

# DAGGERDARE

*“I see everything; the bead of sweat that drips down your neck, the way you dip your blade before a feint. I know you better than you know yourself and in that moment, the dance begins.”*

## CLASS TRAITS

**Role:** Striker.

**Power Source:** Primal.

**Key Abilities:** Intelligence, Dexterity, Constitution

**Armor Proficiency:** Cloth, Leather, Light Shield

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**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:** Acrobatics or Insight (your choice). From the class skills list below, choose four more trained skills at 1st level.

*Class Skills:* Acrobatics (Dex), Bluff (Cha), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

**Build Options:** Swift Blade, Bloodcaller

**Class Features:** Power of Knowing, Lifeblood Dance, Urging

Daggerdare learn to hear and move to the Symphony of Blood, the primal urge to kill or be killed that runs through all living creatures. The art was first developed by the Eladrin, who saw it as a means to channel and direct the raw power of the berserker. They were only partly successful.

As a Daggerdare, you prefer to fight in among your enemies, harrying them with quick, precise blows. You might be a stoic practitioner, acting as a cold

executioner or you might lose yourself to the Symphony and become little more than an animal.

## Creating a Daggerdare

The Swift Blade and the Bloodcaller are the two Daggerdare builds, one hindering the enemy and protecting allies, the other focusing on injuring opponents. Intelligence is the daggerdare's primary ability, followed by Dexterity and Constitution.

### SWIFT BLADE DAGGERDARE

You like powers that slow and weaken your enemies, using your Dexterity to harass and confound them. Intelligence remains your attack stat, so keep that high. You can also take Constitution to dabble in the Bloodcaller powers.

**Suggested Feat:** No clue

**Suggested Skills:** Acrobatics, Insight, Perception

**Suggested At-Will Powers:** *TBD*

**Suggested Encounter Power:** *TBD*

**Suggested Daily Power:** *TBD*

### BLOODCALLER DAGGERDARE

You believe in exacting every ounce of your pound of flesh and like powers that make your enemies hurt. Your powers rely on Intelligence, but you are aided by Constitution.

**Suggested Feat:** Durable? Defensive mobility?

**Suggested Skills:** Acrobatics, Insight, Intimidate

**Suggested At-Will Powers:** *TBD*

**Suggested Encounter Power:** *TBD*

**Suggested Daily Power:** *TBD*

### Lifeblood Dance

Daggerdare Feature

*You spin and turn, knowing your enemies' every move before it happens.*

**At-Will • Primal**

**Minor Action**

**Close blast 2** (increases to blast 3 at 16<sup>th</sup> level)

**Effect:** This power creates a zone that lasts until you use this power again, are no longer adjacent to or within the zone or are unable to take Opportunity Actions.

**Swift Blade:** Enemies within the zone take a penalty to all defenses

equal to one-half your Dexterity modifier.

**Bloodcaller:** You and your allies gain a bonus to damage rolls against enemies within the zone equal to one-half your Constitution modifier (+2 at 11<sup>th</sup> level, +4 at 21<sup>st</sup> level)

## Urging

Daggerdare Feature

*Flavor text*

**Encounter (special) ♦ Primal**

**Special:** You can use this power twice per encounter. At 16<sup>th</sup> level, you can use this power three times per encounter.

**Immediate Interrupt**                      **Close burst 5**

**Trigger:** One ally you can see hits an enemy

**Effect:** Increase the damage done by 1d6 + your Intelligence modifier. (Increase the bonus damage to 3d6 + Intelligence modifier at 11<sup>th</sup> level and 4d6 + Intelligence modifier at 21<sup>st</sup> level.)

## Level 1 At-Will Evocations

### Spinning Inward

Daggerdare Attack 1

*Flavor text*

**At-Will ♦ Primal, Weapon**

**Special:** You can use this power as part of a charge. If you do, you do not gain the +1 to hit, but may instead use your Lifeblood Dance class feature as a free action before making the attack.

**Standard Action**                              **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage.  
Increase damage to 2[W] + Intelligence modifier damage at 21<sup>st</sup> level.

### Bitter Cut

Daggerdare Attack 1

*Flavor text*

**At-Will ♦ Primal, Weapon**

**Standard Action**                              **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage and the target is slowed until the end of your next turn.  
Increase damage to 2[W] + Intelligence modifier damage at 21<sup>st</sup> level.

