### **Healer's Blessing**

You may use the following combat talent.

[0] ***Healer's Blessing*** - Reaction Utility

Trigger - You use a talent that results in an ally gaining temporary HP.

Effect - You gain the same amount of temporary HP.

### **Curaga**

Once per battle, you may use the following combat talent.

[+3] **Curaga** – Standard Utility [1/Battle]

You and up to five allies gain 2d8 HP.

### **Inspiring Presence** [Created by QuietKal and Sunbeam]

At the beginning of your turn, choose up to two allies. Those allies are subjected to your "Inspiring Presence" until the start of your next turn.

When you take this trait, choose one of the following features.

### **Shielding Presence**

Allies subjected to your Inspiring Presence have Resist 1. If they have resistance from another source, increase that value by 2.

### **Soothing Presence**

Allies subjected to your Inspiring Presence have Regeneration 2. If they have regeneration from another source, increase that value by 2.

### **Rejuvenating Presence**

Allies subjected to your Inspiring Presence gain a +5 bonus to saving throws.

### **Invigorating Presence**

Allies subjected to your Inspiring Presence may reroll all 1s on dice they roll in combat.

### **Improved Presence**

Prerequisite: Inspiring Presence

You gain an additional feature for your Inspiring Presence. You may take this trait multiple times.

## ***Handi-Capable***

### **Blind-Fighting**

You deal +6 damage while blinded.

### **Gusher** [Created by Zarhorn]

You deal +1d4 damage on combat talents when suffering ongoing damage.

### **Unstoppable**

Once per round, at the beginning of your turn, you may make a saving throw against a (save ends) condition that you are suffering from.

### **Shrug It Off**

Twice per battle, you may use the following combat talent.

[0] ***Shrug It Off*** - Immediate Interrupt [2/Battle]

Trigger - You would fail a saving throw

Effect - Reroll the saving throw with a +5 bonus

### **Iron Will**

At the beginning of your turn, if you are stunned or dazed you may make saving throws to end those



effects - even if they aren't (save ends) effects. You still make saving throws at the end of your turn as normal. You also gain a +2 bonus to saving throws.

### **When The Hero Gets Tough**

You gain 5 Temporary HP whenever you are subjected to a (save ends) condition.

### **Plague Eater**

You have regeneration 4 while you are suffering from a (save ends) condition.

## ***Conjurer***

### **Magical Trevor**

Twice per battle, you may use the following combat talent.

***Ever So Clever*** – Immediate Reaction [2/Battle]

Trigger – You conjure a conjuration

Effect - You grant the conjuration 1 energy.

**Consume Spirit** – Free Action [5/Battle]

Sacrifice a conjuration that you control. You gain 1 energy.

### **Putrid Explosion**

Five times per battle, you may use the following combat talent.

[0] ***Putrid Explosion*** - Free Action [5/Battle]

Sacrifice a conjuration you control. Deal 1d10 damage to target creature and one creature adjacent to it.

**Cutscene Immunity** [Created by Zarhorn]

Your conjurations cannot be targeted by enemy attacks until the end of their second turn.

### **Special Summon**

You may use the following combat talent.

[0] ***Special Summon*** - Free Action

Trigger - A conjuration you control rolls an 8 on a d8, a 10 on a d10 or a 12 on a d12.

Effect - Trigger your Special Move as though you had rolled the respective die.

### **Healing Soul**

Once per round when a conjuration you control is destroyed, you grant all allies a saving throw

### **Vitalizing Soul**

Once per round when a conjuration you control is destroyed, you or target ally gains 1d12+1 temporary HP.

### **Blinding Soul**

Whenever a conjuration you control is destroyed, you may pay 2 energy. If you do, blind target creature and one creature adjacent to it until the end of their next turn.

### **Soul Channeling**

Once per round, you may use the following combat talent.

[0] ***Channel Soul*** - Reaction

Trigger - You use a talent that conjures one or more creatures.

