

Strike! Expansion Playtest

Hey playtesters, thanks for checking out the new expansion material. Please send me any comments and send playtest reports (jmcgarva@gmail.com), or post them in the forum thread if you prefer. Either way, I want to know:

1. What level were the characters? How many characters? Were the players experienced with *Strike!*?
2. Are the rules clear? What questions came up in play that you couldn't answer?
3. Did any one character seem to outshine the rest? If so, in what way?
4. Did any character seem to not work properly or feel lacking?
5. Any other comments or concerns.

If you are just reading and haven't played yet, I want to know:

1. Which Classes look so cool that you want to play one now?
2. For any class at any level, are there any power or feature choices that look like must-haves or worthless compared to the other options at that level?
3. Any other comments or concerns.

A Note on Notation: In this playtest document, the #A corresponds to the "Attack Action" icon. Similarly, #F, #B, #M, and #T correspond to Free, Role, Move, and Triggered Actions.

New Language: (*save sustains*) - you must make a Saving Throw at the end of your turn. Passing allows the Status to continue, while failure ends the Status.

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Shieldbearer

In short, the Shieldbearer is to the Defender what the Warlord is to the Leader. You can be a Shieldbearer/Defender to protect your allies better than any other combination, or you can mix Shieldbearer with any other Role to essentially cover two roles at once.

Class Features

Designate one ally when combat starts. You may change this designation as a Free Action. While your designated ally is adjacent to you, they are Guarded. When you Rally, you may give any portion of the HP you recover to your designated ally instead of recovering it yourself.

Avenging: Whenever your designated ally is adjacent to you and an enemy attacks them without including you as a target of the attack, it grants you an Opportunity. If it was Marked by you, add 2 additional damage.

Protecting: While your designated ally is adjacent to you they Resist 1 damage from attacks.

Sacrificing: Whenever your designated ally is adjacent to you and an enemy attacks them without including you as a target of the attack, you may make yourself the target of the attack instead, as an interrupt. You may choose this after seeing the result of the attack roll.

At-Will Powers

At Level 1, Gain “Take You With Me” and pick two other At-Wills

| | |
|--|-------------------------------------|
| #A Take You With Me | At-Will; Range 5 or Melee; 2 Damage |
| Effect: If you are reduced to 0HP before the end of your next turn, the target must make a Saving Throw. If it fails, it is Taken Out. If it succeeds, it takes 3 damage. | |
| Special: If you apply this effect to multiple targets and trigger it, only one of them (your choice) must make the Saving Throw. The others simply take 3 damage. | |

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|---|-------------------------------------|
| #A Defensive Attack | At-Will; Range 5 or Melee; 2 Damage |
| Effect: Resist 1 damage until the end of your next turn. | |

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|---|-------------------------------------|
| #A Marking Attack | At-Will; Range 5 or Melee; 2 Damage |
| Effect: Target is Marked until the end of its next turn. | |

| | |
|---|-------------------------------------|
| #A Warding Attack | At-Will; Range 5 or Melee; 2 Damage |
| Effect: The target cannot attack your designated ally until the end of its next turn. | |

| | |
|---|-------------------------------------|
| #A Shield Bash | At-Will; Range 5 or Melee; 2 Damage |
| Effect: Push the target 1 square. If you could push them into another creature or obstacle, the target instead takes 1 damage and must make a Saving Throw, falling Prone if they fail. | |

Level 1 Encounter Powers

Shieldbearers get the *Shieldbearer's Leap* power and may pick one additional Level 1 Encounter Power from below.

| | |
|---|----------------------|
| #T Shieldbearer's Leap | Encounter; Interrupt |
| <p>Trigger: Your designated ally within 5 squares of you is hit by an attack. Shift adjacent to your designated ally and use your Class Feature as though you had been adjacent all along, with the following bonus, depending on your Class Feature:</p> <p>Avenging Encounter: Add 2 extra damage to the Opportunity.</p> <p>Protecting Encounter: They Resist 2 extra damage.</p> <p>Sacrificing Encounter: Make yourself the target and make them re-roll it.</p> | |

| | |
|--|---------------------|
| #T Revenge | Encounter; Reaction |
| <p>Trigger: an ally is reduced to 0 HP or Taken Out.</p> <p>If they were reduced to 0 HP, Charge or make a Basic Attack against the enemy that reduced the triggering ally to 0 HP. You gain both your own Role Boost and that of the triggering ally on the attack.</p> <p>If they were Taken Out, take a free turn immediately. You gain both your own Role Boost and that of the triggering ally on the first attack of that turn.</p> | |

| | |
|---|---------------------|
| #T Preserve | Encounter; Reaction |
| <p>Trigger: an ally is reduced to 0 HP or Taken Out.</p> <p>Shift up to twice your speed, ending adjacent to that ally. If they were Taken Out, they are instead re-set to -4 HP. While you remain adjacent, you are immune to Forced Movement, the ally gets Advantage on Comeback Rolls, and any attacks</p> | |

targeting the ally instead target you (if they already targeted you both, they simply don't target the ally).

#T Soldier On

Encounter; Reaction

Trigger: an ally is reduced to 0 HP or Taken Out.

If they were Reduced to 0 HP, you and all your allies each gain 2 Buffer Points. If they were Taken Out, 4 Buffer Points.

Level 3 Encounter Powers

#A Stasis

Encounter; Range 5 or Melee; 3 Damage

Effect: Target makes a Saving Throw. If it succeeds, it is Dazed and has Resist 1 damage until the end of its next turn. If it fails, it is Stunned and immune to all damage, attacks, and effects until the start of your next turn.

Special: You may use this power on a willing ally - they only suffer the Effect line and not the damage, and may pick which result of the Saving Throw they prefer.

#A Shields Up

Encounter

You and each ally within 3 squares gain 2 Buffer Points.

#F Shield Wall

Encounter; Free Action

Create a 2x1 wall of Full Cover adjacent to you. The wall can be targeted by attacks and has 4 HP.

Level 5

At Level 5, your At-Will power's damage increases by 1, and pick Aegis Shield or Mobile Shield:

Aegis Shield: All allies are Guarded while adjacent, and when you Rally, you may give any portion of the HP you recover to any adjacent ally. Adjacent allies Resist 1 Damage when hit by burst attacks that also include you as a target.

Mobile Shield: When your designated ally is 2 or 3 squares from you and your Class Feature would have been triggered if they were adjacent to you, you may shift 2 squares towards them as an Interrupt and then trigger your Class Feature.

Level 7 Encounter Powers

| #A Shadow Shield | Encounter |
|---|-----------|
| You and each ally within 3 squares are Concealed until hit with an attack. | |

| #A Reflector Shield | Encounter |
|---|-----------|
| Put up a Reflector Shield around you. When you are hit by an attack, roll a die. On a 5 or 6, the attack bounces back and hits the enemy instead of you. On a 3 or 4, the attack is partially deflected, hitting you both and dealing half damage (rounded down) to each, with any Effect affecting both of you. On a 1 or 2, the attack penetrates the shield, hitting you normally. On an odd roll, the shield goes down and this Status ends. | |

| #A Momentum Shielding | Encounter |
|--|-----------|
| Put up a shield covering you and all adjacent creatures. This shield moves with you and grants anyone within it Resist 3 damage from attacks coming from outside it. The amount of the Resistance is reduced by 1 for each attack that hits anyone inside. To move inside the shield from outside costs 3 extra points of movement. | |

Level 9

At Level 9, your Level 7 Encounter Power requires a Free Action instead of an Attack Action. Gain one of the following depending on your chosen Class Feature in addition to having a designated ally.

Avenging: Whenever an enemy attacks an ally adjacent to you without attacking you, it grants you an Opportunity. If it was Marked by you, add 2 additional damage.

Protecting: All allies adjacent to you Resist 1 damage from attacks.

Sacrificing: Whenever an enemy attacks an ally adjacent to you without attacking you, you may make yourself the target of the attack instead, as an interrupt. You may choose this after seeing the result of the attack roll.

The Gambler

The Gambler doesn't take chances - the Gambler makes the opponents take chances! A win-win bet is the best kind of bet.

Class Features

Make them gamble: When you use an At-Will power, set up a coin where the GM can't see. This is your way of choosing an effect without the GM knowing which effect you chose.

Lucky Number: Roll a die at the start of combat. You deal 1 extra damage on all attacks made while your HP is that number. (Note: This seems a good time to clarify that when you recover health by using Rally or by any power, you may not choose to recover less than the full amount.)

Pick one: Right Place, Right Time.

Right Time: Roll a die at the start of combat - get Advantage on your attacks in that round.

Right Place: Roll or drop a die on the map - get Advantage on your first attack from the square that it lands on. If you're playing online: The GM secretly picks a scatter direction. The player picks a starting square. They roll a die. To find the "right place," start at the starting square and move in the scatter direction by the amount indicated on the die.

At-Wills

All your At-wills have two effect lines: a Heads and a Tails. Whenever your attack roll would give you the Effect line of your power, you pick which line you want to use but the GM doesn't know which you picked. You set up a coin where the GM can't see it to represent your choice, then reveal the coin once the effect should trigger.

At Level 1, pick two At-Will Powers.

| #A Motion Trap | At-Will; Range 5 or Melee; 2 Damage |
|---|-------------------------------------|
| Heads: If the target doesn't move more than 2 squares before the end of its next turn, slide it 3 squares and it is Immobilized (escape ends). | |
| Tails: If the enemy moves more than 2 squares before the end of their next turn, their movement is interrupted and they are Immobilized (escape ends). | |

| #A Shield Trap | At-Will; Range 5 or Melee; 2 Damage |
|---|-------------------------------------|
| Heads: You ignore damage from the first attack targeting you before your next turn. If no attack targets you before your next turn, you have Disadvantage on your first attack that turn. | |
| Tails: You are Vulnerable 1 to attacks until the start of your next turn. If no attack targets you before the start of your next turn, gain Advantage on your first attack that turn and deal 2 extra damage if you hit. | |

| | |
|---|-------------------------------------|
| #A Duck or Dodge | At-Will; Range 5 or Melee; 2 Damage |
| Effect: The GM must pick: Duck or Dodge. If they choose dodge, slide the target one square to a safe square - that is, not into a hazard, drop, or any zone with adverse effects. Difficult Terrain is safe. | |
| Heads: If the GM Dodges, the enemy is Dazed (save ends). | |
| Tails: If the GM Ducks, the enemy is knocked Prone. | |

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|--|-------------------------------------|
| #A Fight or Flight | At-Will; Range 5 or Melee; 2 Damage |
| Effect: The GM must choose: Fight or Flight. | |
| Heads: If the GM chooses Fight, the target is Frenzied on its next turn. | |
| Tails: If the GM chooses Flight, the target is Panicked on its next turn. | |

Level 1 Encounter Powers

Roll on the following table instead of the usual attack table.

- 1 - Secondary Effect and Damage.
- 2 - Secondary Effect.
- 3 - Secondary Effect.
- 4 - Primary Effect and Damage
- 5 - Primary Effect and Damage
- 6 - Primary Effect and double Damage.

When you have Advantage or any similar effect, instead of keeping the highest result, you may choose which result you wish to keep. When you have Disadvantage but not Advantage, ignore the Disadvantage. If you have both, they still cancel out.

Pick one of the following Encounter Powers at Level 1:

| | |
|---|---------------------------------------|
| #A Flash | Encounter; Range 5 or Melee; 3 Damage |
| Primary Effect: Target must make a Saving Throw. If they fail, they are Blinded (save ends). | |
| Secondary Effect: Target is Incapacitated until the end of their next turn. | |

| | |
|---|---------------------------------------|
| #A Headshot | Encounter; Range 5 or Melee; 3 Damage |
| Primary Effect: Target is Dazed until the end of its next turn. | |
| Secondary Effect: Target must make a Saving Throw. If it fails, it is Taken Out. | |

#A Distraction

Encounter; Range 5 or Melee; 3 Damage

Primary Effect: Target is Distracted until the end of their next turn, and one of your allies may take a Move Action immediately.

Secondary Effect: One ally may make an attack against the target.

#A Binding

Encounter; Range 5 or Melee; 3 Damage

Primary Effect: Target is Grabbed and has Disadvantage to attack you until it escapes.

Secondary Effect: Target is Vulnerable 2 damage until the end of its next turn.

Level 3 Encounter Powers

Pick one at level 3:

#M False Target

Encounter; Move Action

Create a double of yourself in the same square as you, take a Move Action with it, and take a Move Action yourself. Set up a coin to indicate which one is the real you, so that the GM doesn't know which to target. Tell the GM that one is Heads and one is Tails. The double counts for Flanking and other positioning-related effects just as though it was you. The double lasts until it takes damage or you do. If it is still around at the start of your next turn, remove it and recharge this power.

#F Fast or Slow

Encounter; Free Action

**Use this when you start your turn. Flip a coin:
On Heads, gain an extra Attack Action this turn.
On Tails, you are Dazed until the end of this turn.**

Level 5

At Level 5, your At-Will power damage increases by 1, and pick one: Lucky Dice or Lucky Coin

Lucky Dice: Once per combat, you may re-roll one die or force anyone else to re-roll one die.

Lucky Coin: Once per combat, you may flip over a coin that you set up for an At-Will Power when you reveal it.

Level 7 Encounter Powers

These work like your At-Wills. Pick one at level 7:

| | |
|---|--|
| #A Bet Your Life | Encounter; Range 5 or Melee; 4 Damage |
| Effect: The GM chooses to accede or resist. | |
| Heads: If the GM picks accede, the target is Dominated until the end of their next turn. | |
| Tails: If the GM picks resist, they are Taken Out. | |

| | |
|--|--|
| #A Rest | Encounter; Range 5 or Melee; 4 Damage |
| Heads: If no enemy makes an attack against you before you start your next turn, Rally for free. This does not cost an Action Point and does not count as your one use of the Rally power for the encounter. | |
| Tails: Make a Basic Attack against the first enemy to make an attack against you before you start your next turn. If you hit, the enemy misses their attack. | |

Level 9

Playing Slots: **At Level 9**, at the start of each encounter, roll and keep three dice that you can spend in the Encounter for a bonus or penalty depending on the number rolled. You may spend them at any time as No Action **and on anyone**, but you may only spend one in a given round.

6: Advantage on any roll (it doesn't have to be your own roll)

5: A Saving Throw to end a Status, even one that normally does not allow a Saving Throw

4: A free Move Action

3: When any damage is dealt, increase or decrease it by 2.

2: Negate a Strike when a player would take one

1: Disadvantage on any roll (usually, you'll want to apply this to an enemy's roll. Just be sure to interrupt and announce this before the roll actually happens!)

If you roll triples, it's a jackpot! All three of the dice are Wild!

The Bard

The Bard is an experiment - a couple of experiments in one, in fact. What happens if we make a Class that doesn't work with the existing Role system? What if you made a class that didn't make attack rolls but empowered their teammates in ways other classes can't? When you pick The Bard, you do not pick a Role - the Class itself comes with enough powers to replace the Role entirely.

The Bard has songs a bit like Martial Artist stances, called Melodies. Bards get Role-like benefits from their powers, called Chords.

When the Bard starts their turn, they choose a Melody as a Free Action. They may play a Riff from that Melody as an Attack Action, and may play any Chord as a Role Action.

Melodies determine the effect of the song that is ongoing until they start their next turn. Riffs are extra bonuses from a Melody that applies only to the closest enemy or the closest ally on your turn. If multiple are equally close, you choose which one it applies to. At-Will Chords are Role Actions, and improve at levels 4 and 8. Encounter Chords are Role Actions or Triggered Actions.

Master of Music: At Level 5 you can use 2 Melodies at once, choosing which Riff you prefer. At Level 9 you can use 3. At level 4, you may use the same At-Will Chord twice as a single Role Action. At level 8, you may use two different Chords as a Role Action.

Group Mascot: Your team cares about your wellbeing. When you are Bloodied, they get mad. When you Rally, they press the attack. Pick one at character creation:

Aggression: When you are first Bloodied, one ally may make an attack. When you Rally, one ally recharges an Encounter Power from their Class (for classes like the Magician or Shapechanger who don't simply recover an Encounter Power when they Rally, they may benefit as though they had Rallied but without regaining HP).

Teamwork: When you are first Bloodied, each ally may take a Role Action or Move Action immediately. When you Rally, one ally recharges a level 2 Encounter Power from their Role.

Morale: When you are first Bloodied, each ally gains 2 Buffer Points. When you Rally, one ally regains 4 HP.

All Bards get the following Action Trigger.

| #T Turning the Tide | Encounter; Interrupt |
|---|----------------------|
| <p>Trigger: One of your allies is Taken Out, or all of your allies are bloodied.</p> <p>Spend an Action Point. One ally (two allies at Level 6) - even one that was Taken Out - may Rally without spending an Action Point and without it counting against their use of Rally for the encounter.</p> | |

At-Will Chords

At level 1, pick 2 At-Will Chords. All Chords target anyone within range 5. All are Role Actions.

| | |
|--|---------------------------|
| #B Chord of Expansion | Encounter; Range 5 |
| Target ally's next Melee or Range X attack becomes Burst 1 or Burst 1 within X, respectively. The ally does not get their Role Boost on these attack rolls. | |
| #B Chord of Freedom | Encounter; Range 5 |
| End a Status on target ally that would normally end at the end of their next turn. | |
| #B Chord of Woe | Encounter; Range 5 |
| Target is Harried until the end of its next turn. | |
| #B Chord of Positioning | Encounter; Range 5 |
| Slide target 3 squares. | |
| #B Chord of Sloth | Encounter; Range 5 |
| Target is Slowed until the end of its next turn. | |
| #B Chord of Watching | Encounter; Range 5 |
| Target is Marked. | |
| #B Chord of Weakness | Encounter; Range 5 |
| Target is Weakened until the end of its next turn. | |

Encounter Chords

Pick one Encounter Chord at each of levels 2, and 6.

Level 2 and 6

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|---|-----------------------------|
| #T Chord of Salvation | Encounter; Interrupt |
| <i>Trigger:</i> An ally within 5 squares takes damage. Before or after taking the damage (your choice), they regain 1 HP and you transfer any amount of your HP to them. | |
| #B Chord of Healing | Encounter; Range 5 |
| Target ally regains 4 HP. | |
| #T Chord of Luck | Encounter; Reaction |
| <i>Trigger:</i> An ally fails a Saving Throw or an enemy passes one. They reroll it. | |
| #T Chord of Attack | Encounter; Reaction |
| <i>Trigger:</i> An ally within 5 squares hits with an at-will attack. They make the same attack again, but do not get their Role Boost on the roll. | |
| #B Chord of Helplessness | Encounter; Range 5 |
| The next two attacks against the target have Advantage. This expires after it takes two turns. | |
| #B Chord of Armor | Encounter; Range 5 |
| The next two attacks against the target have Disadvantage. This expires after it takes two turns. | |

Level 10

At Level 10, replace one of your Level 2 or 6 Chords with an upgraded version.

