

POWERED BY DRAW STEEL

Draw Steel Ability Cards

<https://github.com/NamelessYoungy/draw-steel-ability-cards>

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A big thankyou to:

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Heal

You employ medicine or inspiring words to make an adjacent creature feel better and stay in the fight.

Combat - Nil Main
Melee 1 ◎ One ally

Effect: The target creature can spend a Recovery to regain Stamina, or can make a saving throw against one effect they are suffering that is ended by a saving throw.

Opportunity Attack

Combat - Nil Free triggered
Melee 1 ◎ One creature

Trigger: The target willingly moves from an adjacent space to a space that isn't adjacent without shifting and you do not have a bane on or double bane on attacks against them.

Effect: You make a melee free strike against the target.

Ranged Weapon Free Strike

Combat - Ranged, Strike, Weapon Main
Ranged 5 ◎ One creature or object

Power Roll + M or A

≤11 2 + M or A damage
12-16 4 + M or A damage
17+ 6 + M or A damage

Advance

Combat - Nil Move
Self ◎ Self

Effect: You move a number of squares up to your speed. You can break up this movement with your maneuver and main action however they wish.

Melee Weapon Free Strike

Combat - Charge, Melee, Strike, Weapon Main
Melee 1 ◎ One creature or object

Power Roll + M or A

≤11 2 + M or A damage
12-16 5 + M or A damage
17+ 7 + M or A damage

Charge

Combat - Nil Main
Self ◎ Self

Effect: You move up to your speed in a straight line, then make a melee free strike against a target when you end your move. If the creature has an ability with the Charge keyword, they can use that ability instead of a free strike.

A creature can't move through difficult terrain or shift when they charge. They can fly or burrow as part of the Charge main action if they have that movement available to them, but they can't climb or swim while charging unless they can automatically use that movement at full speed.

Defend

Combat - Nil Main
Self ◎ Self

Effect: Ability rolls made against you have a double bane until the start of your next turn. Additionally, you have a double edge on tests when called for to resist environmental effects or a creature's traits or abilities. A creature gains no benefit from this action while another creature is taunted by them.

Ride

Combat - Nil Move
Self ◎ Self

Effect: A creature can take the Ride move action only while mounted on another creature. When you take the Ride move action, they cause their mount to move up to the mount's speed, taking the rider with them. Alternatively, a creature can use the Ride move action to have their mount use the Disengage move action as a free triggered action. A creature can use the Ride move action only once per round. A mounted creature can only have this move action applied to them once per round. This movement can be broken up with the rider's maneuver and main action however they wish.

⚔ Aid Attack

Combat - Nil
 Melee 1
 Maneuver
 One enemy

Effect: The next ability roll an ally makes against the target before the start of your next turn gains an edge.

👤 Make or Assist a Test

Combat - Nil
 Self
 Maneuver
 Self

Effect: Many tests are maneuvers if made in combat. Searching a chest with a **R** test, picking a door's lock with an **A** test, or lifting a portcullis with a **M** test would all be maneuvers. Assisting a test is also a maneuver in combat. Complex or time-consuming tests might require a main action if made in combat—or could take so long that they can't be made during combat at all. Other tests that take no time at all, such as a **R** test to recall lore about mummies, are usually free maneuvers in combat. The Director has the final say regarding which tests can be made as maneuvers.

👤 Catch Breath

Combat - Nil
 Self
 Maneuver
 Self

Effect: You spend a Recovery and regain Stamina equal to your recovery value. A creature who is dying can't use the Catch Breath maneuver, but other creatures can help them spend Recoveries in other ways.

⚔ Grab

Combat - Melee, Weapon
 Melee 1
 Maneuver
 One creature

Power Roll + M

≤11 No effect.

12-16 You can grab the target, but if you do, the target can make a melee free strike against you before they are grabbed.

17+ The target is grabbed by you.

Effect: You can usually target only creatures of your size or smaller. If your **M** is 2 or higher, you can target any creature with a size equal to or less than your **M**. Unless otherwise indicated, a creature can grab only one creature at a time.

⚔ Knockback

Combat - Melee, Weapon
 Melee 1
 Maneuver
 One creature

Power Roll + M

≤11 Push 1

12-16 Push 2

17+ Push 3

Effect: You can usually target only creatures of your size or smaller. If your **M** is 2 or higher, you can target any creature with a size equal to or less than your **M**.

👤 Stand Up

Combat - Nil
 Self
 Maneuver
 Self

Effect: You stand up if you are prone, ending that condition. Alternatively, you can use this maneuver to make a willing adjacent prone creature stand up.

