

EMPATH

“I can see your thoughts. How will you react when I use them against you?”

CLASS TRAITS

Role: Defender.

Power Source: Primal. You are in touch with the world and its inhabitants to the point that you can manifest the powers of those around you.

Key Abilities: Wisdom, Dexterity, Charisma

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Insight. From the class skills list below, choose three more trained skills at 1st level.
Class Skills: Diplomacy (Cha), Perception (Wis), Dungeoneering (Wis), Streetwise (Cha), Nature (Int)

Build Options: Natural Empath, Elemental Empath

Class Features: Know Thy Enemy, Predictable Step, Weakness Knowledge

Empaths are beings with the ability to read into the minds of others. This ability can impart them with certain powers that can manifest from the thoughts of creatures they have studied. These abilities can be both physical and mental, giving the empath an edge others do not have.

Empaths are very in touch with the world around them. They see themselves as beings of nature, and pure embodiments of the world's desires. Charismatic beings, empaths enjoy the company of others, but always keep a wary eye for danger. Often, an empath can sense danger before it ever rears its head, allowing him to give warning to his companions.

Will you pursue the minds of natural creatures, or will you try to better understand the thoughts of elemental monsters?

Creating an Empath

Empaths depend on Wisdom, Dexterity, and Charisma for most of their abilities. The two empath builds presented here are the natural empath and the elemental empath.



Natural Empath

Your ability to tune in to the natural creatures of the world is unparalleled. You can study a creature, to include its habits, motivations, and desires, and be able to manifest certain aspects of its abilities. Many of your powers, as well as your Will, rely on Wisdom, so it should be your primary ability. Charisma is also used frequently with your powers, so it is a good choice for a secondary ability score. For a better AC, Dexterity is an excellent tertiary ability.

Suggested Feat: Improved Initiative (Human Feat: Human Perseverance).

Suggested Skills: Insight, Nature, Perception, Diplomacy

Suggested At-Will Powers: Goblin mobility, kobold shifting

Suggested Encounter Power: Dire rat bite

Suggested Daily Power: Hyena pack attack

Elemental Empath

Unlike your natural counterpart, you have an affinity for the elements. You can delve deep into the minds of elemental creatures, study every possible aspect of their being, and manifest a portion of their abilities into your own attacks. Many of your powers, as well as your Will, rely on Wisdom, so it should be your primary ability. Charisma is also used frequently with your powers, so it is a good choice for a secondary ability score. For a better AC, Dexterity is an excellent tertiary ability.

Suggested Feats: Defensive Mobility (Human Feat: Human Perseverance).

Suggested Skills: Insight, Nature, Perception, Diplomacy

Suggested At-Will Powers: Elemental assault, elemental shielding

Suggested Encounter Power: Scorpion's reaction

Suggested Daily Power: Fire Beetle Bite

Empath Class Features

All empathes have the following class features.

Know Thy Enemy

You and each ally within 10 squares of you gain a +2 bonus to all Knowledge (Nature, Religion, etc.) checks related to knowing information about any encountered natural or aberrant creatures.

Predictable Step

Whenever you are the target of an opportunity attack by a creature with the Natural or Elemental keywords, that creature only gets a +1 bonus to the opportunity attack instead of the usual +2.

Weakness Knowledge

You gain a +2 bonus to opportunity attacks against creatures with the Natural or Elemental keywords.

Empath Overview

Characteristics: You gain powers and advantages when dealing with natural and aberrant creatures. These advantages often can be shared by your allies.

Religion: Empaths favor deities of nature and harmony. They often revere Kord, Melora, or the Raven Queen. Evil or chaotic evil empathes usually worship Gruumsh or Zehir.

Races: Eladrin are ideal natural empathes due to their ties with the Feywild and the world. Tieflings make great aberrant empathes due to their dark past and heritage.

Empath Powers

Your powers are visions, imparted into your mind by studying your enemies not only in combat, but through careful research.

Level 1 At-Will Visions

Kobold Shifting Empath (natural) Attack 1

As your enemy's blade slices next to your head, you swiftly side-step to a better position.

At-Will ♦ Primal

Immediate Reaction

Personal

Trigger: An enemy misses you with a melee attack

Effect: You can shift 1 square

Increase distance to 2 squares at 21st level.

