

Combat Traits



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The Diversity Rule

You cannot normally take the same trait more than once, 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.

Thin the Herd

You gain combat advantage against creatures that have no creatures adjacent to them other than you.

Duelist

You deal +1 damage on combat talents that deal damage to only one creature.

Expert Duelist

Prerequisite: Duelist

You lose the benefit of “Duelist.” Instead, you deal +3 damage on combat talents that deal damage to only one creature.

Crushing Blow - Reaction Attack

Range: Ranged 10

Trigger - You trigger your special move

Effect - Deal 1d12 damage to target creature

Seize the Initiative - Reaction Attack

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 melee or ranged attack against a creature that you have combat advantage against, you may have that attack deal an additional 1d6 damage to that creature.

Backstab

Prerequisite: Sneak Attack

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

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.

Bloodlust

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

Rapid Recovery

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

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 - You may immediately move up to your speed. At the end of the movement, you may deal 2d12 damage to a creature you're adjacent to.

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 that you can see makes a saving throw and dislikes the result.

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

Defender

Armored Defense

Allies you are adjacent to have resist 3.

Vital Surge

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

Guardian's Oath

At the beginning of each turn, you may choose an ally that you can see. 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 3 while they are within 2 spaces of you.

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 Pursuit

You gain the following combat talent.

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

Range: Ranged 10

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 an attack that doesn’t include you as a target – you may jump to a space adjacent to the challenged creature and deal 1d12 damage to it (unless there are no unoccupied spaces adjacent to it). 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

Range: Ranged 10

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 ranged or melee attack that doesn’t include you as a target – you may jump to a space adjacent to the challenged creature and 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

Range: Ranged 10

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 ranged or melee attack that doesn’t include you as a target – you may grant the attacked creature 1d12 temporary HP (before the attack damages them). A creature cannot be challenged by more than one creature at a time and a new ‘challenge’ supersedes the first.

Hard To Kill

Tough

Your starting and max HP is increased by 10. You are still considered 'bloodied' at 15.

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 (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.

Stalwart

You have resist 4 but suffer a -3 penalty to damage.

Improved Defense

Whenever a creature targets you with an 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 targets you with an 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 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.

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 power that has only a single target, 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.

Lay On Hands

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

[0] ***Lay On Hands*** - Minor Utility [2/Battle]

Range: Melee

Pay 5 HP. If you do, target creature gains 2d8+3 HP.

Healer's Grace

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

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

Range: Ranged 10

Target creature gains 1d10+2 HP. If the target is adjacent to you, they gain 1d12+2 HP instead.

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]

Range: Burst 10

You and up to five allies in the burst gain 2d8-1 hit points.

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.

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 1.

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

Plague Eater

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

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.

Conjurer

Magical Trevor

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

Ever So Clever – Immediate Reaction [2/Battle]

Trigger – You Conjure a Conjunction

Effect - You grant the conjunction 1 energy.

Nothing Up My Sleeve

Reduce the energy cost of combat talents you use to conjure conjunctions by 1 energy. Their costs cannot be reduced to less than 0.¹

Putrid Explosion

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

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

Sacrifice a conjunction you control. Create a burst 1 centered on the sacrificed conjunction.

Deal 1d10 damage to all creatures in burst.

Blinding Soul

¹ This says conjure "Conjunctions," 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.

Whenever a conjuration you control is destroyed, you may pay 2 energy. If you do, create a burst 1 centered on the destroyed conjuration. Enemies in the burst are blinded until the end of your 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 - All allies adjacent to the conjured creature gain 3 temporary HP. Deal 3 damage to all enemies adjacent to the conjured creature.

Consume Spirit – Free Action [5/Battle]

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

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.

Warding Spirit

Enemies that are adjacent to conjurations you control suffer a -2 penalty to damage.²

Stalking Spirit

You and your allies gain combat advantage against creatures that are adjacent to conjurations you control.

Healing Soul

Once per round when a conjuration you control is destroyed, you may create a burst 2 centered on the destroyed conjuration. Allies in the burst gain 3 HP and may make a saving throw

Vitalizing Soul

² Naturally, this doesn't stack if you have multiple conjurations adjacent to the same enemy. This trait just says that enemies that are adjacent to conjurations you control suffer the penalty – it doesn't matter how many conjurations of yours they happen to be adjacent to. If it's one or more, the penalty applies.

Once per round when a conjuration you control is destroyed, you or target ally within 10 spaces gains 1d12+1 temporary HP.

Soul Release

Once per round when a conjuration you control is destroyed, you may create a burst 1 centered on the destroyed conjuration. Deal 4 damage to all creatures in burst.

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

Speed: 6

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

Range: Melee

Deal 2 damage to target creature.

Spellscape Familiar

When you roll initiative, you may conjure an allied Spellscape Familiar within 5 spaces. It has the following stat block.

Spellscape Familiar- 1 HP

Speed 8

Trait - Familiar's Boon

While you are within 5 spaces of your Spellscape Familiar, reduce the costs of all your standard action combat talents by 1. Their costs cannot be reduced to less than 0.

Pets

Conjurer's Pet³

When you select this trait, choose one of the following two stat blocks. When you roll initiative, you may conjure an allied Conjurer's Pet within 5 spaces. It has the chosen stat block.

Conjurer's Pet - 15 HP

Size: Medium

Speed: 6

[0] ***Farstrike*** - Standard Attack

Range: Ranged 7

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

[0] ***Defend the Master*** - Interrupt Utility [1/Round]

Trigger - An enemy targets you with a melee or ranged attack.

Effect - The Conjurer's Pet jumps to a space that is between you and the triggering enemy, or adjacent to both. The attack targets the Conjurer's Pet instead. You may use this combat talent only once per round.