#T Major Chord of Salvation

Encounter; Interrupt

Trigger: An ally within 5 squares takes damage.

They do not take the damage, but instead regain HP equal to the amount of the damage. Then, you may transfer any amount of your HP to them.

#B Major Chord of Healing

Encounter; Range 5

Target ally is restored to full HP and removes any Statuses that would have ended at the end of their next turn.

#T Major Chord of Luck

Encounter; Reaction

Trigger: An ally fails a Saving Throw or an enemy passes one.

They reroll it. Recharge this power at the end of your next turn.

#T Major Chord of Attack

Encounter; Reaction

Trigger: An ally within 5 squares hits with any attack.

They make the same attack again.

#B Major Chord of Helplessness

Encounter; Range 5

The next two attacks against the target have Advantage and deal 5 extra damage if they roll a 6. This expires after it takes two turns.

#B Major Chord of Armor

Encounter; Range 5

The next two attacks against the target automatically miss. This expires after it takes two turns.

At-Will Melodies

Pick three At-Will Melodies (then one more at level 5, then one more at level 9):

| | |
|---|------------------------|
| Melody of Shared Pain | At-Will; Melody |
| Each time an ally takes damage, they may assign 1 point of that damage to you. | |
| Riff: You may transfer any number of HP between you and your nearest ally. | |

| | |
|---|------------------------|
| Melody of Action | At-Will; Melody |
| +2 speed for allies while you play this Melody. | |
| Riff: Nearest ally may make a Basic Attack or Charge against the nearest enemy to you, but does not get their Role Boost on the attack roll. | |

| | |
|---|------------------------|
| Melody of Sloth | At-Will; Melody |
| -2 speed for enemies while you play this Melody. (Apply this reduction after other Statuses. E.g. reduce Slowed enemies to 0 speed.) | |
| Riff: Nearest enemy is Slowed (save ends). | |

| | |
|--|------------------------|
| Melody of Movement | At-Will; Melody |
| Each ally may take a free Move Action on their turn while you play this Melody. | |
| Riff: Nearest ally may teleport their speed as their Move Action. | |

| | |
|---|------------------------|
| Melody of Watchfulness | At-Will; Melody |
| All allies increase Opportunity damage by 1 while you play this Melody. | |
| Riff: Nearest ally increases it by 3 instead while you play this Melody and marks the nearest enemy to you until the end of its next turn. | |

| Melody of Haste | At-Will; Melody |
|---|-----------------|
| While you play this Melody, allies win initiative ties (instead of the usual “Monsters go first” rule). | |
| Riff: Nearest ally increases their initiative by 2 for the rest of the encounter. | |
| Clarifications: An ally with an initiative of 7 in the next round will instead go at count 1 in this round. You can’t cause allies to miss their turn by doing this: if this power would leapfrog them ahead of you in the initiative order, they will get to go after you this round as planned, but will go before you next round. | |

Encounter Melodies

Design note: Each tier has 4 types: attack, defense, teamwork, and control.

Level 1 Encounter Melodies

Pick one at level 1:

| Melody of Pain | Encounter; Melody |
|---|-------------------|
| While you play this, each non-Stooge enemy takes Ongoing 1 damage. | |
| Riff: The nearest enemy takes Ongoing 2 damage (save ends). | |

| Melody of Endurance | Encounter; Melody |
|---|-------------------|
| While you play this, each ally has Regeneration 2. | |
| Riff: Nearest ally additionally regains 2 HP. | |

| Melody of No Consequences | Encounter; Melody |
|---|-------------------|
| While you play this, allies do not take Strikes. | |
| Riff: Nearest ally reduces Strikes by 1. | |

| Melody of Darkness | Encounter; Melody |
|---|-------------------|
| The whole battlefield becomes Obscured while you play this melody. | |
| Riff: Nearest enemy is Blinded until the end of its next turn. | |

Level 3 Encounter Melodies

Pick one at level 3:

| | |
|--|--------------------------|
| Melody of Assault | Encounter; Melody |
| Each Ally deals an extra 2 damage if they hit with their first attack on their turn while you play this Melody. | |
| Riff: Nearest ally gets Advantage on their next attack. | |

| | |
|---|--------------------------|
| Melody of Protection | Encounter; Melody |
| Each ally gains Resist 1 damage while you play this Melody. | |
| Riff: Until the end of this Melody, enemies attacking your nearest ally (choose who now) grant that ally an Opportunity. | |

| | |
|--|--------------------------|
| Melody of Teamwork | Encounter; Melody |
| Each ally gains an additional Role Action on their turn while you play this Melody. | |
| Riff: Nearest ally applies their Role Boost to the nearest enemy to you as though they had hit it with a roll of 5. | |

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|---|--------------------------|
| Melody of Noise | Encounter; Melody |
| All enemies are Distracted while you play this Melody. | |
| Riff: Nearest enemy must make a Saving Throw. If it fails, it is Stunned until the end of its next turn. | |

Level 7 Encounter Melodies

Pick one at level 7:

| | |
|--|--------------------------|
| Melody of Enervation | Encounter; Melody |
| All enemies are Weakened while you play this Melody. | |
| Riff: Nearest enemy loses its Attack Action on its next turn. | |

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|---|--------------------------|
| Melody of the Hero Unscathed | Encounter; Melody |
| While you play this Melody, all allies who are not Bloodied deal extra damage equal to the number of the current round when they hit with an attack. | |
| Riff: Nearest ally regains HP equal to the number of the current round. | |

| | |
|--|--------------------------|
| Melody of Oneness | Encounter; Melody |
| While you play this Melody, each of your allies may give any or all of their actions to teammates to use immediately. (E.g. on the Magician's turn, they may give away their Attack Action to the Summoner, who must use it immediately.) | |
| Riff: Nearest ally makes an attack. | |

| | |
|--|--------------------------|
| Melody of the Last Stand | Encounter; Melody |
| While you play this Melody, any damage that would reduce you or your allies to 0HP or below instead leaves you or them with 1HP. Allies with exactly 1 HP have Advantage on attacks while you play this Melody. | |
| Riff: Nearest ally at or below 0HP or Taken Out stands up and rejoins the fight with 1HP. | |

| | |
|---|--------------------------|
| Melody of Terror | Encounter; Melody |
| While you play this Melody, each time an enemy is hit by an attack, it must make a Saving Throw. If it fails, it is Panicked on its next turn. | |
| Riff: Nearest enemy is treated as the source of every other enemy's Panic resulting from this Melody. | |

Illusionist

The Illusionist is one of the more straightforward classes in this expansion. It doesn't have any really weird mechanics, except for the Mirror Images power, which is lots of fun.

Class Features

Your Ranged Basic Attack has Range 10.

Pick one:

Close-Up Illusionist: All your Class Powers have a range of Melee or Range 10. Enemies adjacent to you are Harried when saving against your Class Powers and Statuses derived from your Class Powers.

Impenetrable Illusions: Unbloodied Elites, Champions, and Titans must make Saving Throws against your At-Will Class Powers and Statuses derived from your At-Will Class Powers instead of automatically succeeding.

Contagious Illusions: When a non-stooge enemy fails a Saving Throw against a Status derived from one of your Class Powers at the end of its turn or when attempting an Escape Roll, the nearest enemy to it also gains that same Status. If multiple enemies are equally close, you choose which it spreads to. An enemy that has successfully removed a Status cannot be re-infected with that same Status later in the fight when its ally fails a Saving Throw.

Isolating Illusionist: When you hit an enemy with an attack, it becomes Outcast: its allies must take Opportunities against it as though it was their enemy, and its allies may not grant it any healing or positive Status (save ends all). Treat this Status as though it derives from an At-Will Class Power, when you combine this with another feature at Level 5.

At-Will Powers

Pick 3 at Level 1.

| #A False Enemy | At-Will |
|---|---------|
| Target enemy within 10 squares makes an At-Will Attack that you have seen or a Basic Attack against a target of your choice. Target's attack never grants Opportunities to anyone for any reason. If they roll a 1 on the attack, they lose their Attack Action on their next turn, and you take a Strike. If they roll a 2, you get a Miss Token. | |
| Note: You cannot force the target to expend resources of any kind when using its powers. For instance, an enemy that can sacrifice Stooges for extra damage cannot be forced to do so. | |

#A Blind Spot

At-Will; Range 10; 2 Damage

Effect: Create a 2x2 zone within 5 squares of the target. The target cannot see your allies while they are within the zone unless it is Marked by them (save ends), though it can still see you. This zone does not move along with the target, and ends if someone in the zone hits it with an attack or an Opportunity.

#A Invisible Assailant

At-Will; Range 10; 2 Damage

Effect: Target is Grabbed by an invisible assailant (escape ends). If the target is subject to Forced Movement, the Grab ends.

#A Illusory Attack

At-Will; Range 10; 2 Damage

Effect: Slide target 1 square and it is Distracted (save ends).

#A Lure

At-Will; Range 10; 2 Damage

Effect: Designate one safe square on the map within 5 squares of the target that the target could feasibly get to. The target has Disadvantage on attack rolls until it moves adjacent to that square, or (save ends).

Note: A safe square is one that the target could move to without taking any damage or negative status, if you and your allies were not around. For instance, damaging zones you create are not safe, but Difficult Terrain is safe. "Feasibly get to" means you can't put it on an unclimbable cliff unless the target can fly.

Level 1 Encounter Powers: Environmental Illusions

Pick one at Level 1.

#A Illusory Wall

Encounter

Create a contiguous wall 2 squares tall and 8 squares long, all within 10 squares of you. Enemies treat those squares as *completely obscured* (Strike! core rulebook p. 94), but you and your allies may see, move, and attack through the wall as if it wasn't there. Enemies cannot attack through it, and any enemy that tries to move through it must stop short and end their movement, losing the rest of their Action - once they have done that, they may move through it freely. Once any creature - friend or foe - has made an attack into or through the wall or moved into or through the wall, it becomes merely *obscured* instead of *completely obscured* for your enemies. The second time it happens, the wall disappears.

#A Illusory Flame**Encounter**

Create a 5x5 zone of illusory flame. When any enemy is applying Forced Movement to one of its enemies and they could choose the flames as a possible destination, they must do so. If you or your allies attempt to move an enemy into the flame with Forced Movement, that enemy must drop Prone and attempt not to be slid there. Any enemy that ends its turn in the zone will be Panicked on its next turn - once finished Panicking, the enemy becomes immune to all effects of this power.

#A Mirror Images**Encounter**

Target yourself or one ally within 10 squares. Create 3 Mirror Images of the target within 5 squares of the target and teleport the target up to 5 squares. Number them (including the real one) from 1 to 4, without telling the GM which one you are. Set up a die where the GM can't see it, indicating which one is real, but you must show the target (and you may show your other allies as well). As soon as the real target takes damage, is subject to Forced Movement, or gives itself away as the real one (for instance, by dealing Opportunity damage), all its Mirror Images are removed from the board. When a Mirror Image would take any damage or be subject to any Forced Movement, it is removed from the board. When the target moves, each Mirror Image moves in the exact same pattern, ignoring all terrain. When the target uses any power, the Mirror Images appear to use the power, too. These actions may give away that a Mirror Image is not real, at which point you must remove it from the board (for instance, if movement puts a Mirror Image inside a wall, moves it an impossible distance over Difficult Terrain, or if it is not in range for a power that the target used). Mirror Images can flank with you and your allies.

Special: Only one instance of Mirror Image can be used on any given character at a time, so you can't Rally and re-use it on the same person, nor can a team of 5 illusionists make dozens of copies of the same person (they could all make copies of one another, though).

Hint: You may always choose not to take advantage of Opportunities, so if an enemy runs past all the mirror images to try figure out which one will hurt it, you can always elect not to.

Level 3 Encounter Powers

Pick one at Level 3:

#T It Was a Fake!**Encounter; Interrupt**

Trigger: an ally is hit by an enemy's attack. The triggering ally must have a square of cover or concealment from the triggering enemy within 5 squares.

The attack misses and the triggering ally teleports up to 5 squares. This teleport must end with the ally in cover from the triggering enemy.

#A Seed of Control

Encounter; Ranged 10; 3 Damage

Effect: When the target is Taken Out, it will remain standing with 1 HP and becomes Dominated until it is Taken Out again (usually by its own erstwhile teammates).

#A Psychedelia

Encounter; Ranged 10; 3 Damage

Effect: Target is Dazed (save ends). Each time they fail this Saving Throw, they are Frenzied on their next turn.

Level 5

At Level 5, your At-Will Powers increase their damage by 1, and you may pick one of the Class Features you didn't pick at Level 1 in addition to your current Class Feature.

Level 7 Encounter Powers

Pick one at Level 7:

#A Enemies All Around

Encounter; Ranged 10; 4 Damage

Effect: Target is Frenzied or Panicked (your choice), treating one creature of your choice as the source of that Status (save ends).

#A Illusory Ally

Encounter; Ranged 10; 4 Damage

Effect: All melee attacks against the target count as having Flanking until the target spends an Attack Action to end this Status.

#A Total Visual Subversion

Encounter; Ranged 10; 4 Damage

Effect: The target must make a Saving Throw for each player. If it fails, it can't see that player's character or characters (save ends all).

Clarification: Initially, make individual Saving Throws for each player, but once the affected players have been chosen, any Saving Throws to end the Status end the entire thing. So it won't be making Saving Throws for each player at the end of each of its turns.

Level 9

At Level 9, at the start of each combat, you may use an Environmental Illusion (one of the Level 1 Encounter Powers) for free before anyone takes a turn. You may use any Environmental Illusion here, not just the one you chose.

The Channeler

The Channeler works quite a bit like the Martial Artist, with each Calling being similar to the Martial Artist's Stances.

Changing Calling is a Free Action once per turn *at the start of your turn only*. Each Basic Calling has a passive benefit that triggers when you attack, a way to manipulate the battlefield at the end of each of your turns, two At-Will Powers, and an Encounter Power. At Level 1, you may only use one Calling's Encounter Power per combat.

Each Basic Calling at Level 1 has ways to create interesting terrain: open flames, growing plants, etc. These last until the end of the battle, and when you change your Calling, the squares change to match your new calling. (E.g. when you change from Calling the Green World to Calling the Inferno, your growing plants turn into open flame.) If you are incapacitated, you are not Calling anything. While you have no callings, your designated squares of interesting terrain have no effect, but remain in place. Sometimes the GM will tell you at the start of combat about terrain that matches one of your Callings that simply exists on the map without you placing it - open flame from a firepit, perhaps, or drifts of snow and patches of sheer ice. You may use these as though you had caused them, though they won't change when you change Callings.

Your Ranged Basic Attack has Range 10. At Level 1, pick two Basic Callings:

Calling the Green World

Passive: At the end of each of your turns, designate an empty square within 5 of you. That square has growing plants in it: anyone who enters it is Grabbed by the plant, which cannot be dragged. When you spend an Attack Action, one enemy adjacent to growing plants must make a Saving Throw and is Grabbed if they fail.

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| #A Intoxicate | At-Will; Range 10; 2 Damage |
| Effect: The next attack against the target has Advantage. | |

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| #A Thorny Grasp | At-Will; Range 10; 2 Damage |
| Special: This attack may only be made against targets Grabbed by your growing plants and ignores cover and concealment. | |
| Effect: Target is Restrained until they escape. | |

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| #A Pharmacopia | Encounter |
| One ally within 5 squares regains 1 HP. They gain Regeneration 2, +2 speed, and deal 1 extra damage when they hit with an attack (save sustains all). | |

Calling the Inferno

Passive: At the end of each of your turns, designate an empty square within 5 of you. That square has an open flame in it, dealing 1 damage to anyone who enters it. If the target of your attacks is adjacent to any open flame, you may change your attacks to Burst 1 centered on that flame, but forego your Role Boost on those attacks. If you are a Blaster, you may increase the size of your Burst attacks by 2 when you center them on any open flame.

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| #A Immolation | At-Will; Range 10; 2 Damage |
| Effect: Ongoing 1 Damage until the target spends a Move Action to end it. Any character suffering this Status counts as an open flame for you. | |

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| #A Explosion | At-Will; Special; 2 Damage |
| Special: Select any number of your open flames. Make this attack against every creature in a Burst 2 around each chosen open flame, forgoing your Role Boosts on the attack rolls. Then, extinguish the chosen flames. | |
| Effect: None | |

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| #A Smoke-Out | Encounter; Range 10; 3 Damage |
| Effect: The target's square and all adjacent squares are <i>obscured</i> until the end of the target's next turn. This smoke follows the target as it moves. | |

Calling the Gale

Passive: You may Shift 2 squares immediately before or after you make an attack. At the end of each of your turns, designate an empty square within 5 of you. That square has a dust devil in it: when anyone enters that square, you may slide them 2 squares.

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| #A Gust | At-Will; Range 10; 2 Damage |
| Effect: Choose a cardinal direction. A gale from that direction pushes the target 2 squares. Until the end of the target's next turn, any move they make in the direction you choose (including diagonals) takes twice as many squares of movement. Any move they make opposite the direction you choose takes half as many squares of movement. | |
| Special: You may target a willing ally with this power, but do not make an attack roll - simply apply the Effect. | |

For example: You choose the South Wind. Push the target 2 squares North, Northeast, or Northwest. On their next turn, each square they move to the South, Southeast, or Southwest costs twice as many squares of movement as usual, and each square they move North, Northeast, or Northwest costs half as many.

| | |
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| #A Downdraft | At-Will |
| <p>Select any number of dust devils. Each creature adjacent to one of the selected dust devils must make a saving throw. If they fail, they fall prone. If they had the Flying Status, they lose it, regardless of the outcome of the Saving Throw. If you were adjacent to one of the selected dust devils, gain the Flying Status until the end of your next turn. The selected dust devils are spent.</p> | |

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| #A Tornado | Encounter; Range 10; 3 Damage |
| <p>Effect: Throw the target and any adjacent creatures 5 squares in any directions (they need not all be thrown in the same direction).</p> | |

Calling the Storm

Passive: On an attack roll of 6, instead of doubling your damage (including Striker Damage), you may make your attack again against a different target within range. At the end of each of your turns, designate an empty square within 5 of you. That square has an electric charge building up in it. When you first make an attack in that square while Calling the Storm, you get to make the attack on a different target within range when you roll 5s as well as 6s. The electric charge is spent after your attack (the square is no longer one of your designated squares), whether you scored an extra attack from it or not.

