

Power Alteration Feats



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Power Alteration Feats

Feats such as Power Attack let you alter your powers on the fly. A character with Power Attack can choose whether to apply the effect of power attack for each attack they make, giving the player more choice in combat and making the character more versatile. Power alteration feats make use of this mechanic, allowing

characters who use different kinds of powers to alter their attacks when they think it is best.

All of the power alteration feats here are heroic feats so they can be used by any character. They are designed to be useful at all levels, so certain benefits are improved in paragon and epic tiers.

Only one power alteration feat can be used for one attack.

Name	Prerequisite	Benefit
Breakout Attack	Str 15	Deal less damage with strength attack to end movement hampering condition
Dazing Attack	Int 15	Daze yourself with psychic attack to daze target
Desiccating Attack	Con 15	-2 to attack with fire power to give target vulnerable 3 per tier to fire
Echo Attack	Con 15	-2 to attack with thunder power to gain +2 with thunder power next turn
Empower Attack	Int 15	-2 to attack with staff for +3 damage per tier
Empowering Power	Cha 15	Exchange granted attack bonus for damage bonus
Energizing Attack	Con 15	Deal less damage with hammer or mace to gain temporary hit points
Fortifying Attack	Cha 15	Deal less damage with radiant attack to gain temporary hit points
Freezing Attack	Wis 15	-2 to attack with cold power to worsen inflicted condition
Grabbing Attack	Str 15	-2 to melee attack to grab target as an additional effect
Guiding Attack	Wis 15	-2 to attack with holy symbol to grant allies 2 per tier bonus to damage against target
Horrifying Attack	Cha 15	Deal less damage with a rod to give target -2 penalty to attacks against you
Imposing Attack	Wis 15	-2 to attack with orb to give target -2 to saves against condition
Life Draining Attack	Cha 15	Deal less damage with necrotic attack to heal
Offensive Resurgence	Str 15	Exchange temporary hit points for bonus to damage
Potent Poison	Dex 15	Deal half damage with poison attack to give target -2 to saves against condition
Power Charge	Con 15	-2 penalty to defenses to use melee power on a charge
Puncturing Attack	Str 15	Deal half damage with axe or pick to deal Con modifier ongoing damage
Reckless Attack	Str 15	-2 penalty to defenses with melee or close power to score critical hit on 18-20
Recovery Attack	Wis 15	Deal half damage with totem to grant saving throw to you or ally
Riposte Attack	Dex 15	Deal less damage with heavy blade or light blade to gain +2 to next attack against the target if it attacks you
Sacrificial Healing	Wis 15	Daze yourself to spend healing surge instead of ally to heal them
Shielding Strike	Wis 15	-2 penalty to attack with polearm or spear to gain +2 shield bonus
Shocking Attack	Con 15	-2 penalty with lightning attack to give target -2 to attack rolls
Skirmishing Shot	Dex 15	Deal less damage with ranged power to move after hit
Steeling Strike	Con 15	-2 penalty to melee attack for damage resistance against melee attacks
Sticky Attack	Int 15	Deal no damage with acid attack to deal half the damage as ongoing damage
Substituted Attack	Int 15	Deal less damage to change damage type of attack
Subtle Spell	Dex 15	-2 penalty with ranged arcane attack to remain hidden
Sudden Attack	Dex 15	Deal half damage with wand to gain combat advantage
Sustained Force	Int 15	-2 penalty to defenses with force attack to push target 2 squares
Testing Strike	Dex 15	Deal half damage with melee attack to gain +2 bonus next turn
Throwing Attack	Dex 15	-2 penalty to melee attack to use it as ranged attack with thrown weapon
Tripping Attack	Dex 15	-2 penalty to attack with flail or staff to trip target as an additional effect

Breakout Attack

Prerequisite: Str 15

Benefit: When making an attack that would normally add your Strength modifier to damage on a hit, you can choose to forgo adding it to the damage. If the attack hits, you either can make one saving throw against being slowed, immobilized, or restrained or make an athletics check to escape a grab or restrained condition as a free action.

