

ANDROID

ANDROID TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Built to Last (Level 1): Gain a +2 bonus to Fortitude.

Machine Powered (Level 1): You do not need to eat, drink, or breathe.

Android Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of the encounter.

ANDROID POWERS

MACHINE GRIP

ANDROID NOVICE

When you get a hand on an enemy, your grip tightens like a steel-jawed vice.

At-Will 3 **Dark, Physical**

Standard Action

Melee 1

Target: One creature

Attack: Intelligence + your level vs. Reflex

Hit: 1d10 + Intelligence modifier + twice your level physical damage, and the target is immobilized until the start of your next turn. If you move to a square that isn't adjacent to the target, the immobilization ends.

BE MY BATTERY

ANDROID UTILITY

You transform energy attacks into reserve energy you use to protect and repair yourself.

Encounter 3 **Dark**

Immediate Interrupt

Personal

Trigger: You take electricity, fire, or radiation damage

Effect: You gain immunity to the triggering damage type until the start of your next turn. You also gain temporary hit points equal to 10 + your Intelligence modifier.

DARK ENERGY MELTDOWN

ANDROID EXPERT

You've learned to harness the radioactive leakage from your power plant containment vessel to harm your foes.

Encounter 3 **Dark, Radiation**

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Intelligence + your level vs. Fortitude

Hit: 2d10 + Intelligence modifier + your level radiation damage.

Effect: The target is slowed until the start of your next turn.

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COCKROACH

COCKROACH TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Scurry and Skitter (Level 1): Gain a +2 bonus to Reflex.

Bug Legs (Level 1): You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.

Cockroach Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +4 bonus to AC until the end of your next turn.

COCKROACH POWERS

EAU DE ROACH

COCKROACH NOVICE

You spit at your foe. The spit is a combination of excrement, scent gland fluid, regurgitated food, and stomach acid. Yep, it's nasty, and it burns your foe and forces it away from you.

At-Will ☹️ **Acid, Bio**

Standard Action

Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + twice your level acid damage, and you push the target 1 square.

HARD TO KILL

COCKROACH UTILITY

When others count you out, your roach exoskeleton gives you a second chance.

Encounter ☹️ **Bio, Healing**

Immediate Interrupt

Personal

Trigger: You drop to 0 hit points

Effect: You regain hit points equal to 10 + your level.

OPPORTUNISTIC MEAL

COCKROACH EXPERT

You never know when your next meal might be.

Encounter ☹️ **Acid, Bio**

Free Action

Melee 1

Trigger: You end your turn adjacent to a prone creature

Target: The triggering creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d12 + Constitution modifier + twice your level acid damage.

Miss: Half damage.

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Miss: Half damage.

DOPPELGANGER

DOPPELGANGER TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.

Not Really There (Level 1): Gain a +2 bonus to Reflex.

Two Possibilities (Level 1): Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.

Doppelganger Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use *double trouble* as a free action.

DOPPELGANGER POWERS

DOUBLE TROUBLE

DOPPELGANGER NOVICE

You create a duplicate of yourself for a short time.

At-Will 3 **Dark**
Standard Action

Personal

Effect: You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use doppelganger powers, Alpha Mutations, or Omega Tech. Its statistics are the same as yours, except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.

TWO PLACES AT ONCE

DOPPELGANGER UTILITY

You're literally in two places at once.

Encounter 3 **Dark, Teleportation**
Minor Action

Personal

Effect: Choose an unoccupied square within 5 squares of you. You simultaneously occupy that square and your current square. Before the start of your next turn, you can teleport to the chosen square as a free action.

MULTIPLICITY

DOPPELGANGER EXPERT

You surround yourself with a crowd of duplicates, who lash out at and hinder nearby enemies.

Encounter 3 **Dark, Physical**
Standard Action

Close burst 3

Target: Each enemy in burst

Attack: Intelligence + your level vs. AC

Hit: 2d10 + Intelligence modifier + your level physical damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. While within the zone, you and your allies gain cover from attacks.

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ELECTROKINETIC

ELECTROKINETIC TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Lightning Reflexes (Level 1): Gain a +2 bonus to Reflex.

Natural Battery (Level 1): Gain resist 10 electricity.

Electrokinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and one ally within 5 squares of the target gains 10 temporary hit points.

ELECTROKINETIC POWERS

ELECTRIC BOOGALOO

ELECTROKINETIC NOVICE

You zap your enemy with an arc of electricity, making your foe jerk and dance around like a spaz.

At-Will 3 **Dark, Electricity**

Standard Action

Melee 1

Target: One creature

Attack: Wisdom + your level vs. Fortitude

Hit: 1d10 + Wisdom modifier + twice your level electricity damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

STAND CLEAR!

ELECTROKINETIC UTILITY

You jolt an ally out of whatever funk he's in.

Encounter 3 **Dark, Electricity, Healing**

Standard Action

Melee 1

Target: One ally

Effect: Choose one of the following options: The target regains hit points equal to your Wisdom modifier + your level, or the target makes a saving throw with a bonus equal to your Wisdom modifier.

LIGHTNING BOLT

ELECTROKINETIC EXPERT

You uncork a spectacular lightning bolt that fries a foe or supercharges an ally.

Encounter 3 **Dark, Electricity**

Standard Action

Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 3d8 + Wisdom modifier + twice your level electricity damage.

Miss: The ally nearest to the target gains temporary hit points equal to 3d8 + your Wisdom modifier.

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Hit: 1d10 + Wisdom modifier + twice your level electricity damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

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Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 3d8 + Wisdom modifier + twice your level electricity damage.

Miss: The ally nearest to the target gains temporary hit points equal to 3d8 + your Wisdom modifier.

EMPATH

EMPATH TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.

Pacifying Aura (Level 1): You and each ally adjacent to you never grant combat advantage.

Vital Presence (Level 1): Allies adjacent to you gain a +5 bonus to death saving throws.

Empath Critical (Level 2 or 6): When you score a critical hit, one ally within 5 squares of the target regains hit points equal to twice your level.

EMPATH POWERS

VITALITY TRANSFER

EMPATH NOVICE

First, do no harm—not to anyone you like, anyway.

Encounter 3 Psi

Standard Action

Ranged 3

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: The target is weakened until the end of your next turn. In addition, you or one ally within 5 squares of you gains temporary hit points equal to your Charisma modifier.

SHARE STRENGTH

EMPATH UTILITY

You link the life forces of two allies together, allowing one to use his or her vitality to heal the other.

Encounter 3 Healing, Psi, Psychic

Standard Action

Close burst 5

Target: You and one ally in burst, or two allies in burst

Effect: One target of your choice takes 10 psychic damage, and the other target regains 10 hit points and makes a saving throw.

ZONE OF PACIFICATION

EMPATH EXPERT

You render the creatures around you incapable of fighting.

Encounter 3 Psi, Zone

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Charisma + your level vs. Will

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone that lasts until the end of your next turn. Creatures within the zone can't attack.

EMPATH

EMPATH TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

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Vital Presence (Level 1): Allies adjacent to you gain a +5 bonus to death saving throws.

Empath Critical (Level 2 or 6): When you score a critical hit, one ally within 5 squares of the target regains hit points equal to twice your level.

EMPATH POWERS

VITALITY TRANSFER

EMPATH NOVICE

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Encounter 3 Psi

Standard Action

Ranged 3

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: The target is weakened until the end of your next turn. In addition, you or one ally within 5 squares of you gains temporary hit points equal to your Charisma modifier.

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FELINOID

FELINOID TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Catlike Reflexes (Level 1): Gain a +2 bonus to Reflex.

Feline Speed (Level 1): You gain a +1 bonus to speed while wearing light armor or no armor.

Catfall (Level 1): You take no damage from falls of 50 feet or less, and you always land on your feet when you fall.

Felinoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can shift 3 squares as a free action.

FELINOID POWERS

SLASHING CLAWS

FELINOID NOVICE

You rake at your foe's face with a lightning-fast flurry of razor-sharp claws.

At-Will 3 **Bio, Physical**
Standard Action

Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex. Make the attack two times.

Hit (one attack): 1d6 + Dexterity modifier + twice your level physical damage.

Hit (both attacks): 2d6 + Dexterity modifier + twice your level physical damage, and the target is blinded until the start of your next turn.

POUNCE

FELINOID UTILITY

Your springy muscles let you leap a long distance.

Encounter 3 **Bio**
Move Action

Personal

Effect: You jump a number of squares equal to your speed, either vertically or horizontally.

KILLING BITE

FELINOID EXPERT

You bound upon your enemy and knock it to the ground, then you lock your jaws around it.

Encounter 3 **Bio, Physical**
Standard Action

Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 3d10 + Dexterity modifier + twice your level physical damage.

Effect: The target falls prone. If it stands up before the end of your next turn while you are adjacent to it, it takes 10 physical damage.

Special: When charging, you can use this power in place of a melee basic attack.

FELINOID

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GIANT

GIANT TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Just Tough (Level 1): Gain a +2 bonus to Fortitude.

Encumbered Speed (Level 1): You move your speed, even when wearing heavy armor or carrying a heavy load.

Giant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you push the target 3 squares.

GIANT POWERS

BRICKBAT

GIANT NOVICE

You spin in a circle with your weapon, knocking down a wide swath of foes.

Encounter 3 Bio, Physical, Weapon

Standard Action **Close burst 1**

Requirement: You must be wielding a melee weapon.

Target: Each enemy in burst you can see

Attack: Strength + your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier physical damage, and you knock the target prone.

FOCUSED STRENGTH

GIANT UTILITY

You flex your large muscles, bringing every ounce of strength to bear.

Encounter 3 Bio

Minor Action **Personal**

Effect: You gain a +5 power bonus to damage rolls with melee attacks until the start of your next turn.

