

# COMBAT ADVANTAGE

If you picked up Heroic Talents before, you'll know exactly what these talents are for. If not, you COULD pick those up (they're free, just like this one) or get the quick summary below.

Talents are skill-based powers designed to highlight your character's abilities in non-combat encounters. Whenever your character gains a new utility power, you can replace it with a talent so long as the skill connected to the talent is one of your trained skills. Otherwise, they function exactly as class powers. The ones you find in this edition of Combat Advantage are designed for paragon-level characters. Talents at this level elevate your skills and give you new and sometimes bizarre alternate uses unavailable to anyone else. Enjoy!

Todd Crapper

## Paragon Talents

Many talents provide alternate uses for action points, just as paragon path powers would, opening up new possibilities for your character. In the case of talents, action points are used to replicate surges of adrenaline, a burst of strength, or a sudden flash of memory.

### How to Read a Talent

Talents are presented as powers and function exactly as they do, since they are designed to replace utility powers at heroic levels. They can only function as encounter or daily powers and are listed as heroic, paragon, or epic talents. (Only heroic talents are provided at this time; stay tuned for paragon and epic talents to be released later.) The power source of the talent remains blank, as a talent is suited to any class, regardless of their power source.

### Acrobatics

Lithe to perfection, the ultimate acrobat can bend and twist their way out of anything in such a way they can become impossible to hit. In the spur of the moment, they can step past any trap and avoid dangers everyone else must face.

#### Danger Snap

A cloud of acid, a ball of fire, or a spray of ice cannot move as fast you.

#### Daily

**Immediate Reaction**      **Personal**

**Trigger:** An area attack targeted on you.

**Effect:** You can slide up to 5 squares to avoid an area attack.

**Special:** If you cannot avoid the attack with this talent, you are instantly subject to it but can make saves as normal.

#### Acrobatics Talent (Paragon)

### Arcana

The study of the supernatural can bring great knowledge and power, but there are few who can handle its massive power fluxes. As with everything in the arcane studies, some have found a way to master more from their rituals.

## Ritual Boost

## Arcana Talent (Paragon)

The myriad lyrics of the ritual are yours to master.

### Daily

#### Standard Action (Special)

#### Personal

**Effect:** A single ritual cast with this talent enhances the strength of the ritual or quickens the time to complete a ritual. You can choose to increase the duration by 50% or decrease the time of the ritual by 5 minutes.

**Special:** While listed as a standard action, this power is used for the time of the ritual. Should you use the ritual under duress, concentrating on the ritual with this talent requires at least a standard action each round.

## Athletics

The activities of the athlete are long and arduous, relying on long, extended rolls of their abilities. There are times when a sudden recuperation is required and those with talents such as these can accomplish just that.

## Blast of Strength

## Athletics Talent (Paragon)

You surge forward and increase your effort.

### Daily

#### Minor Action

#### Personal

**Requirement:** You must spend an action point.

**Effect:** You can lock down one Athletic skill check of your choice. At any point in the encounter, you can substitute another Athletic skill check for your previously locked result. Once the locked result has been used, it cannot be used again until the talent is available once more.

## Bluff

Long-winded conversations and slow-witted minds create a gold mine of opportunity for those talented distractions with this talent. Picking up on the slightest nuances of someone's personality, they can use a much better play of words against them.

## Insightful Bluff

## Bluf Talent (Paragon)

As your interaction with a character continues, you gain a stronger advantage against them.

### Encounter

#### Minor Action

#### Personal

**Effect:** You gain a +1 bonus to your Bluff check for every 2 rounds you have been talking to another character. This talent can be used in a skill challenge. Any bonuses gained come from rounds prior to the activation of this talent.

## Diplomacy

There is great pride and honor in speaking openly with another in heated dialogue, but there are also times where a good lie or a firm word can go a long way. Sometimes, the only thing that matters is that the other side has agreed with you.

### Sharp Tongue

### Diplomacy Talent (Paragon)

With a quick response and a firm gaze, you can tilt the argument in your favor.

#### Encounter

**Minor Action**      **Personal**

**Effect:** You can replace a Diplomacy check with a Bluff or Intimidate check.

## Dungeoneering

Learning the typical traps, designs, and dangers of the dungeon never comes from books, but through the accounts of others who have lived to tell their experiences. But the dead can tell even more.

### Death Recall

### Dungeoneering Talent (Paragon)

A corpse tells many tales...

#### Daily

**Minor Action**      **Personal**

**Prerequisite:** There must be the remains of a body or evidence of trauma to a person or creature in the dungeon when this talent is used.

**Effect:** You can use visual clues provided by the corpse or traumatic sign learn the specifics of the trap or creature that killed or injured it with a DC 15 Dungeoneering check.

## Endurance

There is only so much the physical body can withstand before sheer willpower takes over and one's memory can have a lot to play with that. While meditation has been used to soothe the aching muscles, those in dire circumstances can reflect on another time in their life and find relief in the past.

### Terrain Recollection

### Endurance Talent (Paragon)

When your surroundings are too intense, you can think back to easier days.

#### Daily

**Standard Action (special)**      **Personal**

**Prerequisite:** You must be situated in an environment that causes hit point or ability score loss. It must be the overall environment causing the damage, such as the extreme heat inside a volcano or walking the polar icecaps.

**Effect:** By concentrating every round in which you use this power, you can temporarily ignore any additional rolls to ignore or minimize environmental damage. You are treated as if you succeeded in your required roll. As soon as you break concentration, this power is used.

## Heal

Some wounds are worse than others and anyone facing a blade on a daily basis will one day fall. Many of those who live past such moments recall the aid of their compatriots calling them back from the dead as the sole reason for their life today. For those trained in the art of medicine, there are multiple survivors telling that story about them.