👤 Escape Grab

Combat -
 Self
 Maneuver
 Self

Effect: A creature who is grabbed by another creature, an object, or an effect can attempt to escape by using the following ability.

Power Roll + M or A

≤11 No effect.

12-16 You can escape the grab, but if you do, a creature who has you grabbed can make a melee free strike against you before you are no longer grabbed.

17+ You are no longer grabbed.

Effect: You take a bane on this maneuver if your size is smaller than the size of the creature, object, or effect that has you grabbed.

👤 Claw Dirt

Combat -
 Self
 Maneuver
 Self

Power Roll + M

≤11 You can move 1 square into, out of, or through ground you are touching that can be burrowed through, and you are slowed and weakened (EoT).

12-16 You can use your main action this turn to move 1 square into, out of, or through ground you are touching that can be burrowed through, and you are slowed (EoT).

17+ You can move 1 square into, out of, or through ground you are touching that can be burrowed through.

👤 Hide

Combat - Nil
 Self
 Maneuver
 Self

Effect: You attempt to hide from other creatures who aren't observing you while they have cover or concealment.

Search for Hidden Creatures

Combat - Nil Maneuver
↙ Self ☺ Self

Effect: You attempt to locate creatures hidden from you.

Use Consumable

Combat - Nil Maneuver
↙ Self ☺ Self

Effect: Unless otherwise noted in its description, you can activate a consumable treasure such as a potion. A creature can use this maneuver to administer a consumable treasure that benefits the user either to themselves or to a willing adjacent creature.

Meteoric Introduction

Signature

You give your enemy a gentle tap-like an asteroid impact.

Elementalist 1 - Earth, Magic, Melee, Strike Main

↙ Melee 1 ☺ One creature or object

Power Roll + R

- ≤11 3 + R damage; push 2
- 12-16 5 + R damage; push 3
- 17+ 8 + R damage; push 4

No More Than a Breeze

5 Essence

The material substance of a creature shreds away at your command.

Elementalist 1 - Magic, Ranged, Void Maneuver
↙ Ranged 10 ☺ Self or one ally

Effect: Until the start of your next turn, the target can move through solid matter, they ignore difficult terrain, and their movement can't provoke opportunity attacks. If the target ends their turn inside solid matter, they are forced out into the space where they entered it and this effect ends.

Persistent 1: The effect lasts until the start of your next turn.

Unquiet Ground

Signature

A sudden storm of detritus assaults your foes and leaves them struggling to move.

Elementalist 1 - Area, Earth, Magic, Ranged Main
↙ 2 cube within 10 ☺ Each enemy

Power Roll + R

- ≤11 2 damage
- 12-16 5 damage
- 17+ 7 damage

Effect: The ground beneath the area is difficult terrain for enemies.

Behold the Mystery

3 Essence

You open a rift into the void to harry your foes.

Elementalist 1 - Area, Magic, Ranged, Void Main
↙ 3 cube within 10 ☺ Each enemy

Power Roll + R

- ≤11 2 psychic damage
- 12-16 4 psychic damage
- 17+ 6 psychic damage

Persistent 1: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

Test of Rain

5 Essence

You call down a rain that burns your enemies and restores your allies.

Elementalist 1 - Area, Green, Magic, Ranged Main
↙ 3 cube within 10 ☺ Each enemy

Power Roll + R

- ≤11 4 acid damage
- 12-16 6 acid damage
- 17+ 10 acid damage

Effect: You can end one effect on yourself that is ended by a saving throw or that ends at the end of your turn. Each ally in the area also gains this benefit.

Grasp of Beyond

Signature

You absorb the life energy of another creature and use it to teleport.

Elementalist 1 - Magic, Melee, Strike, Void Main
↙ Melee 1 ☺ One creature

Power Roll + R

- ≤11 3 + R corruption damage
- 12-16 6 + R corruption damage
- 17+ 9 + R corruption damage

Effect: You can teleport up to a number of squares equal to your R.

Practical Magic

Your mastery of elemental power lets you customize your conjurations.

Elementalist 1 - Magic Maneuver
↙ Self; see below ☺ Self

Effect: Choose one of the following effects:

- You use the Knockback maneuver (see Chapter 10: Combat), but its distance becomes the range of your Hurl Element ability, and you use R instead of M for the power roll.
- You choose a creature within the distance of your Hurl Element ability and one of the following damage types: acid, cold, corruption, fire, lightning, poison, or sonic. That creature takes damage of the chosen type equal to your R.
- You teleport up to a number of squares equal to your R. If you choose this option, you can spend essence to teleport 1 additional square for each essence spent.

Explosive Assistance

You add a little magic to an ally's aggression at just the right time.