Elemental Assault Empath (elemental) Attack 1

You know what will do the most damage to this monster, and you will make sure it happens.

At-Will ♦ Primal, Weapon

Standard Action

Melee weapon

Target: One creature of elemental origin

Attack: Wisdom vs. AC

Hit: 1[W] damage, and the target gains Vulnerable 5 X, where X is any damage type you choose, until the end of your next turn.

Increase damage to 2[W] at 21st level, and Vulnerable 10 X at 21st level.

Goblin Mobility Empath (natural) Attack 1

They might be smelly little buggers, but they know a few handy tricks.

At-Will ♦ Primal, Weapon

Standard Action

Ranged weapon

Target: One creature

Attack: You may move up to half your speed. At any time during this movement, you may make one ranged attack that does not provoke opportunity attacks; Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage

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

Elemental Shielding Empath (elemental) Attack 1

You know what will do the most damage to this monster, and you will make sure it happens.

At-Will ♦ Primal

Immediate Reaction

Personal

Trigger: One creature of elemental origin attacks you

Effect: You gain a +2 bonus to AC against this creature's attack until the end of your next turn.

Increase AC bonus to +4 at 21st level.

Level 1 Encounter Visions

Goblin Sneakiness Empath Attack 1

Your friend has a better vantage point, and you want it.

Encounter ♦ Primal

Standard Action **Move Action**

Target: One willing ally adjacent to you

Effect: You and the target ally switch places.

Scorpion's Reaction Empath Attack 1

A little too close, friend.

Encounter ♦ Primal

Immediate Reaction **Melee weapon**

Trigger: An enemy shifts into a square adjacent to you.

Effect: You make a basic melee attack against the triggering enemy.

Rat Scurry Empath Attack 1

You embody the rat, gaining the power to walk up walls.

Encounter ♦ Primal

Minor Action **Personal**

Effect: You gain a climb speed of half your normal speed until the end of the encounter.

Dire Rat Bite Empath Attack 1

You manifest the dire rat, and your hit leaves your enemy with a terrible disease.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target contracts Filth Fever (as per page 219 of the Monster Manual).

Fire Beetle Bite Empath Attack 1

For such a small creature, the fire beetle's bite is far worse than its bark.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier fire damage and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing damage.

Force of the Drake Empath Attack 1

Like the flying drake, you hit your enemy hard enough to knock them down.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and the target is knocked prone.

Miss: Half damage, and the target is not knocked prone.

Hyena Pack Attack Empath Attack 1

Like the laughing hyena, you and your allies encircle an opponent and lay waste to them.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. For every ally adjacent to the target, do an additional 1 point of damage.

Miss: Half damage, and you do no extra damage for adjacent allies.

Level 1 Daily Visions

Fire Beetle Bite Empath Attack 1

For such a small creature, the fire beetle's bite is far worse than its bark.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire damage and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing damage.

Gray Wolf Advantage Empath Utility 2

Like the pouncing wolf, your hits knock your victims prone.

Daily ♦ Primal

Minor Action **Personal**

Effect: Until the end of your next turn, if you hit a target you have combat advantage against, the target is also knocked prone.

Kruthik Movement Empath Utility 2

Embodying the kruthik, you gain the power to tunnel your way to a more advantageous position.

Daily ♦ Primal

Minor Action **Personal**

Effect: Until the end of the encounter, you have a burrow speed of half your normal speed.

Level 2 Utility Visions

Rat Swarm Resistance Empath Utility 2

Like a swarm of rats, you and your allies gain protection from your enemy's attacks.

Daily ♦ Primal

Standard Action Close burst 10

Target: You and all allies within the burst

Effect: Until the end of your next turn, you and all affected allies take only half damage from melee and ranged attacks.

Kobold Mob Attack Empath Utility 2

Having your allies close gives you a burst of confidence.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, you gain a +1 bonus to all attack rolls for every adjacent ally.

Level 3 Encounter Visions

White Dragon Essence Empath Attack 3

You manifest the young white dragon, empowering your attack with a freezing cold that lasts long after the attack is done.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Dexterity modifier cold damage, and ongoing 5 cold damage (save ends).

Pseudodragon Venom Empath Attack 3

You manifest the essence of the pseudodragon, giving your attacks extra poison damage.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Dexterity modifier poison damage, and ongoing 5 poison damage (save ends).