HURL FOE

GIANT EXPERT

You pick up a foe and toss it like a small toy.

Encounter 3 Bio, Physical

Standard Action **Melee 1**

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d12 + Strength modifier + twice your level physical damage, and you slide the target 5 squares.

Effect: The target falls prone.

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Hit: 2d12 + Strength modifier + twice your level physical damage, and you slide the target 5 squares.

Effect: The target falls prone.

GRAVITY CONTROLLER

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Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

It Fell Sideways! (Level 1): Gain a +2 bonus to Reflex.

Gravity by Choice (Level 1): You take no damage from falling.

Gravity Controller Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and one creature within 2 squares of the target is immobilized until the end of your next turn.

GRAVITY CONTROLLER POWERS

GRAVITATIONAL PULSE

GRAVITY CONTROLLER NOVICE

You unleash a flood of gravitons that swarm your foe, dragging down its every step.

At-Will 3 **Dark, Physical**

Standard Action

Ranged 10

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

SIDEWAYS GRAVITY

GRAVITY CONTROLLER UTILITY

An enemy moves next to you, and you send it away in a flash of quantum radiance.

Encounter 3 **Dark**

Immediate Reaction

Personal

Trigger: An enemy enters a square adjacent to you

Target: The triggering enemy

Effect: You slide the target 6 squares.

SINGULARITY

GRAVITY CONTROLLER EXPERT

You focus on a point and create a small black hole that sucks people toward it.

Encounter 3 **Dark, Physical**

Standard Action

Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + your level physical damage.

Effect: You pull the target 2 squares toward the burst's origin square, and the target falls prone.

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HAWKOID

HAWKOID TRAITS

Mutant Type: Wisdom; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Flight (Level 1): You have a fly speed equal to your speed (see “Speed” on page 104 for rules on flying). While flying, you take a –2 penalty to attack rolls.

Hawkoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can fly your speed as a free action.

HAWKOID POWERS

TERRIFYING SHRIEK

HAWKOID NOVICE

You make a piercing shriek that sends nearby creatures reeling in terror.

Encounter 3 **Bio, Psychic**

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Wisdom + your level vs. Will

Hit: 1d6 + Wisdom modifier + your level psychic damage, and you slide the target 1 square.

FLAP AWAY

HAWKOID UTILITY

With a flap of your wings, you quickly move away from a foe.

Encounter 3 **Bio**

Immediate Reaction

Personal

Trigger: An enemy enters a square adjacent to you

Effect: You fly 2 squares without provoking opportunity attacks. If you don't land at the end of this movement, you fall.

POWER DIVE

HAWKOID EXPERT

You leap into the air and then plummet into your foe in a devastating attack.

Encounter 3 **Bio, Physical**

Standard Action

Melee 1

Target: One creature

Effect: Before making this attack, you can fly your speed.

Attack: Wisdom + your level vs. AC

Hit: 3d10 + Wisdom modifier + twice your level physical damage, and you knock the target prone.

Miss: Half damage.

HAWKOID

HAWKOID TRAITS

Mutant Type: Wisdom; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Flight (Level 1): You have a fly speed equal to your speed (see “Speed” on page 104 for rules on flying). While flying, you take a –2 penalty to attack rolls.

Hawkoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can fly your speed as a free action.

HAWKOID POWERS

TERRIFYING SHRIEK

HAWKOID NOVICE

You make a piercing shriek that sends nearby creatures reeling in terror.

Encounter 3 **Bio, Psychic**

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Wisdom + your level vs. Will

Hit: 1d6 + Wisdom modifier + your level psychic damage, and you slide the target 1 square.

FLAP AWAY

HAWKOID UTILITY

With a flap of your wings, you quickly move away from a foe.

Encounter 3 **Bio**

Immediate Reaction

Personal

Trigger: An enemy enters a square adjacent to you

Effect: You fly 2 squares without provoking opportunity attacks. If you don't land at the end of this movement, you fall.

POWER DIVE

HAWKOID EXPERT

You leap into the air and then plummet into your foe in a devastating attack.

Encounter 3 **Bio, Physical**

Standard Action

Melee 1

Target: One creature

Effect: Before making this attack, you can fly your speed.

Attack: Wisdom + your level vs. AC

Hit: 3d10 + Wisdom modifier + twice your level physical damage, and you knock the target prone.

Miss: Half damage.

HYPERCOGNITIVE

HYPERCOGNITIVE TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.

Foreseen Consequences (Level 1): Gain a +2 bonus to Reflex.

Unsurprisable (Level 1): Gain a +8 bonus to initiative checks.

Hypercognitive Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you or an ally within 5 squares of you gains a +2 bonus to all defenses until the end of your next turn.

HYPERCOGNITIVE POWERS

UNCANNY STRIKE

HYPERCOGNITIVE NOVICE

With a glance, you assess your foe's weaknesses and strike to enhance that disadvantage.

Encounter 3 Psi, Physical, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target grants combat advantage until the end of your next turn.

SAW IT COMING

HYPERCOGNITIVE UTILITY

You anticipate your enemy's attack and respond accordingly.

Encounter 3 Psi

Immediate Interrupt

Personal

Trigger: An enemy hits you

Effect: The triggering enemy rerolls the attack and must use the new result.

EXPLOIT WEAKNESS

HYPERCOGNITIVE EXPERT

You perceive a weakness in your foe's defenses and show your allies how to exploit it.

Encounter 3 Psi, Physical, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy + 2 vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target gains vulnerable 5 to all damage until the start of your next turn.

HYPERCOGNITIVE

HYPERCOGNITIVE TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.

Foreseen Consequences (Level 1): Gain a +2 bonus to Reflex.

Unsurprisable (Level 1): Gain a +8 bonus to initiative checks.

Hypercognitive Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you or an ally within 5 squares of you gains a +2 bonus to all defenses until the end of your next turn.

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UNCANNY STRIKE

HYPERCOGNITIVE NOVICE

With a glance, you assess your foe's weaknesses and strike to enhance that disadvantage.

Encounter 3 Psi, Physical, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target grants combat advantage until the end of your next turn.

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Encounter 3 Psi, Physical, Weapon

Standard Action

Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy + 2 vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target gains vulnerable 5 to all damage until the start of your next turn.

MIND BREAKER

MIND BREAKER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Unbreakable Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Breaker Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes ongoing 5 psychic damage (save ends).

MIND BREAKER POWERS

PSYCHIC ASSAULT

MIND BREAKER NOVICE

You project a bolt of mental energy that slams into your foe's psyche like a sucker punch.

At-Will 3 **Psi, Psychic**
Standard Action

Ranged 20

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 1d10 + Charisma modifier + twice your level psychic damage.

PSYCHIC SHIELD

MIND BREAKER UTILITY

You surround yourself with a wall of pure fury that makes your enemies want not to attack you.

Encounter 3 **Psi, Psychic**
Minor Action

Personal

Effect: Until the end of your next turn, you gain a +3 power bonus to all defenses.

MIND BREAK

MIND BREAKER EXPERT

You unleash a mental onslaught upon your enemy, boring a psychic hole into its mind.

Encounter 3 **Psi, Psychic**
Standard Action

Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 3d10 + Charisma modifier + twice your level psychic damage.

Effect: The target gains vulnerable 5 psychic until the end of your next turn.

MIND BREAKER

MIND BREAKER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Unbreakable Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Breaker Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes ongoing 5 psychic damage (save ends).

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Hit: 1d10 + Charisma modifier + twice your level psychic damage.

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Encounter 3 **Psi, Psychic**
Standard Action

Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 3d10 + Charisma modifier + twice your level psychic damage.

Effect: The target gains vulnerable 5 psychic until the end of your next turn.

MIND COERCER

MIND COERCER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Labyrinthine Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Coercer Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you slide the target 3 squares.

MIND COERCER POWERS

MENTAL PUSH

MIND COERCER NOVICE

You give your foe a mental push. Before it know what's happening, it attacks its ally.

At-Will 3 Psi, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: Charisma modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice.

NOTHING TO SEE HERE

MIND COERCER UTILITY

You convince your foes that you're not important enough to worry about.

Encounter 3 Psi

Minor Action

Personal

Effect: You become invisible to all enemies until the end of your next turn or until you attack.

YOUR THOUGHTS ARE MY THOUGHTS MIND COERCER EXPERT

You're a puppet master and your make your foe dance like a puppet. Dance!

Encounter 3 Psi, Psychic

Standard Action

Ranged 10

Target: One creature

Effect: Charisma modifier psychic damage, and you slide the target a number of squares equal to its speed. The target then makes a basic attack against a creature of your choice with a +4 power bonus to the attack roll and the damage roll.

MIND COERCER

MIND COERCER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Labyrinthine Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Coercer Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you slide the target 3 squares.

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Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: Charisma modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice.

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Encounter 3 Psi, Psychic

Standard Action

Ranged 10

Target: One creature

Effect: Charisma modifier psychic damage, and you slide the target a number of squares equal to its speed. The target then makes a basic attack against a creature of your choice with a +4 power bonus to the attack roll and the damage roll.

PLANT

PLANT TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hardened Bark (Level 1): Gain a +2 bonus to Fortitude.

Vulnerable to Fire (Level 1): Whenever you take fire damage, you take 5 extra fire damage.

Plant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the start of your next turn.

PLANT POWERS

LASHING CREEPERS

PLANT NOVICE

You flail at nearby foes with thorn-covered limbs.

Encounter 3 Bio, Physical

Standard Action

Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level physical damage, and the target is slowed until the end of your next turn.

INSTANT GROVE

PLANT UTILITY

You cause a small thicket of plants to sprout from the ground around you, slowing your enemies.