Elementalist 1 - Fire, Magic, Ranged Triggered
Ranged 10  Self or one ally

Trigger: The target force moves a creature or object.

Effect: The forced movement distance gains a bonus equal to your **R**.

Spend 1 Essence: The forced movement distance gains a bonus equal to twice your **R** instead.

Motivate Earth

The earth rises, falls, or opens up at your command.

Elementalist 1 - Earth, Magic, Melee Main
Melee 1  Special

Effect: You touch a square containing mundane dirt, stone, or metal and create a 5 wall of the same material, which rises up out of the ground and must include the square you touched. Alternatively, you touch a structure made of mundane dirt, stone, or metal that occupies 2 or more squares. You can open a 1-square opening in the structure where you touched it. You can instead touch an existing doorway or other opening that is 1 square or smaller in a mundane dirt, stone, or metal surface. The opening is sealed by the same material that makes up the surface.

Subtle Relocation

You call on the void to swallow and spit out an ally.

Elementalist 1 - Magic, Ranged, Void Triggered
Ranged 10  Self or one ally

Trigger: The target starts their turn, moves, or is force moved.

Effect: You teleport the target up to a number of squares equal to your **R**. If the target moves to trigger this ability, you can teleport them at any point during the move.

Spend 1 Essence: You teleport the target up to a number of squares equal to twice your **R** instead.

Ripples in the Earth

3 Essence

Like a stone was dropped into a pond, waves in the earth radiate from you.

Elementalist 1 - Area, Earth, Magic Main
2 burst  Each enemy

Power Roll + R

 3 damage
 5 damage
 8 damage; M<STR prone

Effect: You must be touching the ground to use this ability.

Additionally, you can choose a square of ground in the area that is unoccupied or is occupied by you or any ally. A pillar of earth rises out of the ground in that square, with a height in squares up to your **R**. The pillar can't collide with any creatures or objects, nor can it force creatures raised by it to collide with other creatures or objects.

Shared Void Sense

You grant allies a taste of your unearthly vision.

Elementalist 1 - Magic, Ranged, Void Maneuver
Ranged 10  Special

Effect: For each Victory you have, you can target one creature. Each target gains the benefit of your A Beyonding of Vision feature until the end of your next turn, but doesn't gain the use of the Shared Void Sense ability.

Bifurcated Incineration

Signature

Two jets of flame lance out at your command.

Elementalist 1 - Fire, Magic, Ranged, Strike Main
Ranged 10  Two creatures or objects

Power Roll + R

 2 fire damage
 4 fire damage
 6 fire damage

The Green Within, the Green Without

Signature

Whipping vines erupt from a foe's body to grasp at another close by.

Elementalist 1 - Green, Magic, Ranged, Strike Main
Ranged 10  One creature

Power Roll + R

 2 + **R** damage
 5 + **R** damage
 7 + **R** damage

Effect: You slide one creature within 10 squares of the target up to 2 squares.

Afflict a Bountiful Decay

Signature

Your curse causes your foe's flesh to rot off as spores that aid your allies.

Elementalist 1 - Green, Magic, Ranged, Rot, Strike Main
Ranged 10  One creature

Power Roll + R

 2 + **R** corruption damage
 4 + **R** corruption damage
 6 + **R** corruption damage

Effect: Choose yourself or one ally within distance. That character can end one effect on them that is ended by a saving throw or that ends at the end of their turn.

Viscous Fire

Signature

A jet of heavy fire erupts where you strike.

Elementalist 1 - Fire, Magic, Ranged, Strike Main
Ranged 10  One creature or object

Power Roll + R

 2 + **R** fire damage; push 2
 5 + **R** fire damage; push 3
 7 + **R** fire damage; push 4

⚡ Hurl Element

You cast a ball of elemental energy at a foe.

Elementalist 1 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + R

≤11 2 + R damage
12-16 4 + R damage
17+ 6 + R damage

Effect: When you make this strike, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic.

⚡ Breath of Dawn Remembered

The power you channel grants the ability to get back in the fight.

Elementalist 1 - Green, Magic, Ranged Triggered
↳ Ranged 10 Ⓜ Self or one ally

Trigger: The target starts their turn or takes damage.

Effect: The target can spend a Recovery.

Spend 1+ Essence: The target can spend an additional Recovery for each essence spent.

█ Conflagration

5 Essence

A storm of fire descends upon your enemies.

Elementalist 1 - Area, Fire, Magic, Ranged Main
↳ 3 cube within 10 Ⓜ Each enemy

Power Roll + R

≤11 4 fire damage
12-16 6 fire damage
17+ 10 fire damage

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

⚡ The Flesh, a Crucible

3 Essence

Fire engulfs your target and continues to churn.