Spitting Drake Corrosion Empath Attack 3

You manifest the essence of the spiting drake, giving your attacks extra acid damage.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Dexterity modifier acid damage, and ongoing 5 acid damage (save ends).

Impish Maneuver Empath Attack 3

Like the sly imp, you hit hard, then vanish from sight.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Dexterity modifier damage, and you gain invisibility until the end of your next turn.

Level 5 Daily Visions

Fire Bat Attack Empath Attack 5

Manifesting the essence of the fire bat, your attacks are imbued with elemental fire.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire damage and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing damage.

Tangler Beetle Strike Empath Attack 5

You call upon the power of the tangler beetle, stupefying your enemy after an attack.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire damage and the target is immobilized (save ends).

Miss: Half damage, and the target is not immobilized.

Essence of the Ettercap Empath Attack 5

You manifest the ettercap, delivering a poisonous attack to your enemy.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier poison damage and ongoing 5 poison damage (save ends).

Miss: Half damage, and the target is not poisoned.

Rage Drake Fury Empath Attack 5

You manifest the rage drake, delivering two furious attacks that can knock your enemy to the ground.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC, two attacks

Hit: 1[W] + Wisdom modifier damage per attack. If both attacks hit, the target is knocked prone.

Miss: Half damage, and the target is not knocked prone.

Level 6 Utility Visions

Lizardfolk Slyness Empath Utility 6

Like the clever Lizardfolk, you can attack from the shadows without being spotted.

Daily ♦ Primal

Minor Action **Personal**

Effect: If you are hidden and make a ranged attack, you remain hidden whether you hit or miss.

Gnoll Pack Attack Empath Utility 6

Utilizing the cleverness of the gnoll, you rely on your allies to grant you confidence in battle.

Daily ♦ Primal

Minor Action **Personal**

Effect: Until the end of your next turn, any attacks you make do an additional 2 damage for each ally adjacent to the target of the attack.

Troglodyte Aura Empath Utility 6

Calling upon the essence of the troglodyte, you exude a stinking aura that affects your enemies.

Daily ♦ Primal

Minor Action **Personal**

Effect: You conjure an aura of stench that lasts until the end of your next turn. Aura 1; all living enemies that begin their turn in the aura take a -2 penalty to attack rolls.

Sahuagin Blood Frenzy Empath Utility 6

Calling upon the essence of the sahuagin, your attacks against badly hurt enemies do more damage.

Daily ♦ Primal

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a +2 bonus to attack rolls and damage rolls against bloodied enemies.

Level 7 Encounter Visions

Predatory Eye Empath Attack 7

You invoke the predatory nature of the bugbear, giving you an edge in combat.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you gain combat advantage over the target until the end of your next turn.

Satyr Shifting Empath Attack 7

You call upon the abilities of the Satyr, making a swift attack movement.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC, two attacks

Hit: First Attack: 1[W] + Wisdom modifier damage, and you may shift up to 2 squares. Second Attack: 1[W] damage.

Orc Retaliation Empath Attack 7

You call on the vengeful mind of the orc, striking at an enemy that just hit you.

Encounter ♦ Primal, Weapon

Immediate Reaction **Melee** weapon

Trigger: an adjacent enemy hits you with an attack

Effect: Make a melee basic attack against the creature that just hit you.

Vine Horror Lash Empath Attack 7

You call upon the power of the vine horror, unleashing an attack with such force that it pushes your enemy.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is pushed 3 squares.

Level 9 Daily Visions

Essence of the Troll Empath Attack 9

You call upon the power of the troll, making a brutal attack and healing yourself in the process.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and you gain 10 temporary hit points.

Miss: Half damage, and you gain no hit points.

Displacement Assault Empath Attack 9

You invoke the displacer beast, becoming a shimmering, transparent shadow after an attack.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and you are insubstantial until the end of your next turn.

Miss: Half damage, and you are not insubstantial.

Oni Hypnosis Empath Attack 9

You manifest the Oni, striking your enemy with an attack that leaves them awestruck.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and the target is dazed (save ends). *First Failed Save:* the target falls unconscious (save ends).

Miss: Half damage, and the target is not dazed.