Dazing Attack

Prerequisite: Int 15

Benefit: When you are not dazed and you make an attack that has the psychic keyword, you can choose to become dazed until the end of your next turn. If you hit with the attack, the target is dazed until the end of its next turn.

Desiccating Attack

Prerequisite: Con 15

Benefit: When making an attack that has the fire keyword, you can choose to take a -2 penalty to the attack roll. If you hit with the attack, the target gains vulnerability 3 to fire until the end of your next turn.

Level 11: Vulnerability 6 to fire.

Level 21: Vulnerability 9 to fire.

Echo Attack

Prerequisite: Con 15

Benefit: When making an attack that has the thunder keyword, you can choose to take a -2 penalty on the attack roll. If you do, you gain a +2 bonus to the attack roll of the next attack you make that has the thunder keyword until the end of your next turn.

Empower Attack

Prerequisite: Int 15

Benefit: When using a staff to make an attack with the implement keyword, you can take a -2 penalty to the attack roll. If the attack hits, you gain a +3 bonus to the damage roll.

Level 11: You gain a +6 bonus to the damage roll.

Level 21: You gain a +9 bonus to the damage roll.

Empowering Power

Prerequisite: Cha 15

Benefit: When using a power that can grant an ally a bonus to attack rolls you can choose to have that power grant a bonus to damage rolls equal to 2 times the bonus to attack rolls instead. The bonus remains the same in all other ways.

Level 11: Bonus to damage rolls equal to 3 times the bonus to attack rolls.

Level 21: Bonus to damage rolls equal to 4 times the bonus to attack rolls.

For example: A power that grants an ally a +3 power bonus to melee attack rolls until the end of your next turn instead grants the ally a +6 power bonus to melee damage rolls until the end of your next turn.

Energizing Attack

Prerequisite: Con 15

Benefit: When using a hammer or mace to make an attack that has the weapon keyword that would normally add one ability score modifier to damage on a hit, you can choose to forgo adding it to the damage. If the attack hits, you gain a number of temporary hit points equal to your Constitution modifier. These temporary hit points do not stack with temporary hit points that the attack would normally grant. You don't gain any extra temporary hit points for hitting with the attack multiple times but the penalty to damage applies for all targets of the attack.

Fortifying Attack

Prerequisite: Cha 15

Benefit: When making an attack that has the radiant keyword that would normally add one ability score modifier to damage on a hit, you can choose to forgo adding it to the damage. If you do, you gain a number of temporary hit points equal to the number of creatures you hit with the attack. For each critical hit scored with the attack, you gain an additional 3 temporary hit points.

Level 11: You gain a number of temporary hit points equal to 2 times the number of creatures you hit with the attack. For each critical hit scored with the attack, you gain an additional 6 temporary hit points.

Level 21: You gain a number of temporary hit points equal to 3 times the number of creatures you hit with the attack. For each critical hit scored with the attack, you gain an additional 9 temporary hit points.

Freezing Attack

Prerequisite: Wis 15

Benefit: When making an attack that has the cold keyword that can cause the slowed, immobilized, restrained, or dazed conditions, you can choose to take a -2 penalty to the attack roll. If you do, the condition becomes a worse condition, as shown on the table below. Everything else about the attack remains the same, including the duration of the condition.

Original Condition	Worse Condition
Slowed	Immobilized
Immobilized	Restrained
Dazed or restrained	Dazed and restrained

For example: A wizard's *ray of frost* is normally an Intelligence vs. Fortitude attack and deals 1d6 + Intelligence modifier cold damage and causes the target to become slowed until the end of the wizard's next turn on a hit. Instead, it is an Intelligence - 2 vs. Fortitude attack and deals 1d6 + Intelligence modifier cold damage and causes the target to become immobilized until the end of the wizard's next turn on a hit.