### “Con Prevent Move”

Daggerdare Attack 1

*Flavor text*

**At-Will ♦ Primal, Weapon**

**Standard Action**                              **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage and if the target leaves your Lifeblood Dance before the start of your next turn it takes damage equal to your Constitution modifier.  
Increase damage to 2[W] + Intelligence modifier damage at 21<sup>st</sup> level.

### Serrated Blade

Daggerdare Attack 1

*Flavor text*

**At-Will ♦ Primal, Weapon**

**Standard Action**                              **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage and ongoing damage equal to one-half your Constitution modifier (save ends).  
Increase damage to 2[W] + Intelligence modifier damage at 21<sup>st</sup> level.

### “Protecting Attack”

Daggerdare Attack 1

*Flavor text*

**At-Will ♦ Primal**

**Standard Action**                              **Melee 1**

**Requirement:** You must be wielding a light shield.

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** Intelligence modifier damage and an ally within your Lifeblood Dance gains a bonus to AC until the start of your next turn equal to one-half your Dexterity modifier.

### “Get ‘em out”

Daggerdare Attack 1

*Flavor text*

**At-Will ♦ Primal, Weapon**

**Standard Action**                              **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage and an ally within your Lifeblood Dance can shift one.  
Increase damage to 2[W] + Intelligence modifier damage at 21<sup>st</sup> level.

### “Escape Hatch”

Daggerdare Attack 1

*Flavor text*

**At-Will ♦ Primal, Weapon**

**Standard Action**                              **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage and an ally within your Lifeblood Dance gains a bonus to their equal to your Dexterity modifier against Opportunity Attacks until the start of your next turn.  
Increase damage to 2[W] + Intelligence modifier damage at 21<sup>st</sup> level.

# Level 1 Encounter Evocations

## “Reposition”

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage and an ally within your Lifeblood Dance can shift 2.

**Swift Blade:** The ally can shift a number of squares equal to 1 + your Dexterity modifier instead.

## Shedding Tears

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature within your Lifeblood Dance

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage. Each enemy within your Lifeblood Dance takes 2 damage.

**Bloodcaller:** The bonus damage is equal to 1 + your Constitution modifier instead.

## “Area +Con”

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Burst 1

**Target:** Each enemy in burst you can see

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage.

**Bloodcaller:** If the target is within your Lifeblood Dance, it takes additional damage equal to your Constitution modifier.

## “Auto-hit”

Daggerdare Attack 1

*Flavor text*

**Daily ♦ Primal**

**Standard Action**

**Target:** Each enemy within your Lifeblood Dance that you can see.

**Effect:** Intelligence modifier + Constitution modifier damage and the target takes a -2 to all saving throws until the end of your next turn.

## “Precise vs. Bloodied”

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC (Intelligence +2 vs. AC if the target is Bloodied)

**Hit:** 2[W] + Intelligence modifier damage

## “Painful Accuracy”

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon, Stance**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 3[W] + Intelligence modifier damage.

**Miss:** Half damage

**Effect:** You enter the “Painful Accuracy” stance. While you remain in this stance, whenever you miss a target within your Lifeblood Dance, you can roll a d6. You add the result to your attack roll and take that much damage.

## Drenched in Blood

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage. If this attack reduces a non-minion enemy to zero or fewer hit points, regain one use of your Urging class feature.

## “Reliable w/miss”

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Reliable, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 3[W] + Intelligence modifier damage.

**Miss:** Constitution modifier damage

## “Distracting Wound”

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage and the target takes a -2 penalty to the non-AC defense of your choice until the end of your next turn.

**Swift Blade:** The defense penalty is equal to 1 + your Dexterity modifier.

## Storm of Gore

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Close Lifeblood Dance

**Target:** Each enemy you can see

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage.

**Effect:** Until the end of the encounter, whenever you or an ally you can see scores a critical hit, regain one use of your Urging class feature.

## Killing Floor

Daggerdare Attack 1

*Flavor text*

**Encounter ♦ Primal, Weapon, Stance**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 3[W] + Intelligence modifier damage.

**Miss:** Half damage

**Effect:** You enter the Stance of the Killing Floor. While in this stance, damage rolls against enemies within your Lifeblood Dance gain Brutal 1.