### Last Moment's Rush

### Heal Talent (Paragon)

Just as your ally is about to fade away, you bring her back.

#### Daily

#### Standard Action

#### Target One ally

**Attack:** Charisma vs. Will

**Effect:** This power can replace a fallen ally's last ditch save throw against dying. It cannot be used to replace a completed save by the ally.

## History

There is too much in the past to forget and much it can teach us. Those schooled in the lessons of history know this well and look to the past for guidance in the present... and possibly to the future.

### Vivid Tales

### History Talent (Paragon)

Remembering a childhood bedtime story, a means to your problem is at hand.

#### Daily

#### Standard Action

#### Personal

**Effect:** Add your History skill modifier to any skill roll in this round.

## Insight

With time and countless fallen dungeons behind you, an adventurer develops a sixth sense to danger. Their experience into the macabre and deceitful grows into an innate voice from just ahead of them, telling them something is amiss, yet never knowing until it is too late or they have stepped well away from the risk.

### Step Back

### Insight Talent (Paragon)

At the last second, you rebuke your initial attempt and make another.

#### Daily

#### Immediate Interrupt

#### Personal

**Requirement:** You must spend an action point.

**Effect:** You can re-roll any skill check or force an opponent to re-roll an attack made against you.

**Special:** This power does not work on close or area attacks.

## Intimidate

Ferocity, rage, and bloodlust have their part to play in battle and in any number of social encounters. When you strike an opponent with a blow that would drop a horse and he merely become enraged, it leaves its mark on your will to fight.

### Fearsome Gaze

### Intimidate Talent (Paragon)

A painful strike makes you mad and your enemies can feel it.

#### Daily

**Immediate Reaction**    **Close** burst 1

**Requirement:** You must spend an action point.

**Trigger:** You have just become bloodied.

**Effect:** All enemies within range of the burst are considered bloodied for one round.

## Nature

Simply walking through the forest does not endow you with an understanding of it. Many wild wanderers learn the ways of nature and can use it to their favour in any number of ways.

### Hidden Nature

### Nature Talent (Paragon)

Sneaking up on your opponent is easier when you're in your element.

#### Encounter

**Minor Action**    **Personal**

**Requirement:** You must be in a wilderness environment.

**Effect:** Make a DC 20 Nature check. You can add a +4 bonus to any skill check until the end of the encounter.

## Perception

There is no adventure without the thrill of experiencing it. To see the sight you will see, taste the terror, and smell the fear in your enemies, you need to be alerted and focused. Keen attention doesn't always mean how much you can detect at the moment, but whether or not you can recall it to exact detail later on.

### Unseen

### Perception Talent (Paragon)

You saw it the first time, but it only hits you now.

#### Daily

**Standard Action**    **Personal**

**Requirement:** You must spend an action point.

**Prerequisite:** You must have failed a previous Perception check early in the adventure.

**Effect:** Re-roll the previously failed Perception check. If you succeed now, you can gain the effects of the Perception check now.

## Religion

When demons, dragons, wizards, and portals to other worlds surround you, it helps to have faith. There is a sense of peace in knowing how your soul will be treated in the afterlife and that knowledge comes in handy under pressure. Sometime, a little faith can go a long way. And sometimes, faith can pay you back in turn.

### Faithful Reward

### Religion Talent (Paragon)

Filled with belief, you offer a prayer to the gods and act with confidence.

#### Daily

#### Standard Action

#### Personal

**Requirement:** You must spend an action point.

**Effect:** You can take 10 on any skill check in this round.

## Stealth

There is more to subtlety than dark shadows and silent feet. You will have to hide in plain sight every now and then and it's the ability to mask your appearance without cover that impresses your fellows.

### Plain Sight

### Stealth Talent (Paragon)

With a quick tuck of the hood, you conceal your face from notice.

#### Daily

#### Move Action

#### Close blast 5

**Attack:** Stealth vs. Reflex

**Effect:** You gain the effects of a Stealth roll without the need for darkness, cover, or any other distractions. You can essentially attempt to hide in plain sight. If a target already had sight of you before activating this power, you gain a +4 to the DC of the skill check.

## Streetwise

Knowing the right people to spread your message can take you places. Leaking out a rumor that someone's life is in danger unless they pack up and head out of town can quickly and simply remove an annoyance or draw someone out of hiding. Time and reputation are your allies to get what you need.

### Bait

### Streetwise Talent (Paragon)

You need to get the word out and put the fear of the gods into them.

#### Daily

#### Standard Action

#### Target One person

**Attack:** Streetwise vs. Will

**Effect:** You plant a rumor of your choosing onto the street. Within 24 hours, the rumours have become the centre of attention and everyone believes it to be true. The target will believe to be true if your check succeeds and will act accordingly (though not always as you want).

## Thievery

Nobody likes having their things stolen, but anybody is willing to take a little something now and then. Professional thieves, or those with the knack for it, take pride in their accomplishment, particularly when no one is ever the wiser until he is long gone.

### Decoy

### Thievery Talent (Paragon)

The real copy is in your pocket and the fake one is still on the shelf.

#### Daily

#### Immediate Reaction

#### Special

**Trigger:** A successful Thievery check to steal an item.

**Attack:** Thievery vs. Will

**Effect:** You can use minor bits and scraps to forge a fake item (either in crude appearance or approximate weight). Anyone investigating the fake item becomes the target of the roll; this roll is done once per person investigating the fake item. If successful, the target believes it is genuine enough to ignore 24 hours or until he requires the item.

*Combat Advantage is a series of free supplemental material for the  
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