Charm of the Succubus Empath Attack 9

You manifest the deviant succubus, making an attack that renders your enemy incapable of attacking you.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and the target is dominated (save ends).

Miss: Half damage, and the target is not dominated.

Level 10 Utility Visions

Dark Stalker Invisibility Empath Utility 10

Like the dark stalker, you can fade from sight.

Daily ♦ Primal

Minor Action

Personal

Effect: You gain invisibility until the end of your next turn.

Burning Stride Empath Utility 10

You call upon the power of the magma strider as you brazenly make your way through the battle.

Daily ♦ Primal

Minor Action

Personal

Effect: Until the end of the encounter, any enemies that make opportunity attacks against you take ongoing 5 fire damage (save ends).

Essence of the Chuul Empath Utility 10

You call upon the power of the chuul, making your opportunity attacks stop your foe in their tracks.

Daily ♦ Primal

Minor Action

Personal

Effect: Until the end of the encounter, any enemy hit by an opportunity attack made by you is also immobilized (save ends).

Celestial Footing Empath Utility 10

Like the mighty celestial charger, you seem to almost float when you move.

Daily ♦ Primal

Minor Action

Personal

Effect: Until the end of your next turn, you ignore difficult terrain, and can move across liquid as though it was solid ground. You must be back on solid ground when this ability ends.

Level 13 Encounter Visions

Blue Dragon Strike Empath Attack 13

You call upon the power of the adult blue dragon, making your attacks crackle with electricity.

Encounter ♦ Primal, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier lightning damage, and ongoing 5 lightning damage (save ends).

Beholder Flame Strike Empath Attack 13

You invoke the essence of the beholder eye of flame, charging your attack with fiery energy.

Encounter ♦ Primal, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends).

Balhannoth Teleport Empath Attack 13

You call upon the power of the vile balhannoth, teleporting across the battlefield, stunning your enemies.

Encounter ♦ Primal, Weapon

Immediate Reaction

Personal

Trigger: More than one enemy moves adjacent to you

Effect: You teleport a number of squares equal to your speed. Any creatures adjacent to you when you leave the square at the beginning of this action are dazed (save ends).

Yuan-Ti Venom Empath Attack 13

You invoke the essence of the yuan-ti, imbuing your attack with a powerful poison.

Encounter ♦ Primal, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier poison damage, and ongoing 5 poison damage (save ends).

Level 15 Daily Visions

Destrachan Reverberation Empath Attack 15

You manifest the power of the destrachan, unleashing a powerful attack on several enemies at once.

Daily ♦ Primal, Weapon

Standard Action Close burst 1

Target: All enemies in the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier thunder damage and the target is stunned (save ends).

Miss: Half damage, and the target is not stunned.

Salamander Fire Trail Empath Attack 15

You call upon the fiery salamander, making a sweeping fire attack, then slipping away.

Daily ♦ Primal, Weapon

Standard Action Close burst 1

Target: All enemies in the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire damage and ongoing 5 fire damage (save ends). After the attack, you may shift up to 2 squares.

Miss: Half damage, and the target takes no ongoing fire damage.

Red Slaad Horror Empath Attack 15

You manifest the essence of the red slaad, terrifying your enemy after a brutal attack.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

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

Miss: Half damage, and the target is not immobilized.

Chimera Assault Empath Attack 15

You invoke the mighty chimera, unleashing a triple attack.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One, two, or three creatures

Attack: Wisdom vs. AC, three attacks

Hit: 1[W] + Wisdom modifier damage per attack. If 2 attacks hit the same target, the target is also knocked prone. If all 3 attacks hit the same target, the target is also stunned (save ends).

Miss: Half damage, and the target is not knocked prone.

Level 16 Utility Visions

Kuo - Toa Tactics Empath Utility 16

Like the devious kuo-toa, you give an ally a chance to shift into a better position.

Daily ♦ Primal

Minor Action Movement

Effect: An ally adjacent to an enemy may shift to any other square adjacent to that enemy.

Treant Root Aura Empath Utility 16

You summon the essence of the mighty treant, making the ground around you fill with root-like appendages.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, the ground two squares around you is treated as difficult terrain.

Bodak Resistance Empath Utility 16

You call upon the vile essence of the bodak, imbuing yourself with protective properties.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, you gain immunity to disease and poison, as well as resist 10 necrotic.