Elementalist 1 - Fire, Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + R

≤11 5 + R fire damage
12-16 8 + R fire damage
17+ 11 + R fire damage

Persistent 1: If the target is within distance at the start of your turn, you can make the power roll again without spending essence (no action required).

⚡ Instantaneous Excavation

5 Essence

The surface of the world around you opens up to swallow foes.

Elementalist 1 - Earth, Magic, Ranged Maneuver
↳ Ranged 10 Ⓜ Special

Effect: You open up two holes with 1-square openings that are 4 squares deep, which can be placed on any mundane surface within distance. You can place these holes next to each other to create fewer holes with wider openings. When the holes open, make a separate power roll for each creature on the ground above a hole and small enough to fall in. (You can't score a critical hit with this ability because it uses a maneuver.)

Power Roll + R

≤11 The target can shift 1 square from the edge of the hole to the nearest unoccupied space of their choice.
12-16 The target falls into the hole.
17+ The target falls into the hole and can't reduce the height of the fall.

Persistent 1: At the start of your turn, you open another hole, making a power roll against each creature who could fall into the hole when it opens without spending essence.

⚡ Ray of Agonizing Self-Reflection

Signature

You inflict pain and doubt in equal measure.

Elementalist 1 - Magic, Ranged, Strike, Void Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + R

≤11 2 + R corruption damage; R<WEA slowed (save ends)
12-16 4 + R corruption damage; R<AVG slowed (save ends)
17+ 6 + R corruption damage; R<STR slowed (save ends)

⚡ Skin Like Castle Walls

You cover yourself or an ally in protective stone.

Elementalist 1 - Earth, Magic, Ranged Triggered
↳ Ranged 10 Ⓜ Self or one ally

Trigger: The target takes damage.

Effect: The target takes half the damage.

Spend 1 Essence: If the damage has any potency effects associated with it, the potency is reduced by 1 for the target.

⚡ Return to Formlessness

With the merest touch, you cause an object to turn to slag or ash.

Elementalist 1 - Fire, Magic, Melee Main
↳ Melee 1 Ⓜ One mundane object

Effect: You heat the target and cause it to melt or combust, destroying it. If the object is larger than 1 square, then only the square of the object you touch is destroyed.

⚡ Invigorating Growth

3 Essence

Mushrooms erupt from a foe, sapping their vitality to spread strengthening spores.

Elementalist 1 - Green, Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature

Power Roll + R

≤11 4 + R poison damage
12-16 7 + R poison damage
17+ 11 + R poison damage

Effect: Mushrooms cover the target's body. While the mushrooms are on the target, you and any ally adjacent to the target gain 1 surge whenever the target takes damage. The mushrooms can be removed by the target or an adjacent creature as a main action.

Heart of the Wode

11 Essence

You call forth one of the Great Tree's many splinters to provide for your every need.

Elementalist 8 - Green, Magic, Ranged
↳ Ranged 10 Main
 ◎ Special

Effect: A size 5 tree appears in an unoccupied space within distance. The tree has 100 Stamina and can't be force moved. You and any ally can touch the tree to use the Catch Breath maneuver as a free maneuver. Additionally, when you start your turn with line of effect to the tree, you can end one effect on yourself that is ended by a saving throw or that ends at the end of your turn, or you can stand up if you are prone. Each ally within distance also gains this benefit.

Each enemy who ends their turn within 3 squares of the tree is restrained until the end of their next turn. A creature restrained this way can use a main action to end the effect early.

Muse of Fire

11 Essence

The fire burns hot enough to sear the face of any god watching.

Elementalist 8 - Area, Fire, Magic, Ranged
↳ 5 cube within 10 Main
 ◎ Each enemy

Power Roll + R

- ≤11 7 fire damage; the Director loses 2 Malice
- 12-16 10 fire damage; the Director loses 3 Malice
- 17+ 15 fire damage; the Director loses 4 Malice

Effect: The Director's Malice can become negative as a result of this ability.

World Torn Asunder

11 Essence

You stomp your foot and quake the whole world over.

Elementalist 8 - Area, Earth, Magic
↳ 5 burst Main
 ◎ Each enemy

Power Roll + R

- ≤11 M<WEA prone
- 12-16 M<AVG prone
- 17+ M<STR prone

Effect: You create a fissure in the ground adjacent to you that is a 10 x 2 line and 6 squares deep. Each creature in the area who is prone and size 2 or smaller falls in. Other creatures can enter the fissure or can shift to the nearest unoccupied space of their choice outside it.