Encounter 3 Bio, Zone

Move Action

Close burst 3

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. While the zone lasts, you're immobilized and immune to force movement, you have cover from all attacks, and your melee attack range increases by 2.

INSIDIOUS POLLEN

PLANT EXPERT

You grow a small, flowering bloom and puff hallucinogenic pollen into an enemy's face.

Encounter 3 Bio, Poison

Standard Action

Melee 2

Target: One creature

Attack: Constitution + your level vs. Will

Hit: 1d8 + Constitution modifier + twice your level poison damage, and you dominate the target until the end of your next turn.

Miss: The target takes a -5 penalty to attack rolls against you until the end of your next turn.

PLANT

PLANT TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hardened Bark (Level 1): Gain a +2 bonus to Fortitude.

Vulnerable to Fire (Level 1): Whenever you take fire damage, you take 5 extra fire damage.

Plant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the start of your next turn.

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Target: Each enemy in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level physical damage, and the target is slowed until the end of your next turn.

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Target: One creature

Attack: Constitution + your level vs. Will

Hit: 1d8 + Constitution modifier + twice your level poison damage, and you dominate the target until the end of your next turn.

Miss: The target takes a -5 penalty to attack rolls against you until the end of your next turn.

PYROKINETIC

PYROKINETIC TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Fire Resistance (Level 1): Gain resist 10 fire.

Fiery Aura (Level 1): Whenever a creature ends its turn adjacent to you, it takes 5 fire damage.

Pyrokinetic Critical (Level 2 or 6): When you score a critical hit, the target gains ongoing 10 fire damage (save ends).

PYROKINETIC POWERS

FIERY FLARE

PYROKINETIC NOVICE

You fan the flames of your fiery aura.

At-Will 3 Fire, Psi

Standard Action

Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level fire damage.

BLAZING ROCKET

PYROKINETIC UTILITY

You propel yourself into the air on a pillar of fire.

Encounter 3 Psi

Minor Action

Personal

Effect: You gain a fly speed of 10 until the end of your next turn. If you don't land before this effect ends, you fall.

FLAMING BREATH

PYROKINETIC EXPERT

You breathe out, unleashing a tide of flame.

Encounter 3 Fire, Psi

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Wisdom + your level vs. Reflex

Hit: 2d10 + Wisdom modifier + your level fire damage.

Miss: Half damage.

PYROKINETIC

PYROKINETIC TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Fire Resistance (Level 1): Gain resist 10 fire.

Fiery Aura (Level 1): Whenever a creature ends its turn adjacent to you, it takes 5 fire damage.

Pyrokinetic Critical (Level 2 or 6): When you score a critical hit, the target gains ongoing 10 fire damage (save ends).

PYROKINETIC POWERS

FIERY FLARE

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You fan the flames of your fiery aura.

At-Will 3 Fire, Psi

Standard Action

Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level fire damage.

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Encounter 3 Fire, Psi

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Wisdom + your level vs. Reflex

Hit: 2d10 + Wisdom modifier + your level fire damage.

Miss: Half damage.

RADIOACTIVE

RADIOACTIVE TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

You've Had Worse (Level 1): Gain a +2 bonus to Fortitude.

Gamma Tolerance (Level 1): Gain resist 15 radiation.

Radioactive Critical (Level 2 or 6): When you score a critical hit, the target is weakened until the end of your next turn.

RADIOACTIVE POWERS

RADIATION EYES

RADIOACTIVE NOVICE

Your eyes glow cherry red as you loose a jagged bolt of ionizing radiation at your foe.

At-Will 3 **Dark, Radiation**

Standard Action

Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level radiation damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

HAWKING PORTAL

RADIOACTIVE UTILITY

Your bore tunnels through space with a pulse of invigorating radiation.

Encounter 3 **Dark, Radiation, Teleportation**

Move Action

Close burst 10

Target: You and one or two allies in burst

Effect: Each target teleports to any other square in the burst, then regains hit points equal to 5 plus your level.

GAMMA ERUPTION

RADIOACTIVE EXPERT

You release a narrow beam of intense radiation at your foe.

Encounter 3 **Dark, Radiation**

Standard Action

Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d10 + Constitution modifier + twice your level radiation damage.

Effect: The target is weakened until the end of your next turn.

RADIOACTIVE

RADIOACTIVE TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

You've Had Worse (Level 1): Gain a +2 bonus to Fortitude.

Gamma Tolerance (Level 1): Gain resist 15 radiation.

Radioactive Critical (Level 2 or 6): When you score a critical hit, the target is weakened until the end of your next turn.

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Standard Action

Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level radiation damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

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Encounter 3 **Dark, Radiation, Teleportation**

Move Action

Close burst 10

Target: You and one or two allies in burst

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RADIOACTIVE EXPERT

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Encounter 3 **Dark, Radiation**

Standard Action

Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d10 + Constitution modifier + twice your level radiation damage.

Effect: The target is weakened until the end of your next turn.

RAT SWARM

RAT SWARM TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Swarm Defense (Level 1): Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.

Crawling Mass (Level 1): You can't be knocked prone.

Rat Swarm Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

RAT SWARM POWERS

SWARM!

RAT SWARM NOVICE

You swarm across your foe, biting it dozens of times as you tangle its limbs.

Encounter 3 Bio, Physical

Standard Action

Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + twice your level physical damage, and the target is immobilized until the end of your next turn.

COVER MORE GROUND

RAT SWARM UTILITY

You disperse across the ground and quickly reform in a tactically advantageous spot.

Encounter 3 Bio

Move Action

Personal

Effect: You shift a number of squares equal to your Dexterity modifier.

DEATH BY A THOUSAND BITES

RAT SWARM EXPERT

You swarm around your foe, delivering a multitude of tiny bites that all result in bleeding wounds.

Encounter 3 Bio, Physical

Standard Action

Melee 1

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 2d10 + Dexterity modifier physical damage.

Effect: At the start of your next turn, the target takes physical damage equal to three times your level.

RAT SWARM

RAT SWARM TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Swarm Defense (Level 1): Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.

Crawling Mass (Level 1): You can't be knocked prone.

Rat Swarm Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

RAT SWARM POWERS

SWARM!

RAT SWARM NOVICE

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Encounter 3 Bio, Physical

Standard Action

Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + twice your level physical damage, and the target is immobilized until the end of your next turn.

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RAT SWARM EXPERT

You swarm around your foe, delivering a multitude of tiny bites that all result in bleeding wounds.

Encounter 3 Bio, Physical

Standard Action

Melee 1

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 2d10 + Dexterity modifier physical damage.

Effect: At the start of your next turn, the target takes physical damage equal to three times your level.

SEISMIC

SEISMIC TRAITS

Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Armored Skin (Level 1): Gain resist 5 physical.

Ponderous (Level 1): Take a -1 penalty to speed.

Seismic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target and each enemy adjacent to the target prone.

SEISMIC POWERS

SEISMIC STOMP

SEISMIC NOVICE

You stomp on the ground, sending a shock wave of energy into foes around you.

At-Will 3 **Dark, Sonic**

Standard Action

Close burst 1

Target: Each creature in burst

Attack: Strength + your level vs. Fortitude

Hit: 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

GROUND ANCHOR

SEISMIC UTILITY

You merge with the ground to keep from being knocked over or moved against your will.

Encounter 3 **Dark**

Immediate Interrupt

Personal

Trigger: You are hit by an attack that pulls you, pushes you, slides you, or knocks you prone

Effect: You aren't pulled, pushed, slid, or knocked prone by the attack.

CLOBBERIN'TIME

SEISMIC EXPERT

You clench a huge, rocky fist and punch the punk's lights out.

Encounter 3 **Dark, Physical**

Standard Action

Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you push the target 3 squares.

Effect: The target falls prone.

SEISMIC

SEISMIC TRAITS

Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Armored Skin (Level 1): Gain resist 5 physical.

Ponderous (Level 1): Take a -1 penalty to speed.

Seismic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target and each enemy adjacent to the target prone.

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Close burst 1

Target: Each creature in burst

Attack: Strength + your level vs. Fortitude

Hit: 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

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Encounter 3 **Dark, Physical**

Standard Action

Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you push the target 3 squares.

Effect: The target falls prone.

SPEEDSTER

SPEEDSTER TRAITS

Mutant Type: Dexterity; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.

Just a Blur (Level 1): Gain a +2 bonus to Reflex.

Blinding Speed (Level 1): Gain a +2 bonus to speed while wearing light armor or no armor.

Speedster Critical (Level 2 or 6): When you score a critical hit, you can make a basic attack as a free action.

SPEEDSTER POWERS

QUICK ATTACK

SPEEDSTER NOVICE

You move and strike and move before your foe even knows it's being attacked.

Encounter 3 Psi, Physical, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Effect: You can shift 2 squares before the attack.

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level physical damage, and you shift 2 squares.

WHIZZER

SPEEDSTER UTILITY

You become a blur as you race across the ground.

Encounter 3 Psi

Minor Action **Personal**

Effect: You shift your speed.

SWIFT PUMMEL

SPEEDSTER EXPERT

You attack so quickly that your foe can't tell where one strike leaves off and the next begins.

Encounter 3 Psi, Physical, Weapon

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level + weapon accuracy + 2 vs. AC. Make the attack 4 times.

Hit: 1[W] physical damage.

SPEEDSTER

SPEEDSTER TRAITS

Mutant Type: Dexterity; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.

Just a Blur (Level 1): Gain a +2 bonus to Reflex.

Blinding Speed (Level 1): Gain a +2 bonus to speed while wearing light armor or no armor.

Speedster Critical (Level 2 or 6): When you score a critical hit, you can make a basic attack as a free action.

SPEEDSTER POWERS

QUICK ATTACK

SPEEDSTER NOVICE

You move and strike and move before your foe even knows it's being attacked.