Evil Eye of the Cyclops Empath Utility 16

Like the mighty cyclops, you can mark your enemies with the evil eye ability, granting you advantages in combat.

Daily ♦ Primal

Minor Action Personal

Effect: You designate one enemy as the target of this power. Until the end of the encounter, you gain a +2 bonus to all attack rolls against that target.

Level 17 Encounter Visions

Aboleth Fury Empath Attack 17

Like the mighty aboleth, your attack can daze your enemy.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

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

Azer Leadership Empath Attack 17

You call upon the leadership skills of the azer, granting your allies free attacks.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and any adjacent allies can make a basic melee or ranged attack.

Fomorian Might Empath Attack 17

Calling upon the power of the fomorian, your attacks can daze your enemy, allowing you to impose your will on them in future attacks.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and the target is dazed (save ends). For the rest of the encounter, you gain a +2 bonus to attacks against this target.

Shadow Hulk Madness Empath Attack 17

Like the furious shadow hulk, you attack maddens your enemy, forcing them to attack their allies.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

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

Level 19 Daily Visions

Beholder Fear Attack Empath Attack 19

You call upon the fear ability of the mighty beholder tyrants, forcing your foe to flee from you.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and the target must use its next turn to move as far away from you as possible. During the turn that the target is fleeing, it may not target you with any attacks.

Miss: Half damage, and the target does not flee.

Fury of the Phoenix Empath Attack 19

Like the legendary phoenix, you are imbued with fiery might that channels into your attack.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier fire damage and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing damage.

Green Dragon Strike Empath Attack 19

You manifest the essence of the red slaad, terrifying your enemy after a brutal attack.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3 [W] + Wisdom modifier damage and the target is immobilized until the end of your next turn.

Miss: Half damage, and the target is not immobilized.

Ice Archon Assault Empath Attack 19

Using the elemental might of the archons, you charge your weapon with a vicious cold.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3 [W] + Wisdom modifier cold damage and the target is slowed until the end of your next turn.

Miss: Half damage, and the target is not slowed.

Level 22 Utility Visions

Death Giant Soulcatch Empath Utility 22

You invoke the power of the death giants, so that when an enemy falls, it gives you life.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of the encounter, any enemies that reduced to 0 hit points while adjacent to you grant you 5 temporary hit points.

Efreet Resistance Empath Utility 22

You call upon the mighty efreet, whose fiery home grants them resistance to the flames.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, you gain immunity to fire damage.

Grimlock Vision Empath Utility 22

You impart upon yourself the power of the grimlocks to see even when blind.

Daily ♦ Primal

Minor Action **Personal**

Effect: Until the end of the encounter, you have blindsight 10.

Stalker's Quarry Empath Utility 22

Like the planar astral stalker, you can keep track of your target, no matter where they go.

Daily ♦ Primal

Minor Action **Personal**

Effect: You choose one creature as your quarry. Until the end of the encounter, you always know the location of that enemy, even if the creature turns invisible, hides, or uses any other means of obfuscation. This power even allows you to know their location if they teleport to a different plane of existence. Also, you gain a +2 bonus to every attack you make against your quarry.

Level 23 Encounter Visions

Ravager's Flurry Empath Attack 23

Calling upon the power of the earthwind ravager, and it grants you a whirlwind-like powerful attack.

Encounter ♦ Primal, Weapon

Standard Action **Close burst 1**

Target: All creatures within the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and each creature hit by the attack is pushed 2 squares.

Abyssal Ghoul Strike Empath Attack 23

You call upon the fury of the ghoul, dealing a paralyzing necrotic attack.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier necrotic damage, and the target is immobilized (save ends).

Bloodthirst Attack Empath Attack 23

You invoke the deadly blood fiend, gaining the ability to benefit from your victim's pain.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and ongoing 10 damage (save ends). Also, you gain 10 temporary hit points.

Juggernaut Frenzy Empath Attack 23

You invoke the chuul juggernaut, which grants you the ability to make a double attack that can paralyze your foe.

Encounter ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC, two attacks

Hit: 1[W] + Wisdom modifier damage per attack. If both attacks hit, the target is also immobilized until the end of your next turn.

Level 25 Daily Visions

Primordial Naga Flurry Empath Attack 25

You manifest the essence of the primordial naga, which grants you the ability to perform three powerful attacks.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC, three attacks

Hit: First Attack: 2[W] + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).