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|--|-----------------------------|
| #A Lightning Bolt | At-Will; Range 10; 2 Damage |
| <p>Effect: 1 damage, plus 1 damage to another creature within 5 squares.</p> | |

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|---|---------|
| #A Static Discharge | At-Will |
| <p>Choose any number of squares with charge building up. For each square chosen: each creature in or adjacent to the square is Slowed until the end of their next turn; each ally at or below 0 HP in or adjacent to the square makes a Comeback Roll; the electric charge in that square is spent.</p> | |

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| #A Thunderstruck | Encounter; Range 10; 3 Damage |
| <p>Effect: Target is Immobilized and Distracted until the end of its next turn.</p> | |

Calling the Bitter Winter

Passive: When you attack, the 3x3 area centered on the target becomes Difficult Terrain due to snow as long as you are *Calling the Bitter Winter*. At the end of each of your turns, designate a square within 5 of you. That square is sheer ice: it is Difficult Terrain and when any creature enters it, they are knocked Prone. The squares adjacent to sheer ice are Difficult Terrain due to snow. You may ignore the negative effects of Difficult Terrain due to snow and sheer ice while you are *Calling the Bitter Winter*.

#A Grasp of Ice

At-Will; Range 10; 2 Damage

Effect: Target is Slowed until the end of its next turn.

#A Slippery Grip

At-Will; Range 10; 2 Damage

Special: This attack may only be made against targets occupying squares that are Difficult Terrain due to snow or sheer ice.

Effect: Target must make a Saving Throw. They are Disarmed if they fail. If they are on sheer ice, they are Disarmed with no Saving Throw.

#A Snow Squall

Encounter; Range 10; 3 Damage

Effect: Target is Slowed and has Disadvantage on ranged attacks until it moves off of any Difficult Terrain due to snow, or until the end of its next turn, whichever comes first.

Calling the Landslide

Passive: At the end of each of your turns, designate an empty square within 5 of you. That square becomes Low Cover. When you spend an Attack Action, you Resist 1 damage against melee attacks that do not have Flanking until the end of your next turn.

#A Boulder

At-Will; Range 10; 2 Damage

Effect: Target is knocked Prone, but has Cover from attacks while they remain Prone.

#A Bulldozer

At-Will

Make a Charge attack, charging through any squares of Low Cover and destroying them. If you hit, deal 1 extra damage for each square of Low Cover you destroyed in this way.

#A Wall**Encounter**

Create a wall 8 squares long anywhere within 10. The wall may bend but must be continuous. It is one square high, provides Full Cover, and is made of the same substance as the ground on which it stands. You may slide anyone standing where you place the wall 3 squares, or you may allow them to stand atop the wall. Climbing over a 1-square high wall costs 3 points of movement.

Level 3

At Level 3, you may use Encounter Powers from two of the Basic Callings per encounter, and you may gain one new Basic Calling.

Level 5

At Level 5, increase At-Will damage by 1, and you gain access to two of the Subtler Callings (below). You may be performing one of these Subtler Callings and one of the Basic Callings at the same time. Each Subtler Calling grants you a passive defensive benefit and a utility At-Will power - they are not strong as your attacks, but they can come in handy in certain situations. You do not gain access to the Encounter Powers listed here until Level 7.

Calling the Moonless Night

Passive: You are Concealed from enemies farther than 5 squares from you, and cannot be seen by enemies farther than 10 squares.

#A Shadow**At-Will**

Choose yourself or one ally within 10 squares. They are Concealed until the end of their next turn. If they were already Concealed from all enemies, they may shift 1 square and become Hidden.

#A Surprise!**Encounter; Range 10; 4 Damage**

Special: this attack can only be used against a target who you are Concealed from or who cannot see you.

Effect: Teleport adjacent to the target. The target is Stunned until the end of its next turn.

Calling the Noontide Sun

Passive: You illuminate the entire room. Any enemy within 5 squares from you making a ranged attack against you has Disadvantage. You cannot hide.

| | |
|--|---------|
| #A Pierce the Darkness | At-Will |
| Choose a 5x5 area within 10 squares. All Hidden, Invisible, or Concealed creatures in the area are revealed and lose those Statuses and cannot regain them until they move. | |

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|--|-------------------------------|
| #A Sunbeam | Encounter; Range 10; 4 Damage |
| Effect: Target is Blinded until the end of its next turn. | |

Calling the Blood and Ichor

Passive: Any enemy making a melee attack against you is Weakened for that attack.

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| #A Slow the Blood | At-Will |
| One enemy within 10 squares is Slowed and has Disadvantage on their attacks until the end of their next turn. | |

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|---|-------------------------------|
| #A Blood Domination | Encounter; Range 10; 4 Damage |
| Effect: Target is Dominated and Weakened until the end of its next turn. | |

Calling the Heart and Spirit

Passive: Any enemy that attempts to make a melee attack against you must make a Saving Throw. If they fail, they cannot (they don't lose their action, however).

| | |
|---|---------|
| #A A Free Heart | At-Will |
| One ally within 10 squares has Advantage on their next attack, stands up if Prone, and may make a Saving Throw against one Status that allows one or to escape a Grab. | |

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|--|-------------------------------|
| #A Heartache | Encounter; Range 10; 4 Damage |
| Effect: Target cannot attack you and your allies (save ends) Make a separate Saving Throw for each ally, treating players controlling multiple creatures as one unit (e.g. one Saving Throw encompasses a Summoner and all of its summoned allies). | |

Calling the Flow of Moments

Passive: When an enemy attempts to make a Ranged Attack against you, you may move 3 squares. If they can no longer make the attack, they miss. If you move into Cover or Concealment, they have Disadvantage on the attack.

| #A Steal Time | At-Will |
|--|---------|
| Target one enemy and one creature each within 10 squares. Target enemy gets -2 speed and cannot use Opportunities or Triggered Actions until the end of their next turn. Target creature gets +2 speed and does not provoke Opportunities until the end of their next turn. | |

| #A Slow Zone | Encounter; Range 10; 4 Damage |
|--|-------------------------------|
| Effect: Create a 5x5 zone centered on the enemy. It lasts until the end of the encounter. All characters are Slowed while in the zone. Anyone outside the zone has Advantage on ranged attacks against targets within the zone. | |
| Clarification: If you leave the zone after your second point of movement, your movement is done, even though leaving the zone causes your speed to return to normal. If you leave the zone after your first point of movement, you have half of your normal speed (rounded down) to spend outside the zone. | |

Level 7

At Level 7, you gain access to your Subtler Callings' Encounter Powers. You may use only one Subtler Calling's Encounter Power per combat. Gain access to a third Subtler Calling.

Level 9

At Level 9, pick one: *Elemental Master* or *Master of the Subtle Forms*.

Elemental Master: Pick one additional Basic Calling. Once per Encounter when you change your Calling at the start of your turn, you may Call all four Basic Callings you know at once, with no Subtler Callings. On this turn, you may make one At-Will attack from each of your four Basic Callings against different targets, with no Role Boost. (Note: You may make them against the same target only if there are fewer than four enemies in the combat - then you must make one attack against each and any extras may be assigned freely. Note: If you are Calling the Inferno, only Fireball may be expanded to a Burst centered on an Open Flame.) At the end of this turn, you alter the terrain as per each of your Basic Callings, and then cease to have any Callings until your next turn.

Master of the Subtle Forms: You may use an At-Will from a Subtler Calling as a Free Action once per turn, and only after you have used an At-Will from a Basic Calling.

The Berserker

Conflict Resolution with high Emotional Awareness

Here's the Berserker a class that shines when it is in the middle of the fray and it benefits from a reckless fighting style. The subclasses define how the berserker gets her rage going and what kind of fighter she is. The Frenzied Berserker gives up her tactical choices of movement and targeting to gain superior attack power or control, drawing enemies into her madness as she goes on.

The Bloodied Berserker's strengths are comeback and stomping: she gains bursts of power when combatants start dropping low, no matter which side is winning and she can heal by finishing off enemies.

The Battle Trance Berserker specializes in not going down. She can delay damage and even regenerate herself or allies, if she manages her resources carefully.

Madness Token, you gain Madness Tokens over the course of combat. The way in which you can spend and gain them is determined by your class feature.

You are never Winded by combat, but you may become Angry - see the individual Class Features to find out how.

Choose one of the following class features:

Class Features

Frenzied Berserker

/Note: insert Frenzy Glossary entry

Note, Frenzy: a Frenzy or Panic ends if its source is Taken Out.

Note, Frenzy: If a creature gets Frenzied it loses all Frenzied effects it previously had.

Note: if a creature is Frenzied and Panicked, it makes both Panick Rolls and according to the status with the worse roll outcome (on a pair it can choose).

/Note: insert Harried Glossary entry

If a creature is Harried during it's turn, it is also Harried during it's Saving Throw stage of that turn.

Level 1

You gain the Frenzy Power.

| #T Frenzy | At-Will; Interrupt |
|--|--------------------|
| Special: If you are Frenzied, you need to spend a Madness Token to use this power. | |
| Trigger: You start your turn. | |
| You become Frenzied by a creature of your choice until the target is Taken Out or the end of the encounter. | |
| Clarification: If your Frenzy ends during your turn (likely because you Took Out your target), you do not get access to any unused actions that your Frenzy would have denied you (such as a Move Action if you Charged). | |

While Frenzied, you can use your Role Action normally and you can use your Class Powers as Melee Basic Attacks on your turn. You have to spend your Move and Attack Action according to the Frenzied effect but are in control of everything else.

Whenever you make a Panic roll, gain a Madness Token. After a Panic Roll, you can spend a Madness Token to add +1 to the result. You can spend several Madness Tokens on the same Panic Roll. At the end of combat, if you ended your last turn Frenzied, you get the Angry Condition.

You may spend a Madness Token after you make a Panic Roll to allow you to make a melee attack or Charge against a Flying creature if you are Frenzied by it.

Lunatic Attack:

You can spend Madness Tokens whenever you attack a creature while Frenzied by it. For each Token you can pick one entry from the following list. You can pick each entry only once.

- If you hit, the target is Frenzied by you until the end of it's next turn.
- Deal 1 extra damage regardless whether you hit or miss.
- Ignore Disadvantage on the attack roll.

Level 5

Increase the damage of your At-Will Attacks and Melee Basic Attack by 1.

Replace the list of Lunatic Attack with the following list:

- If you hit, the target is Frenzied by you (save ends).

- Deal 2 extra damage regardless whether you hit or miss.
- Ignore Disadvantage on the attack roll.
- If you hit, the target is Harried until the end of it's next turn.
- If you hit, each creature adjacent to you must pass a Saving Throw or it is Frenzied by you until the end of it's next turn.

You can now also spend a Madness Token to apply -1 to an enemy Panic Roll, when you are the source of the Panic or Frenzy (You can spend several Madness Tokens on the same Roll).

You gain a Madness Token when you are hit by a creature Frenzied by you.

Level 9

While Frenzied, you have resist 1 against attacks from enemies, if neither the attacker nor you are frenzied by the other.

Lunatic Attack: Apply one entry from the list for free, without having to spend a Madness Token. You may select "Deal 2 extra damage regardless whether you hit or miss." as many times as you like, paying a Madness Token each time.

Bloody Berserker

Overkill Damage: When an enemy takes damage, drops to 0 HP or lower and gets Taken Out (or Incapacitated in the case of Player Characters) the Overkill Damage is the amount of damage that wasn't needed to reduce the creature to 0 HP (it's usually the negative HP amount after the damage but a character with the Savage Striker Feat also needs less damage to take out an enemy. If an additional Effect directly takes the target out or if the target was already below 0 HP, all damage is Overkill Damage).

Level 1

When an enemy is Taken Out by you, you regain 1 HP for every 1 Point of Overkill Damage you dealt. This can only heal you up to your Bloodied value + 1 and never above.

Whenever a creature within 5 squares of you (including yourself) gets Bloodied, gain a Madness Token.

Note: Goons get Bloodied when they are hit but not Taken Out. Stooges cannot be Bloodied. Goons who have taken damage count as having 1 HP like Stooges.

You gain the "Anger Management" power.

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|---------------------|----------------------|
| #F Anger Management | At-Will; Free Action |
|---------------------|----------------------|

Deal any amount of damage to yourself that doesn't bring you to 0 HP or below.

You can spend any number of Madness Tokens before an attack roll. If you hit, deal extra damage equal to the numbers of Madness Tokens you spent.

If you are Bloodied at the end of combat and aren't directly responsible for Taking Out the final enemy, you get the Angry Condition.

Level 5

Increase the damage of your At-Will Attacks and Melee Basic Attack by 1.

The extra damage you deal when you spend a Madness Token is now 2 instead of 1.

You no longer take a Strike for becoming Bloodied for the first time.

When you start your turn Bloodied, you gain a Madness Token.

When you take damage and drop to below 0 HP, gain an amount of Madness Tokens equal to your negative HP. If you were Taken Out by the attack, gain 5 Madness Tokens (though you can't use them unless some power manages to bring you back into the fight).

You can spend a Madness Token to get Advantage on a Comeback Roll.

Level 9

You get Resist 1 while Bloodied.

While at 0 HP or below you are Dazed instead of Incapacitated. You still make Comeback Rolls and you are still Taken Out when you are reduced to negative 5 HP.

Battle Trance Berserker V1

Level 1

The first time you take damage that you don't Resist completely between each of your turns, any part of that damage that is not Resisted may be delayed until the end of your next turn. Gain a Madness Token if you delay the damage. When you later take the delayed damage, you do not Resist any of it (you already Resisted it earlier, and this doesn't allow you to double your Resistances!). You must take the damage at the end of your turn, and may not re-delay it.

Whenever you regain HP you can use any amount of it to instead reduce the delayed damage by that amount.

If you are still delaying damage at the end of the encounter, you take the damage immediately and you get the Angry Condition.

Gain the Inspiring Vitality power. This allows you to benefit from your Class Feature even if the enemies choose not to attack you.

| #F Inspiring Vitality | At-Will; Free Action |
|---|----------------------|
| Special: You can use this power once per round on your turn if you are not delaying any damage and haven't taken any damage since the end of your last turn (or the start of the combat if this is your first turn). | |
| Heal yourself or an ally within 5 squares 1 HP (2 HP at Level 5, 3 HP at Level 9) and gain one Madness Token. | |

/Note: Keep track how much HP you have at the end of your turns.

If you are delaying damage, you may spend any number of Madness Tokens as Free Actions when you make an attack. If you hit, deal extra damage equal to the number of Madness Tokens spent.

If you are not delaying any damage, you may spend any number of Madness Tokens as Free Actions to Mark one enemy within 5 squares until the end of its next turn for each token spent.

Level 5

Increase the damage of your At-Will Attacks and Melee Basic Attack by 1.

Any time you take damage that you don't Resist completely, you may delay the damage, as above. Gain a Madness Token each time you do.

When you hit at least one enemy with an attack and you are not delaying any damage, gain a Madness Token.

The extra damage you deal when you spend a Madness Token while delaying damage is now 2 instead of 1.
If you are not delaying damage, you may spend a Madness Token to grant you or an ally a Saving Throw.

Inspiring Vitality improves.

Level 9

Once per round when you make an attack, you may spend a Madness Token as a Free Action. If you hit with the attack, deal extra damage equal the the amount of damage you are delaying.

Inspiring Vitality improves.

Battle Trance Berserker V2

Level 1

Delayed Damage

If you take damage you can choose to delay it: Apply resist and any modifiers normally but instead of reducing your HP (or Buffer Points) write the delayed damage down. At the end of your turns, you have to make a saving throw for each 3 damage (or part thereof) that you are delaying. If you fail it you can't delay that part of the damage anymore and take it (but don't apply resist, vulnerability or other modifiers again). Before each saving throw, you can choose to spend a Madness Token to automatically pass it.

Stacking Delayed Damage

If you are already delaying damage just add the values together for the new delayed damage, but this comes with a cost: You immediately have to make saving throws for the old delayed damage as if you were ending your turn.

Healing Delayed Damage

Whenever you regain hit points, you can use any amount of it to instead reduce delayed damage.

Encounter End

If you have any delayed damage, take it immediately and gain the Angry Condition.

Gain the Inspiring Vitality power. This allows you to benefit from your Class Feature even if the enemies choose not to attack you. At the start of the combat, write down your HP.

| | |
|--|----------------------|
| #F Inspiring Vitality | At-Will; Free Action |
| Special: Usable once per round on your turn. | |
| If your current HP is greater than or equal to the HP you have written down, heal yourself 1 HP or give an ally within 5 squares 1 Buffer Point. (At level 5, increase | |

the healing or the Buffer Points to 2.) You may spend any number of Madness Tokens to increase the amount of the healing or Buffer Points by 1 per point spent.

If it is your current HP is lower than the HP you have written down, write down your current HP instead and gain one Madness Token.

#A Vital Strike

At-Will; Melee; 2 Damage

Effect: Trade 1 HP for 1 Buffer Point or vice versa.

Level 5

Increase the damage of your At-Will Attacks and Melee Basic Attack by 1.

If you take damage normally (meaning you don't delay it and it wasn't delayed damage in the first place), gain a Madness per 3 damage (or part thereof). When stacking delayed damage, you automatically succeed one of the saving throws without spending a Token.

Inspiring Vitality improves.

Level 9

Once per round when you make an attack, you may spend a Madness Token as a Free Action. If you hit with the attack, deal extra damage equal the the amount of damage you are delaying.

Inspiring Vitality improves.

Powers

At-Will

Choose two at Level 1:

#A Lash Out

At-Will; Melee; 2 Damage

Effect: Once before the end of your next turn, you may give and ally or yourself advantage for a melee attack against an enemy within your reach.