Encounter 3 Psi, Physical, Weapon

Standard Action **Melee or Ranged** weapon

Target: One creature

Effect: You can shift 2 squares before the attack.

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level physical damage, and you shift 2 squares.

WHIZZER

SPEEDSTER UTILITY

You become a blur as you race across the ground.

Encounter 3 Psi

Minor Action **Personal**

Effect: You shift your speed.

SWIFT PUMMEL

SPEEDSTER EXPERT

You attack so quickly that your foe can't tell where one strike leaves off and the next begins.

Encounter 3 Psi, Physical, Weapon

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level + weapon accuracy + 2 vs. AC. Make the attack 4 times.

Hit: 1[W] physical damage.

TELEKINETIC

TELEKINETIC TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Telekinetic Shield (Level 1): While you're conscious, you gain a +2 bonus to AC and Reflex.

Telekinetic Reach (Level 1): You can manipulate unattended objects up to 5 squares away from you as if you were using them yourself. For example, you can open a door as a minor action or swing a club as a standard action. You take a -2 penalty to attack rolls of attacks you make using this trait.

Telekinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you slide one creature within 5 squares of you 2 squares.

TELEKINETIC POWERS

TELEKINETIC WAVE

TELEKINETIC NOVICE

You overwhelm your foes with a surge of telekinetic energy.

At-Will 3 **Force, Psi**

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Intelligence + your level vs. Fortitude

Hit: 1d6 + Intelligence modifier + your level force damage, and you push the target 3 squares.

CHESS PIECES

TELEKINETIC UTILITY

You move your allies out of harm's way ... or into it.

Encounter 3 **Psi**

Minor Action

Close burst 5

Target: Each ally in burst

Effect: You slide the target 3 squares to another square in the burst.

TELEKINETIC CLUTCH

TELEKINETIC EXPERT

You seize an enemy in a telekinetic grasp and slowly crush it.

Encounter 3 **Force, Psi**

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Fortitude

Hit: 1d10 + Intelligence modifier + twice your level force damage, and the target is immobilized and takes ongoing 10 force damage (save ends both).

Miss: Half damage, and the target is slowed (save ends).

TELEKINETIC

TELEKINETIC TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Telekinetic Shield (Level 1): While you're conscious, you gain a +2 bonus to AC and Reflex.

Telekinetic Reach (Level 1): You can manipulate unattended objects up to 5 squares away from you as if you were using them yourself. For example, you can open a door as a minor action or swing a club as a standard action. You take a -2 penalty to attack rolls of attacks you make using this trait.

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Target: Each creature in blast

Attack: Intelligence + your level vs. Fortitude

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Target: Each ally in burst

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Encounter 3 **Force, Psi**

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Fortitude

Hit: 1d10 + Intelligence modifier + twice your level force damage, and the target is immobilized and takes ongoing 10 force damage (save ends both).

Miss: Half damage, and the target is slowed (save ends).

YETI

YETI TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hard to Hurt (Level 1): Gain a +1 bonus to AC.

Cold Resistance (Level 1): Gain resist 10 cold.

Yeti Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a –5 penalty to attack rolls against any creature other than you until the end of your next turn.

YETI POWERS

BIG CLAWS

YETI NOVICE

You rake an enemy with your powerful claws.

Encounter 3 Bio, Physical

Minor Action

Melee 1

Target: One creature

Attack: Strength + your level + 2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

YETI RAGE

YETI UTILITY

When you get hurt, you get mad.

Encounter 3 Bio, Healing

Immediate Reaction

Personal

Trigger: An enemy damages you with an attack

Effect: You regain hit points equal to 3 + your level. Until the end of your next turn, you gain a +2 power bonus to attack rolls against the triggering enemy.

YETI MAULING

YETI EXPERT

You overpower your enemy with your rending claws and then drag it off.

Encounter 3 Bio, Physical

Standard Action

Melee 1

Target: One creature

Effect: Before the attack, the target falls prone.

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you shift 3 squares. You then slide the target 5 squares to any unoccupied square adjacent to you.

YETI

YETI TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hard to Hurt (Level 1): Gain a +1 bonus to AC.

Cold Resistance (Level 1): Gain resist 10 cold.

Yeti Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a –5 penalty to attack rolls against any creature other than you until the end of your next turn.

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Minor Action

Melee 1

Target: One creature

Attack: Strength + your level + 2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

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YETI MAULING

YETI EXPERT

You overpower your enemy with your rending claws and then drag it off.

Encounter 3 Bio, Physical

Standard Action

Melee 1

Target: One creature

Effect: Before the attack, the target falls prone.

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you shift 3 squares. You then slide the target 5 squares to any unoccupied square adjacent to you.

HUMAN, ENGINEERED

ENGINEERED HUMAN TRAITS

Mutant Type: Intelligence; no power source; +2 to all overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks and Science checks.

Engineered Resilience (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out.

Engineered Human Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

ENGINEERED HUMAN POWERS

BOLD ATTACK

ENGINEERED HUMAN NOVICE

Your instinct for violence inspires your allies to follow your lead.

At-Will $\mathcal{3}$ **Physical, Weapon**

Standard Action

Melee or **Ranged** weapon

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + your level physical damage, and you choose an ally within 5 squares of you. That ally makes a basic attack as a free action.

TOUGH AS NAILS

ENGINEERED HUMAN UTILITY

You're tougher than you look.

Encounter $\mathcal{3}$ **Healing**

Minor Action

Personal

Effect: You regain hit points equal to 5 + your level and make a saving throw with a +5 bonus.

TACTICAL ASSAULT

ENGINEERED HUMAN EXPERT

As you attack, you tell your allies where to go so they can get in on the fun, too.

Encounter $\mathcal{3}$ **Physical, Weapon**

Standard Action

Melee or **Ranged** weapon

Effect: Before the attack, each ally within 10 squares of you can shift 2 squares as a free action.

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 3[W] + Intelligence modifier + your level physical damage.

HUMAN, ENGINEERED

ENGINEERED HUMAN TRAITS

Mutant Type: Intelligence; no power source; +2 to all overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks and Science checks.

Engineered Resilience (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out.

Engineered Human Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

ENGINEERED HUMAN POWERS

BOLD ATTACK

ENGINEERED HUMAN NOVICE

Your instinct for violence inspires your allies to follow your lead.

At-Will $\mathcal{3}$ **Physical, Weapon**

Standard Action

Melee or **Ranged** weapon

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + your level physical damage, and you choose an ally within 5 squares of you. That ally makes a basic attack as a free action.

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You're tougher than you look.

Encounter $\mathcal{3}$ **Healing**

Minor Action

Personal

Effect: You regain hit points equal to 5 + your level and make a saving throw with a +5 bonus.

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Encounter $\mathcal{3}$ **Physical, Weapon**

Standard Action

Melee or **Ranged** weapon

Effect: Before the attack, each ally within 10 squares of you can shift 2 squares as a free action.

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 3[W] + Intelligence modifier + your level physical damage.



AI TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +2 bonus to Conspiracy, Mechanics, Nature, and Science checks.

Encrypted Mind (Level 1): Gain a +2 bonus to Will.

Active Subroutines (Level 1): You don't grant combat advantage while dazed. You can take one standard action on your turn while stunned.

AI Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target and each robot you can see becomes dazed until the end of your next turn.

AI POWERS

BLUE SCREEN OF DEATH

AI NOVICE

Your optical interface becomes a blue color flickering with nonsensical white text.

At-Will 3 Psi, Psychic

Standard Action

Close blast 3

Target: Each creature in blast

Attack: Intelligence + your level vs. Will

Hit: 1d10 + Intelligence modifier + your level psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

MASTER CONTROL PROGRAM

AI UTILITY

You can do things at least 900 times better than any mutant.

Encounter 3 Psi

Immediate Reaction

Personal

Trigger: An ally hits an enemy with an attack

Effect: You can roll twice on your next attack roll against the triggering enemy before the end of your next turn, and use either result.

END OF LINE

AI EXPERT

Your electronic processors surge with power, making those around you into your slaves.

Encounter 3 Electric, Psi

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Intelligence + your level vs. Will

Hit: The target is dominated until the start of your next turn. At the start of your next turn, the target takes electric damage equal to twice your level.



AI TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +2 bonus to Conspiracy, Mechanics, Nature, and Science checks.

Encrypted Mind (Level 1): Gain a +2 bonus to Will.

Active Subroutines (Level 1): You don't grant combat advantage while dazed. You can take one standard action on your turn while stunned.

AI Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target and each robot you can see becomes dazed until the end of your next turn.

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Close burst 2

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Attack: Intelligence + your level vs. Will

Hit: The target is dominated until the start of your next turn. At the start of your next turn, the target takes electric damage equal to twice your level.

ALIEN

ALIEN TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Inhuman Nature (Level 1): Gain a +2 bonus to Will.

Not of this World (Level 1): When you draw an Alpha Mutation card, draw two cards: The Game Master decides which one you keep. Shuffle the other back into the deck you drew it from.

Alien Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use *alien engineering* as a minor action once before the end of your next turn.

ALIEN POWERS

ALIEN ENGINEERING

ALIEN NOVICE

Drawing on your alien training, you modify a weapon to function at greater strength.

At-Will 3 **Dark, Radioactive**

Standard Action

Melee 1

Target: You or one ally

Effect: The target's next weapon attack before the end of the encounter gains a +2 bonus to the attack roll and deals 5 + your Intelligence modifier + your level extra radioactive damage.

BEAM ME UP

ALIEN UTILITY

You speak into a small device and you or an ally disappear into a shimmering column of light and reappear elsewhere.