Second Attack: 1[W] + Wisdom modifier cold damage, and the target is slowed (save ends). Third Attack: 1[W] + Wisdom modifier damage, and the target is pushed 2 squares.

Miss: Half damage, and no supplemental effects.

Hydra Fury Empath Attack 25

You call upon the fury of the primordial hydra, granting a furious fiery acid attack.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 4 [W] + Wisdom modifier fire and acid damage and ongoing 10 fire and acid damage.

Miss: Half damage, and no ongoing damage.

Sorrowsworn Rush Empath Attack 25

You manifest the essence of the sorrowsworn, swiftly moving through combat, unleashing devastating attacks the entire time.

Daily ♦ Primal, Weapon

Standard Action **Melee or Ranged weapon**

Target: One, two, or three creatures

Attack: Wisdom vs. AC

Hit: You may move up to your full speed and make the three attacks at any points during the move that you wish. These attacks do not provoke opportunity attacks. 2 [W] + Wisdom modifier damage per attack.

Miss: Half damage per attack.

Swordwing Slice Empath Attack 25

You call upon the essence of the swordwing, delivering a powerful attack, then harrying your foe until death.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4 [W] + Wisdom modifier damage and you gain a +2 bonus to attacks against that target for the rest of the encounter.

Miss: Half damage, and you gain no attack bonus.

Level 27 Encounter Visions

Fury of the Balor Empath Attack 27

From the deep recesses of the Abyss, you invoke the mighty blur, granting your weapons the powers of flame and lightning.

Encounter ♦ Primal, Weapon

Standard Action Close burst 1

Target: All creatures within the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier fire and lightning damage, and ongoing 10 fire and lightning damage.

Gibbering Assault Empath Attack 27

Calling upon the power of the gibbering orb, you gain the power to transport your victim to the Far Realm, doing mental damage and weakening them.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage, and the target vanishes briefly to the Far Realm. It immediately returns to the same square it occupied when it left, and then takes a -3 penalty to all defenses until the end of your next turn.

Titan's Howl Empath Attack 27

You invoke the wrath of the storm titan, which gives you the ability to make a powerful attack to several foes, shoving them all away from you in pain.

Encounter ♦ Primal, Weapon

Standard Action Close burst 1

Target: All creatures within the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier thunder damage, and each creature hit is pushed 3 squares.

Psychic Reaping Empath Attack 27

From the sorrowsworn reaper, you gain the ability to deliver a brutal attack that, if it kills the enemy, can heal you.

Encounter ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier fire psychic damage. If this attack drops the target to 0 hit points or fewer, you gain one of your healing surge's value worth of temporary hit points.

Level 29 Daily Visions

Blue Wyrms Fury Empath Attack 29

You call upon the essence of the ancient blue dragon, imbuing your weapon with crackling energy.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4 [W] + Wisdom modifier lightning damage and ongoing 10 lightning damage (save ends).

Miss: Half damage, and no ongoing damage.

Green Wyrms Fury Empath Attack 29

You call upon the essence of the ancient green dragon, imbuing your weapon with poisonous power.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4 [W] + Wisdom modifier poison damage and ongoing 10 poison damage (save ends).

Miss: Half damage, and no ongoing damage.

Red Wyrms Fury Empath Attack 29

You call upon the essence of the ancient red dragon, imbuing your weapon with fiery fury.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4 [W] + Wisdom modifier fire damage and ongoing 10 fire damage (save ends).

Miss: Half damage, and no ongoing damage.

White Wyrms Fury Empath Attack 29

You call upon the essence of the ancient white dragon, imbuing your weapon with frozen power.

Daily ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4 [W] + Wisdom modifier cold damage and ongoing 10 cold damage (save ends).

Miss: Half damage, and no ongoing damage.

PARAGON PATHS

Natural Mastermind

"I see them all...and can draw upon them all...you don't stand a chance."

Prerequisite: Empath class, natural empath build

You are so in touch with the natural world, that knowledge and mastery of your enemy's abilities flows through you like a second blood.

Natural Mastermind Path Features

Second Attempt (11th Level): You can spend an action point to reroll one melee attack roll or ranged attack roll, instead of taking an extra action.

