

DUNGEONS & DRAGONS[®]

MARTIAL POWER™ 2



ROLEPLAYING GAME SUPPLEMENT

Richard Baker





CREDITS

Design
**Richard Baker (lead),
Tavis Allison, Eytan Bernstein,
Robert J. Schwalb**

Additional Design
Peter Lee, Ken Troop

Development
**Rodney Thompson (lead),
Mike Donais, Stephen Radney-MacFarland**

Editing
**Greg Bilsland (lead),
Logan Bonner, Cal Moore**

Managing Editing
Kim Mohan

Director of D&D R&D and Book Publishing
Bill Slavicsek

D&D Creative Manager
Christopher Perkins

D&D Senior Art Director
Jon Schindel et al.

D&D Design Manager
James Wyatt

D&D Development and Editing Manager
Andy Collins

Art Directors
Keven Smith, Mari Kolkowsky

Cover Illustration
**Ralph Horsley (front),
Zoltan Boros & Gabor Szikszai (back)**

Graphic Designers
Keven Smith, Leon Cortez, Emi Tanji

Additional Graphic Design
Mari Kolkowsky

Interior Illustrations
**Dave Allsop, Ralph Beisner, Kerem Beyit,
Zoltan Boros & Gabor Szikszai, Ed Cox, Julie Dillon,
Vincent Dutrait, Steve Ellis, Adam Gillespie,
Torstein Nordstrand, Michael Phillippi, Wayne Reynolds,
Chris Roman, Arnie Swekel, Joel Thomas,
Eva W. Hermann, Ben Wootten**

Publishing Production Specialist
Erin Dorries

Prepress Manager
Jefferson Dunlap

Imaging Technician
Ashley Brock

Production Manager
Cynda Callaway

Game rules based on the original DUNGEONS & DRAGONS® rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David “Zeb” Cook** (2nd Edition); **Jonathan Tweet**, **Monte Cook**, **Skip Williams**, **Richard Baker**, and **Peter Adkison** (3rd Edition); and **Rob Heinsoo**, **Andy Collins**, and **James Wyatt** (4th Edition).

620-25123000-001 EN
9 8 7 6 5 4 3 2 1
First Printing:
February 2010
ISBN: 978-0-7869-5389-9



U.S., CANADA, ASIA, PACIFIC,
& LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

DUNGEONS & DRAGONS, D&D, d20, d20 System, WIZARDS OF THE COAST, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Martial Power*, FORGOTTEN REALMS, *Adventurer's Vault*, *Divine Power*, *Manual of the Planes*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC

VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

INTRODUCTION

Steel and courage are your tools. You do not wield earth-shattering magic. No gods or spirits channel power through you. You rely on strength, agility, skill, and cunning when facing foes. From these simple ingredients, you have the power to forge legends.

In this book, you'll find hundreds of new powers for martial characters. You can build a fighter who slashes and pummels at close quarters or a rogue who employs stealth as a lethal weapon. Alternatively, you might create a ranger who darts through the battlefield or a warlord who unleashes a barrage of arrows. By mixing and matching new choices with existing martial options, you can build any character you can imagine. Yet for all the choices and combinations, this book doesn't change the essence of what it means to be a martial warrior—that you are a hero of weapon and body.

USING THIS BOOK

Martial Power™ 2 is organized by class. The first four chapters contain new builds, class features, powers, and paragon paths for each of the four martial classes: fighter, ranger, rogue, and warlord. Chapter 5 presents new martial options, including feats and epic destinies for martial characters. It also introduces two new systems.

COMBAT STYLES

This system enables you to pick a custom fighting technique to fit your character's background and weapon choice. When you use a weapon keyed to

your fighting style, you can gain benefits that apply to some of your at-will and encounter powers as well as other advantages.

MARTIAL PRACTICES

Martial practices are routines and exercises your martial character knows how to do, or special talents your character possesses. With the proper martial practice, your character might perform an incredible feat of endurance running, forge magic arms and armor, or execute a free dive of astonishing depth and duration.

RETRAINING OR RE-CREATING?

If you're already playing a martial character, you'll find powers and options in *Martial Power 2* that you'll want to incorporate into your existing character. The simplest way to take advantage of this new material is to use the retraining system (see the *Player's Handbook*®, page 28), which allows you to swap powers and feats over time. However, if you want to change class features or adopt a different paragon path, you should speak to your Dungeon Master about re-creating your character with the new material. Your Dungeon Master might allow you to change your character between game sessions or between adventures. Major changes might justify more time and require the Dungeon Master to create a scenario in the campaign that explains your character's new abilities.

CONTENTS

1: FIGHTER	4	New Powers	57	Heroic Tier Feats	131
New Build	6	New Paragon Paths	72	Paragon Tier Feats	141
New Powers	7	4: WARLORD	80	Epic Tier Feats	144
New Paragon Paths	22	New Builds	82	Multiclass Feats	145
2: RANGER	30	New Powers	83	Martial Practices	147
New Builds	32	New Paragon Paths	96	Martial Backgrounds	153
New Powers	33	5: MARTIAL OPTIONS	104	Epic Destinies	156
New Paragon Paths	46	The Martial Outlook	106	Dragonheart	156
3: ROGUE	54	Combat Styles	110	Invincible Vanguard	157
New Build	56	New Feats	131	Legendary Sovereign	158
				Star-Favored Champion	159

FIGHTER

“Combat is about everything around me—terrain, illumination, obstacles, allies, and foes. And my blade isn’t my sole weapon. My body and mind are as potent as any blade.”