Encounter 3 **Dark, Teleportation**

Move Action

Melee 1

Target: You or one ally

Effect: You teleport the target 10 squares. Then roll a d6. On a result of 1 or 6, you can use *beam be up* an additional time during this encounter.

NUKE IT FROM ORBIT

ALIEN EXPERT

At your command, your mothership translocates a mini-nuke among your enemies.

Daily 3 **Dark, Fire, Radiation**

Standard Action

Area burst 5 within 20 squares

Target: Each creature in burst

Attack: Intelligence + your level vs. Dexterity

Hit: 1d12 + Intelligence modifier + your level fire and radiation damage.

ALIEN

ALIEN TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Inhuman Nature (Level 1): Gain a +2 bonus to Will.

Not of this World (Level 1): When you draw an Alpha Mutation card, draw two cards: The Game Master decides which one you keep. Shuffle the other back into the deck you drew it from.

Alien Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use *alien engineering* as a minor action once before the end of your next turn.

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Target: Each creature in burst

Attack: Intelligence + your level vs. Dexterity

Hit: 1d12 + Intelligence modifier + your level fire and radiation damage.

ARACHNOID

ARACHNOID TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Many-Limbed Maneuverability (Level 1): Gain a +2 bonus to Reflex.

Spider Climber (Level 1): Gain a climb speed of 6. In addition, you can climb across overhanging horizontal surfaces such as ceilings without having to make an Athletics check.

Arachnoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

ARACHNOID POWERS

TOXIC WEBS

ARACHNOID NOVICE

You weave a sticky, poisonous net with your spinnerets and use it to ensnare your enemies.

At-Will ☹ **Bio, Poison**

Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + your level poison damage, and the target is immobilized until the end of your next turn.

SCUTTLE ESCAPE

ARACHNOID UTILITY

You use your natural mobility to extricate yourself from a sticky situation.

Encounter ☹ **Bio**

Move Action

Personal

Effect: If you are slowed or immobilized, you end that effect. In addition, you shift a number of squares equal to one-half your speed.

COCOONING WEBS

ARACHNOID EXPERT

"Lunch!" says the spider to the fly. You wrap your enemy in tight webs and drag it away.

Encounter ☹ **Bio**

Standard Action

Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: The target is blinded and restrained (save ends both). Until the target saves against this effect, whenever you move, you can pull the target up to your speed into a space adjacent to you.

ARACHNOID

ARACHNOID TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Many-Limbed Maneuverability (Level 1): Gain a +2 bonus to Reflex.

Spider Climber (Level 1): Gain a climb speed of 6. In addition, you can climb across overhanging horizontal surfaces such as ceilings without having to make an Athletics check.

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Target: One creature

Attack: Dexterity vs. Reflex

Hit: The target is blinded and restrained (save ends both). Until the target saves against this effect, whenever you move, you can pull the target up to your speed into a space adjacent to you.

CRYOKINETIC

CRYOKINETIC TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Chilling Aura (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Frosty the Mutant (Level 1): Gain resist 15 cold.

Cryokinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

CRYOKINETIC POWERS

ICY GRASP

CRYOKINETIC NOVICE

Your touch binds an enemy in chains of ice.

At-Will 3 **Cold, Psi**

Standard Action

Melee touch

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: 1d6 + Charisma modifier + twice your level cold damage, and the target is slowed until the end of your next turn. If the target is already slowed, it takes 1d6 extra cold damage.

ICE SLIDE

CRYOKINETIC UTILITY

You create an icy path over the ground and through the air, letting you slide away to safety.

Encounter 3 **Cold, Psi**

Move Action

Personal

Effect: You fly a number of squares equal to your speed. Each square you exit fills with ice that lasts until the end of your next turn. Ice-filled squares are difficult terrain.

FLASH FREEZE

CRYOKINETIC EXPERT

You emit a brilliant blue burst of frigidity that robs your enemies' heat and mobility.

Encounter 3 **Cold, Psi, Zone**

Standard Action

Close burst 3

Target: Each creature in burst

Attack: Charisma + your level vs. Fortitude

Hit: 1d10 + Charisma modifier + your level cold damage, and the target is immobilized until the end of your next turn.

Effect: The burst creates a zone of ice that lasts until the end of your next turn. Squares within the zone are difficult terrain.

CRYOKINETIC

CRYOKINETIC TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Chilling Aura (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Frosty the Mutant (Level 1): Gain resist 15 cold.

Cryokinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the end of your next turn.

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Effect: The burst creates a zone of ice that lasts until the end of your next turn. Squares within the zone are difficult terrain.

ECTOPLASMIC

ECTOPLASMIC TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Ghostly (Level 1): While you're bloodied, you gain resist 5 to all damage.

Ectoplasmic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you regain hit points equal to your level + 2.

ECTOPLASMIC POWERS

ECTOPLASMIC PLUNGE

ECTOPLASMIC NOVICE

You separate your molecules and plunge through an opponent. Sometimes you leave a slime trail.

At-Will 3 **Dark, Psychic**

Standard Action

Melee touch

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level psychic damage.

Effect: You shift 2 squares to any unoccupied square adjacent to the target.

PHASE OUT

ECTOPLASMIC UTILITY

You shift your atoms out of sync, which allows you to pass through solid objects.

Encounter 3 **Dark**

Minor Action

Personal

Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemies' squares, and you can move through blocking terrain. You must still end your movement in an unoccupied square.

SCATTERED ESSENCE

ECTOPLASMIC EXPERT

An enemy's attack disrupts your concentration, causing realities to momentarily collapse.

Encounter 3 **Dark, Psychic**

Immediate Reaction

Close burst 3

Trigger: An enemy bloodies you

Target: Each creature in burst

Attack: Wisdom + your level vs. Fortitude

Hit: 3d6 + Wisdom modifier + your level psychic damage, and the target is dazed until the end of your next turn.

Effect: You shift 3 squares to any unoccupied square in the burst.

ECTOPLASMIC

ECTOPLASMIC TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Ghostly (Level 1): While you're bloodied, you gain resist 5 to all damage.

Ectoplasmic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you regain hit points equal to your level + 2.

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Melee touch

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Target: Each creature in burst

Attack: Wisdom + your level vs. Fortitude

Hit: 3d6 + Wisdom modifier + your level psychic damage, and the target is dazed until the end of your next turn.

Effect: You shift 3 squares to any unoccupied square in the burst.

ENTROPIC

ENTROPIC TRAITS

Mutant Type: Charisma; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Unordered Luck (Level 1): Gain a +1 bonus to AC and Reflex.

Disordered (Level 1): Gain resist 15 necrotic. In addition, whenever you regain hit points, you take a -2 penalty to all defenses until the end of your next turn.

Entropic Critical (Level 2 or 6): When you score a critical hit, the target also takes ongoing 10 necrotic damage (save ends).

ENTROPIC POWERS

DISRUPTING TOUCH

ENTROPIC NOVICE

You evaporate your enemy with a touch.

At-Will 3 **Dark, Necrotic**

Standard Action

Melee touch

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: 2d8 + Charisma modifier + twice your level necrotic damage, and your attacks deal 5 extra necrotic damage to the target until the end of your next turn.

HOLE IN THE WORLD

ENTROPIC UTILITY

You become living entropy and cause all things in your presence to decay.

Encounter 3 **Dark, Zone**

Minor Action

Personal

Effect: Until the end of your next turn, while any creature is within 3 squares of you, it takes a -2 penalty to attack rolls and grants combat advantage.

CREATION UNDONE

ENTROPIC EXPERT

You release an entropic pulse that sends your foes' electrons packing.

Encounter 3 **Dark, Necrotic**

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Charisma + your level vs. Fortitude

Hit: 2d10 + Charisma modifier + your level necrotic damage. If the target is bloodied by this attack, it takes 10 extra necrotic damage.

ENTROPIC

ENTROPIC TRAITS

Mutant Type: Charisma; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Unordered Luck (Level 1): Gain a +1 bonus to AC and Reflex.

Disordered (Level 1): Gain resist 15 necrotic. In addition, whenever you regain hit points, you take a -2 penalty to all defenses until the end of your next turn.

Entropic Critical (Level 2 or 6): When you score a critical hit, the target also takes ongoing 10 necrotic damage (save ends).

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At-Will 3 **Dark, Necrotic**

Standard Action

Melee touch

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: 2d8 + Charisma modifier + twice your level necrotic damage, and your attacks deal 5 extra necrotic damage to the target until the end of your next turn.

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Minor Action

Personal

Effect: Until the end of your next turn, while any creature is within 3 squares of you, it takes a -2 penalty to attack rolls and grants combat advantage.

CREATION UNDONE

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You release an entropic pulse that sends your foes' electrons packing.

Encounter 3 **Dark, Necrotic**

Standard Action

Close blast 5

Target: Each creature in blast

Attack: Charisma + your level vs. Fortitude

Hit: 2d10 + Charisma modifier + your level necrotic damage. If the target is bloodied by this attack, it takes 10 extra necrotic damage.

EXPLODING

EXPLODING TRAITS

Mutant Type: Constitution; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Practical Endurance (Level 1): Gain a +1 bonus to Fortitude and Will.

Fireworks (Level 1): While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.

Exploding Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra fire and radiation damage, and each creature adjacent to you takes 5 fire and radiation damage.

EXPLODING POWERS

CONTROLLED DEMOLITION

EXPLODING NOVICE

When you relax your concentration, you detonate in a burst of flame and sound.

At-Will 3 Fire, Psi, Sonic

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level fire and sonic damage, and you push the target 1 square. If you're bloodied, this attack deals 1d6 extra damage.

CHAIN REACTION

EXPLODING UTILITY

The slightest bump, or an annoying foe, can set you off.