Draw Upon the World (11th Level): You gain a +5 power bonus to healing surge values.

Warding Action (16th Level): When you spend an action point to take an extra action or to gain the benefit of your Second Attempt, you also gain a +5 bonus to AC until the end of your next turn.

Natural Mastermind Visions

Aid Another Natural Mastermind Attack 11

You and an ally strike at the same time to deliver massive damage to a powerful enemy.

Encounter ♦ ·Primal, Weapon

Immediate Reaction Melee or Ranged weapon

Trigger: An ally makes a melee attack or ranged attack.

Target: One creature attacked by your ally.

Attack: Wisdom vs. AC

Hit: 3[W] + Dexterity modifier damage.

Power Shot Natural Mastermind Utility 12

You're so sure of your abilities that you sacrifice defense in order to get a better shot in.

Encounter ♦ ·Primal, Stance

Minor Action Personal

Effect: You take a -2 penalty to all defenses, but gain a +2 bonus to all attacks.

Natural Misery Natural Mastermind Attack 20

You unleash an attack that heals you as well as damages your foe.

Daily ♦ ·Primal, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Dexterity modifier damage, and ongoing 10 damage (save ends). *First Failed Save:* you gain 10 temporary hit points.

Miss: Half damage and no ongoing damage.

Elemental Mastermind

"The elements flow through me like water, and erupt from me like steel."

Prerequisite: Empath class, elemental empath build

You know more about the elemental planes and its inhabitants than most of the creatures that reside on those planes. Their abilities channel through you with the ease of a master musician's instrument.

Elemental Mastermind Path Features

Master's Action (11th Level): When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Self-Reliance (11th Level): You gain a +5 power bonus to healing surges.

Life From Death (16th Level): When you hit an enemy and it takes damage from one of your daily powers, you gain temporary hit points equal to Wisdom modifier.

Elemental Mastermind Visions

Eye on the Prize Elemental Mastermind Attack 11

They think they're unseen...it is a painful misjudgment.

Encounter ♦ ·Martial, Weapon

Standard Action

Ranged weapon

Target: One creature.

Special: Ignore penalties for cover (but not superior cover), concealment, and total concealment. You can attack an invisible target as if it were not invisible.

Attack: Wisdom vs. AC

Hit: 2[W] + Dexterity modifier damage.

Invigoration Elemental Mastermind Utility 12

You get an invigorating rush as you see your enemy fall.

Encounter ♦ ·Martial

Free Action

Personal

Trigger: One of your attacks drops an enemy to 0 hit points or fewer.

Effect: You gain an action point that you must spend before the end of your next turn.

Elemental Misery Elemental Mastermind Attack 20

You unleash an attack that heals you as well as damages your foe.

Daily ♦ ·Primal, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Dexterity modifier damage, and ongoing 10 damage (save ends). *First Failed Save:* you gain 10 temporary hit points.

Miss: Half damage and no ongoing damage.

EMPATH FEATS (Heroic Tier)

IMPROVED PREDICTABLE STEP (EMPATH)

Prerequisite: Empath, Predictable Step class feature

Benefit: Enemies do not gain any bonuses to opportunity attacks against you.

ELUSIVE EMPATH (EMPATH)

Prerequisite: Empath

Benefit: Whenever you score a critical hit, you can shift up to 2 squares as a free action.

IMPART ADVANTAGE (EMPATH)

Prerequisite: Empath

Benefit: Whenever you score a critical hit, your allies gain a +2 feat bonus for attack rolls against the target you critically hit.

EMPATH FEATS (Paragon Tier)

REGARDLESS PAIN (EMPATH)

Prerequisite: Empath, Wisdom 15

Benefit: If you miss with a daily power that would only do half damage on a miss, you instead do half damage plus your Wisdom modifier damage.

EMPATH FEATS (Epic Tier)

EMPATHIC EXCELLENCE (EMPATH)

Prerequisite: Empath

Benefit: Once per encounter, you can spend an action point to regain the use of an expended daily power instead of taking the extra action.

MULTICLASS FEAT

EMPATH ADEPT

(MULTICLASS EMPATH)

Prerequisite: Wisdom 13

Benefit: You gain training in one skill from the empath's class skill list.

Once per encounter, you can use the empath's Weakness Knowledge class feature.