#A Overpower

At-Will; Melee; 2 Damage

Effect: Push the target 3 squares, but the target decides where to be pushed. If they choose (or are forced to choose) to be pushed less than the full distance, they take extra damage equal to 3 minus the distance they were pushed.

| | |
|--|--------------------------|
| #A Rampage | At-Will; Melee; 2 Damage |
| Effect: If you have fewer than 4 Madness Tokens gain one. Otherwise, deal this attack's damage line once more. | |

| | |
|---|--------------------------|
| #A Rend | At-Will; Melee; 2 Damage |
| Effect: At the start of your next turn, each enemy adjacent to you takes 2 damage | |

Encounter Level 1

Choose one at Level 1:

| | |
|---|----------------------------|
| #A Intimidate | Encounter; Melee; 3 Damage |
| Effect: If the target starts its next turn Bloodied, it has to pass a Saving Throw or be Panicked by you on that turn. If this attack caused the target to get bloodied, the target doesn't get a Saving Throw to avoid being Panicked. | |
| Special: If it gets Panicked while also being Frenzied, it takes 1 damage. | |

| | |
|--|----------------------------|
| #A Hostage | Encounter; Melee; 3 Damage |
| Effect: Target is Grabbed. Once before the start of your next turn, when an enemy would deal damage to you, if the target is still Grabbed, deal that same amount of damage to the target as an Interrupt. | |

| | |
|--|------------------------|
| #F Stone Skin | Encounter; Free Action |
| You gain Resist 1 until the end of your next turn. | |

Encounter Level 3

| | |
|--|-----------|
| #A Bloodcurdling Warcry | Encounter |
| Affect all Bloodied creatures within 5 squares of you, including yourself: enemies take 2 damage, allies and you gain 2 Buffer Points. | |

#F Force Down

Encounter; Free Action

Target one enemy within 5 squares. If you hit the target with an attack on this turn, knock it Prone.

#T Rip and Tear

Encounter; Reaction

Trigger: An enemy gets Bloodied by your attack or Opportunity.

The triggering enemy takes 3 extra damage.

#A And Stay Down!

Encounter; Melee; 3 Damage

Effect: Target is knocked Prone. Until the end of your next turn, if an adjacent enemy stands from Prone, you may grant them an Opportunity and knock them Prone again.

Encounter Level 7

#A Club, Pound, and Smash

Encounter

Make 3 different At-Will attacks: the two you know, plus one you don't. Apply your Role Boost to only to one of the attacks (your choice). You may spend squares of movement between the attacks. The damage line changes to 1 for the first attack, 2 for the second, and 3 for the third.

#A Make Them Lose Heart

Encounter; Melee; 4 Damage

Special: At least one enemy must already be Taken Out, or else the target must be the only enemy in the fight.

Effect: Target must make a Saving Throw. If they fail, they are Taken Out. Furthermore, until the end of the Encounter, whenever a non-Stooge ally of the target is Taken Out, they must repeat this Saving Throw.

Special: You only get the Effect line once. Additional targets gained via the Blaster Role or by any other means instead suffer an additional 4 damage as the effect instead.

#T Indomitable

Encounter; Reaction

Trigger: You get a Status that a save can end, you drop below 1 HP or get Taken Out.

End one Status that a save can end, regain 4 HP, you rejoin the fight if Taken Out, and you can stand up if Prone.

The Dancer

Design Inspirations: The Monk from *Dungeons & Dragons: 4th Edition*, Dudley from *Street Fighter III: Third Strike* and Boxing, the Dancer from *Final Fantasy XI*, Chess.

The Dancer, like the Rogue, is a class designed around movement. Unlike the Rogue, however, the Dancer does not get unique Move powers. Instead the Dancer gains access to “Step Charts” - Movement patterns which are paired with their at-will attack powers in different combinations. Step Charts, in addition to providing the necessary movement to power the Dancer attack powers, each have unique attributes upon use. These include allowing you to completely ignore Opportunities, augmenting the paired attack in different ways, and more.

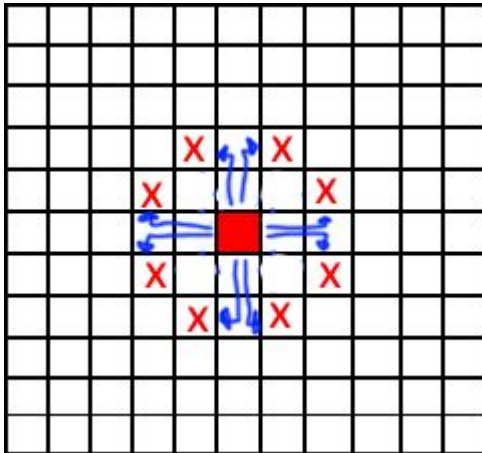
When you wish to perform a Dancer Attack power, you must pair it with a Step Chart unless otherwise noted in the power. You have access to all of the listed at-will Step Charts. Encounter powers come paired with particular Step Charts you must use, but for at-will powers you’re free to use any at-will Step Chart or the Step Chart of any Encounter power you’ve already used in that encounter. This requires and consumes both your Attack and Move actions. Put more simply, to use one of the attack powers, you must:

- 1) Spend both your Attack and Move actions,
- 2) Use a Step Chart,
- 3) Then use an at-will power, or use the Encounter power associated with that Step Chart if you have yet to use it this encounter.

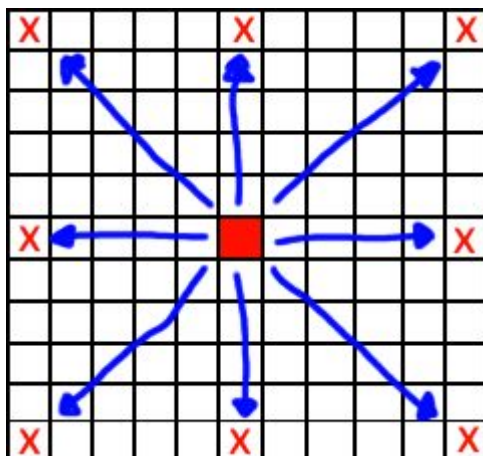
While using a Step Chart, you may ignore Difficult Terrain or being Slowed. You may use a Step Chart while Immobilized, Restrained, Grabbed, Prone, Dazed, or unable to move for any other reason, but you remain in the same square - You only get the Step Chart’s listed passive bonus, not the movement. Movement while using a Step Chart can only provoke Opportunities during the first square of movement. In the event that your Step Chart’s movement is interrupted somehow, such as a trap or an Interrupt power, your Attack Action is refunded. Finally, you have one extra reach when you use any Dancer attack power.

At-Will Step Charts (playtest note: these will look more professional in final draft) You gain all of these:

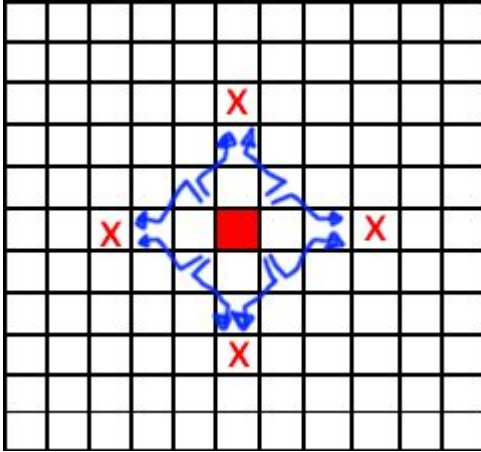
- Grandmaster Gallop: (3 spaces, Chess Knight movement) Your attack treats 2s as 3s on the paired attack



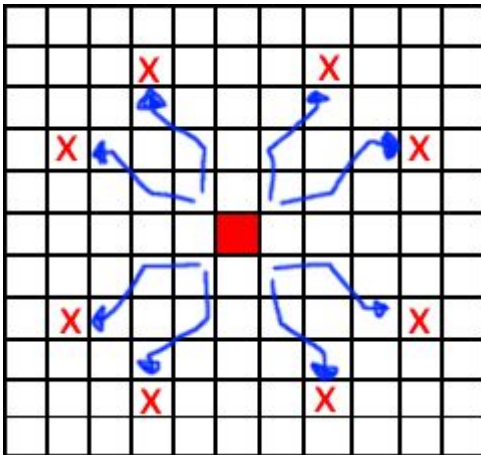
- Linear Limbo: (Straight line, 5 spaces) One enemy you end this movement within two squares of is Harried until the end of its next turn.



- Turnabout Tumble: (3 spaces, NW, NE, N) You take no damage from Opportunities during this movement.



- The Twisted Bishop (4 spaces, NW, N, NW, N): Make a Saving Throw with Disadvantage before beginning this movement.



Generic At-Will (all dancers get this):

| | |
|---|--------------------------|
| #A Break a Leg! | At-Will; Melee; 2 Damage |
| Effect: If the target ends its next turn within three squares of you it falls Prone. | |
| Special: This power may <i>only</i> be used without a Step Chart and may be used in place of a Melee Basic Attack. | |

Level 1 At-Wills (Choose 2)

| | |
|--|--------------------------|
| #A It Takes Two to Tango | At-Will; Melee; 2 Damage |
| Effect: An ally adjacent to your target may immediately shift as if they were using the same Step Chart you used for this attack. | |
| Clarification: The ally does not gain any bonuses granted by the Step Chart, just the movement. | |

| | |
|---|--------------------------|
| #A Leading Lady | At-Will; Melee; 2 Damage |
| Effect: The target is Marked until the end of its next turn. | |
| Special: This power may be used without a Step Chart. | |

| | |
|--|--------------------------|
| #A The Ol' Razzle Dazzle | At-Will; Melee; 2 Damage |
| Effect: The target is Distracted (save ends). | |

| | |
|--|---------|
| #A The Electric Slide | At-Will |
| Any creature you moved adjacent to during this power's paired Step Chart takes 1 damage (2 at level 5). Choose one creature damaged by this, you may use your Role Boost against them as if you rolled a 5. | |
| Clarification: Blasters may deal 2 damage to another target within 10 spaces. | |

| | |
|---|--------------------------|
| #A Slow Dance | At-Will; Melee; 2 Damage |
| Effect: Reduce the target's Initiative by 2. If the target is a Champion, choose one of their three Initiatives and reduce it by 2. If their Initiative would be reduced below 1, set it to 7. If this would leapfrog their Initiative below yours, they don't get to take that turn again after you - They already used that turn before you! | |

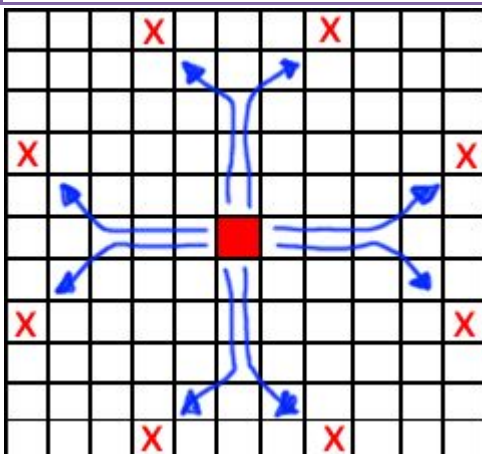
Level 1 Encounter:

#A I'll Require a Volunteer

Encounter; Melee; 3 Damage

Effect: Slide the target as if it were using one of your Step Charts. It takes 1 point of damage for each of your allies it slides adjacent to.

Step Chart: If you are Immobilized or Prone, immediately end that effect before following this Step Chart. If you do not move adjacent to any enemies during this movement heal 1 HP.



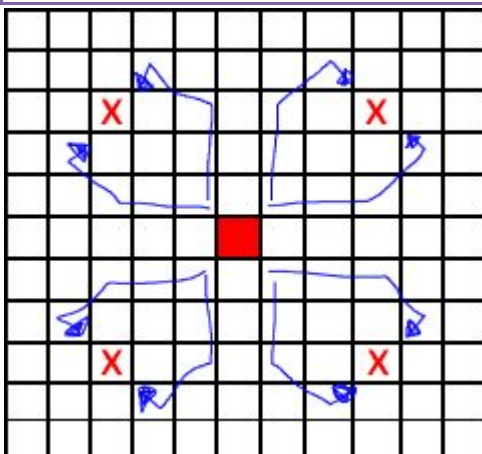
#A Dancehall Daze

Encounter; Melee; 3 Damage

Effect: Transfer one Status from yourself or an ally within 2 spaces of you to the target. You may instead choose for the target to become Dazed until the end of its next turn.

Special: Blasters may transfer that condition to all enemies hit by this attack.

Step Chart: One ally you move adjacent to during this movement has Advantage on their first Saving Throw or Escape Roll on their next turn.



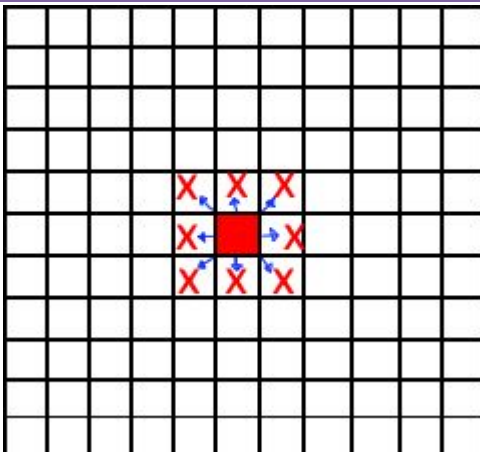
Level 3 Encounters:

#A Riot Stomp

Encounter; Melee; 3 Damage

Effect: The target is knocked Prone. If it stands on its next turn it is Weakened and Slowed until the end of its following turn.

Step Chart: This movement is considered a Shift. One ally adjacent to you either at the start or end of this movement may use their Role Action as a Move Action or vice versa on their next turn.

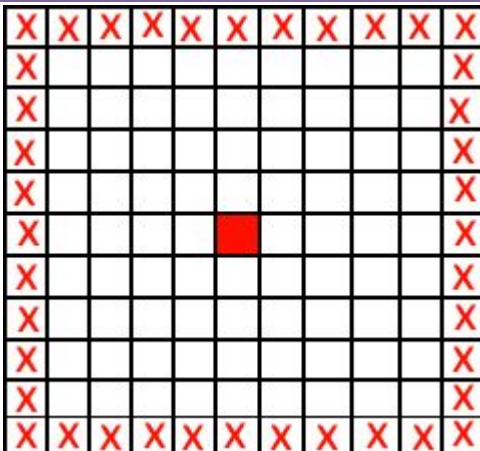


#A Bring the House Down

Encounter; Melee; 3 Damage

Effect: Create a 5x5 zone centered around you. This zone lasts until the start of your next turn. Enemies who begin their turn within this zone must either move out of the zone before taking any other action on their turn or else they are Dazed (save ends).

Step Chart: You may use the Role Boost of any ally within 2 squares of you (after finishing the movement) for this attack.

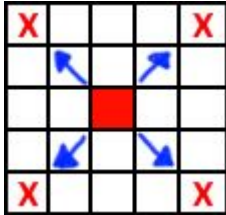


#A Alluring Lure

Encounter; Ranged 5; 3 Damage

Effect: Pull the target up to 4 squares. The target is Weakened (save ends).

Step Chart: Any attack performed using this Step Chart is considered Ranged 5.



Level 5 Bonuses:

- Increase your at-will power and Basic Attack damage by 1.
- The Electric Slide improves.
- Your at-will Step Charts improve:
 - Grandmaster Galop: Your attack treats 2s as 3s on the paired attack. Any ally you move through during this movement gets the same bonus on their next attack.
 - Linear Limbo: One enemy you end this movement within two squares of is Harried or Slowed (your choice) until the end of its next turn.
 - Turnabout Tumble: You take no damage from Opportunities during this movement. Any non-Stooge or Goon enemy who would deal Opportunity damage to you takes 1 damage.
 - The Twisted Bishop: Make a Saving Throw before beginning this movement.

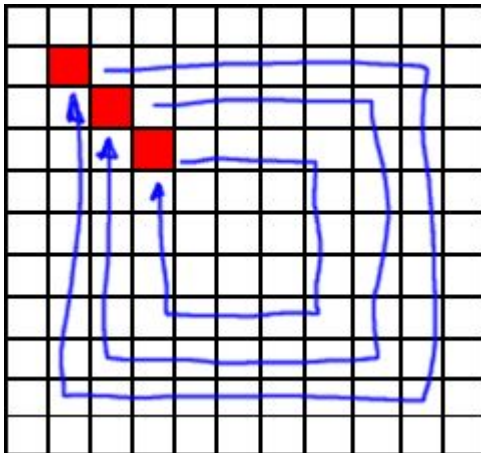
Level 7 Encounters:

#A Around the World

Encounter

Slide any enemy who is inside the squares bordered by this Step Chart's movement to any other square within the same area. Any enemy slid this way must make a Saving Throw. If they fail they are Restrained until the end of their next turn. If they pass they are Immobilized until the end of their next turn.

Chart: Any enemy you would move through for this movement is Pushed 1 square outward from the box, and is Slowed until the end of its next turn. You may use any of the three depicted patterns and may rotate them as needed (ie. moving Left-Up-Right-Down for instead of Right-Down-Left-Up).



#A Trot of Greed

Encounter

Choose two Step Charts you have access to and perform one after the other. You have the passive bonuses of both while performing each of them. Choose one enemy you end your first Step Chart within 2 squares of, and an enemy (this may be the same as the first) you end your second Step Chart within 2 squares of. These enemies each take 2 damage and are Slowed and Vulnerable (Save ends both).

Level 9 Bonuses:

- Your at-will Step Charts improve:
 - Grandmaster Galop: Your attack treats 2s as 3s and deal 1 additional damage on the paired attack. Any ally you move through during this movement gets the same bonus on their next attack.
 - Linear Limbo: One enemy you end this movement within two squares of is Harried or Slowed (Save Ends).
 - Turnabout Tumble: You take no damage from Opportunities during this movement. Any non-Stooge or Goon enemy who would deal Opportunity damage to you takes 1 Ongoing Damage (save ends).
 - The Twisted Bishop: Make a Saving Throw before beginning this movement. You have Advantage on this Saving Throw if it's against a non-Ongoing effect.

Major Playtest Questions:

- Were any rules poorly explained regarding how to pair Charts and attacks?
- Which Charts did you use the most? Were there any that felt useless or too esoteric?

- What do you feel the weaknesses of the class are? The strengths?
- Were there certain feats or roles you felt were too essential to playing the Dancer? If so, try playing a session without them. Explain what was different/problematic.

The Engineer:

Design Inspirations: The Engineer from *Team Fortress 2*, the Shaman from *Dungeons & Dragons: 4th Edition*, the Bard and Dancer from *Ragnarok Online*, those spinning fire rods in Bowser's castle from *Super Mario Bros*, Jack-O from *Guilty Gear Xrd: REVELATOR*

The Engineer is a spin on the pet class archetype, but instead of controlling two or more separate units, the Engineer instead primarily attacks through a mostly-immobile Turret. The turret is the Engineer's lifeblood - It's required for the majority of their powers and must be protected. Fortunately, the benefits of keeping your turret functioning are great, as the Engineer has several unique means of disabling enemies and augmenting their allies when everything is in tip-top shape.

Unique to the Engineer is the "Field." Your Field is a permanent 9x9 zone centered around your turret and referenced by the majority of your powers. Generally you will be targeting enemies and allies inside this Field. As your turret and your Field are fairly static, the Engineer is able to "spot" for their turret - if the Engineer has line of sight to an enemy, you may ignore Low Cover and downgrade Full Cover to Low Cover when performing attacks which originate from your turret and would otherwise have some sort of Cover.