Grabbing Attack

Prerequisite: Str 15

Benefit: When making a melee attack while you have a free hand you can take a -2 penalty to your attack roll. If you hit, the target is also grabbed.

Guiding Attack

Prerequisite: Wis 15

Benefit: When using a holy symbol to make an attack that has the implement keyword, you can take a -2 penalty to the attack roll. If the attack hits, you and each ally adjacent to the target gains a +2 bonus to damage rolls against the target until the end of your next turn.

Level 11: +4 bonus to damage rolls against the target.

Level 21: +6 bonus to damage rolls against the target.

Horrifying Attack

Prerequisite: Cha 15

Benefit: When using a rod to make an attack that has the implement keyword that would normally add one ability score modifier to damage on a hit, you can choose to forgo adding it to the damage. If the attack hits, the target takes a -2 penalty to attack rolls against you until the end of your next turn.

Imposing Attack

Prerequisite: Wis 15

Benefit: When using an orb to make an attack that has the implement keyword, you can choose to take a -2 penalty to your attack roll. If you do, the target takes a -2 penalty to saving throws against any condition that the attack causes that a save can end.

Life Draining Attack

Prerequisite: Cha 15

Benefit: When making an attack that has the necrotic keyword that would normally add one ability score modifier to damage on a hit, you can choose to forgo adding it to the damage. If you do, the attack gains the healing keyword and you heal a number of hit points equal to the number of creatures you hit with the attack. For each creature reduced to 0 hit points with the attack, you heal an additional 3 hit points.

Level 11: You heal a number of hit points equal to 2 times the number of creatures you hit with the attack. For each creature reduced to 0 hit points with the attack, you heal an additional 6 hit points.

Level 21: You heal a number of hit points equal to 3 times the number of creatures you hit with the attack. For each creature reduced to 0 hit points with the attack, you heal an additional 9 hit points.

Offensive Resurgence

Prerequisite: Str 15

Benefit: When using a power that can grant you temporary hit points, you can choose to forgo gaining those temporary hit points. If you do, you gain a bonus to damage rolls equal to the number of temporary hit points you would have gained on your next attack before the end of your next turn.

Potent Poison

Prerequisite: Dex 15

Benefit: When making an attack that has the poison keyword that can cause a condition that a save can end, you can choose to have the attack deal half damage. If you do, the target takes a -2 penalty to saving throws against any condition that the attack causes that a save can end.

Power Charge

Prerequisite: Con 15

Benefit: When you charge, you can choose to take a -2 penalty to defenses until the start of your next turn. If you do, you can use any melee attack power in place of a melee basic attack.

Puncturing Attack

Prerequisite: Str 15

Benefit: When using an axe or a pick to make an attack that has the weapon keyword, you can choose to have the attack deal half damage. If you hit, the target takes ongoing damage equal to your Constitution modifier.

Reckless Attack

Prerequisite: Str 15

Benefit: When making a melee or close attack, you can choose to take a -2 penalty to all defenses until the end of your next turn. If you do, the attack can score a critical hit on a roll of a natural 18-20. Any creature that the attack misses can score a critical hit against you on a roll of a natural 18-20 until the end of your next turn. When you use this feat, you can't use it again until after the end of your next turn.

Recovery Attack

Prerequisite: Wis 15

Benefit: When using a totem to make an attack that has the implement keyword, you can choose to have the attack deal half damage. If you hit at least one target, you or one ally within 5 squares of you can make a saving throw. No more than 1 saving throw can be granted with one attack by using this power, even if you hit multiple targets with it.

Level 11: One ally within 10 squares of you.

Level 21: One ally within 15 squares of you.

Riposte Attack

Prerequisite: Dex 15

Benefit: When using a heavy blade or a light blade to make an attack that has the weapon keyword that would normally add one ability score modifier to damage on a hit, you can choose to forgo adding it to the damage. If the attack hits, and the target attacks you before the end of your next turn, you gain a +2 bonus to attack rolls against the target until the end of your next turn.

