Mul Racial Feats and Utility Powers

By Daniel Bandera

Mul's are a hardy race. They survive when the other races of Athas would die; they push past the limits of endurance that would kill even half-giants.

Here are a set of feats and powers for use with Dungeons & Dragons 4th edition with your mul characters.

Heroic Tier Feats

Battle-ready

Prerequisite: mul, warden, Warden's Grasp class power

Benefit: If you shift the target of your Warden's Grasp to a square adjacent to you, you can make a basic melee attack against the target as a free action.

Disrupting Shove

Prerequisite: mul, gladiator theme, disrupting advance theme power

Benefit: When you hit a target with your disrupting advance, each enemy adjacent to the target at the end of the push is pushed 1 square.

Distract the Common Foe

Prerequisite: mul, warlord

Benefit: You can choose to grant combat advantage to an adjacent enemy until the end of your next turn, in order to allow one ally adjacent to either you or the enemy to gain combat advantage against the enemy until the end of your next turn.

Focused Toughness

Prerequisite: mul, monk, *flurry of blows* class feature, *incredible toughness* racial power

Benefit: When your *flurry of blows* class feature is triggered, you can forgo the use of it and instead trigger your *incredible toughness* racial power if it has not yet been expended during the encounter.

Gifted Vitality

Prerequisite: mul, ardent, *ardent surge* class power

Benefit: The target of your *ardent surge* also gains temporary hit points equal to your Constitution modifier. At 11th level, the target gains temporary hit points equal to your twice your Constitution modifier. At 21th level, the target gains temporary hit points equal to your thrice your Constitution modifier.

Incredible Action

Prerequisite: mul, warlord

Benefit: Once per round, when an adjacent ally spends an action point, as a free action the ally can make a saving throw against one effect that deals ongoing damage, daze, slows, stuns, or weakens currently affecting the ally.

Incredible Strength

Prerequisite: mul, Strength 14

Benefit: You do not take a reduction to your movement from carrying heavy loads.

Inspiring Toughness

Prerequisite: mul, warlord, *inspiring word* class power, *incredible toughness* racial power

Benefit: The target of your *inspiring word* can choose to forgo regaining additional hit points to end one effect that deals ongoing damage, daze, slows, stuns, or weakens currently affecting the target.

Marauder Shove

Prerequisite: mul, ranger, *running attack* class feature

Benefit: If you are successful in attacking a target while under the benefit of *running attack*, you can push the target 1 square.

Mul Rampage

Prerequisite: mul, barbarian, *rampage* class feature

Benefit: You gain a +2 bonus to the damage rolls on melee basic attacks granted by your *rampage* class feature.

Mul Resistance

Prerequisite: mul, battlemind, *battle resilience* class power

Benefit: You gain a feat bonus to the resistance granted by your *battle resilience* class power equal to your Constitution modifier.

Mul Scoundrel

Prerequisite: mul, rogue, *brutal scoundrel* class feature, *sneak attack* class feature

Benefit: You can use any one-handed melee weapon in which you are proficient to perform a *sneak attack*.

Stubborn Mul

Prerequisite: mul, psion, *incredible toughness* racial power

Benefit: You can expend *incredible toughness* to end a dominating effect on you.

Unchained Movement

Prerequisite: mul, *incredible toughness* racial power

Benefit: When you use your *incredible toughness* racial power to remove an effect that slowed you, you can shift 2 squares as a free action.

Paragon Tier Feats

Armor Training

Prerequisite: mul, fighter, *arena training* class feature, 11th level

Benefit: You gain the bonus to AC granted by your *arena training* class feature while you are wearing light or heavy armor.

Dazing Fury

Prerequisite: mul, warden, w*arden's fury* class feature, 11th level

Benefit: Enemies struck by your *warden's fury* class feature, are dazed until the end of your next turn.

Incredible Blows

Prerequisite: mul, monk, *incredible toughness* racial power, *flurry of blows* class feature

Benefit: When you use your *incredible toughness* racial power, you transfer the effect ended to the next target of your *flurry of blows* class feature.

Mul Rage

Prerequisite: mul, berserker, *berserker fury* class feature, 11th level

Benefit: When you have entered your *berserker fury*, you gain a bonus to the extra damage caused by your melee basic attack equal to your Constitution modifier.

Rage of Vitality

Prerequisite: mul, barbarian, 11th

Benefit: When you are raging you gain a bonus to your Fortitude defense equal to your constitution modifier.

Armored Berserker

Prerequisite: mul, berserker, *poised defender* class feature, 11th level

Benefit: You gain the bonus to AC granted by your *poised defender* class feature while you are wearing light or heavy armor.

Shared Toughness

Prerequisite: mul, ardent, *ardent mantle* class feature, *incredible toughness* racial power, 11th level

Benefit: When you use *incredible toughness* to end an effect, one ally within your *ardent mantle* can end the same effect. At 21th level, two allies within your *ardent mantle* can end the same effect.

Racial Utility Powers

Mul's Endurance — Mul Utility 2
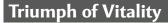
You take the burden of one of your allies upon yourself.

Daily
Immediate Reaction   **Melee touch**
Trigger: An adjacent ally fails an Endurance check.

Effect: You make an Endurance check. If you succeed your ally is not affected by the failed check. If made as part of a skill challenge, the ally's failure does not count as a failure in the skill challenge. If you fail your Endurance check, you are affected by the consequences of the failed check in place of your ally.

Triumph of Vitality — Mul Utility 6

You dig deep and find energy you did not know you had.

Daily
Immediate Reaction   **Personal**
Trigger: You score a critical hit.

Effect: You gain 2d6 temporary hit points.

Brutality — Mul Utility 10

You are able to channel your strength into a brutal blow against your enemies.

Daily
No Action   **Personal**
Trigger: You roll a damage roll for a melee attack and dislike the result.

Effect: You can reroll the damage roll and use either roll.

Bloodied Toughness — Mul Utility 16

Just when your enemies think they have you beaten you shrug off their blows and continue the fight.

Daily
Immediate Reaction   **Personal**
Trigger: You are bloodied.

Effect: You gain resist 10 all until the end of the encounter.