Encounter 3 Fire, Psi, Sonic

Immediate Reaction

Close burst 2

Trigger: You take damage from an attack

Target: Each creature in burst

Effect: You push the target 1d4 squares. If you push the target 4 squares, it also takes 10 fire and sonic damage.

NUCLEAR OPTION

EXPLODING EXPERT

Sometimes, it really is the only course of action! But it sure hurts.

Encounter 3 Fire, Psi, Sonic

Standard Action

Close burst 4

Target: Each creature in burst

Attack: Constitution + your level vs. Reflex

Hit: 2d10 + Constitution modifier + your level fire and sonic damage, and you push the target 4 squares.

Effect: You explode. You can't take any actions and have neither line of sight nor line of effect to any other creature, and no creature has line of sight or line of effect to you, until the end of your next turn. You then re-form in an unoccupied square within 5 squares of your last location.

EXPLODING

EXPLODING TRAITS

Mutant Type: Constitution; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Practical Endurance (Level 1): Gain a +1 bonus to Fortitude and Will.

Fireworks (Level 1): While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.

Exploding Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra fire and radiation damage, and each creature adjacent to you takes 5 fire and radiation damage.

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Target: Each creature in burst

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FUNGOID

FUNGOID TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Mushroom Thoughts (Level 1): Gain a +2 bonus to Will.

Healing Spores (Level 1): Once per turn when you regain hit points, each ally within 3 squares of you regains hit points equal to your level.

Fungoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is blinded until the end of your next turn.

FUNGOID POWERS

TOXIC SPORES

FUNGOID NOVICE

You release a cloud of poisonous spores to confound your foes.

At-Will 3 **Bio, Poison**

Standard Action

Close burst 1

Target: Each enemy in burst

Attack: Constitution + your level vs. Fortitude

Hit: 1d6 + Constitution modifier + your level poison damage, and the target grants combat advantage until the end of your next turn.

SPORE CLOUD

FUNGOID UTILITY

An enemy attacks you while you're hurt, and you eject a cloud of healing spores.

Encounter 3 **Bio, Healing, Zone**

Free Action

Close burst 1

Trigger: You take physical damage from an attack while you're bloodied

Effect: The burst creates a zone of spores that lasts until the start of your next turn. Squares within the zone are lightly obscured, and any ally that starts his or her turn within the zone regains hit points equal to 2 + your level.

MADNESS SPORES

FUNGOID EXPERT

You release multicolored spores that bore into your enemies and cause madness.

Encounter 3 **Bio, Poison, Psi**

Standard Action

Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Fortitude

Hit: 1d8 + Constitution modifier + your level poison damage, and the target can't make opportunity attacks until the end of your next turn. If you score a critical hit against the target, it's also dominated until the end of your next turn.

FUNGOID

FUNGOID TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Mushroom Thoughts (Level 1): Gain a +2 bonus to Will.

Healing Spores (Level 1): Once per turn when you regain hit points, each ally within 3 squares of you regains hit points equal to your level.

Fungoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is blinded until the end of your next turn.

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Target: Each enemy in burst

Attack: Constitution + your level vs. Fortitude

Hit: 1d6 + Constitution modifier + your level poison damage, and the target grants combat advantage until the end of your next turn.

SPORE CLOUD

FUNGOID UTILITY

An enemy attacks you while you're hurt, and you eject a cloud of healing spores.

Encounter 3 **Bio, Healing, Zone**

Free Action

Close burst 1

Trigger: You take physical damage from an attack while you're bloodied

Effect: The burst creates a zone of spores that lasts until the start of your next turn. Squares within the zone are lightly obscured, and any ally that starts his or her turn within the zone regains hit points equal to 2 + your level.

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Encounter 3 **Bio, Poison, Psi**

Standard Action

Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Fortitude

Hit: 1d8 + Constitution modifier + your level poison damage, and the target can't make opportunity attacks until the end of your next turn. If you score a critical hit against the target, it's also dominated until the end of your next turn.

GELATINOUS

GELATINOUS TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

No Real Weak Points (Level 1): Gain a +2 bonus to Fortitude.

Translucent (Level 1): At the start of each encounter, you are invisible until you attack or until the end of the encounter.

Gelatinous Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra acid damage, and you knock the target prone.

GELATINOUS POWERS

PARALYTIC GOO

GELATINOUS NOVICE

You hit your foe with a flowing limb of goo, numbing your enemy.

At-Will 3 **Acid, Bio**

Standard Action

Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 1d8 + Strength modifier + twice your level acid damage, and the target is slowed until the start of your next turn.

FLOWING FORM

GELATINOUS UTILITY

You ooze across the battlefield, unaffected by obstacles and enemies in your path.

Encounter 3 **Bio**

Move Action

Personal

Effect: You shift your speed. During this movement, you ignore difficult terrain and can move through enemies' spaces.

OOZY EMBRACE

GELATINOUS EXPERT

You enfold your prey in a glistening embrace.

Encounter 3 **Acid, Bio**

Standard Action

Melee 1

Target: One Medium or smaller creature

Attack: Strength + your level vs. Reflex. If the target is slowed, you gain a +4 bonus to the attack roll.

Hit: 2d8 + Strength modifier + twice your level acid damage, and the target is restrained (save ends). If you end your turn not adjacent to the target, it's no longer restrained.

GELATINOUS

GELATINOUS TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

No Real Weak Points (Level 1): Gain a +2 bonus to Fortitude.

Translucent (Level 1): At the start of each encounter, you are invisible until you attack or until the end of the encounter.

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Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 1d8 + Strength modifier + twice your level acid damage, and the target is slowed until the start of your next turn.

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You enfold your prey in a glistening embrace.

Encounter 3 **Acid, Bio**

Standard Action

Melee 1

Target: One Medium or smaller creature

Attack: Strength + your level vs. Reflex. If the target is slowed, you gain a +4 bonus to the attack roll.

Hit: 2d8 + Strength modifier + twice your level acid damage, and the target is restrained (save ends). If you end your turn not adjacent to the target, it's no longer restrained.

MAGNETIC

MAGNETIC TRAITS

Mutant Type: Dexterity; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Magnetic Shields (Level 1): Gain a +1 bonus to AC.

Magnetized Body (Level 1): Whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

Magnetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is restrained until the end of your next turn.

MAGNETIC POWERS

LODESTONE LURE

MAGNETIC NOVICE

You create a magnetic field between yourself and your enemy that pulls it closer. The field is charged with electricity that strikes your foe as it approaches.

At-Will 3 **Dark, Electricity**

Minor Action

Melee 5

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 1d8 + Dexterity modifier + twice your level electricity damage, and you pull the target 3 squares.

LAW OF ATTRACTION

MAGNETIC UTILITY

With a gesture, you pull an ally to you or send it careening toward another ally.

Encounter 3 **Dark**

Minor Action

Ranged 5

Target: One ally

Effect: You either pull the target 4 squares, or slide the target 4 squares toward another ally within 5 squares of you.

MAGNETIC FIELD

MAGNETIC EXPERT

You generate an electrical pulse that alters your enemies' polarity, pulling them toward you and holding them firmly in place.

Encounter 3 **Dark, Electricity**

Standard Action

Close burst 3

Target: Each enemy in burst

Attack: Dexterity + your level vs. Fortitude; if the target is a robot, you gain a +2 power bonus to the attack roll.

Hit: 2d6 + Dexterity modifier + your level electricity damage, and you pull the target 2 squares.

Effect: Until the end of your next turn, creatures are restrained while they're adjacent to you.

MAGNETIC

MAGNETIC TRAITS

Mutant Type: Dexterity; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Magnetic Shields (Level 1): Gain a +1 bonus to AC.

Magnetized Body (Level 1): Whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

Magnetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is restrained until the end of your next turn.

MAGNETIC POWERS

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Minor Action

Melee 5

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 1d8 + Dexterity modifier + twice your level electricity damage, and you pull the target 3 squares.

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Effect: You either pull the target 4 squares, or slide the target 4 squares toward another ally within 5 squares of you.

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Close burst 3

Target: Each enemy in burst

Attack: Dexterity + your level vs. Fortitude; if the target is a robot, you gain a +2 power bonus to the attack roll.

Hit: 2d6 + Dexterity modifier + your level electricity damage, and you pull the target 2 squares.

Effect: Until the end of your next turn, creatures are restrained while they're adjacent to you.

MYTHIC

MYTHIC TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Divine Luck (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Enduring Belief (Level 1): When you are dying, you don't fall unconscious until you have failed one death saving throw.

Mythic Critical (Level 2 or 6): When you score a critical hit, one ally you can see can make a basic attack as a free action with a +2 bonus to the attack roll.

MYTHIC POWERS

MYTHIC STRIKE

MYTHIC NOVICE

Your astonishing strike against a foe fills your allies with hope and zeal.

At-Will 3 **Physical, Psi, Weapon**

Standard Action

Melee or **Ranged** weapon

Target: One creature

Attack: Charisma + your level + weapon accuracy vs. AC

Hit: 1[W] + Charisma modifier + your level physical damage, and only ally within 5 squares of you gains either a +2 bonus to saving throws until the start of your next turn or 5 temporary hit points.

MIRACULOUS RECOVERY

MYTHIC UTILITY

Suddenly, you and your allies feel better. It's a miracle!

Encounter 3 **Healing, Psi**

Minor Action

Close burst 1

Target: You and each ally in burst

Effect: The target either makes a saving throw or regains hit points equal to your level.

DIVINE JUDGMENT

MYTHIC EXPERT

You call down a thunderbolt from the heavens to smite your enemies.

Encounter 3 **Electricity, Psi, Sonic**

Standard Action

Ranged 10

Target: One, two, or three creatures

Attack: Charisma + your level vs. Reflex

Hit: 2d6 + Charisma modifier + your level electricity and sonic damage, and the target is dazed until the end of your next turn.