Summon Source of Earth

The ground rumbles as an elemental bursts forth, ready to serve.

Elementalist 8 - Earth, Magic, Ranged
↳ Ranged 10 Main
 ◎ Special

Effect: A *source of earth* emerges from an unoccupied space within distance. The source takes their turn immediately after you, moving up to their speed and either taking a main action or a maneuver. The source is dismissed at the start of your next turn. The source starts an encounter at full Stamina, but maintains their current Stamina throughout the encounter, even if they are dismissed and you use this ability again. They can't regain Stamina during the encounter. When the source's Stamina is reduced to 0, you can't use this ability again until you earn 1 or more Victories.

Persistent 2: The source takes another turn. They are dismissed at the start of your next turn.

Meteor

9 Essence

You teleport the target into the air and let the ground and the elemental force of fire do the rest.

Elementalist 6 - Earth, Fire, Magic, Ranged, Void
↳ Ranged 10 Main
 ◎ One creature or object

Power Roll + R

- ≤11 You teleport the target up to 4 squares.
- 12-16 You teleport the target up to 6 squares.
- 17+ You teleport the target up to 8 squares.

Effect: If the target is teleported to a space where they would fall, they immediately do so, treating the fall as if their A were 0. The target takes fire damage from the fall, and each enemy within 3 squares of where they land takes the same amount of fire damage. The ground within 3 squares of where the target lands is difficult terrain.

Muse of Fire

9 Essence

Their body swells with lava, mud, and might, towering over their enemies.

Elementalist 6 - Earth, Fire, Green, Magic, Ranged
↳ Ranged 10 Maneuver
 ◎ Self or one ally

Effect: Until the start of your next turn, the target has the following benefits:
- Their size and stability increase by 2, with any size 1 target becoming size 3. Each creature who is within the target's new space slides to the nearest unoccupied space, ignoring stability. If the target doesn't have space to grow, they grow as much as they can and become restrained until the effect ends.
- They have fire immunity 10.
- Their strikes deal extra fire damage equal to twice your R.
- When the target force moves a creature or object, the forced movement distance gains a +2 bonus.
- They can use their highest characteristic instead of M for M power rolls.

Persistent 2: The effect lasts until the start of your next turn. Additionally, at the start of your turn, the target can spend 2 Recoveries.

Return to Oblivion

11 Essence

You create a tear in reality that could consume everything.

Elementalist 8 - Area, Magic, Ranged, Void
↳ Ranged 10 Main
 ◎ Special

Effect: You create a size 1L vortex that lasts until the end of the encounter. At the start of each combat round while the vortex is unoccupied, the vortex vertical pulls 3 each enemy within 5 squares of it. Each enemy who enters the vortex or starts their turn there is knocked prone. At the end of the round, if a winded enemy who is not a leader or solo creature is in the vortex, they are instantly destroyed.

Magma Titan

9 Essence

Their body swells with lava, mud, and might, towering over their enemies.

Elementalist 6 - Earth, Fire, Green, Magic, Ranged
↳ Ranged 10 Maneuver
 ◎ Self or one ally

Effect: Until the start of your next turn, the target has the following benefits:
- Their size and stability increase by 2, with any size 1 target becoming size 3. Each creature who is within the target's new space slides to the nearest unoccupied space, ignoring stability. If the target doesn't have space to grow, they grow as much as they can and become restrained until the effect ends.
- They have fire immunity 10.
- Their strikes deal extra fire damage equal to twice your R.
- When the target force moves a creature or object, the forced movement distance gains a +2 bonus.
- They can use their highest characteristic instead of M for M power rolls.

Persistent 2: The effect lasts until the start of your next turn. Additionally, at the start of your turn, the target can spend 2 Recoveries.

Luminous Champion Aloft

9 Essence

They shine vibrantly, a beautiful diamond in the night sky.

Elementalist 6 - Fire, Green, Magic, Ranged, Void
↳ Ranged 10 Maneuver
 ◎ Self or one ally

Effect: The target has a +3 bonus to speed, they can fly, and their abilities ignore concealment. Additionally, whenever the target gains their Heroic Resource, they gain 1 additional Heroic Resource. This effect lasts until the start of your next turn.

Persistent 1: The effect lasts until the start of your next turn.

The Wode Remembers and Returns

9 Essence

You create a terrarium that spans from canopy above to underbrush below.

Elementalist 6 - Area, Earth, Green, Magic, Void
↳ 4 burst Main
 ◎ Special

Effect: The area becomes dark and verdant, with trees and plant life appearing in unoccupied spaces within it until the start of your next turn. The area is difficult terrain for enemies, and any ally who ends their turn in the area has cover.