Until you deploy your Turret for the first time in a fight, you may place it anywhere within 5 squares of you as a Free Action (later deployments require other actions). It has 5 HP, cannot make Opportunities or be used to flank unless otherwise noted, and you take a Strike when your turret is Taken Out. Additionally, while the turret can be damaged by attacks, it ignores all Effects other than immediate damage (including Ongoing). However, if the Engineer has a Status that affects attacks, such as Blinded, this still affects attacks which originate from your turret.

Class Feature (Choose 1)

- *Wide Lens*: At the beginning of an encounter choose an enemy within your Field, that enemy is Locked On. If there are no enemies in the Field the first enemy to enter it automatically becomes Locked On. As long as that enemy remains in your Field you treat 2s as 4s against that enemy. When that enemy is Taken Out or leaves your Field, you Lock On to the target furthest from your turret within your Field at the start of your next turn.
- *ComBot*: Your Turret has Resist 1, can be used to flank, and can make Opportunities.
- *Micro-Machines*: Your Turret no longer occupies a square but may still be targeted, and it begins adhered to a creature of your choosing within 5 squares of you. The creature which your turret is attached to is considered within its Field, and if that creature is reduced to 0 HP, the Turret remains in that square until it is adhered to another creature. While adhered to a friendly creature, that creature has Regeneration 1, and while adhered to an enemy that enemy is Harried.

General At-will Attack powers:

| #A Weekly Maintenance | At-Will |
|---|---------|
| <p>Make a Ranged Basic Attack. If you have a turret deployed, heal it 2 HP. Then, you may Shift it anywhere within its Field or you may remove it from the map and hold it in reserve. If you don't have a Turret deployed or reserved, you ready a new one. You may redeploy your reserved or new Turret anywhere within 5 squares of you as a Free Action on any of your turns.</p> <p><i>Special:</i> If you have the Micro-Machines class feature, instead of shifting it, you adhere it to a new creature within your Field, and when you redeploy it, you adhere it to a creature with at least 1 HP within 5 squares of you.</p> | |

Level 1 at-wills (choose 3):

| #A Covering Fire | At-Will; 2 Damage |
|---|-------------------|
| <p>Effect: The target is Distracted (save ends).</p> <p><i>Special:</i> This attack originates from your turret and must target an enemy in your Field.</p> | |

| #A Tractor Beam | At-Will; 2 Damage |
|---|-------------------|
| <p>Effect: Pull the target up to 2 squares. You may also pull an ally in your Field up to 2 squares.</p> | |

Special: This attack originates from your Turret and must target an enemy in its Field.

#A Spring Board

At-Will

Until the start of your next turn, you and your allies may enter your Turret's square to Teleport to any space in your Field. A creature may only Teleport like this once per turn. (At level 5, you may use forced movement effect on enemies to move them onto your turret, and teleport them to any space in your Field)

Clarification: If you have the Micro-Machines class feature, you and your allies may only use this effect while your Turret is either adhered to a Taken Out or friendly creature.

#A Time Bomb

At-Will; Ranged 10; 2 Damage

Effect: If the target ends its turn within your Field it takes 3 damage (5 at level 9) and all creature adjacent to it are Pushed 1.

#A Homing Beacon

At-Will; Ranged 10; 2 Damage

Effect: The next attack you make that originates from your Turret ignores Line of Sight and has Advantage.

#A Armor Up

At-Will

One ally in your Field who currently has no Resist gains Resist 1 and is Guarded until the start of your next turn.

Level 1 encounters (choose 1):

#A Suppressing Fire

Encounter; 3 Damage

E: The target is Marked by your Turret and your Turret may make Opportunities against them until the end of their next turn. One ally within the Field is Guarded until the end of your next turn.

Special: The attack originates from your Turret and must target an enemy in your Field.

#A Flamethrower**Encounter**

Draw a line from your Turret that extends to the end of your Field. Each square of the line must be adjacent to the previous square and farther from the Turret. All creatures in that line take 1 damage and Ongoing 2 damage (save ends).

#A Bubble Shield**Encounter**

Your allies may immediately Move their speed, each ending adjacent to your Turret (if they are unable to end adjacent to your turret, they do not get to move). Until the start of your next turn, attacks performed against creatures adjacent to your turret or against the Turret itself by creatures not adjacent to your Turret have Disadvantage.

Level 3 encounters (choose 1):

#A Magnetic Beacon**Encounter; Ranged 10; 3 Damage**

E: Slide the target adjacent to your turret. The target cannot leave your Field and your Field is considered Difficult Terrain for them (save ends both).

Clarification: If your Turret is destroyed or if your Field would move in such a way that takes the target out of it, the target immediately passes its save.

#A Sick Bay**Encounter**

Until the start of your next turn, allies in your Field may spend a Role Action to heal 1 HP, make a Saving Throw, or gain an additional Move Action. If fewer than 3 allies use this effect before your next turn, you may then spend your Role Action to heal 1 HP, make a Saving Throw, or gain an additional Move Action if you are inside your Field.

#A Unstable Mutagen**Encounter; 3 Damage**

E: The target and an ally adjacent to the target each receive one of the following pairs of status until the end of their next turn for the target and the start of your next turn for the ally:

- Vulnerable 1, and Resist 1
- Immobilized, and +6 Speed and may ignore the first Opportunity made against them.

- Cannot make Ranged Attacks, and Range +3

Special: This attack originates from your turret and must target an enemy in your Field.

Level 5 class features:

Increase damage of at-wills and Basic Attacks to 3.

Increase Field size to 11x11 and your Turret's HP increases to 7.

- *Scope Lens:* You now treat 2s as 6s against your Locked On enemy.
- *Fighting Robot ComBot:* Squares adjacent to your turret are now Difficult Terrain for enemies. Your turret deals +1 Opportunity damage.
- *Nano-Machines:* When you adhere your turret to a friendly creature they immediately heal 1 HP. When you adhere your turret to an enemy they are Slowed until the end of their next turn.

Level 7 powers (choose 1):

#A Laser Sweep

Encounter

All enemies within your Field may take a Move Action immediately. Any enemy who does not take their Move Action or who remains in your Field after resolving the movement takes 2 damage and is Slowed (save ends).

#A Snatching Arm

Encounter; 4 Damage

E: The target is Weakened and Disarmed (save ends both). When the target successfully saves against this effect, they are Disarmed until the start of their next turn. The target may end all of these effects immediately by performing a Melee Attack against your Turret.

Special: The attack originates from your Turret and must target an enemy in your Field.

#T Emergency Transposition

Encounter; Reaction

Trigger: An enemy moves adjacent to you.

Swap places with your Turret. This movement counts as a Teleport. The triggering enemy is Restrained (save ends).

Special: If you have Micro-Machines as your Class Features, you must adhere your Turret to the triggering enemy.

Level 9 class features:

Field size increases to 13x13

- *Sniper Scope Lens*: You ignore Disadvantage to hit your Locked On target, and you roll 3 dice instead of 2 and take the best result when you have Advantage against them.
- *Subatomic-Machines*: Friendly creatures with your turret adhered to them now have Regeneration 2. Enemy creatures with your turret adhered to them are now Harried and take Ongoing 2.
- *ComBot "X"*: Your turret has Resist 2 and deals +2 damage on Opportunities. Allies who have Advantage from flanking with your turret roll 3 dice and take the best result.

Major Playtest Questions:

- Are the more straightforward/simple powers interesting?
- Does the turret die too often/easily? Is the Field's range too limiting at low levels? Too generous at high levels?
- Are the options on "Unstable Mutagen" interesting? Did you find yourself defaulting to one of them all of the time? Is the timing poorly explained or confusing?
- Do any of the class features feel useless or too powerful?

The Squire

Design Inspirations: The Ironbreaker from *Warhammer Online*, the Bravura Warlord from *Dungeons & Dragons: 4th Edition*, the Evangelist voice option in *Neverwinter Nights*, the Crusader from *Ragnarok Online*.

The Squire is an offensive supporter, specializing in bolstering an ally they deem as their “Errand” with powerful buffs. They can give their Errand Advantage on attacks, allow them to shift around the battlefield, order them to protect the Squire, and more. A Squire is able to shift the target of their buffs as well, but only at the end of their turn, making prediction and awareness an important part of play.

Any bonus given to your Errand which lasts until the start of your next turn or that affects their next attack roll remains on that character even if you change your Errand at the end of your turn. However, any bonus which lasts longer or an indefinite period of time transitions to other characters if you change your Errand.

At level 1:

Class Features:

- *My Liege!:* At the start of combat, before rolling initiative, choose one ally to be your Errand. Your Errand receives benefits from your powers and class features. You may only have one Errand at any given time.
- *At Attention!:* You and your Errand have +1 initiative. After rolling initiative you may choose to forsake your bonus to give your Errand +2 initiative instead. Initiative cannot go above 7 this way. This effect stays with whoever was your Errand at the start of the combat, even if you switch Errands later on.

Class Options (choose 1):

- *I Know Their Habits!:* At the start of your turn give your Errand an Advice Token. They may spend this token to have you make a Helping Roll before they perform any roll. Allies keep Advice Tokens and may use them even if they are no longer your Errand.
- *Give Them No Quarter!:* Once per round, when your Errand bloodies or reduces an enemy to 0 HP they may immediately deal 2 damage to an enemy within 5 squares of them or shift half their speed and then deal 2 damage to an adjacent enemy.
- *Don't Lose Momentum!:* Your Errand gains Regeneration 1 for as long as they remain your Errand. If they would heal above their maximum HP from this effect they instead deal 1 additional damage if they hit with their next attack.

Generic Level 1 Power:

| | |
|--|---------|
| #F Declare Errand | At-Will |
| <p>Choose an ally to be your Errand. This effect lasts until the end of the encounter or until you choose a new Errand.</p> <p><i>Special:</i> This must be the last action used during your turn.</p> | |

At-Will Level 1 (Choose 3):

| | |
|--|-------------------------------------|
| #A Here, Quickly! | At-Will; Range 5 or Melee; 2 Damage |
| <p>Effect: If your Errand is adjacent to an enemy, they may Shift their speed to a space adjacent to the target. If your Errand was already adjacent to the target, they may Shift their speed to any other space adjacent to the target.</p> | |

| | |
|--|-------------------------------------|
| #A Keep Swinging! | At-Will; Range 5 or Melee; 2 Damage |
| <p>Effect: Your Errand has Advantage on their next attack against the target. If they miss, they gain an additional Miss Token.</p> | |

| | |
|--|--------------------------|
| #A Flee, Now! | At-Will; Melee; 2 Damage |
| <p>Effect: The target may not Shift on their next turn. Each ally adjacent to the target may immediately make an Escape Roll or Shift 1 square, but may not end that movement adjacent to the target.</p> | |

| | |
|--|------------------------------|
| #A Watch That One! | At-Will; Ranged 10; 2 Damage |
| <p>Effect: The target is Marked by your Errand until the end of the target's next turn.</p> | |

| | |
|---|---------|
| #A Aim True! | At-Will |
| <p>Your Errand makes a Melee or Ranged Basic Attack. If they miss, you also gain a Miss Token. (At level 5, gain a Miss Token when they roll a 3 as well)</p> | |

| | |
|---|---------|
| #A I'll Take Care of Them! | At-Will |
| <p>Your Errand Throws an enemy adjacent to them up to 5 squares to any square adjacent to you. You or your Errand gain 2 Buffer Points.</p> | |

Encounter Level 1:

#T Protect Me Knight!

Encounter; Interrupt

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

Your Errand may Shift up to their speed adjacent to you. If they do, the attack instead hits or misses them, and your Errand may then make a Melee or Ranged Basic Attack.

#A They Falter!

Encounter; Ranged 10; 3 Damage

Effect: Until the start of your next turn, any ally who hits the target may spend a Miss Token to Stun the target until the end of its next turn. An enemy may only be stunned once per combat by this effect.

#A I'll Clear the Way!

Encounter; Melee; 3 Damage

Effect: Enemies adjacent to your target take 1 damage. You may then Throw the target up to 5 squares to any square adjacent to your Errand.

Special: You may use this ability in place of a Melee Basic Attack during a Charge. If you do, ignore and remove all squares of Difficult Terrain you pass through during the Charge.

Encounter Level 3:

#T Stand Strong!

Encounter; Interrupt

Trigger: Your Errand takes damage while you are within two squares of them.

You may divide the damage between you and your Errand however you wish, using any Resist either or both characters have. You each have Advantage to attack the triggering enemy on your next attack before the end of your respective next turns.

#T Excellent Shot, Ma'am!

Encounter; Reaction

Trigger: An ally scores a critical hit.

Triple the attack's damage line instead of doubling it. You or the triggering ally may then spend a Miss Token to either heal 2 HP for that ally or to quadruple the damage line instead of tripling it.

#A We Fight as One!**Encounter**

You or your Errand may Shift 1 square, and then you each may perform a Basic Melee or Ranged Attack. Only one of you may use your Role Boost. After rolling, you may trade rolls with your Errand.

Clarification: You choose who may use their Role Boost after rolling and potentially trading rolls.

#T Fight to Our Last Breath!**Encounter; Reaction**

Trigger: You or your Errand is reduced to 0 HP by an attack.

The triggering enemy is Vulnerable 1 for the rest of the encounter. You or your Errand may immediately make a Comeback Roll.

Level 5 Features:

- Increase the damage of your At-wills and Basic Attacks to 3.
- *I Know Their Weakness!*: When you make a Helping Roll granted by Advice Tokens you may roll two dice and use both.
- *Give Them No Reprieve!*: When your Errand uses the shift granted by your class feature and ends their movement adjacent to an enemy, that enemy is Distracted or Marked by your Errand (Errand's choice) until the end of its next turn.
- *Don't Lose Hope!*: While your Errand is Bloodied they have Regeneration 2 instead of 1 from your class feature.

Encounter Level 7:**#A Your Fight is With Us!****Encounter; Ranged 10; 4 Damage**

Effect: For the rest of the encounter, if the target starts its turn and neither you or your Errand is adjacent to it, it is Weakened and Distracted until the end of its turn. If the target starts its turn and neither you or your Errand is with its speed, this effect ends immediately.

#F None Are Stronger!**Encounter**

For the rest of the encounter, after making an Attack Roll, your Errand may choose to replace their Role Boost with "When you roll a 5-6 on an attack, the target if Panicked or Frenzied (your choice) on its next turn." For the rest of the encounter, after making an Attack Roll, you may choose to replace your Role Boost with "When you roll a 4-6 on an attack, you and your Errand may shift two squares."

#A We'll Set Up Camp Here!

Encounter

Create a 5x5 zone centered around you. As long as you remain inside the zone you may make a Helping Roll on any roll performed by an ally inside the zone. The zone lasts until the end of the encounter or until you are incapacitated.

#A Do Battle With Honor!

Encounter; Melee; 4 Damage

Effect: The target is Grabbed (escape ends). As long as they are Grabbed by you they may only perform attacks which include you as the target. Until they escape this grab, whenever your Errand is adjacent to them they are also Restrained.

Clarification: If multiple Squares have this effect on an enemy, that enemy only needs to attack one of them.

Level 9 Features:

- *I Know Everything!*: Allies may now use Advice Tokens after making a roll rather than before. All allies begin combat with 1 Advice Token.
- *Give Them No Mercy!*: Your Errand may now shift their speed when using your class feature and if they end adjacent to an enemy that enemy is either Distracted and Harried or Marked and Disarmed (Errand's choice) until the end of their next turn.
- *Don't Lose, Period!*: If your Errand would be reduced to 0 HP they instead remain at 1 HP. This effect may only occur once per ally per encounter.

Major Playtest Questions:

- How does the "Don't Lose" line of class features feel? It's currently too strong, but I'd like to know how it feels in play before making adjustments.
- Is the Errand switching mechanic too complex with how buffs move around?
- Do the various Errand-targeted buffs feel powerful/interesting enough for how limited they are? Why or why not?
- Is "None Are Stronger!" an appealing power choice? Should the class have more "just buff" style powers like it?
- Do you feel like the Squire themselves are powerful and interesting, versus the Errand?

The Freelancer

Sometimes you have an unexpected guest stop by on game night, or have a friend who wants to learn how to play *Strike!* but doesn't want to commit to a character concept yet; The Freelancer was designed specifically for those situations. Unlike other Classes, the Freelancer makes no decisions at character creation other than picking a Role and some Feats. The same goes for how they level up, as they only have one available power for each level.

Not only is character creation simpler for the Freelancer, the powers themselves have simple, high-impact effects. The Freelancer also gets both melee and ranged powers, letting new players sample each playstyle. While the powers are slightly more complex than the "Simplified Classes" in the core book, the Freelancer teaches keywords and concepts those classes may not, making it a helpful tool for teaching new players who may want to graduate to something more difficult in the future. That said, while the Freelancer was created as something of a "one and done" class, to be played for a single session or two, there's nothing stopping you from playing them from level 1 to 10 in a full campaign!

Major Playtest Questions:

- Try to explain Strike! combat to someone who doesn't know how it works currently and then show them the Freelancer - Does it seem too complicated to them? What could be done to improve this (ie. including what all relevant Effects do under the power)
 - Are there any concepts which should be covered by Freelancer powers which you don't see represented?
 - Is the Class Feature good? It's designed to accent one of the "highs" of a session - rolling a 6 - by making them even more explosive for a new player, does it accomplish this?
 - If there were a single simple change you could make to the Freelancer that would make it more appealing for a campaign character rather than a one-shot, what would it be?
-
- **Make "feat bundles", 2-3 options like "Tanky", "Speedy", etc. that have A list of feats from 1-10 to take.**

Level 1 Feature:

Guest Star: When you roll a 6 the target takes an additional 3 damage and you or an ally is healed 3 HP.

Level 1 At-Wills (get all 3):

| | |
|--|------------------------------|
| #A Molotov Cocktail | At-Will; Ranged 10; 2 Damage |
| Effect: The target and one enemy adjacent to the target takes 1 Ongoing damage (save ends). | |

Ongoing damage deals the amount of listed damage at the beginning of the victim's turn, every turn, until they pass a Saving Throw. If a creature were to be reduced to 0 HP from Ongoing damage they may perform one final action as a Free Action before succumbing to the damage, so watch out!

| | |
|--|-------------------------------------|
| #A Cape Flourish | At-Will; Range 5 or Melee; 2 Damage |
| Effect: The target has Disadvantage to hit targets adjacent to it on its next attack. | |

Disadvantage means that the creature rolls two dice when making a roll and takes the worse result. In other words, if they were to roll a 2 and a 5, they would use the 2. That makes this power great for keeping yourself and your allies safe against a big attack.

| | |
|--|--------------------------|
| #A Granny's Ol' Blade | At-Will; Melee; 2 Damage |
| Effect: Slide the target 2 squares. You may Shift 2 squares if you end adjacent to your target. | |

Positioning is incredibly important, both for you and your enemies. This power seems straightforward but you will quickly learn just how useful it is to set up bad situations for your opponents - bunching them up for area of effect abilities from your allies, pushing them out of flanking positions, and more. Getting to follow them only sweetens the deal!