Effect - Target ally gains 3 temporary HP. Deal 3 damage to target creature.

### **Soul Release**

Once per round when a conjuration you control is destroyed, you may have it deal 3 damage to target enemy and all creatures adjacent to it.

### **Command Spirit**

You may use the following combat talent.

[0] ***Command Spirit*** - Standard Utility

Target conjuration you control may immediately take a standard action.

### **Reincarnation**

Five times per battle, you may use the following combat talent.

[0] ***Conjure Spirit Fragment*** - Reaction [5/Battle]

Trigger - A conjuration you control dies.

Effect - You conjure an allied Spirit Fragment with the following stat block.

***Spirit Fragment*** - 1 HP

[0] ***Soulspark*** - Standard Action

Deal 1 damage to target creature.

### **Spellscape Familiar**

When you roll initiative, you may conjure an allied Spellscape Familiar. It has the following stat block.

***Spellscape Familiar*** - 1 HP

Trait - *Familiar's Boon*

At the beginning of its turn, the Spellscape Familiar grants you 1 energy

Trait - *Familiar's Resolve*

Your Spellscape Familiar has resist 3.

## **Nothing Up My Sleeve**

Reduce the energy cost of combat talents you use to conjure conjurations by 1 energy. Their costs cannot be reduced to less than 0.<sup>1</sup>

## **Pets**

### **Conjurer's Pet**

When you roll initiative, you may conjure an allied Conjurer's Pet. It has the following stat block.

***Conjurer's Pet*** - 15 HP

[0] ***Bite*** - Standard Attack

The Conjurer's Pet deals 1d6 damage to target creature.

[0] ***Defend the Master*** - Interrupt Utility

Trigger - An enemy targets you with a single target attack

Effect - The attack targets the Conjurer's Pet instead. You may use this combat talent only once per round.

### **Conjurer's Guardian**

Prerequisite: Conjurer's Pet

Your Conjurer's Pet's maximum HP increases by 5. In addition, it gains the following trait.

Trait - *Conjurer's Guardian*

The Conjurer's Pet has resist 2. This resistance increases to 3 when bloodied.

### **Conjurer's Savior**

Prerequisite: Conjurer's Pet

Your Conjurer's Pet gains the following trait.

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<sup>1</sup> This says conjure "Conjurations," not only creatures, so talents which allow you to conjure weapons or forms, like thunder hammer, count. So long as the talent says you "Conjure" anything.

*Trait - Conjurer's Savior*

Whenever your Conjurer's Pet deals damage, target ally gains that much temporary HP and a +5 bonus to its next saving throw.

**Conjurer's Shadow**

Prerequisite: Conjurer's Pet

Your Conjurer's Pet gains the following trait.

*Trait - Conjurer's Shadow*

Whenever your Conjurer's Pet attacks a creature, that creature also suffers 2 ongoing damage (save ends). If that creature is already suffering from ongoing damage, you may increase the amount of ongoing damage it is suffering from by 2.

**Conjurer's Artillery**

Prerequisite: Conjurer's Pet

Your Conjurer's Pet gains the following combat talent.

[0] **Farblast** - Standard Attack

The Conjurer's Pet deals 1d6 damage to target creature and each creature adjacent to it

**Conjurer's Vigor**

Prerequisite: Conjurer's Pet

Your Conjurer's pet gains the following trait.

*Trait - Conjurer's Vigor*

The Conjurer's Pet has regeneration 3.

**Conjurer's Striker**

Prerequisite: Conjurer's Pet

Your conjurer's pet may use the following combat talent once per round.

[0] **Quickstrike** - Minor Attack

Deal 1 damage to target creature.

**Conjurer's Protector**

Prerequisite: Conjurer's Pet

Unconscious allies of your Conjurer's Pet have resist 5.

### **Conjurer's Vengeance**

Prerequisite: Conjurer's Pet

When your Conjurer's Pet is destroyed, the creature that destroyed it suffers vulnerability 2 until the end of your next turn. If that creature is already suffering from vulnerability, increase the amount of vulnerability the creature is suffering from by 2 instead.