Persistent 2: The area remains until the start of your next turn. Additionally, at the start of your turn, each ally in the area can spend a Recovery.

Web of All That's Come Before 9 Essence

Threads you've been weaving through your adventures create a vibrant, pearlescent web.

Elementalist 5 - Area, Green, Magic, Ranged Main
↳ 4 cube within 10 Ⓜ Each enemy

Power Roll + R

≤11 2 corruption damage; A<WEA, restrained (save ends)
12-16 3 corruption damage; A<AVG, restrained (save ends)
17+ 5 corruption damage; A<STR restrained (save ends)

Effect: The area is difficult terrain until the start of your next turn. Each enemy who ends their turn in the area is restrained (save ends).

Persistent 1: The area remains until the start of your next turn.

Storm of Sands 9 Essence

Dirt and debris swirl into a dark, pulsing hurricane.

Elementalist 5 - Area, Earth, Magic, Ranged Main
↳ 4 cube within 10 Ⓜ Each enemy

Power Roll + R

≤11 2 damage
12-16 5 damage
17+ 7 damage

Effect: The area lasts until the start of your next turn. It is difficult terrain for enemies, and you and your allies have concealment while in the area.

Persistent 1: The area remains until the start of your next turn, and you can move it up to 5 squares (no action required). As a maneuver, you can make the power roll again without spending essence.

Subvert the Green Within 5 Essence

Fungal spores sprout inside your enemy's brain, allowing you to control their actions.

Elementalist 2 - Green, Magic, Ranged, Strike, Void Main
↳ Ranged 10 Ⓜ One creature

Effect: The target uses their signature ability against a creature of your choice. This signature ability can target the creature even if it usually wouldn't. You then make a power roll against the target of this ability.

Power Roll + R

≤11 5 + R poison damage
12-16 9 + R poison damage
17+ 12 + R poison damage

Subverted Perception of Space 9 Essence

You rip an enemy's world in twain.

Elementalist 5 - Magic, Ranged, Strike, Void Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + R

≤11 9 + R corruption damage
12-16 10 + R corruption damage; the target has line of effect only to creatures and objects within 4 squares of them until the start of your next turn
17+ 15 + R corruption damage; the target has line of effect only to adjacent creatures and objects until the start of your next turn

Volcano's Embrace 5 Essence

Wrap them up in fire and melting stone.

Elementalist 2 - Earth, Fire, Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature

Power Roll + R

≤11 5 + R fire damage; A<WEA, restrained (save ends)
12-16 9 + R fire damage; A<AVG, restrained (save ends)
17+ 12 + R fire damage; A<STR, restrained (save ends)

O Flower Aid, O Earth Defend 5 Essence

Revitalizing plants and jagged stones grow, helping allies and hindering foes.

Elementalist 2 - Area, Earth, Green, Magic, Ranged Main
↳ 3 cube within 10 Ⓜ Special

Effect: Until the start of your next turn, the area gains the following effects:

- Once as a free maneuver at the start of your turn, you allow yourself and each ally in the area to spend any number of Recoveries.
- The area is difficult terrain for enemies.
- Each enemy who enters the area for the first time in a combat round or starts their turn there takes damage equal to your R.

Persistent 1: The area remains until the start of your next turn. As a maneuver, you can move the area up to 5 squares. This ability ends if the area is ever not within your line of effect.

Combustion Deferred 9 Essence

Your flames dance from kindling to kindling to kindling.

Elementalist 5 - Fire, Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + R

≤11 8 + R fire damage
12-16 13 + R fire damage
17+ 17 + R fire damage

Effect: When the target ends their next turn, or if they drop to 0 Stamina before then, each enemy adjacent to them takes fire damage equal to twice your R. Each affected enemy then gains this same effect.

Translated Through Flame 5 Essence

Your ally disappears, then reappears in a burst of fire.

Elementalist 2 - Fire, Magic, Ranged, Void Main
↳ Ranged 10 Ⓜ Self or one ally

Effect: The target is teleported to another space within distance. Make a power roll that affects each enemy adjacent to the target's new space.

Power Roll + R

≤11 3 fire damage
12-16 5 fire damage
17+ 8 fire damage

There Is No Space Between

Knowledge of the mystery reveals that two spaces are the same space.

Elementalist 2 - Magic, Ranged, Void Main
↳ Ranged 10 Ⓜ Special

Effect: You open two size 1 portals in unoccupied spaces within distance, which last until you move beyond distance from any portal, end the effect as a maneuver, or are dying. Each portal must be placed at a height of no more than 1 square above the ground. When you or any ally touch a portal, that creature can choose to be instantly teleported to an unoccupied space of their choice adjacent to the other portal. If an enemy is forced moved into a portal, their forced movement ends and they emerge from the other portal in an unoccupied space chosen by the creature who forced them.

