

Dervish



CLASS TRAITS

Role: Striker

Power Source: Martial. You are a holy warrior, but your abilities come from careful study of ancient texts and physical conditioning.

Key Abilities: Strength, Wisdom, Dexterity

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, military light blades

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Religion. From the class skill list below, choose three more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis), Religion (Int)

Build Options: Avenging dervish, enlightened dervish

Class Features: Dervish Focus (*inner calm* or *discern vulnerability*), Mark of Faith

Blah blah stuff about the class.

Creating a Dervish

The avenging dervish and the enlightened dervish are the two dervish builds, one relying on fast attacks and finishing moves, and the other on punishing counters and evasion. All dervishes rely on Wisdom to guide their esoteric forms, and Strength to give them force. Dexterity is also valued as a means of avoiding danger and allowing the dervish to get in striking range.

Avenging Dervish

You focus on melee powers that deal damage and incapacitate your foes. Your attacks rely on your preternatural abilities given force by your Strength, so that should be your highest ability score. Wisdom is also important, as it adds a bonus to many of

your powers. Constitution should be your third choice as you will be exposed to many dangers at close-range. Choose powers that relate to your preference for close-in fighting.

Avenging dervishes should choose *discern vulnerability* as their Dervish Focus (see “Class Features”).

Suggested Feat: Weapon Focus (Human feat: Two-Weapon Fighting)

Suggested Skills: Acrobatics, Endurance, Perception, Religion

Suggested At-Will Powers: *indomitable blow*, *swallow strike*

Suggested Encounter Power: *cobra's fangs*

Suggested Daily Power: *zealous grasp*

Enlightened Dervish

You prefer to avoid needless bloodshed, incapacitating your foes or placing them in such dire circumstances that they are forced to concede. In place of damaging attacks you rely on powers that are Wisdom-based, do that should be your best ability score. Strength is important when you are forced to show your true capabilities, so make it your second-best score.

Enlightened dervishes should choose *inner calm* as their Dervish Focus (see “Class Features”).

Suggested Feat: Improved Focus (Human feat: Combat Reflexes)

Suggested Skills: Acrobatics, Diplomacy, Insight, Perception, Religion

Suggested At-Will Powers: *crippling strike*, *flow like the wind*,

Suggested Encounter Power: *test of faith*

Suggested Daily Power: *karmic strike*

Dervish Class Features

All dervishes share these class features.

Dervish Focus

You can hone your senses to a preternatural degree, giving you an edge in any fight. While focused you are in a state of spiritual enlightenment and can see the world with a supernatural clarity. You can use this ability to give yourself sudden flashes of insight or draw out inner reserves of power.

Choose one of the following Dervish Focus powers. These powers are described in full below.

Inner Calm: You can use your focus to sense the most advantageous path ahead, increasing your speed. You may also use your focus to make a saving throw.

Discern Vulnerability: Your strikes are unerring in their accuracy. You may also use your focus to temporarily daze your target.

Mark of Faith

All damage dealt by the dervish is radiant damage.

Dervish Powers

Dervish powers are known as exploits.

Some dervish powers include a line titled “Inner Calm” or “Discern Vulnerability.” You gain this extra benefit only if you selected the *inner calm* or *discern vulnerability* power, respectively.

Class Features

Every dervish has a class feature works like a power. The two varieties of Dervish Focus, *inner calm* and *discern vulnerability*, are presented below.

Inner Calm; Dervish Feature

You push aside the worldly distractions that plague you, allowing your mind and body to become one.

At-Will ♦ **Martial, Stance**

Move Action **Personal**

Effect: You gain focus. You retain this focus until you expend it on a power. Only one focus can be maintained at a time. While you maintain this focus you receive a +1 power bonus to speed.

You may expend your focus as an immediate interrupt to make a saving throw.

Discern Vulnerability; Dervish Feature

Your consciousness expands, allowing you to sense how the slightest flaw in your foes movements and attacks can be used to your advantage.

At-Will ♦ **Martial, Stance**

Move Action **Personal**

Effect: You gain focus. You retain this focus until you expend it on a power. Only one focus can be maintained at a time. While you maintain this focus you have a +1 power bonus to attack rolls.

On a successful attack you may expend your focus as an immediate interrupt to daze the target until the beginning of your next turn.

Level 1 At-Will Exploits

Crippling Strike; Dervish Attack 1

You attack your foes sinews, making it vulnerable to the attacks of your allies.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Special: You must expend your focus to use this power.

Attack: Wisdom vs. AC

Effect: Until the beginning of your next turn, the target grants combat advantage.

Flow Like the Wind; Dervish Attack 1

You quickly move to a more advantageous position after striking your foe.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you may shift 1 square.

Increase damage to 2[W] + Wisdom modifier at 21st level.