### **Conjurer's Vow**

Prerequisite: Conjurer's Pet

When your Conjurer's Pet is destroyed, you may immediately take a standard action and a minor action.

### **The Spirit Lives On**

Prerequisite: Conjurer's Pet

Your Conjurer's Pet gains the following trait.

*Trait - The Spirit Lives On*

When Conjurer's Pet is destroyed you may immediately use the Conjure Spectral Warden combat talent without paying its energy cost, even if you do not know that talent.

### **The Spirit Ascends**

Prerequisite: The Spirit Lives On

Your Conjurer's Pet loses the benefit of, "The Spirit Lives On". Instead, your Conjurer's Pet gains the following trait.

*Trait - The Spirit Ascends*

When Conjurer's Pet is destroyed you may immediately use the Conjure Fire Giant combat talent without paying its energy cost, even if you do not know that talent.

### **Tough Little Bigger**

Prerequisite: Conjurer's Pet

Your Conjurer's Pet's maximum HP increases by 10. This trait may be taken multiple times.

### ***Beast***

#### **Blood of the Wolf**

You have regeneration 5 while you are bloodied (regeneration doesn't function when the subject is below 0 HP).

#### **Sink Your Teeth In**

When you subject a creature to ongoing damage, increase that ongoing damage by 2.

### **Persistent Hex**

Enemies suffer a -3 penalty to saving throws against (save ends) effects that you bestow.

### **Surefire Hex**

*Prerequisite* - Persistent Hex

You lose the benefit of Persistent Hex. Enemies must roll twice and use the lower result on saving throws made to save against (save ends) effects you bestow.

### **Wicked Grin** [Created by Esoterus]

Whenever you subject an enemy to a (save ends) effect, you gain 1d6 temporary HP.

## ***Versatile***

### **Dangerously Talented**

You gain an additional combat talent and may bring an additional combat talent into battle with you. You may take this trait multiple times.

### **Gold is Power**

You gain 2000 more gold to spend on combat items. You may take this trait multiple times.

### **Fast Gambit**

You may make an additional minor action each turn, but you cannot use it to make attacks.

### **Motion Blur**

*Prerequisite*: Fast Gambit

You may use the minor action granted from Fast Gambit to make attacks.

### **Lightning Reflexes**

Once per round, you may use a Reaction or Interrupt combat talent not granted from a trait or item for 1 less energy. This can't reduce its cost to less than 0.

### **Bling**

You may equip five trinkets instead of three. You gain a +2 bonus to saving throws.

### **Staff of the Stars**

Once per battle, you may use the following combat talent.

[ -7 ] **Conjure Staff of the Stars** – Minor Utility [1/Battle]

You conjure a Celestial Staff in your hands. You can dismiss the Celestial Staff as a free action. While you are wielding a Celestial Staff, you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] ***Starbolt*** – Standard Attack

You deal 1d12 damage to target creature.

[+1] ***Moonglow*** – Standard Attack

Deal 2d8 damage to target creature. Remove a (save ends) condition from yourself or an ally.

[-4] ***Sunflare*** – Standard Attack

Up to six target creatures are blinded (save ends).

[-5] ***Cometfall*** - Standard Attack

Deal 3d10 damage to target creature and 1d10 damage to each creature adjacent to it.

[-7] ***Celestial Rain*** – Standard Attack

Roll 2d10. Deal that much damage to up to six enemies. You and up to three allies gain HP equal to the roll result. The Celestial Staff vanishes.

### **Celestial Warrior**

Prerequisite: Staff of the Stars

Reduce the energy costs of talents granted by the *Celestial Staff* by 1 energy.<sup>2</sup>

### **Expansions Included:**

[Weekly Expansions](#)

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<sup>2</sup> This can reduce the cost to below 0, so the +1 becomes a +2 and the +3 a +4.