## Level 2 Utility Evocations

### “Hit Points”

Daggerdare Utility 2

*Flavor text*

**Encounter ♦ Primal**

**Minor Action** Close Lifeblood Dance

**Prerequisite:** You must be trained in Perception

**Target:** One creature

**Effect:** Learn the current and maximum hit points of the target.

### “Regeneration”

Daggerdare Utility 2

*Flavor text*

**At-Will ♦ Primal**

**Immediate Reaction** Close Burst 5

**Trigger:** An enemy within range that you can see regenerates.

**Effect:** Learn the amount of regeneration and how it can be neutralized.

### Turn About

Daggerdare Utility 2

*Flavor text*

**Encounter ♦ Primal**

**Immediate Reaction** Personal

**Trigger:** An enemy damages you with a melee attack

**Effect:** You can shift a number of squares equal to your Intelligence modifier, but must remain within or adjacent to your Lifeblood Dance. Gain a +2 power bonus to all defenses until the end of your next turn.

### “Stun/Daze”

Daggerdare Utility 2

*Flavor text*

**Encounter ♦ Primal**

**Minor Action** Close Lifeblood Dance

**Target:** One ally affected by Stun or Daze

**Effect:** The target makes a saving throw against an effect that causes stun or daze with a bonus equal to your Intelligence modifier.

### “Castling”

Daggerdare Utility 2

*Flavor text*

### Encounter ♦ Primal

**Move Action**

Close Lifeblood Dance

**Target:** You and one ally within burst

**Effect:** The targets swap places and gain a +1 power bonus to attack rolls against enemies within your Lifeblood Dance until the start of your next turn.

## Level 3 Encounter Evocations

### “No Forced Move”

Daggerdare Attack 3

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage.

**Effect:** Until the end of your next turn, you and allies within your Lifeblood Dance cannot be pushed, pulled or slid.

### “Old Reliable”

Daggerdare Attack 3

*Flavor text*

**Encounter ♦ Primal, Reliable, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier + Dexterity or Constitution modifier damage.

### “Teamwork”

Daggerdare Attack 3

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 2[W] + Intelligence modifier damage. If the target is marked by an ally of yours, the attack deals extra damage equal to 3 + your Dexterity modifier.

### “Stabby Stabby”

Daggerdare Attack 3

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One or two creatures

**Attack:** Intelligence vs. AC

**Hit:** 1[W] damage. If both attacks hit the same target, the target is dazed until the start of your next turn.

### “Puncture”

Daggerdare Attack 3

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2[W] + Intelligence modifier damage. If the target takes more

than one action during its next turn, it takes damage equal to 3 + your Constitution modifier.

## Level 5 Daily Evocations

### “Rattling”

Daggerdare Attack 5

*Flavor text*

**Encounter ♦ Primal, Weapon, Stance**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage.

**Miss:** Half damage

**Effect:** You enter the “Rattling” stance. While you remain in this stance, attacks against enemies within your Lifeblood Dance gain the Rattling keyword (the attacker must still be trained in Intimidate to gain the benefit).

### Grim Focus

Daggerdare Attack 5

*Flavor text*

**Encounter ♦ Primal, Weapon, Stance**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage.

**Miss:** Half damage

**Effect:** You enter the Grim Focus stance. While you remain in this stance, at the start of each of your turns you choose an enemy within your Lifeblood Dance. Until the start of your next turn, the penalty to their defenses from your Swift Blade Lifeblood Dance increases to your Dexterity modifier or the bonus damage from your Bloodcaller Lifeblood Dance increases to your Constitution modifier (with the appropriate increases at 11<sup>th</sup> and 21<sup>st</sup> level).

### To the Hilt

Daggerdare Attack 5

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 3[W] + Intelligence modifier damage. If the target is at maximum hit points when you make this attack, the attack deals an additional 1[W] damage.

**Miss:** You may take an additional standard action during your next turn.

### Torrent of Steel

Daggerdare Attack 5

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Close Lifeblood Dance

**Target:** Each enemy you can see in burst

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage and the target has all of its resistances reduced by 10 (save ends).

### Cruel Barbs

Daggerdare Attack 5

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage.

**Effect:** You enter the Cruel Barbs stance. While you remain in this stance, each time an enemy within your Lifeblood Dance attacks you, it takes damage equal to your Intelligence modifier and a -2 to the attack.