Inner Calm: You gain a power bonus to your AC and Reflex defense equal to your Wisdom modifier until the beginning of your next turn.

Indomitable Blow; Dervish Attack 1

You focus your energies into your attack, causing your target to stagger under the impact.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength +2 vs. AC

Hit: 1[W] + Strength modifier damage. .

Increase damage to 2[W] + Strength modifier at 21st level.

Discern Vulnerability: The attack is considered high crit.

Swallow Strike; Dervish Attack 1

Your limbs move with incredible speed straight through a gap in your foes defense.

At-Will ♦ **Martial, Weapon**

Minor Action **Melee** weapon

Target: One creature

Special: You must expend your focus to use this power.

Attack: Strength vs. AC

Hit: 1[W] damage.

Increase damage to 2[W] at 21st level.

Level 1 Encounter Exploits

Test of Faith; Dervish Attack 1

A swing of your weapon summons a massive gust of air and dust that scours away beneficial magic.

Encounter ♦ **Martial, Radiant, Weapon**

Standard Action Close blast 3

Target: Each enemy in blast you can see

Special: You must expend your focus to use this power.

Attack: Wisdom vs. Will.

Effect: Each target loses any power bonuses and aura effects until the end of your next turn.

Cobra's Fangs; Dervish Attack 1

You dart in for an attack and back out before your enemy can react.

Encounter ♦ Martial, Weapon

Standard Action Ranged 3

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage.

Discern Vulnerability: The target is weakened until the end of your next turn.

Flickering Flame; Dervish Attack 1

Your unceasing movements carry you away from the enemy at a crucial moment.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC.

Hit: 2[W] + Wisdom modifier damage, and you may shift 1 square.

Inner Calm: Until the end of your next turn you gain a power bonus to AC equal to your Wisdom modifier.

Level 1 Daily Exploits

Zealous Grasp; Dervish Attack 1

A well placed strike causes horrible internal damage.

Daily ♦ Martial, Necrotic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier necrotic damage, and ongoing 5 necrotic damage (save ends)

Discern Vulnerability: Target is also slowed (save ends all)

Flurry of Blows; Dervish Attack 1

Your foe is faced with unceasing attacks that forces him to concentrate on you.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1d8 + Strength modifier damage. Target grants combat advantage until the end of your next turn.

Miss: The target grants combat advantage until the end of your next turn.

Karmic Strike; Dervish Attack 1

You clear your mind and let your divine patron guide your hand.

Daily ♦ Martial, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Will

Hit: 2[W] + Wisdom modifier damage, and target is weakened until end of your next turn.

Inner Calm: You may spend a healing surge.

Level 2 Utility Exploits

Cloud Dance; Dervish Utility 2

Your feet barely touch the ground.

Encounter ♦ Martial

Move Action Personal

Target: One creature

Special: You may expend your focus to use this power as a free action.

Effect: You may ignore difficult terrain.

Pious Will; Dervish (Earth) Utility 2

Your suffering only sparks the flames of your devotion.

Daily ♦ Martial

Immediate Interrupt Personal

Trigger: You are hit by an attack.

Special: You must expend your focus to use this power.

Effect: You gain temporary hit points equal to your healing surge value + Strength modifier.

Desperate Flame; Dervish Utility 2

You lash out in your moment of peril.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: You are bloodied

Special: You must expend your focus to use this power.

Effect: You can make a melee basic attack within melee weapon range.

Inevitable Flow; Dervish Utility 2

You channel your own life force into a desperate strike.

Daily ♦ Martial

Immediate Interrupt Personal

Trigger: You hit a target

Effect: Spend a healing surge to add a +4 power enhancement modifier to the damage of the attack.

Level 3 Encounter Exploits

Mystic Binding; Dervish Attack 3

Your enemy's movements are hindered at every turn by inexplicable missteps and inopportune terrain.

Encounter ♦ Martial, Psychic

Standard Action Ranged 3

Target: One creature

Attack: Wisdom vs. Reflex

Hit: Target treats all terrain as difficult until the end of your next turn (save ends).

Sustain Minor: The effect persists.

Exploit Weakness; Dervish Attack 3

You quickly take advantage of your foes foolish mistake.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee weapon

Trigger: After an enemy misses with a melee attack

Target: One creature

Attack: Strength vs. Fortitude

Hit: 1d4 damage. In addition, slide target 1, and target is knocked prone.

Snuff the Flame Dervish Attack 3

Your blow destroys the spirit of the foe.

Encounter ♦ Martial, Psychic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Will

Hit: 2[W] + Wisdom modifier psychic damage, and the target is silenced until the end of your next turn.

Unbalancing Blow; Dervish Attack 3

Your strike knocks the foe off-balance.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] +Strength modifier damage. The target takes a penalty to its attack rolls equal to your Strength modifier until the end of your next turn. Target grants combat advantage until the end of your next turn.