MYTHIC

MYTHIC TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Divine Luck (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Enduring Belief (Level 1): When you are dying, you don't fall unconscious until you have failed one death saving throw.

Mythic Critical (Level 2 or 6): When you score a critical hit, one ally you can see can make a basic attack as a free action with a +2 bonus to the attack roll.

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Standard Action

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Target: One creature

Attack: Charisma + your level + weapon accuracy vs. AC

Hit: 1[W] + Charisma modifier + your level physical damage, and only ally within 5 squares of you gains either a +2 bonus to saving throws until the start of your next turn or 5 temporary hit points.

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Close burst 1

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Effect: The target either makes a saving throw or regains hit points equal to your level.

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Standard Action

Ranged 10

Target: One, two, or three creatures

Attack: Charisma + your level vs. Reflex

Hit: 2d6 + Charisma modifier + your level electricity and sonic damage, and the target is dazed until the end of your next turn.

NIGHTMARE

NIGHTMARE TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Master of Terror (Level 1): Gain a +2 bonus to Will.

Insidious Mind (Level 1): Whenever you hit an enemy with a psi attack, you can also slide that enemy 2 squares.

Nightmare Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target moves its speed away from you as a free action.

NIGHTMARE POWERS

FEAR MANIFESTED

NIGHTMARE NOVICE

You wrench your enemy's deepest, darkest fear from its mind and use it as a weapon against that foe.

At-Will 3 **Psi, Psychic**

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Will

Hit: 1d8 + Intelligence modifier + twice your level psychic damage, and until the end of your next turn, the target grants combat advantage and takes a –2 penalty to attack rolls.

SECRET FACE

NIGHTMARE UTILITY

You cause your enemies to see tentacles and gumming jaws explode from your ally's face.

Encounter 3 **Psi**

Minor Action

Ranged 10

Target: One ally

Effect: Until the end of your next turn, enemies take a –2 penalty to attack rolls against the target.

FEARS REVEALED

NIGHTMARE EXPERT

You draw forth your enemy's worst fear, bringing it into reality for a short time. Your foe finds the apparition so terrible that it panics and retreats from any attack.

Encounter 3 **Psi, Psychic**

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Will

Hit: 2d6 + Intelligence modifier + twice your level psychic damage. In addition, until the end of your next turn, the target takes a –2 penalty to attack rolls and whenever a creature hits the target with an attack, that creature pushes the target 1 square.

NIGHTMARE

NIGHTMARE TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Master of Terror (Level 1): Gain a +2 bonus to Will.

Insidious Mind (Level 1): Whenever you hit an enemy with a psi attack, you can also slide that enemy 2 squares.

Nightmare Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target moves its speed away from you as a free action.

NIGHTMARE POWERS

FEAR MANIFESTED

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At-Will 3 **Psi, Psychic**

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Will

Hit: 1d8 + Intelligence modifier + twice your level psychic damage, and until the end of your next turn, the target grants combat advantage and takes a –2 penalty to attack rolls.

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You draw forth your enemy's worst fear, bringing it into reality for a short time. Your foe finds the apparition so terrible that it panics and retreats from any attack.

Encounter 3 **Psi, Psychic**

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Will

Hit: 2d6 + Intelligence modifier + twice your level psychic damage. In addition, until the end of your next turn, the target takes a –2 penalty to attack rolls and whenever a creature hits the target with an attack, that creature pushes the target 1 square.

PLAGUEBEARER

PLAGUEBEARER TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Strengthened by Plague (Level 1): Gain a +2 bonus to Fortitude.

Typhoid Mary/Marvin (Level 1): You are immune to disease and gain resist 10 necrotic.

Plaguebearer Critical (Level 2 or 6): When you score a critical hit, the target takes ongoing 10 necrotic damage (save ends).

PLAGUEBEARER POWERS

INFECTED TOUCH

PLAGUEBEARER NOVICE

You strike your enemy, and your touch delivers microbes that wreak havoc on its body.

At-Will 3 **Bio, Necrotic**

Standard Action

Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude. If the target is taking ongoing damage, you gain a +2 bonus to the attack roll.

Hit: 1d10 + Constitution modifier + twice your level necrotic damage, and until the end of your next turn, the target is slowed and can't take immediate actions or opportunity actions.

LEPROSY SPLASH

PLAGUEBEARER UTILITY

You fly apart in a cloud of small, rotting particles that damages foes within it.

Encounter 3 **Bio, Necrotic, Poison, Zone**

Immediate Reaction

Close burst 2

Trigger: An enemy bloodies you

Effect: Your body bursts into a cloud of disease, creating a zone of pestilence that lasts until the start of your next turn. While you're under this effect, you can't take any actions and have neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to you. In addition, enemies treat squares within the zone as difficult terrain, and whenever an enemy within the zone takes damage from an attack, it takes 5 extra necrotic and poison damage. At the start of your next turn, you reform in any square within the burst.

GIFT OF PESTILENCE

PLAGUEBEARER EXPERT

You unhinge your jaw and spray a noxious, toxic vomit that infects everyone it touches.

Encounter 3 **Bio, Necrotic**

Standard Action

Close blast 3

Target: Each creature in blast

Attack: Constitution + your level vs. Fortitude

Hit: 2d6 + Constitution modifier + your level necrotic damage, and the target is dazed, slowed, and takes ongoing 5 necrotic damage (save ends all).

PLAGUEBEARER

PLAGUEBEARER TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Strengthened by Plague (Level 1): Gain a +2 bonus to Fortitude.

Typhoid Mary/Marvin (Level 1): You are immune to disease and gain resist 10 necrotic.

Plaguebearer Critical (Level 2 or 6): When you score a critical hit, the target takes ongoing 10 necrotic damage (save ends).

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At-Will 3 **Bio, Necrotic**

Standard Action

Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude. If the target is taking ongoing damage, you gain a +2 bonus to the attack roll.

Hit: 1d10 + Constitution modifier + twice your level necrotic damage, and until the end of your next turn, the target is slowed and can't take immediate actions or opportunity actions.

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You fly apart in a cloud of small, rotting particles that damages foes within it.

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Standard Action

Close blast 3

Target: Each creature in blast

Attack: Constitution + your level vs. Fortitude

Hit: 2d6 + Constitution modifier + your level necrotic damage, and the target is dazed, slowed, and takes ongoing 5 necrotic damage (save ends all).

PLASTIC

PLASTIC TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.

Bend but Not Break (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Malleability (Level 1): You can compress your body to fit through a 1-inch-wide crack. You don't become slowed or grant combat advantage while squeezing in this way.

Plastic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is restrained until you end your turn not adjacent to it.

PLASTIC POWERS

STRETCHY ARMS

PLASTIC NOVICE

You stretch your arms across the room to strike at an enemy and pull it toward you.

At-Will 3 **Bio, Physical, Weapon**

Standard Action

Melee 3

Target: One creature

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level physical damage, and you pull the target 2 squares.

BODY SHIELD

PLASTIC UTILITY

You inflate your body to block an incoming attack against a nearby ally.

Encounter 3 **Bio**

Immediate Interrupt

Personal

Trigger: An attack hits an ally within 2 squares of you

Effect: The triggering attack hits you instead. You take only half damage from the attack.

WRAP IT UP

PLASTIC EXPERT

You coil your elastic body around your foe and crush it.

Encounter 3 **Bio, Physical**

Standard Action

Melee 3

Target: One creature

Effect: You shift 3 squares to a square adjacent to the target.

Attack: Dexterity + your level vs. Reflex

Hit: 2d8 + Dexterity modifier + twice your level physical damage. In addition, while you're adjacent to the target, it's restrained and takes ongoing 10 physical damage (save ends both).

PLASTIC

PLASTIC TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.

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Target: One creature

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Attack: Dexterity + your level vs. Reflex

Hit: 2d8 + Dexterity modifier + twice your level physical damage. In addition, while you're adjacent to the target, it's restrained and takes ongoing 10 physical damage (save ends both).

PRESCIENT

PRESCIENT TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Not Surprised (Level 1): Gain a +1 bonus to AC and Will.

Third Eye Awareness (Level 1): Gain a +2 bonus to opportunity attack rolls and a +4 bonus to initiative checks.

Prescient Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

PRESCIENT POWERS

THWARTED DEFENSE

PRESCIENT NOVICE

You read your enemy's future actions and close off its avenues for retreat.

At-Will 3 **Physical, Psi, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target can't shift until the end of your next turn.

INSTINCTIVE SHIFT

PRESCIENT UTILITY

Your enemy can't act without your knowledge, allowing you to duck or dodge its attacks.

Encounter 3 **Psi**

Immediate Interrupt

Personal

Trigger: An enemy adjacent to you hits you

Effect: You gain a +4 bonus to all defenses against the triggering attack. If the attack misses, you can shift 1 square.

CUNNING PREDICTION

PRESCIENT EXPERT

You know where the enemy will be in 5 seconds and what part of its body it's protecting the most. This allows you to tell an ally where to strike a fatal blow.

Encounter 3 **Psi**

Standard Action

Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Will

Hit: The next ally to hit the target automatically scores a critical hit.

PRESCIENT

PRESCIENT TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Not Surprised (Level 1): Gain a +1 bonus to AC and Will.

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Standard Action

Melee weapon

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Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target can't shift until the end of your next turn.

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Standard Action

Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Will

Hit: The next ally to hit the target automatically scores a critical hit.

REANIMATED

REANIMATED TRAITS

Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Undead Recuperation (Level 1): You are immune to disease, and whenever you start your turn and have at least 1 hit point, you regain hit points equal to your level.

Slow (Level 1): Reduce your speed by 1.