At the start of each of your turns while the portals are active, you can open a new portal connected to the others. If three or more portals are present, you and your allies choose which portal to emerge from when entering a portal, and a creature who forced moves an enemy into a portal chooses that enemy's destination portal.

• Swarm of Spirits

7 Essence

Guardian animal spirits surround you to harry your foes and bolster your allies.

Elementalist 3 - Area, Green, Magic
↳ 3 aura
◎ Each enemy

Power Roll + R

≤11 3 damage
12-16 6 damage
17+ 9 damage

Effect: Until the end of your next turn, each ally in the area has each of their characteristic scores treated as 1 higher for the purpose of resisting potencies, and has a +1 bonus to saving throws.

Persistent 1: You make the power roll again to target each enemy in the area without spending essence, and the effect lasts until the start of your next turn.

7 Essence

☒ Erase

7 Essence

With a flick of the wrist, you phase creatures out of existence.

Elementalist 3 - Magic, Ranged, Strike, Void
Main
↳ Ranged 10
◎ Special

Special: The number of creatures you target with this ability is determined by your power roll.

Power Roll + R

≤11 One creature
12-16 Two creatures
17+ Three creatures

Effect: Each target begins to fade from existence (save ends). On their first turn while fading from existence, a target takes a bane on power rolls. At the end of their first turn, they have a double bane on power rolls. At the end of their second turn, they fade from existence for 1 hour, after which they reappear in their original space or the nearest unoccupied space.

11 Essence

☒ Unquenchable Fire

11 Essence

You let fly a fiery missile braided with pure primal energy.

Elementalist 9 - Fire, Magic, Ranged, Strike
Main
↳ Ranged 10
◎ One enemy or object

Power Roll + R

≤11 13 + R fire damage; I<WEA, dazed (save ends)
12-16 18 + R fire damage; I<AVG, dazed (save ends)
17+ 25 + R fire damage; I<STR, dazed (save ends)

Effect: This damage ignores immunity.

☒ Remember Growth and Sun and Rain

You stir any wood's memory and learn what it has seen.

Elementalist 3 - Green, Magic, Melee
Main
↳ Melee 1
◎ One mundane wooden object

Effect: You see and hear any events that have occurred within 10 squares of the object within the last 12 hours, perceiving those events from the object's location as if you were there.

☒ Wall of Fire

7 Essence

A blazing, beautifully organized inferno erupts at your command.

Elementalist 3 - Area, Fire, Magic, Ranged
Maneuver
↳ 10 wall within 10
◎ Special

Effect: The wall lasts until the start of your next turn, and can be placed in occupied squares. Creatures can enter and pass through the wall. Each enemy who enters the area for the first time in a combat round or starts their turn there takes fire damage equal to your R for each square of the area they start their turn in or enter.

Persistent 1: The wall lasts until the start of your next turn, and you can add a number of squares to the wall equal to your R.

11 Essence

☒ Prism

11 Essence

You split your essence, allowing you to cast multiple effects at once.

Elementalist 9 - Magic, Void
Main
↳ Self
◎ Self

Effect: You use up to three heroic abilities whose essence costs total 11 or less, spending no additional essence beyond the cost of this ability. You can shift up to 2 squares between your use of each ability.

☒ Maw of Earth

7 Essence

You open up the ground, spewing out shrapnel of stone and debris.

Elementalist 3 - Area, Earth, Magic, Ranged
Main
↳ 3 cube within 10
◎ Each enemy

Power Roll + R

≤11 5 damage
12-16 9 damage
17+ 12 damage

Effect: The ground in or directly beneath the area drops 3 squares.

☒ Earth Accepts Me

You can slip into the stone.

Elementalist 3 - Earth, Magic
Main
↳ Self
◎ Self

Effect: You step into a mundane dirt, metal, or stone object (including a wall) that is as large as you or larger. You can remain inside the object for as long as you like. While inside the object, you can observe events and speak to creatures outside it, but you don't have line of effect to anything outside the object and vice versa. You can travel through the object freely until you exit it. If the object you meld with is destroyed, you take 10 damage and exit the object.

11 Essence

☒ Earth Rejects You

11 Essence

Everyone and everything gets blown away in an eruption of rocks and debris.

Elementalist 9 - Area, Earth, Magic, Ranged
Main
↳ 5 cube within 10
◎ Each enemy and object

Power Roll + R

≤11 6 damage
12-16 9 damage
17+ 13 damage

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

⚡ The Green Defends Its Servants 11 Essence

A luminous green shield shows its true beauty the more it cracks.