EVERY RACE and culture relies on warriors for protection, and each has its own forms of combat that represent native strengths, talents, and beliefs. As a fighter, you are familiar with the techniques of your people, but you also appreciate the combat styles of others. This appreciation helps to cultivate your own signature style, combining strikes, parries, stances, and disciplines from a multitude of martial traditions.

As a fighter, one important decision you make is what to hold in your hands or wear on your arms. A shield provides defense at the expense of offense. With a two-handed weapon, you can strike harder, faster, and farther. Fighting with two weapons offers a middle ground between offense and defense, because your off-hand weapon can parry and strike. Alternatively, you might keep one hand unburdened. Although you won’t enjoy the defensive advantages of a shield or the potency of a two-handed weapon or an off-hand weapon, a free hand opens other possibilities, such as the ability to pin and grab foes. In this chapter, you’ll find support for these options.

- ◆ **New Build:** The brawling fighter uses wits, improvisation, and instinct in battle. The fighter’s whole body is a weapon that can be used for a sudden throw or a stunning punch.
- ◆ **New Class Features:** Brawler Style offers a new option for your fighter Weapon Talent. In addition, you can select Combat Agility in place of your Combat Superiority feature.
- ◆ **New Powers:** Nearly a hundred new fighter powers are presented here, including options for the brawling fighter, as well as for the battle-rager and the tempest fighter from *Martial Power*.
- ◆ **New Paragon Paths:** This chapter offers eight new paragon paths for fighters, including the glorious myrmidon, the rakehell duelist, and the rampaging brute.



NEW BUILD

The *Player's Handbook* features the great weapon fighter and the guardian fighter. *Martial Power* presents the battlerager fighter and the tempest fighter. This chapter adds the brawling fighter, a build that encourages a character to keep one hand open so he or she can grapple, pin, and punch foes.

BRAWLING FIGHTER

You have an instinct for mayhem. You fight with a one-handed weapon and leave a hand open so you can punch, grab, and throw. Your body is your best weapon. Every battlefield holds opportunities for a brawling fighter, whether it's a wall you throw a foe against, furniture with which to trip an enemy, or stones you can employ as deadly projectiles.

NEW CLASS FEATURES

You can select the following class features instead of another option, such as the ones presented in the *Player's Handbook* or in *Martial Power*. You need not pick the brawling fighter build to select these features.

BRAWLER STYLE

This class feature replaces the Fighter Weapon Talent class feature.

Brawler Style: While you wield a weapon in your primary hand and your off hand is free (see the sidebar), you gain a +1 bonus to AC and a +2 bonus to Fortitude.

In addition, you gain a +2 proficiency bonus with unarmed attacks and a +2 bonus to grab attacks and attacks to move a creature grabbed by you. These

ONE HAND FREE?

Many fighter powers require a hand free. For your hand to be considered free, you can't be using it for anything else—that means no off-hand weapons (except for a spiked gauntlet), no two-handed weapons, no shields, and no items, such as sunrods or lanterns.

Already Grabbing: You can grab only one creature at a time unless both your hands are free, in which case you could grab two creatures at once. You must spend a minor action to sustain each grab, though.

Versatile Weapons: If you use a versatile weapon, switching your grip from one hand to two hands is a free action. However, if a power requires you to have a hand free, you must keep that hand free for the entire attack or until you use the hand for something that is part of the attack, such as grabbing an enemy.

Spiked Gauntlet: Your hand is free if you wear a spiked gauntlet (*Adventurer's Vault*, pages 9-10), even if you use the gauntlet to attack during your turn.

bonuses increase to +4 at 11th level and +6 at 21st level.

When attacking with a spiked gauntlet (*Adventurer's Vault*, pages 9-10), you do not gain the Brawler Style proficiency bonus with unarmed attacks, even if the Brawler Style proficiency bonus is higher than the proficiency bonus of the spiked gauntlet. However, you retain the bonus to grab attacks and to attacks to move a creature grabbed by you.

COMBAT AGILITY

This class feature replaces the Combat Superiority class feature.

Combat Agility: You gain the following power.

Combat Agility

Fighter Feature

Your foe might think it has escaped you, but in its moment of triumph, you chase it down and make it pay.

At-Will ♦ **Martial, Weapon**

Opportunity Action **Melee weapon**

Trigger: An enemy adjacent to you takes an action that provokes an opportunity attack

Effect: After the triggering enemy completes the action, you shift a number of squares equal to your Dexterity modifier. You must end the shift closer to the target than you were when you began the shift. Then make the following attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you knock the target prone.

Level 21: 2[W] + Strength modifier damage.

SUGGESTED OPTIONS

As with other fighters, Strength is your most important ability score. Dexterity is a good choice for your second highest score, because Combat Agility and many of your attacks and utility powers reward Dexterity. After Strength and Dexterity, choose Constitution to help your hit points and healing surges.

Suggested Class Features: Brawler Style*, Combat Agility*

Suggested Feat: Inescapable Hold*

Suggested Skills: Athletics, Endurance, Intimidate

Suggested At-Will Powers: *grappling strike**, *slash and pummel**

Suggested Encounter Power: *bash and pinion**

Suggested Daily Power: *seize and stab**

*New option presented in this book.

USING COMBAT AGILITY

Even though the trigger for Combat Agility occurs as soon as the provoking action occurs, you don't resolve the effect until after the provoking action has finished. This lets you chase down a fleeing enemy before knocking it prone. If the triggering enemy didn't move away from you as part of the provoking action, then you don't shift, you just make the attack described at the end of the effect entry.