Level 1 Encounter Powers (you gain both but may only use one per fight):

Note: When you Rally you may regain both of your level 1 Encounter powers, but you may still only use one of them.

| | |
|--|-----------|
| #A Healing Potion | Encounter |
| You or an ally within 10 squares heals 4 HP and has Advantage on their next attack. | |

| | |
|--|----------------------------|
| #A Shiv | Encounter; Melee; 3 Damage |
| Effect: The target is Distracted and takes Ongoing 1 damage (save ends both). | |

Unlike other classes, you get two Encounter powers at level 1 and may use either - but not both - in any given combat. Healing Potion allows you or one of your friends to stay in the fight, stronger than ever. If you use it before an ally is reduced to 0 HP this can save the group from gaining costly Strikes. Shiv is a simple damage option which also Distracts the target; A Distracted creature is unable to use Role Actions, Miss Triggers, or take advantage of Opportunities, meaning you and your allies are free to reposition without risking retaliation.

Level 3 Encounter Power:

| | |
|---|--------------------------------|
| #A Flintlock | Encounter; Ranged 10; 3 Damage |
| Effect: Target is Pushed 3 squares and Dazed until the end of its next turn. | |

Flintlock is a potent, simple power which lets you reposition and Daze an enemy. Think of Daze as a more potent Distracted; They can't use Miss Triggers or Opportunities, but they also may only use one action during their turn rather than three. Just remember that Flintlock is a ranged attack, so using it to get some distance from an adjacent enemy will grant the target and any other adjacent enemies Opportunities!

Level 5 Feature:

- Increase the damage on your At-Will powers to 3.
 - *Special Guest Star*: When you roll a 6 the target takes an additional 5 damage and you or an ally is healed 5 HP.

Level 7 Encounter Power:

| | |
|--|----------------------------|
| #A Weighted Mace | Encounter; Melee; Damage 4 |
| Effect: The target takes 2 damage and falls Prone. They cannot stand up on their next turn. | |

A potent status for enabling melee attacks and disabling enemy movement, melee attacks against Prone creatures have Advantage. Creatures who are prone may not take advantage of Opportunities nor Miss Triggers, and they must choose between standing up or crawling as if they were Slow. There's several other effects that come with being Prone, you can find them on page 96 of the *Strike!* manual.

Level 9 Feature:

A Very Special Guest Star: When you roll a 6 the target takes an additional 7 damage and your or an ally is healed 7 HP.

The Ogre Might *and* Magic!

The Ogre is perhaps one of the most unique Classes - It's actually *two* Classes! More specifically, the Ogre is a character in a single body controlled by two players. Each player has a separate character sheet and chooses one of the two "heads" to control; the Might head, which focuses on close range combat, or the Magic head, which deals in ranged attacks.

Beyond that, each half of the Ogre functions identically to any other character. You have a Role, a Move, and an Attack action, track your own Hit Points, choose your own feats, and so on. However you must be keenly aware of your partner's needs at all times, as you can easily get in a situation where one of you is at a disadvantage!

Note that while the most obvious uses of this Class involve both players occupying a single body, the Ogre only needs to make sure that happens during the Tactical Combat portions of the game. Outside of that, the sky's the limit! Perhaps your characters are each mecha pilots who hop into a single robot during combat but are otherwise two separate people. Just make sure that, if your characters do share the same body, the two Ogre players discuss how comfortable each is with letting the other take control at any given time!

- **Term - Partner:** The "other head". Your Partner is both your Partner and your ally. You are considered adjacent to your Partner at all times.
- Feats which change your character's size or positioning options in some unique way such as *Flying* or *Huge* benefit both heads, though only the character who took the feat gets the bonus HP from *Huge*.
- Immobilized, Slowed, Grabbed, Restrained, and other movement-related Statuses only affect the "Might" Partner, unless the "Might" Partner has been Taken Out. Other effects affect the Partners separately.

Choose one of the following Ogre Features. Both players receive it as well as their chosen Might/Magic Class Feature:

- *Blood Brothers*: Both players share a single body, and the movement of that body is controlled by the "Might" Partner. The "Magic" Partner uses their Move Actions for other purposes. After rolling initiative, the two Partners may elect to swap initiatives with one another. Each Partner gains the *Blood Brothers* Encounter Power:

| #F Blood Brothers | Encounter |
|---|-----------|
| Lose up to 4 HP. Your Partner gains that much HP. | |

- *Separated At Birth*: You and your Partner no longer share a body and have separate tokens. You are no longer always considered adjacent. Neither Partner gains any of the Movement Powers available to the class.

Major Playtest Questions:

- What rules weren't clear regarding how effects, feats, etc. interact with the Ogre?
- Do you feel like you're able to interact with your Partner in meaningful ways?
- What sort of issues did you have out of combat, if any?
- Do either of the two halves feel too focused or not varied in their effects enough?
- Are there any confusing Class Features for either half? Any that feel overpowered or weak?
- What did you find annoying about the shared body? What sort of advantages did you feel it gave you? Disadvantages?

Might

Design Inspirations: Cho and Warriors from *Warcraft*, the Berserker from *Dungeon Fighter Online*, Beowulf from *Skullgirls* and other fighting game grapplers, Krieg from *Borderlands 2*, the Hammer weapon type from *Monster Hunter*, the Warden from *Dungeons & Dragons: 4th Edition*.

The melee side of the Ogre was one of the most fun classes to design. To begin, I simply asked myself “okay, what can I do to make this as much of a bully as possible?” Knocking enemies around, pushing them over, charging all over the place, and even causing earthquakes were all ideas which found themselves into the “Might” half of the Ogre’s toolkit. I also wanted to give the class a unique sort of durability, which shines through its various class features and the Regeneration effects it has access to.

While it was important to make each head fun in their own right, I had to consider how to keep the two heads interacting. As the ranged side has a menagerie of “Save Ends” type powers and difficulty keeping enemies at bay, Might is able to apply the Harried status effect with relative ease and has many ways to keep enemies from taking advantage of her other half. And of course, there’s plenty of powers which simply let you smash and crash your way through enemies as you desire.

Class Options (pick 1):

- *Barbarian:* When an enemy in reach deals damage to you with an attack you may take 2 unresisted damage to deal 2 damage to that enemy. When you hit an enemy with a melee attack you may take 2 unresisted damage to deal 2 damage to a different enemy within your Reach.
- *Juggernaut:* You may enter spaces occupied by enemies and have Resist 1 to Opportunities when doing so. When you do so, slide that enemy two spaces. You may only enter any given enemy’s space once per turn. This feature may not be used during a Charge’s movement.
- *Chieftain:* When you take damage, an ally gains the Confidence Status. When a character with Confidence takes damage, they reduce that damage by 1 and then lose the Status. This only triggers after any Resistances have been applied. When an ally with Confidence hits an enemy adjacent to you, that enemy is Weakened until the end of its next turn. When you use an Encounter class power, heal yourself or an ally 2 HP.

At-Wills (Choose 3)

#A Bully The Weak

At-Will; Melee; 2 Damage

Effect: Push the target up to 2 squares. You may then Shift the same number of squares if you end that movement adjacent to the target.

Special: This power may be used during a Charge.

#A Ruin the Moment

At-Will; Melee; 2 Damage

Effect: The target is either Harried or Distracted until the end of its next turn, your choice. You may take 1 unresisted damage to apply both statuses.

#A Ignore the Pain

At-Will; Melee; 2 Damage

Effect: You have Regenerate 1 until the target hits you with an attack or is Taken Out. If the target is Taken Out by this attack you instead heal 1 HP.

#A Taunt the Foolish

At-Will; Ranged 5; 2 Damage

Effect: Pull the target 3 squares. You may take 1 unresisted damage to Mark the target until the end of its next turn.

#A Break the Glass

AT-Will; Melee; 2 Damage

Effect: The target's square(s) and every square adjacent to the target becomes Difficult Terrain until the end of your next turn.

#A Into the Trash

At-Will; Melee; 2 Damage

Effect: You and the target are knocked Prone.

Level 1 Movement Powers:

#M Seek Counsel

At-Will

Save your Move Action for the start of your "Magic" Partner's turn. You must use it as they see fit.

Level 1 Encounter Powers:

#A Prime the Pump

Encounter; Range 5 or Melee; 3 Damage

Effect: The target is Immobilized until the end of its next turn. If your Partner hits the target on their next turn your Partner's attack becomes a Burst 2 centered around the target (you and your Partner are immune to this attack). Your Partner only gets their Role Boost on the initial target, not any other targets in the Burst 2.

#T Punish the Brazen

Encounter; Reaction

Trigger: You or your Partner is hit by an attack.

Effect: You may perform a Charge or Melee Basic Attack on the triggering enemy without your Role Boost. If you hit the enemy you and your Partner may each make a Saving Throw against any status, even one that does not end on a save.

#A Lift the Spirits

Encounter; Melee; 3 Damage

Effect: You and your Partner have Regeneration 2 until you or your Partner do not end your turn adjacent to the target or are hit by the target.

Clarification: Only the person who is hit or does not end their turn adjacent to the target loses the Regeneration.

Level 3 Encounter Powers

#A Strike the Earth

Encounter; Melee; 3 Damage

Effect: The target is knocked Prone. Draw a line up to 5 squares from you that includes the target. Any creature in those spaces must make a Saving Throw. If they fail they fall Prone.

#A Challenge the Worthy

Encounter; Range 5 or Melee; 3 Damage

Effect: The target is Marked until the end of its next turn and you are Marked by the target until the end of your next turn. Any time the target would lose this Mark you may take 1 unresisted damage to extend the duration until the end of the target's following turn. Any time you would lose your Mark the target may take 3 unresisted damage to extend the duration until the end of your next turn.

#A End the Games

Encounter; Melee; 3 Damage

Effect: The target makes a Saving Throw. If they fail, they are Taken Out. You may take 3 unresisted damage to make the target reroll.

Special: If you gain additional targets for this power (ie. the Blaster role), all additional targets are Dazed rather than Taken Out if they fail the Saving Throw.

Level 5 Class Features:

- Increase the damage of your at-will powers and Basic Attacks to 3.

- *Furious Barbarian*: While you're Bloodied increase the damage of your attacks and damage done to enemies by your class feature by 1.
- *Stalwart Juggernaut*: When you slide an enemy using your class feature they must make a Saving Throw. If they fail they are knocked Prone.
- *Wise Chieftain*: Allies with Confidence now reduce the damage taken by 2 before losing the status. When you use an Encounter power, heal yourself 2 HP or give an ally Confidence. When an ally with Confidence hits an enemy adjacent to you, they deal an extra 2 damage in addition to Weakening that enemy.

Level 7 Encounter Powers

| | |
|--|-----------|
| #A Launch the Pigeon | Encounter |
| <p>Throw an adjacent enemy up to 6 spaces. Your Partner and one ally within 5 squares of you may make a Ranged Basic Attack against it. Your Partner may use their Role Boost on the attack, but the other ally may not. These attacks do not grant Opportunities.</p> | |

| | |
|---|----------------------------|
| #A Salt the Wound | Encounter; Melee; 4 Damage |
| <p>Effect: The target takes Ongoing 1 damage (save ends). This damage increases by 1 every time they are hit by you or your Partner. When the enemy successfully saves against this damage they take damage equal to the current Ongoing Damage from this power.</p> | |

| | |
|---|-----------|
| #A Enter the Ring | Encounter |
| <p>Create a 7x7 box with 1 square thick and 2 square high walls centered around you. Any creatures on those spaces immediately Slide 1 square into the box. The box has 4 HP and can be targeted by attacks. Enemies inside the box are Distracted. While inside the box you and your Partner are Guarded, have Regeneration 1, and may take 2 unresisted damage to have Advantage on an attack. These benefits end when the box is destroyed.</p> <p>Special: You may only use this power on your turn and only if you have not yet moved this turn.</p> <p>Clarification: The 4 HP is for the box as a whole, not each individual square.</p> | |

Level 9 Class Features:

- *Merciless Barbarian*: You have Resist 1 and are Guarded while Bloodied.

- *Unstoppable Juggernaut*: You have Resist 2 to Opportunities when moving into enemy squares. Any enemy knocked Prone by your class feature cannot stand (save ends).
- *Sagacious Chieftain*: Allies with Confidence now reduce damage they take by 3 before losing the status. Enemies who attack allies with Confidence take 1 damage whether they hit or miss.

Magic

Design inspirations: Gal and other Warlocks from *Warcraft*, Hilda from *Under Night In-Birth* and other fighting game zoning characters, Geno from *Super Mario RPG*, the Warlock from *Dungeons & Dragons: 4th Edition*, Soul Bender from *Dungeon Fighter Online*.

The big design problem when creating the “Magic” half of the Ogre was figuring out how to address Opportunities without making the *Melee Shooter* feat mandatory. It went through several revisions, including simply letting the Class ignore Opportunities, but this felt both lazy and frustrating for GMs. Instead, each of the Magic half’s class features were designed to solve this issue in different ways, each encouraging unique playstyles. None of the three completely solve the dilemma short of the Hexblade opting to only use melee attacks, but playing around Opportunities is part of the puzzle of the class.

Additionally the half-class needed a solid theme. It wasn’t enough to simply be the ranged version of the melee side (which was mostly designed first), it needed its own identity. Keeping to the class’ namesake, I thought that giving a sinister bent to their powers was appropriate - the Ogre’s ranged player isn’t simply slinging attacks from a distance, they’re enfeebling, draining, and controlling. To wrap out the package I looked at characters from several fast-paced fighting games I enjoy; What better way to torment Team Monster than with abilities designed to torment your friends in real time.

Your Ranged Basic Attack has Range 10.

Class Features (choose 1):

- *Occultist*: Once per round, when you apply an effect from one of your at-will attacks, you may choose an enemy in range to receive the same effect. Each time you grant an Opportunity to an enemy who has a status that prevents them from taking advantage of it, they grant you an Opportunity back. Gain the *Malefic Bolt* and *Occult Occlusion* At-Will powers.

| | |
|---|-------------------------------------|
| #M Occult Occlusion | At-Will |
| One adjacent enemy is Distracted until the end of its next turn. | |
| #A Malefic Bolt | At-Will; Ranged 10; 2 Damage |

Effect: The target takes 1 Ongoing damage and deals 1 damage to any of its allies who end their turn adjacent to it (save ends both).

- *Spellwarp Sniper*: When you hit an enemy 5 or more squares away you may teleport them two squares. Gain the *Warp Space* and *Warp Jump* At-Will powers.

#M Warp Jump

At-Will

Teleport 2 squares.

#A Warp Space

At-Will; Ranged 10; 2 Damage

Effect: Until the end of your next turn, increase the range on your and your allies' attacks against the target by 5, including melee attacks. If the target ends its turn adjacent to you, you may Teleport 2 spaces immediately.

- *Hexblade*: When you hit with an attack you may convert the Damage line from your at-will powers to Ongoing Damage (save ends). This Ongoing Damage does not stack even if you use different At-Wills. Enemies who are Taken Out by your Ongoing Damage do not get to take a final action. Gain the *Warlock Punch* and *Summon Blade* At-Will powers.

#M Summon Blade

At-Will

Until the end of this turn, your Ranged Attacks can be used as Melee Attacks instead. When you hit an enemy with a Melee Attack this turn, they are Vulnerable 1 to your Partner until the end of your Partner's next turn.

#A Warlock Punch

At-Will; Melee; 2 Damage

Effect: The target is Pushed 3 squares. If this movement would push them into hostile terrain, they have Disadvantage on their Saving Throw to avoid it. If this movement would push the target into a wall or object, destroy the obstacle.

At-Will Powers (choose 2)

#A Rend Life

At-Will; Ranged 10; 2 Damage

Effect: The target makes a Saving Throw. If it fails, it takes 2 damage and you or your partner gain 1 HP. If your partner has 0 HP or less, instead of regaining 1 HP they make a Comeback Roll.

| | |
|--|------------------------------|
| #A Curse of Sloth | At-Will; Ranged 10; 2 Damage |
| Effect: Reduce the target's Speed to 2. At the end of its turn, increase its Speed by 1 for each square it moved that turn, up to a maximum of its original Speed. | |

| | |
|---|--------------------------|
| #A Lunar Curtain | At-Will; Melee; 2 Damage |
| Effect: Teleport 2 spaces and Teleport the target 2 spaces. You do not have to end adjacent to one another. | |

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|---|------------------------------|
| #A Watchful Eye | At-Will; Ranged 10; 2 Damage |
| Effect: Target is Marked by your Partner until the end of your Partner's next turn, and deals 1 less damage until the end of its next turn. | |

Level 1 Movement Powers:

First, there are some powers that act as a sort of contingency in case your Partner becomes unable to move you. Gain the *Take Control* and *Wake Up!* At-Will Powers.

| | |
|---|---------|
| #M Take Control | At-Will |
| Usable only when your Partner is Taken Out. Until the end of the combat, or until your Partner returns to the combat, you may move and Shift just as your partner would have as a Move Action. | |

| | |
|--|---------|
| #M Wake Up! | At-Will |
| Usable only when your Partner is below 0 HP. Your Partner may immediately make a Comeback Roll. | |

Next, pick one additional At-Will Move Action from the following:

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|-------------------------------------|---------|
| #M Repulsion | At-Will |
| Push all adjacent enemies 1 square. | |

| | |
|--|---------|
| Eviction | At-Will |
| Teleport one adjacent enemy 2 squares. | |

| | |
|--------------------------|---------|
| #M Binding | At-Will |
| Grab one adjacent enemy. | |

Level 1 Encounter Powers:

| | |
|---|-----------|
| #A Command the Brute | Encounter |
| Your Partner makes an attack against the target. If this attack hits the target is knocked Prone. | |

| | |
|--|-------------------------------|
| #A Choking Miasma | Encounter; Range 10; 3 Damage |
| Effect: Create a 3x3 zone which includes the target. This zone lasts until the end of the encounter. Damage against creatures in this zone cannot be Resisted. Any creature who enters or ends its turn in the zone takes 1 damage. Whenever a creature takes damage from the zone your Partner deals 1 additional damage if they hit with their next attack. This bonus damage is cumulative. | |

| | |
|--|--------------------------------|
| #A Night Stream | Encounter; Range 10; 3 Damage. |
| Effect: Either Push or Pull the target up to 5 squares. If you Push them, they are Slowed until the end of their next turn. If you Pull them, they are Harried until the end of their next turn. | |
| <i>Special:</i> You may Teleport 1 square before or after using this attack. | |

Level 3 Encounter Powers:

| | |
|---|----------------------|
| #T Shadow Walk | Encounter, Interrupt |
| <i>Trigger:</i> An enemy hits you or your Partner with an attack. | |
| The triggering attack misses. Whoever the enemy attacked teleports up to 3 spaces. The triggering enemy is Distracted until the end of its next turn. | |

| | |
|---------------------|-------------------------------|
| #A Shattered Sanity | Encounter; Range 10; 3 Damage |
|---------------------|-------------------------------|

Effect: The target is Harried and Immobilized until the end of its next turn. It makes a Saving Throw. If it fails, you may choose up to two statuses currently on the target to become “(save ends)”.

