

# Grimp



**Summary:** You are what is known as a corrupted genasi. Instead of typical elemental attunements like earth or fire, you are attuned to the void. This provides you with resistance to psychic attacks and toughens your will. This doesn't necessarily affect your personality, but it can affect how people react to you.

Your role in combat is to help everyone else do their best. Your attacks do the least amount of damage on their own, but most of them allow you to grant attacks to your allies. You can heal party members, grant them saving throws to overcome painful effects, and provide them with free movement so they can be in position to make their attacks. When they spend their action points, you grant them large bonuses to attack rolls and damage rolls.

Outside of combat, you're fairly athletic, enduring, and know quite a bit about nature and history.

**Typical Round 1 Tactics:** Your primary goal in the first round is to help people move into position. **Reorient the Axis** and **Tactical Orders** can both be used to grant movement. **Reorient the Axis** affects everyone but you, while **Tactical Orders** moves you and one ally. It's often worth using both: first **Reorient the Axis** to send people ahead of you, then **Tactical Orders** to move yourself up and grant another move to Fellick or Helga who fight in melee.

From there, it depends on whether you are within two squares of an enemy. If so, use **Devastating Offensive** or **On My Mark** to attack the enemy and grant one of your allies an attack. If not, use **Direct the Strike** to grant an attack to Argus, Helga, or Fellick.

**Action Point Notes:** When you spend an action point, you grant a small attack bonus to all of your allies until the start of your next turn.

With the extra action from an action point, consider using one of your big daily powers like **Lead the Attack** or **Shift the Field**. Using these powers early in a combat can lead to a big swing. **Lead the Attack** is best against a "boss" monster, while **Shift the Field** is good in encounters with lots of enemies.

## Remember!

- You grant all allies a +2 bonus to their attacks in the first round of combat (and the surprise round, if there is one). Let people know about this! If they think they missed with an attack in the first round, double-check that they remembered your bonus.
- When you grant a basic attack, your allies get an additional +1 bonus to the attack roll.
- In later rounds, you'll be spending your minor actions to use **Inspiring Word** (if people are getting hurt), **Shake It Off** (if anyone needs a saving throw), to get rid of a "save end" effect on yourself, or even **Void Assumption** to "disappear" for a round.
- If someone isn't badly hurt but also has a "save ends" effect, you can choose to use **Inspiring Word** to heal less damage and grant an immediate saving throw with a single minor action.
- When it is not your turn, you can use **Powerful Warning** to protect an ally from an attack. It gives the ally +2 to all defenses against the attack, and also gives that ally a free melee basic attack. Even if the enemy's attack still hits, you may want to use the power for the extra attack.
- **Inevitable Strike** allows you to roll twice with an attack, making it more likely to hit. It's best used with **Devastating Offensive** or **Lead the Attack**, which have much stronger effects when you hit with the attacks.
- You are using a reach weapon, which means that you can be farther away from enemies and still attack them.
- Your allies have a list of the bonuses that you give them for spending an action point on their character sheets, but if you hear them say that they're spending an action point, keep your ears open to ensure that they remember those bonuses.