Sacrificial Healing

Prerequisite: Wis 15

Benefit: When using a power that can allow an ally to spend a healing surge to regain hit points, you can choose to become dazed until the end of your next turn. If you do, you can spend a healing surge instead of the ally and the ally heals as though they had spent the healing surge.

Shielding Strike

Prerequisite: Wis 15

Benefit: When using a polearm or a spear to make an attack that has the weapon keyword, you can choose to take a -2 penalty to your attack roll. If you hit, you gain a +2 shield bonus to AC and Reflex until the end of your next turn.

Shocking Attack

Prerequisite: Con 15

Benefit: When making an attack that has the lightning keyword you can choose to take a -2 penalty to attack rolls until the end of your next turn after the attack is resolved. If the attack hits, the target takes a -2 penalty to attack rolls until the end of its next turn.

Skirmishing Shot

Prerequisite: Dex 15

Benefit: When making a ranged attack that would normally add one ability score modifier to damage on a hit, you can choose to forgo adding it to the damage. If the attack hits, you can move half your speed.

For example: A wizard's *magic missile* normally deals 2d4 + Intelligence modifier force damage on a hit. Instead, it deals 2d4 damage and the wizard can move a number of squares equal to half its speed on a hit.

Steeling Strike

Prerequisite: Con 15

Benefit: When making a melee attack, you can take a -2 penalty to the attack roll. If you do, you gain resist 1 to all damage from melee attacks until the start of your next turn. If you are using a shield you gain resist 2 to all damage from melee attacks until the start of your next turn.

Level 11: Resist 2, or resist 4 if you are using a shield.

Level 21: Resist 3, or resist 6 if you are using a shield.

Sticky Attack

Prerequisite: Int 15

Benefit: When making an attack that has the acid keyword that normally deals damage, you can forgo dealing that damage. If you do, the target instead takes ongoing acid damage equal to half the damage the attack would have dealt.

Substituted Attack

Prerequisite: Int 15

Benefit: When making an attack that has a single damage type keyword (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder) that would normally add one ability score modifier to damage on a hit, you can choose to forgo adding it to the damage. If you do, you can change that keyword to any other damage type keyword and the attack deals that damage type in place of the original damage type.

Subtle Spell

Prerequisite: Dex 15

Benefit: When you are hidden and you make an area or ranged attack that has the arcane keyword, you can take a -2 penalty to the attack roll. If you do, you can remain hidden as though you had kept quiet and not attacked but your Stealth check result is reduced by 5 and you take a -5 penalty to Stealth checks until the start of your next turn.

Sudden Attack

Prerequisite: Dex 15

Benefit: When using a wand to make an attack that has the implement keyword, you can choose to have the attack deal half damage. If you do, you gain combat advantage for the attack.

Sustained Force

Prerequisite: Int 15

Benefit: When making an attack that has the force keyword you can choose to take a -2 penalty to defenses until the start of your next turn. If the attack hits, you push the target 2 squares.

Testing Strike

Prerequisite: Dex 15

Benefit: When making a melee attack, you can choose to have the attack deal half damage. If you hit with the attack, you gain a +2 bonus on attack rolls against the target until the end of your next turn.

Throwing Attack

Prerequisite: Dex 15

Benefit: When making a melee attack that has a range of weapon, with a weapon that has the light thrown or heavy thrown property, you can choose to make that attack a ranged attack instead. If you do, you take a -2 penalty to the attack roll. You must use a light thrown weapon for a dexterity attack or a heavy thrown weapon for a strength attack. If the attack is neither a strength or dexterity attack, it cannot be affected by this feat.

For example: A paladin's *holy strike* is normally a melee weapon attack, Strength vs. AC. If he is wielding a heavy thrown weapon, he can instead make it a ranged weapon attack, Strength – 2 vs. AC.

Tripping Attack

Prerequisite: Dex 15

Benefit: When using a flail or a staff to make an attack that has the weapon keyword, you can choose to take a -2 penalty to the attack roll. If the attack hits, the target is also knocked prone.