#A Stalking Flare

Encounter; Ranged 10; 3 Damage

Effect: Place a Flare token adjacent to the target. The Flare cannot take Opportunities, can be attacked, and has 5 HP. At the end of each of the target’s turns you may move the Flare up to 5 squares, ignoring obstacles. If the target ends its turn adjacent to the Flare remove the flare from the board and the target is Stunned until the end of its next turn.

Clarification: Flares only detonate if the original target for that particular Flare is adjacent to it.

Level 5 Features:

- Increase the damage of your at-will powers and Basic Attacks to 3.
- *Devout Occultist:* You may now apply the Effects of Encounter powers as if they were at-wills for your class feature, but the target gets to make a Saving Throw to ignore it.
- *Practiced Hexblade:* Unbloodied Elite and Bloodied Champion enemies must now make Saving Throws against your Ongoing Damage.
- *Crafty Spellwarp Sniper:* Whenever you Teleport yourself or enemies you may increase the distance teleported by 2. You are Guarded against Ranged Attacks performed 5 or fewer squares from you.

Level 7 Encounter Powers:

#A Chaos Dimension

Encounter

Choose one enemy and remove them from the map, but continue to track their turns as usual. On their second turn (third turn for Champions) of having been removed, place the target back on the map in the same square it started on (or nearest available square). They then have Disadvantage on attacks (save ends).

Clarification: The target may act the turn they were placed back on the board.

#A Whirl of the Outsider

Encounter; Range 10; 4 Damage

Effect: Play a round of Rock-Paper-Scissors with the GM. If you win, treat this attack as if you rolled a 6 and the target is Nearsighted (save ends). If you tie or lose, the target is Nearsighted until the end of its next turn. While Nearsighted, you may not attack creatures more than 5 squares away from you, and creatures more than 5 squares away from you have Advantage to attack you.

Level 9 Class Features:

- *Ordained Occultist:* When you perform an Opportunity, choose one of your At-will attack powers. The target receives that power's Effect line in addition to the Opportunity.
- *Seasoned Hexblade:* Your Ongoing Damage now stacks.
- *Devious Spellwarp Sniper:* You deal 2 additional damage to enemies 5 or more squares away when you hit them with an attack. Whenever you Teleport, you leave a Doppelganger behind. Your Partner may perform melee attacks and take Opportunities through this doppelganger as if your Partner were in that space. The Doppelganger lasts until the start of your next turn. You may have multiple Doppelgangers active at once.

Lurker (role)

The Lurker is designed as an alternative damage-oriented role to the Striker. Both roles excel at dealing damage, but the Striker has more options available to augment its abilities to do that. Instead of gaining the Striker's mobility and accuracy, the Lurker is a much more survivable, flexible character.

As the Lurker you have two forms; Aggressive and Defensive. You must begin each encounter in Defensive Form. During the fight you will be switching between them, alternating offensive and defensive capabilities. Maximizing your damage opportunities and using your improved defenses is paramount to getting the most value out of this role!

Lurking Boost:

- [When in Aggressive Form]: On a 3-6, deal an additional 2 damage. You then enter Defensive Form.
- [When in Defensive Form]: You have Resist 1 against attacks, but not Opportunities, Ongoing Damage, etc. On a 3-6, you may shift up to 2 squares. You then enter Aggressive Form.

Versatility Boost: You gain the *Form Swap* and *Empower Form* encounter powers. You may use Empower Form twice per encounter.

| #B Form Swap | Encounter |
|--------------------------------------|-----------|
| Swap your current form to the other. | |

| #B Empower Form | Encounter |
|---|-----------|
| Your next attack this turn is augmented: | |
| <ul style="list-style-type: none">- If you are in Aggressive Form, your <i>Lurking Boost</i> activates on a 2-6, and on a 4-6 the target takes Ongoing 1 damage (save ends).- If you are in Defensive Form, your <i>Lurking Boost</i> activates on a 2-6, and on a 4-6 you gain Concealment until the start of your next turn or until you take damage, whichever happens first. | |

Action Trigger: Run and Hide

| #T Run and Hide | Encounter; Reaction |
|---|---------------------|
| Trigger: An enemy starts its turn adjacent to you. | |

Spend an Action Point. Shift 2 squares and you are Invisible and Hidden until the end of your next turn or until you attack, whichever comes first.

Level 2 encounter powers

#B Inhale, Exhale

Encounter

Mark up to two enemies within 5 squares until the end of their next turn. You gain Resist 1 and deal 1 additional damage with Opportunities until the start of your next turn.

Special: This must be the final action of your turn and you must be in Defensive Form.

#B Time to Bust Some Heads!

Encounter

Choose two enemies within 3 squares of you. Slide them toward one another until they are adjacent to one another, moving each at least one square. One enemy takes 2 damage and the other is Weakened (save ends).

Special: You may instead use an ally instead of one enemy. If so you may ignore the damage or Weakened for that ally.

#B Let's End This Quickly

Encounter

Choose an enemy. Your first attack against it on your next turn has Advantage. If you roll a 6 the enemy must make a Saving Throw. If it fails it is Taken Out, if it succeeds it is Distracted until the end of its next turn.

Special: This must be the final action of your turn and you must be in Aggressive Form.

#B Borrowed Time

Encounter

Choose an enemy. Once during your next turn, you may perform an attack against that enemy as a Free Action.

Special: This must be the final action of your turn and you must be in Aggressive Stance.

Level 4 bonuses:

Lurking Boost:

- [When in Aggressive Form]: On a 3-6, deal an additional 3 damage. You then enter Defensive Form.
- [When in Defensive Form]: You have Resist 1 against attacks. On a 3-6, you may shift 2 squares or regain 1 hit point. You then enter Aggressive Form.

Versatility Boost: Empower Form improves.

| #B Empower Form | Encounter |
|---|-----------|
| <p>Your next attack this turn is augmented:</p> <ul style="list-style-type: none">- If you are in Aggressive Form, your <i>Lurking Boost</i> activates on a 2-6, and on a 4-6 the target takes Ongoing 2 damage (save ends).- If you are in Defensive Form, your <i>Lurking Boost</i> activates on a 2-6, and on a 4-6 you gain Concealment until the start of your next turn. <p>Special: You may use this power twice per encounter.</p> | |

Level 6 bonuses:

Choose another level 2 encounter power. *Run and Hide* improves.

| #T Hit and Run | Encounter; Reaction |
|---|---------------------|
| <p>Trigger: An enemy starts its turn adjacent to you.</p> <p>Spend an Action Point. Make a Melee Basic Attack against the triggering enemy, then Shift 2 squares and you are Invisible and Hidden until the end of your next turn or until you attack, whichever comes first.</p> | |

Level 8 bonuses:

Lurking Boost:

- [When in Aggressive Form]: On a 3-6, deal an additional 4 damage. You then enter Defensive Form.
- [When in Defensive Form]: You have Resist 1 against attacks. On a 3-6, you may shift 3 squares or regain 2 hit points. You then enter Aggressive Form.

Versatility Boost: Empower Form improves.

| #B Empower Form | Encounter |
|--|-----------|
| <p>Your next attack this turn is augmented:</p> <ul style="list-style-type: none">- If you are in Aggressive Form, your <i>Lurking Boost</i> activates on a 2-6, and on a 4-6 the target takes Ongoing 3 damage (save ends).- If you are in Defensive Form, your <i>Lurking Boost</i> activates on a 2-6, and on a 4-6 you may Shift your speed and gain Concealment until the start of your next turn. <p>Special: You may use this power twice per encounter.</p> | |

Level 10 powers:

| #B Inhale Deeply, Exhale Sharply | Encounter |
|---|-----------|
| <p>Mark up to three enemies within 5 squares until the end of their next turn. You gain Resist 2 and deal 3 additional damage with Opportunities until the start of your next turn.</p> <p>Special: This must be the final action of your turn and you must be in Defensive Form.</p> | |

| #B Time to Crack Some Skulls! | Encounter |
|---|-----------|
| <p>Choose two enemies within 3 squares of you. Slide them toward one another until they are adjacent to one another, moving each at least one square. One enemy takes 6 damage and the other is Weakened and Dazed (save ends both).</p> | |

Special: You may instead use an ally instead of one enemy. If so you may ignore the damage or Weakened and Dazed for that ally.

#B Let's End This Now

Encounter

Choose an enemy. Your first attack against it on your next turn has Advantage. If you roll a 4-6 the enemy must make a Saving Throw. If it fails it is Taken Out, if it succeeds it is Dazed and Vulnerable 1 until the end of its next turn.

Special: This must be the final action of your turn and you must be in Aggressive Form.

#B Stolen Time

Encounter

Choose an enemy. That enemy may not perform an Attack Action on its next turn. Once during your next turn, you may perform an attack against that enemy as a Free Action.

Special: This must be the final action of your turn and you must be in Aggressive Stance.

Major Playtest Questions

- Does either Form feel bad to use? Why?
- Which level 2 and 10 encounter powers did you use? Did they feel as impactful as other role powers? Too much so?
- The intent of the Lurker is supposed to be an alternative, more complex Striker - Do you feel you're fulfilling this role well?
- Is the Action Trigger boring?
- Originally "Aggressive Form" had several downsides, such as "treat 5s against you as 6s" or "Vulnerable 1" to emphasize the more vulnerable state of it. They were eventually removed for being annoying to track. Do you think these or something similar would be beneficial to the role, either for balance or gamefeel?

Team Techs

Team Tech are a new, optional module for Tactical Combat designed to give players another use for Action Points in combat aside from Rallying and using their Action Triggers. Team Techs are divided by Role; The two players performing one (referred to as “the Pair”) combine their two roles to determine which Team Tech they have access to. For instance, a Striker and a Controller pair would be able to use the “Divest” Team Tech.

To perform a Team Tech, the Pair agree beforehand to do one. Whichever member of the Pair goes first in initiative must lose the respective action for that particular Team Tech on their turn. When the second member of the Pair’s turn begins, they may spend the according action to trigger the Team Tech. Any Team Techs which end at the end of the Pair’s next turn use the second member of the Pair’s initiative to determine when that is.

Each member of the Pair loses an Action Point upon activation of the power.

Defender/Leader

- Defender/Leader + Defender/Leader

Last Bastion (Role Action)

The Pair and all allies gain Resist 1 until the end of the Pair’s next turn. Name a status (ie “Ongoing damage”, “Weakened”) or “forced movement”, the Pair and all allies cannot have this effect applied to them and ignore it if it is already applied to them until the end of the Pair’s next turn. (Choose two effects at level 6)

- Defender/Leader + Striker/Lurker

Keep Hope Alive (Role Action)

One member of the pair uses an At-Will attack power (any attack power at level 6). If this attack hits, both members of the Pair heal 3 HP and are Guarded (Guarded and Concealed at level 6) until the end of the Pairs next turn.

- Defender/Leader + Controller/Blaster

Aegis Reflector (Role Action)

Create a 3x3 or 5x5 zone that includes The Pair. Entering or exiting the zone immediately ends that creature’s Move Action. Attacks performed by enemies outside the zone targeting allies within, or enemies inside the zone targeting allies without, that roll odd numbers are instead reflected at the attacker, dealing their damage and causing their effect on the attacking enemy as if the attack had rolled a 5 (as if it had rolled a 6 at level 6). The zone lasts until the end of the Pair’s next turn or until it reflects two attacks.

Striker/Lurker

- Striker/Lurker + Striker/Lurker

Raw Destruction (Attack Action)

Each member of the Pair uses an At-Will attack power on the one target with Advantage (roll three dice and take the best result at level 6). You may apply one of the following statuses to the target for each member who gets a critical hit: Prone and cannot stand (save ends), Disarmed (save ends), Vulnerable 1 (save ends), or make a saving throw and if the target fails they are Taken Out.

- Striker/Lurker + Controller/Blaster

Divest (Role Action)

Choose two enemies and select a Power or Trait for each that they have used during this encounter or that the party has learned about through the Assess action. Those enemies may not use the selected Powers until they perform a successful attack on a member of the Pair.

Controller/Blaster

- Controller/Blaster + Controller/Blaster

Stop (Role Action)

Create a 3x3 zone (3x3 or 5x5 at level 6). Any creature which enters or ends its turn in the zone is Restrained (Stunned at level 6) and Vulnerable 1 until the end of their next turn.

Major Playtest Questions

- Are any of the rules surrounding this system unclear?
- Do the Techs seem to match up well with their respective pairs? In other words, does it seem to make sense for a Defender/Leader + Striker/Lurker to get “Keep Hope Alive”?
- Is the cost (two AP and two actions) prohibitive? Too generous?
- Team Techs are supposed to feel powerful, do any of the powers seem underwhelming? Why? Do any of them seem particularly cool?
- Did it seem like a no-brainer to use a particular Team Tech (or just Team Techs in general) during every encounter? They need to feel useful and have somewhat general purposes, but aren’t designed to replace Rallying or Action Triggers.

The Evoker

The **Evoker** doesn't choose a Role. Instead, it uses its Role action to invoke Elements and its Attack action to deploy those Elements with Evocations.

The Evoker doesn't get Role boosts. That means that effects that replace a Role boost (like the "Minor ____" feats) don't work for it.

What's New/Changed?

The mechanics by which you apply your Elements to your foes are compressed down into the new basic at-will, "Elemental Attack". If you're Disarmed or something, you can use Elemental Attack, and other Evocations like Spray and Blade cause you to use Elemental Attack with other parameters. Elemental attack is where the **D**: on all your powers comes from.

Basic Elements don't do any damage on their own; they only contribute to the **E**: of your attack powers. On a glancing hit, you can choose to do the **D**: of your Elemental Attack or the **E**: of your associated elements, as normal.

All Basic Elements can stack with themselves, generally to do something kinda weird; Earth limits the directions in which a target can make clear shots, Cold makes it harder and harder for a target to manage anything but a glancing hit, etc.

Questions for Playtesters:

1. Do the Avatar, Cloud, and Mine Evocations put out too much damage if they remain standing? Are they too hard to keep track of?
2. Are any of Current, Shockwave, and Spray too inconvenient to use?
3. Are Orb and Pillar worth using? Is either too much of a liability?
4. Are there Basic Elements you find yourself spamming, or that never seem useful? Do any per Encounter Elements seem to render certain Basics totally redundant such that you'd never combine 'em?
5. Are there any per Encounter Elements which are just too insane when used in an AoE?

Evoker Leveling Progression

- **Level 1:** Get the six Basic Elements, Ward, Elemental Attack, one Primal Evocation, and one Simple Evocation. Get a pair of Refined Elements; you can use one each encounter.
- **Level 2:** You can use each of your Refined Elements once per encounter.
- **Level 3:** Choose a pair of Mystic Elements; you can use one per Encounter.
- **Level 4:** Your Evocations improve, and you can learn another.

- **Level 5:** You can ready an extra Basic Element per turn. Your at-wills do more damage.
- **Level 6:** You can use each of your Mystic Elements in one encounter. Ward improves.
- **Level 7:** Choose a pair of Cosmic Elements; you can use one per Encounter.
- **Level 8:** Your Evocations improve, and you can learn another.
- **Level 9:** You can ready an extra Basic Element per turn.
- **Level 10:** You can use each of your Cosmic Elements once per encounter.

| Ward | Action Trigger; requires 1 Action Point |
|--|---|
| Trigger: You're about to be damaged or gain a Status. | |
| Effect: Spend 1 Action Point and choose two compatible Basic Elements. Until the end of your next turn, you're unaffected by Elemental Attacks or Evocations using only those Elements, and by any Status, terrain, or forced movement mentioned in their descriptions. You also gain 3 Buffer. | |
| At level 6: Choose up to three compatible Basic Elements. You also gain 4 Buffer. | |

| Gather Elements | Role Action OR Free Action; once per round |
|--|--|
| Ready two non-opposing Elements until the end of the turn. They determine the Effect: line of any Elemental Attacks or Evocations you use this turn. | |
| Special: You can Gather Elements as a Free Action to ready a single Element. Regardless of the action you use, you can only Gather Elements once per round. | |
| Level 5: When you Gather as a Role or Free Action, ready an additional Basic Element. | |
| Level 9: When you Gather as a Role Action, ready two additional Basic Elements. | |

All Evokers can execute an **Elemental Attack** and can ready the six **Basic Elements**. Generally, you ready several of these per turn, and then let fly with an Evocation that attempts to apply the Elements you've readied to your foes.

Elemental Attack is a Basic Attack, so if you can't use your Evocations you can still use it. Its listed range only matters if you're making it directly; any Evocations you use might let you attack more than one target, or more distant targets.

| Elemental Attack | Basic Attack; At-Will; Melee or Ranged 5; 2 Damage |
|---|--|
| E: Apply the Effects of your readied Elements to the target, in whatever order you choose. | |

Special: Terrain effects of your readied Elements appear in the target square, hit or miss.

Level 5: Damage increases to 3.

Forced Movement: All movement imposed by a single Evocation is treated as a single forced movement for the purpose of a creature getting a Save to fall Prone rather than be hurled into hazardous terrain. Multiple forced movements of the same kind in sequence are treated as one long forced movement; for instance, you can treat a pair of Water Elements as a Push 5.

Duration: If a duration isn't listed, assume anything a Basic Element does to a creature lasts until the end of that creature's turn. "Soaked" lasts indefinitely unless something clears it, but it also doesn't do anything but set up certain other Elements' bonus effects.