Reanimated Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is dazed until the end of your next turn.

REANIMATED POWERS

NASTY BITE

REANIMATED NOVICE

You sink your rotting teeth into your victim, seeking its tasty brain. Brains!

At-Will 3 **Dark, Healing, Physical**

Standard Action

Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d6 + Strength modifier + twice your level physical damage. If you score a critical hit, you also regain 5 + your level hit points.

ZOMBIE SURPRISE

REANIMATED UTILITY

They're coming to get you, Barbara!

Encounter 3 **Dark, Healing**

No Action

Personal

Trigger: You start your turn with 0 hit points or fewer

Effect: You regain hit points equal to your level and stand up.

GRISLY FEAST

REANIMATED EXPERT

You'd know the smell of tasty grey cells from a block away, and your foe has some. You lunge forward and start snacking as you drag your enemy to the ground.

Encounter 3 **Dark, Physical**

Standard Action

Melee 1

Target: One creature

Attack: Strength + your level + 2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and you knock the target prone. In addition, until the target starts its turn in a square not adjacent to you, it takes 5 physical damage whenever it starts its turn adjacent to you.

REANIMATED

REANIMATED TRAITS

Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Undead Recuperation (Level 1): You are immune to disease, and whenever you start your turn and have at least 1 hit point, you regain hit points equal to your level.

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Standard Action

Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d6 + Strength modifier + twice your level physical damage. If you score a critical hit, you also regain 5 + your level hit points.

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No Action

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Trigger: You start your turn with 0 hit points or fewer

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Encounter 3 **Dark, Physical**

Standard Action

Melee 1

Target: One creature

Attack: Strength + your level + 2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and you knock the target prone. In addition, until the target starts its turn in a square not adjacent to you, it takes 5 physical damage whenever it starts its turn adjacent to you.

SHAPESHIFTER

SHAPESHIFTER TRAITS

Mutant Type: Charisma; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Rippling Flesh (Level 1): Gain a +2 bonus to Reflex.

Subtle Movement (Level 1): You can shift 1 square as a minor action.

Shapeshifter Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

SHAPESHIFTER POWERS

SHAPESHIFTER'S FEINT

SHAPESHIFTER NOVICE

You take on your victim's appearance to confuse your enemies.

At-Will ☹ **Bio, Physical**

Standard Action

Melee weapon

Effect: You assume the form of any Medium humanoid until you change form again. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. You gain a +5 power bonus to Interaction checks to fool others with your disguise. You can choose not to make the attack.

Target: One creature

Attack: Charisma + your level vs. Reflex

Hit: 1[W] + Charisma modifier + your level physical damage. If you changed your form to resemble the target, you gain a +2 power bonus to all defenses until the end of your next turn while the target is within 2 squares of you.

WHO, ME?

SHAPESHIFTER UTILITY

You become an inoffensive creature, small and unassuming. People want to pet you.

Encounter ☹ **Bio**

Minor Action

Personal

Effect: You assume the form of a Tiny beast until the end of the encounter, until you change back to your previous form as a minor action, or until you change your form again. While in this form, you gain a +3 bonus to speed and to all defenses, you do not provoke opportunity attacks from moving, and you cannot attack.

BIG SCARY MONSTER

SHAPESHIFTER EXPERT

You morph into a big, scary monster with long, sharp claws.

Encounter ☹ **Bio, Physical**

Minor Action

Personal

Effect: You assume the form of a big scary monster (although you remain a Medium creature) until the end of the encounter, until you dismiss the form as a minor action, or until you change your form again. While in this form, enemies take a -2 penalty to attack rolls against you. You can make the following at-will attack while in this form.

Standard Action

Melee 2

Target: One creature

Attack: Charisma + your level vs. AC

Hit: 2d6 + Charisma modifier + twice your level physical damage.

SHAPESHIFTER

SHAPESHIFTER TRAITS

Mutant Type: Charisma; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Rippling Flesh (Level 1): Gain a +2 bonus to Reflex.

Subtle Movement (Level 1): You can shift 1 square as a minor action.

Shapeshifter Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

SHAPESHIFTER POWERS

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SHAPESHIFTER NOVICE

You take on your victim's appearance to confuse your enemies.

At-Will ☹ **Bio, Physical**

Standard Action

Melee weapon

Effect: You assume the form of any Medium humanoid until you change form again. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. You gain a +5 power bonus to Interaction checks to fool others with your disguise. You can choose not to make the attack.

Target: One creature

Attack: Charisma + your level vs. Reflex

Hit: 1[W] + Charisma modifier + your level physical damage. If you changed your form to resemble the target, you gain a +2 power bonus to all defenses until the end of your next turn while the target is within 2 squares of you.

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Standard Action

Melee 2

Target: One creature

Attack: Charisma + your level vs. AC

Hit: 2d6 + Charisma modifier + twice your level physical damage.

SIMIAN

SIMIAN TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Monkey Tough, Monkey Fast (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Agile Monkey (Level 1): Gain a +1 bonus to speed.

Simian Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you push the target 2 squares.

SIMIAN POWERS

APE RAGE

SIMIAN NOVICE

You smash your foe to pulp.

At-Will 3 **Bio, Physical, Weapon**

Standard Action

Melee or **Ranged** weapon

Target: One creature

Attack: Strength + your level + weapon accuracy vs. AC

Hit: 1[W] + 1d6 + Strength modifier + your level physical damage, and you gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

MONKEY LEAP

SIMIAN UTILITY

You leap up like a . . . well, like a monkey, to land among your foes.

Encounter 3 **Bio**

Move Action

Personal

Effect: You make an Athletics check to jump and gain a +5 power bonus. Each enemy adjacent to you at the end of the jump grants combat advantage to you until the end of your next turn.

EXPERT APE TRAINING

SIMIAN EXPERT

You punctuate your attack with a blood-curdling roar.

Encounter 3 **Bio, Physical, Weapon**

Standard Action

Melee or **Ranged** weapon

Target: One creature

Attack: Strength + your level + weapon accuracy + 2 vs. AC

Hit: 2[W] + Strength modifier + your level physical damage, and each enemy within 3 squares of you grants combat advantage to you until the end of your next turn.

SIMIAN

SIMIAN TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Monkey Tough, Monkey Fast (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Agile Monkey (Level 1): Gain a +1 bonus to speed.

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Melee or **Ranged** weapon

Target: One creature

Attack: Strength + your level + weapon accuracy + 2 vs. AC

Hit: 2[W] + Strength modifier + your level physical damage, and each enemy within 3 squares of you grants combat advantage to you until the end of your next turn.

TEMPORAL

TEMPORAL TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.

Too Slow! (Level 1): Gain a +2 bonus to AC.

Temporal Advantage (Level 1): Gain a +5 bonus to initiative checks.

Temporal Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you teleport the target 2d6 squares.

TEMPORAL POWERS

TEMPORAL FUGUE

TEMPORAL NOVICE

Bending time, you fling an enemy back to a previous moment, disorienting it.

At-Will 3 **Dark, Physical, Teleportation**

Standard Action

Melee or **Ranged** weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. Reflex

Hit: 1[W] + Wisdom modifier + your level physical damage, you teleport the target 4 squares, and the target is dazed until the end of your next turn.

TEMPORAL JAUNT

TEMPORAL UTILITY

You withdraw from the present to appear in the near future.

Encounter 3 **Dark, Teleportation**

No Action

Personal

Trigger: You end your turn

Effect: You disappear into the future until the start of your next turn. While under this effect, you can't take actions and have neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to you. You reappear in an unoccupied square within 5 squares of the square you last occupied.

TIME SHOVE

TEMPORAL EXPERT

You knock your enemy into a time portal that sends it into the future.

Encounter 3 **Dark, Physical, Weapon**

Standard Action

Melee or **Ranged** weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. Reflex

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target disappears into the future until the end of your next turn. While under this effect, the target can't take actions and has neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to it. It reappears in an unoccupied square of your choice within 5 squares of you.

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WHEELED

WHEELED TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Great Turning Radius (Level 1): Gain a +2 bonus to Reflex.

All-Wheel Drive (Level 1): You ignore difficult terrain and gain a +1 bonus to speed.

Wheeled Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target prone. You can then shift your speed.

WHEELED POWERS

MAXIMUM OVERDRIVE

WHEELED NOVICE

You put it in gear and use your momentum to knock your enemy silly.

At-Will 3 **Dark, Physical**

Standard Action

Melee weapon

Effect: Before the attack, you shift 2 squares.

Target: One creature

Attack: Constitution + your level + weapon accuracy vs. AC

Hit: 1[W] + Constitution modifier + your level physical damage, and the target takes a -2 penalty to attack rolls against your allies until the end of your next turn.

BURNING RUBBER

WHEELED UTILITY

You generate enough torque to spin and overheat your wheels, leaving flaming tracks behind you as you race across the battlefield.

Encounter 3 **Dark, Fire**

Move Action

Personal

Effect: You move your speed + 2. Each square you leave is filled with fire until the start of your next turn. Any creature that enters a fire square or starts its turn there takes 5 fire damage.

MONSTER TRUCK

WHEELED EXPERT

As you roll forward, you crush your enemies beneath your wheels.

Encounter 3 **Dark, Physical**

Standard Action

Personal

Effect: You move your speed. You can move through enemies' spaces during this move, provided you end the move in an unoccupied space. Make the following attack against each enemy the first time you enter its space during this movement.

Free Action

Melee 1

Target: One creature

Attack: Constitution + your level vs. Reflex

Hit: 2d8 + Constitution modifier + your level physical damage, and you knock the target prone.

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Hit: 1[W] + Constitution modifier + your level physical damage, and the target takes a -2 penalty to attack rolls against your allies until the end of your next turn.

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