### “Fenced In”

Daggerdare Attack 5

*Flavor text*

**Encounter ♦ Primal, Weapon, Stance**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage.

**Effect:** You enter the “Fenced In” stance. While you remain in this stance, each time an enemy leaves your Lifeblood Dance, you may make the following attack as an Immediate Interrupt.

**Attack:** Intelligence vs. Reflex

**Hit:** 1d8 + Intelligence modifier damage.

## Level 6 Utility Evocations

### “Miss Punish”

Daggerdare Utility 6

*Flavor text*

**Daily ♦ Primal**

**Immediate Reaction**

**Trigger:** An ally within your Lifeblood Dance is missed by a melee attack.

**Effect:** An enemy within your Lifeblood Dance other than the attacker becomes a target of the triggering attack.

### “Leave Punish”

Daggerdare Utility 6

*Flavor text*

**Encounter ♦ Primal**

**Immediate Reaction**

**Trigger:** An enemy leaves your Lifeblood Dance on its turn.

**Target:** The triggering enemy

**Effect:** The target is weakened until the end of its turn.

### “Rearrange”

Daggerdare Utility 6

*Flavor text*

**Daily ♦ Primal**

**Standard Action** Close Lifeblood Dance

**Target:** Each creature within the burst you can see.

**Effect:** Slide the target to an unoccupied space within your Lifeblood Dance.

### “I have the High Ground”

Daggerdare Utility 6

*Flavor text*

**Encounter ♦ Primal**

**Move** **Personal**

**Effect:** Teleport to an unoccupied square within or adjacent to your Lifeblood Dance.

**Hit:** 2[W] + Intelligence modifier damage.

**“CA”**

Daggerdare Utility 6

*Flavor text*

**Encounter ♦ Primal**

**Move Action** **Close** Lifeblood Dance

**Target:** One creature you can see in burst

**Effect:** The target grants combat advantage to you and your allies until the end of your next turn.

**Stinging Nettles**

Daggerdare Attack 7

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** **Melee** weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Intelligence modifier damage and each enemy within your Lifeblood Dance takes a -2 penalty to attack rolls until the end of your next turn.

**“Dance Dance”**

Daggerdare Utility 6

*Flavor text*

**Daily ♦ Primal**

**Minor Action** **Personal**

**Effect:** Until the end of your next turn, the size of your Lifeblood Dance increases by one.

**Into the Dirt**

Daggerdare Attack 7

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** **Melee** weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage.

**Bloodcaller:** Allies within your Lifeblood Dance gain a bonus to their next damage roll before the end of your next turn equal to your constitution modifier.

## Level 7 Encounter Evocations

**Drink Deep**

Daggerdare Attack 7

*Flavor text*

**Encounter ♦ Primal, Weapon, Healing**

**Immediate Reaction** **Melee** 1

**Trigger:** An adjacent enemy becomes bloodied.

**Target:** The triggering enemy

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage. Either you or an ally within your Lifeblood Dance can spend a healing surge, regaining additional hit points equal to your Constitution modifier.

**“Grant Attack”**

Daggerdare Attack 7

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** **Melee** weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1[W] + Intelligence modifier damage. An ally within your Lifeblood Dance can make a melee basic attack.

**Swift Blade:** Your ally gains a bonus to the attack roll equal to your Dexterity modifier.

**“Footprints in the Ash”**

Daggerdare Attack 7

*Flavor text*

**Encounter ♦ Primal, Weapon**

**Standard Action** **Melee** weapon

**Target:** One creature

**Special:** If the target is within your Lifeblood Dance, you ignore invisibility, concealment (but not total concealment), cover (but not total cover) and insubstantial.

**Attack:** Intelligence vs. AC

## Design Concepts

### Why Intelligence?

There are no Intelligence based strikers. When it comes to skills, Intelligence only applies to lore. This means that it really only appears in skill challenges. An Intelligence-based character says precision and deliberateness to me.

I also wanted to build a class that would be a natural fit for the Eladrin, who currently don't have any obvious options. Compare this to the Dragonborn, who make almost perfect Warlords, Fighters and Paladins.

### Why Primal?

Making the class a martial striker would have conflicted too much with the Rogue and Ranger. Adding a striker is tricky enough without throwing it in their faces.

Psionic already has a "technical" striker in the form of the monk.

Arcane would be a possible fit, but the Arcane defender is already an Intelligence-based class.

That. Of course, left primal, which felt uncomfortable at first.