Fire's Ongoing Damage is wiped away by Cold or Water, and Soaked is wiped away by Fire. This happens if a creature's hit by an attack using those Elements (even if it's a Glancing Hit and Damage is applied rather than Effects) or if a creature's automatically affected by those Elements such as by the Cloud or Wall Evocations.

Alternate Effects: Some Elements change in combination with other Elements. For instance, if you include even one Cold Element in your attack, all your Water Elements create Difficult Terrain instead of pushing or soaking the target.

| Cold | Basic Element; Opposes Fire |
|---|-----------------------------|
| E: Slowed. Immobilized and +1 damage on a Soaked target. For each extra Cold, -1 to the target's attack rolls, but this can't bring a roll below 3. Clear Soaked. | |
| Fire | Basic Element; Opposes Cold |
| E (without Water): For each Fire, either add Ongoing 1 Damage (Cold, Water, or save ends; even Champions and Unbloodied Elites must roll) or subtract 1 from the target's next save against Fire. If a target's save is 0 or less, its Ongoing from Fire increases by 1. | |
| Terrain (with Water): For each Fire, draw a 2x2 Zone including the target square. The Zone is Obscured until the end of your next turn. | |

| Lightning | Basic Element; Opposes Water |
|---|------------------------------|
| E (without Earth): Distracted. Dazed and +1 damage on a Soaked target. For each extra Lightning, the target ignores one source of Advantage on any roll. Clear Soaked. | |
| E (with Earth): For each Lightning, either Pull 3 a distant target or increase an adjacent target's per-square cost of moving farther away by 1. | |

| | |
|---|---|
| Water | Basic Element; Opposes Lightning |
| E (without Cold): Push 2, and the target is Soaked until it's hit or affected by Fire without Water, or until it uses an Attack action to dry. For each extra Water, Push 3. | |
| Terrain (with Cold): For each Water, draw a 2x2 Zone including the target square. The Zone is Difficult Terrain until the end of your next turn. | |

| | |
|---|-------------------------------------|
| Air | Basic Element; Opposes Earth |
| E (without Lightning): For each Air, Slide 2. | |
| E (with Lightning): Deafened. For each Air, either end Flying or Throw 3. | |
| Earth | Basic Element; Opposes Air |
| E: Can't crawl while Prone. For each Earth, choose a cardinal direction. The target treats creatures in that direction from itself as though they have cover, and can't Charge them. | |

Evocations allow you to make Elemental Attacks on multiple targets in some pattern, or make an Elemental Attack on a single target with some extra utility effects. They don't have Damage or Effect lines; they might as well begin all their text with **Special:**, but don't to save space.

Multiple Targets and Strikes: When an Evocation affects multiple targets, you make an attack roll for each. Roll attacks on the strongest targets first. Only the first die you roll can give you a Strike or trip a Miss Trigger.

Choose one **Primal Evocation**. None of these grant Opportunities.

| | |
|--|-------------------------------|
| Shockwave Evocation | Attack Action; At-Will |
| Requirement: You must have Air or Earth readied. | |
| Designate a 3x3 Zone including or adjacent to your square. Make an Elemental Attack each square in the Zone but yours; you automatically miss Flying creatures if you've readied Earth, and automatically miss Prone creatures if you've readied Wind. | |
| At Level 4: Your shockwave can be a 4x4 Zone. | |
| At Level 8: Your shockwave can be a 5x5 Zone. | |

| | |
|---|-------------------------------|
| Spray Evocation | Attack Action; At-Will |
| Requirement: You must have Cold or Fire readied. | |

Draw a Length 5 beam starting from to your square. After at least one normal square, the remaining segments of the spray can be 2 squares wide (copy each in the same way in one or more cardinal directions that don't increase distance from you). Make an Elemental Attack on each square.

At Level 4: Your spray can be Length 7. After at least one 2 square segment, the rest of your spray can be 3 squares wide.

At Level 8: You can widen each segment of your spray by 1 additional square.

Current Evocation

Attack Action; At-Will

Requirement: You must have Lightning or Water readied.

Make an Elemental Attack on a target within 7 squares. Whether or not you hit, you may attack a second target within 5 of the first, and a third target within 3 of the second. These attacks ignore Concealment and determine line of effect to each new target relative to the last. Terrain is applied along the shortest path from you to the first target and likewise between each target.

A Lightning Current treats any miss as a 3, but allows the creature you would have missed to choose the Current's next target. It must choose one if possible, whether ally or enemy.

At Level 4: You can fire a four-segment current: Range 7, then 5, then 4, then 3.

At Level 8: You can fire a five-segment current: Range 7, then 6, then 5, then 4, then 3.

Choose one **Simple Evocation**:

Blade Evocation

Attack Action; At-Will; Melee

Make a Melee Elemental Attack on a target. Hit or miss, the target is Marked until the end of its next turn. Until the end of your next turn, when you're granted an Opportunity, you can apply the Effect of one of this Evocation's Elements as well as 1 extra damage.

At level 4: Hit or miss, you get Resist 1 against the target until the end of your next turn.

At Level 8: Opportunities apply two of the Evocation's Elements and 2 extra damage.

Conduit Evocation

Attack Action; At-Will; Melee or Ranged 5

Make an Elemental Attack on the target. Hit or miss, the target is imbued with one Element used in the Evocation. The first creature that hits the target with an attack before the end of your next turn claims that Element; on that creature's next turn, its first Attack gains the Effect of the imbued Element.

At level 4: If the claimer has a Status the imbued Element causes or mentions, clear it.

At Level 8: Two of the Evocation's Elements are imbued in the target.

Ray Evocation

Attack Action; At-Will; Ranged 10

Draw a line from the center of your square to the center of the target's. Make an Elemental Attack on each square the line passes through until you hit a creature or reach an obstacle.

At level 4: Treat a glancing hit as a solid hit.

At Level 8: When you roll a 5, do 2 extra damage.

Choose one pair of **Refined Elements**. When you use one of them, the other is expended for the encounter.

When you Rally, refresh a per-Encounter Element of your choice.

Darkness

Refined Element; Opposes Light

E: The target is Blinded until it's affected by Light (save ends).

Terrain: The affected square is completely obscured until the end of your next turn.

Light

Refined Element; Opposes Darkness

E: 1 damage and the next attack against the target has Advantage. Until it's affected by Darkness, the target can't Hide or benefit from Concealment (save ends).

Terrain: Hidden creatures within 5 squares of the affected square are revealed, and full visibility is restored in obscured and completely obscured squares in that area.

Metal

Refined Element; Opposes Wood

E: 1 damage. The next time after this Evocation that the target or a creature within 5 of the target is affected by Lightning, the target takes 2 damage.

Special: Attacks made for an Evocation including Metal ignore Cover, obstacles that would block Line of Effect, the Guarded Status, and Resistances.

Wood

Refined Element; Opposes Metal

E: The target is Restrained until the end of its next turn. If the target was Soaked or becomes Soaked, clear Soaked and change Restrained's duration to (escape ends).

| | |
|--|---------------------------------------|
| Glass | Refined Element; Opposes Oil |
| E: 1 damage. Until it clears this Status with an Attack action, the target gets Ongoing 1 Damage (save ends) whenever it falls Prone or is force moved adjacent to blocking terrain. | |
| Oil | Refined Element; Opposes Glass |
| Terrain: Until the end of your next turn, the affected square is slick: creatures that enter or leave it under their own power (i.e. not Forced Movement) without Flying, Shifting, or Teleporting fall Prone at the end of their movement. At the end of a turn in which Fire is used on a contiguous mass of slick squares (even if the square is unoccupied, or the attack misses), all creatures in those squares take 1 damage and the squares stop being slick. | |

At level 2, you can use each of your **Refined Elements** once per Encounter.

At level 3, choose one pair of **Mystic Elements**. When you use one of them, the other is expended for the encounter.

| | |
|---|---|
| Friction | Mystic Element; Opposes Gravity |
| E: The target must spend 1 extra square of movement to enter any square without teleporting. It takes 1 damage per square it willingly (except when teleporting), and 1 damage each time it's subject to forced movement (save ends both). | |
| Gravity | Mystic Element; Opposes Friction |
| E: A Flying or Prone target takes 1 damage. Then the target stops Flying, falls Prone, and can't rise from Prone (save ends). | |

| | |
|--|-------------------------------------|
| Blood | Mystic Element; Opposes Bone |
| E: 1 damage. For each two Stooges or Goons affected, and for each other creature, you regain 2 HP. You can't gain HP from the same creature more than once per encounter. | |

| | |
|--|--------------------------------------|
| Bone | Mystic Element; Opposes Blood |
| Terrain: Until the end of your next turn, creatures who move, shift, or make Ranged attacks out of the affected square take 2 damage and are Grabbed by the square. | |

| | |
|--|--|
| Instinct | Mystic Element; Opposes Thought |
| E: The target suffer a Status on its next turn: if it's Harried or suffering Ongoing Damage, Panicked. If it's Distracted or Marked, Frenzied. A target satisfying both conditions or neither is instead Dazed and takes 1 Damage. Frenzy or Panic originate from whatever the target's Marked by, or else the creature that last attacked or damaged the target. | |

| | |
|--|---|
| Thought | Mystic Element; Opposes Instinct |
| E: The target rolls a save. On a failure, it's Dominated until the end of its next turn. On a success, or if it can't be Dominated, it cannot attack or approach the last creature to attack it until the end of its next turn. | |

At Level 4, all your Evocations improve. Learn one of these **Expert Evocations** or another **Simple Evocation**. Expert Evocations don't make Elemental Attacks; they just automatically apply their Elements, and often damage, under certain conditions.

Expert Evocations are Role Actions, not Attack Actions. They automatically ready their own Elements when you use them, but you need to Gather Elements as a Free Action if you also want to make a normal attack on the same turn. Make sure to move and attack before you use them!

| | |
|---|---------------------------------------|
| Wall Evocation | Role Action; At-Will; Ranged 5 |
| Special: When you use this power, you lose any readied actions and your turn ends. | |
| Elements: The wall is composed of Earth or Water. | |
| Clear your walls, then designate up to 3 unoccupied squares in range, each of which shares an edge with either 1 or 2 others. Those squares become the wall. Terrain effects of the wall's Elements appear in every square in and adjacent to the wall and are refreshed at the start of your turn. | |
| The wall is blocking terrain with total HP equal to your level. When attacked or successfully used as cover, the wall is automatically hit as though with a roll of 5. If a creature makes a Melee attack on the wall, or is force moved adjacent to a square of the wall, it's affected by the wall's Elements. Forced movement caused by the wall is oriented according to the wall. No creature can be so affected more than once per round. | |

At Level 5: The wall has Resist 1. It's composed of Earth or Water plus your choice of other compatible Element. If you choose a per-Encounter Element, it's expended for the encounter and that Element fades from the mines at the end of your next turn.

At Level 8: You can create a wall of up to 6 squares.

At Level 9: Your wall is composed of three Elements, at least one of which must be Cold or Water. Per-Encounter Elements fade as above.

Mine Evocation

Role Action; At-Will; Ranged 5

Special: When you use this power, you lose any readied actions and your turn ends.

Elements: The mines are composed of Fire or Lightning.

Clear your mines, then create one or two mines in unoccupied squares within range. Each mine must be within a distance of 2 to another. They arm at the end of the turn.

All armed mines detonate together as an Interrupt when a creature on any mine willingly starts Flying or leaves the mine's square without Teleporting or Flying. When mines detonate, every creature on or adjacent to a mine takes 1 damage and suffers the effects of the mines' Elements, and the mines' Terrain effects appear in all affected squares. Forced movement caused by the mines is oriented according to the nearest mine or mines. Detonated mines disarm; they re-arm at the end of your next turn.

At Level 5: Your mines deal 2 damage. They're composed of Fire or Lightning plus your choice of other compatible Element. If you choose a per-Encounter Element, it's expended for the encounter and that Element fades from the mines at the end of your next turn.

At Level 8: You can create three or four mines.

At Level 9: Your mines are composed of three Elements, at least one of which must be Fire or Lightning. Per-Encounter Elements fade as above.

Cloud Evocation

Role Action; At-Will; Ranged 5

Special: When you use this power, you lose any readied actions and your turn ends.

Elements: The cloud is composed of Air or Cold.

Clear your existing clouds, then draw a 2x2 Zone within range. This is the cloud. Terrain effects of the cloud's Elements appear in each square and are refreshed at the start of your turn. Cloud squares are cleared by other Zones or opposing Elements.

A creature that willingly enters the cloud, takes actions in the cloud besides leaving it, or ends its turn in the cloud takes 1 damage and is affected by the cloud's Elements. Forced movement is oriented according to the cloud. The same creature can't be affected more than once per round.

At level 5: Your cloud deals 2 damage. It's composed of Air or Cold plus your choice of other compatible Element. If you choose a per-Encounter Element, it's expended for the encounter and that Element fades from the cloud at the end of your next turn.

At Level 8: Your cloud can be two adjacent 2x2 Zones.

At Level 9: Your cloud is composed of three Elements, at least one of which must be Air or Cold. Per-Encounter Elements fade as above.

At level 5, your Basic Attacks improve, including Elemental Attack. You can now ready a bonus Basic Element, and therefore a total of three per turn.

At level 6, you can ready each of your **Mystic Elements** once per Encounter. Your Ward improves.

At level 7, choose one pair of **Cosmic Elements**. When you use one of them, the other is expended for the encounter.

Chaos

Cosmic Element; Opposes Order

E: Roll 1d6:

- **1-2:** On its next turn, the target is Frenzied and Panicked by its last attacker.
- **3-4:** The target is Stunned until the end of its next turn.
- **5-6:** The target takes 3 damage.

Order

Cosmic Element; Opposes Chaos

E: The target is Predictable (save ends). Predictable creatures cannot move diagonally, can only use At-Will powers, treat 6s they roll as 5s, and treat 1s they roll as 2s. Attacks on Predictable creatures treat rolls of 1, 2, or 3 as 4.

Space

Cosmic Element; Opposes Time

E: 2 damage, and convert all this Evocation's Pushes, Pulls, Slides, and Throws to Teleports. You choose if this means a series of short hops, one long jump, or any combination. Until the end of its next turn, the target treats all creatures within 5 squares as adjacent for the purpose of granting Opportunities.

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| Time | Cosmic Element; Opposes Space |
| <p>E: The target is frozen in Stasis (save ends). In this state, it's Stunned, and can't be affected by anything - it can't be moved from its square, can't lose or regain HP, and can't gain or lose other Statuses. If it saves at the end of its turn, it's free, but has to wait until its next turn to escape or save against any other Statuses it has.</p> | |
| Death | Cosmic Element; Opposes Life |
| <p>E: 2 Damage. If the target has 5 HP or less after this Evocation is resolved, it's Taken Out. Otherwise, it's Weakened and can't gain HP (save ends both).</p> | |
| Life | Cosmic Element; Opposes Death |
| <p>E: A Champion is imbued with 3 sparks of life. An Elite gets 2, and all other targets get 1. Each time a creature damages a target with remaining sparks of life, one spark is consumed and the damaging creature regains 2 HP. The target can use an Attack Action to consume one of its own sparks and regain 2 HP.</p> | |

At level 8, all your Evocations improve again. You can learn one of these **Master Evocations**, or an **Expert Evocation**, or a **Simple Evocation**.

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| Avatar Evocation | Attack Action; At-Will; Ranged 5 |
| <p>Banish any avatars you've created, then create an avatar composed of this Evocation's Elements within range. It's a Size 1 Goon with Speed 6 and an HP threshold of 4. It's immune to its own Elements and related Statuses as though using Ward, but takes an extra 1 damage from each opposing Element that affects it.</p> <p>At the end of each of your turns, the avatar moves its Speed towards the nearest creature if not adjacent to any, then makes a Melee Elemental Attack on an adjacent creature. Forced movement is oriented according to the avatar but under your control.</p> <p>The avatar prioritizes creatures that have it Marked and then those that attacked it last turn, but otherwise doesn't distinguish between friend and foe and breaks ties between targets at random. It takes every Opportunity it gets.</p> | |

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| Orb Evocation | Attack Action; At-Will; Ranged 25 |
| <p>Special: Make note of your condition when you use this Evocation; you'll roll its attack as though you were in that condition, ignoring any changes to your status since then (even if you've been Taken Out).</p> <p>Dispel any of your existing orbs, then mark a square within range and conjure a 2x2 elemental orb adjacent to you. At the start of each of your turns, the orb is Pulled 6 squares towards the marked square.</p> | |

As soon as it enters its destination square or an occupied square, or at the end of any action that leaves any of its squares occupied, or if it hits another orb, the orb detonates. You make a burst Elemental Attack on everything in a 6x6 Zone centered on the Orb, enjoying Advantage on any creatures that were within the orb itself and doing 2 extra damage to every target, hit or miss. Forced movement is oriented according to the center point of the burst.

Pillar Evocation

Attack Action; At-Will; Ranged 15

Special: Make note of your condition when you use this Evocation; you'll roll its attack as though you were in that condition, ignoring any changes to your status since then (even if you've been Taken Out).

Mark a square within range. At the end of your next turn, make a burst Elemental Attack with on everything in a 5x5 Zone centered on that square, and do 2 extra damage to every target, hit or miss. This attack ignores intervening cover and line of effect, as it surges up from the ground or down out of the sky. Forced movement is oriented according to the center square of the burst.

At level 9, you can ready two extra Basic Elements in a turn, so four Elements in total.

At level 10, you can ready each of your **Cosmic Elements** once per Encounter.

Evoker Feat - High Magicks: Choose one of the Magician's Encounter spells and one of its Major Spells. If you don't ready any Elements normally, and instead expend your Role Action and either two Mystic Elements or one Mystic and two Refined Elements, you can use your Attack Action to cast the Encounter Spell instead of an Evocation. The Major Spell costs two Cosmic Elements or one Cosmic and two Refined Elements. Even if you Rally, you can't use a specific spell more than once per encounter. If you take this Feat a second time, you can learn one more Encounter spell and one more Major spell.

Evoker Feat - Master The Basics: You get all three Primal Evocations: Current, Shockwave, and Spray.

Evoker Feat - Reflexive Gathering: When you're granted an attack or Attack action outside of your own turn, you can ready Elements for that attack as though you'd used Gather Elements with a Free Action.

Changelog

Illusionist

Your Ranged Basic Attack should have Range 10.

Channeler

Your Ranged Basic Attack should have Range 10.

Squire

Your Fight Is With Us was listed as "Ranged" instead of "Ranged 10"

Dancer

Level 5 and 9 bonuses - Incorrectly made reference to *Grandmaster Gallop* treating 5s as 6s instead of 2s as 3s.

Ogre/Magic

Your Ranged Basic Attack should have Range 10.