Conjurer's Pet - 20 HP

Size: Medium

Speed: 6

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

Range: Melee

The Conjurer's Pet deals 1d8 damage to target creature.

[0] ***Defend the Master*** - Interrupt Utility [1/Round]

Trigger - An enemy targets you with a melee or ranged attack

Effect - The Conjurer's Pet jumps to a space that is between you and the triggering enemy, or adjacent to both. 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

³ This works very well for a ranger's pet too, but since it involves the mechanics of conjuring - we decided to call it, "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.

Trait - Conjurer's Savior

Whenever your Conjurer's Pet deals damage, target ally within 7 spaces 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 Bulwark

Prerequisite: Conjurer's Pet

When you conjure your Conjurer's Pet, you may choose to have it be a large sized creature instead of a medium sized creature. In addition, your Conjurer's pet gains the following trait.

Trait - Body Blocker

The Conjurer's Pet blocks line of sight and line of effect from enemies.⁴

Conjurer's Artillery

Prerequisite: Conjurer's Pet

Your Conjurer's Pet gains the following combat talent.

[0] **Farblast** - Standard Attack

Range: Burst 1 within 7

The Conjurer's Pet deals 1d6 damage to each creature in the burst.

⁴ They can still see and attack the Conjurer's Pet of course, but they can't see or attack through it. It's like blocking terrain for enemies in that way.

Conjurer's Dervish

Prerequisite: Conjurer's Pet

Your Conjurer's Pet gains that combat talent.

[0] **Whirling Dervish** - Standard attack.

Range: Burst 1

The Conjurer's Pet deals 1d8 damage to each creature in the burst.

Conjurer's Pincer

Prerequisite: Conjurer's Pet

When you are flanking a creature with your Conjurer's Pet, you both gain a +1 bonus to damage against the creature you are flanking.

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

Range: Melee

Deal 1d4 damage to target creature.

Conjurer's Soldier

Prerequisite: Conjurer's Pet.

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

[0] **Don't Walk Away** - Interrupt Attack

Trigger - An enemy that is adjacent to your Conjurer's Pet moves to a space that is not adjacent to your Conjurer's Pet.

Effect - Deal 2d10 damage to the triggering creature.

Conjurer's Protector

Prerequisite: Conjurer's Pet

Unconscious allies that are adjacent to your Conjurer's Pet have resist 20.

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 move up to six spaces and take a standard 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.

Wicked Grin [Created by Esoterus]

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

Sense Weakness

You gain combat advantage against targets suffering from (save ends) effects.

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.

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.

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.

Winged

You gain a +2 bonus to speed and may spend a move action to fly up to your speed (You can move through other units and vertically, but you must end a move on the ground. Five feet up is the same as 1 space of movement.)

Need for Speed

You gain a +5 bonus to speed.

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 Motion Blur to make attacks.

Chess Master

You may use the following combat talent.

[0] **Chess Master** – Minor Utility

Range: Ranged 10

You may move another target creature up to 2 spaces.

Lasso

You may use the following combat talent.

[0] **Lasso Toss** – Minor Utility

Range: Ranged 7

Pull target creature 6 spaces.

Gold is Power

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

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.

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.

Bling

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

Explosive Personality

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

[0] **Going Nova** - Minor Action [2/Battle]

Increase the size of the next burst you create this turn by 1 (for example, a burst 1 would become a burst 2, a burst 2 would become a burst 3 and so on). You may only use this combat talent once per turn.

Very Explosive Personality

Prerequisite - Explosive Personality

You may use Going Nova an additional two times per battle.

Supernova

Prerequisite - Very Explosive Personality

You may use Going Nova an additional six times per battle.

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

Range: Ranged 10

You deal 1d12 damage to target creature.

[+1] **Moonglow** – Standard Attack

Range: Ranged 7

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

[–3] **Sunflare** – Standard Attack

Range: Burst 4

Enemies in burst are blinded (save ends).

[–6] **Cometfall** - Standard Attack

Range: Ranged 7

Deal 2d10 damage to target creature and the target falls prone. Deal 1d10 damage to each creature within 2 spaces of the target, push them 3 spaces from the target and they fall prone.

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

Range: Burst 5

Roll 2d10. Deal that much damage to all enemies in burst. You and all allies in burst 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.⁵

Aether Walker

Mistral Haze

You may use the following combat talent twice per battle.

[0] ***Blink*** - Free Action [2/Battle]

Jump 3 Spaces.

Jumper

Whenever you jump, add 4 to the max distance.

Aether Barrier

Whenever you jump, you may gain 1d8 temporary hit points.

Aether Jolt

You may use the following combat talent.

[0] - ***Aetherjolt*** - Reaction Utility

Trigger - You jump.

Effect - After the jump, you may roll two dice of your choosing from among d8s, d10s and d12s.

Aether Slam

You may use the following combat talent.

[0] - ***Aetherslam*** - Reaction Utility

Range: Burst 1

Trigger - You jump.

Effect - After the jump, you may move any number of creatures in the burst 1 space

Aether Burst

⁵ This can reduce the cost to below 0, so the +1 becomes a +2 and the +3 a +4.

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

[0] - ***Aethershock*** - Reaction Attack [1/Round]

Range: Burst 1

Trigger - You jump

Effect - After the jump, deal 2 damage to all enemies in the burst.

Aether Glow

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

[0] - ***Aetherglow*** - Reaction Utility [1/Round]

Range: Burst 1

Trigger - You jump.

Effect - After the jump, all allies adjacent to you gain 1d4 HP .

Expansions Included:

[Weekly Expansions](#)