Elementalist 9 - Green, Magic, Ranged Maneuver

⚡ Ranged 10 ⚡ Self or one ally

Effect: You conjure an elemental shield that protects the target until the end of your next turn. While the shield is active, the target can take the Defend main action as a maneuver on each of their turns. The target gains 30 temporary Stamina that lasts until depleted or until the effect ends. If this temporary Stamina disappears, the effect ends and the shield explodes, dealing 10 damage to each enemy within 5 squares of the target.

Persistent 2: The effect lasts until the start of your next turn.

⚡ Healing Grace

Your divine energy restores the righteous.

Conduit 1 - Magic, Ranged Maneuver

⚡ Ranged 10 ⚡ Self or one ally

Effect: The target can spend a Recovery.

Spend 1+ Piety: For each piety spent, choose one of the following enhancements:

- You can target one additional ally within distance.
- You can end one effect on a target that is ended by a saving throw or that ends at the end of their turn.
- A prone target can stand up.
- A target can spend 1 additional Recovery.

⚡ Corruption's Curse

5 Piety

Cursed by you, your enemy takes more damage from your allies.

Conduit 1 - Magic, Ranged, Strike Main

⚡ Ranged 10 ⚡ One creature or object

Power Roll + I

≤11 3 + I corruption damage; M<WEA, damage weakness 5 (save ends)

12-16 6 + I corruption damage; M<AVG, damage weakness 5 (save ends)

17+ 9 + I corruption damage; M<STR, damage weakness 5 (save ends)

⚡ Ray of Wrath

You unleash a blast of holy light upon your foe.

Conduit 1 - Magic, Ranged, Strike Main

⚡ Ranged 10 ⚡ One creature or object

Power Roll + I

≤11 2 + I damage

12-16 4 + I damage

17+ 6 + I damage

Effect: You can have this ability deal holy damage.

⚡ Font of Wrath

3 Piety

A brilliant column of holy light appears on the battlefield, striking out at nearby enemies.

Conduit 1 - Magic, Ranged Main

⚡ Ranged 10 ⚡ Special

Effect: You summon a spirit of size 2 who can't be harmed, and who appears in an unoccupied space within distance. The spirit lasts until the end of your next turn. You and your allies can move through the spirit's space, but enemies can't. Any enemy who moves within 2 squares of the spirit for the first time in a combat round or starts their turn there takes holy damage equal to your I.

⚡ Wither

A bolt of holy energy saps the life from a foe.

Conduit 1 - Magic, Ranged, Strike Main

⚡ Ranged 10 ⚡ One creature or object

Power Roll + I

≤11 3 + I corruption damage; P<WEA, the target takes a bane on their next power roll

12-16 5 + I corruption damage; P<AVG, the target takes a bane on their next power roll

17+ 8 + I corruption damage; P<STR, the target takes a bane on their next power roll

⌚ Sermon of Grace 5 Piety

You inspire your allies with tales of your saint's great deeds.

Conduit 1 - Area, Magic Main

⚡ 4 burst ⚡ Each ally

Effect: Each target can spend a Recovery. Additionally, each target can use a free triggered action to end one effect on them that is ended by a saving throw or that ends at the end of their turn, or to stand up if prone.

⌚ Hands of the Maker

You craft objects with the power of your mind.

Conduit 1 - Magic Maneuver

⌚ Self ⚡ Self

Effect: You create a mundane object of size 1S or smaller. You can maintain a number of objects created this way equal to your I. You can destroy an object created this way with a thought, no matter how far you are from it (no action required).

⚡ Curse of Terror

5 Piety

Fear of divine judgment overwhelms your foe.

Conduit 1 - Magic, Ranged, Strike Main

⚡ Ranged 10 ⚡ One creature

Power Roll + I

≤11 6 + I holy damage; I<WEA, frightened (save ends)

12-16 9 + I holy damage; I<AVG, frightened (save ends)

17+ 13 + I holy damage; I<STR, frightened (save ends)

⚔️ Warrior's Prayer

Your quickly uttered prayer lends aggressive divine energy to a friend engaged in melee.

Conduit 1 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature

Power Roll + 1

- ≤11 3 + 1 holy damage
- 12-16 6 + 1 holy damage
- 17+ 9 + 1 holy damage

Effect: You or one ally within distance gains temporary Stamina equal to your 1.

👤 Faithful Friend

An animal spirit is drawn to you, sharing their senses with you and serving you faithfully.

Conduit 1 - Magic Main
↳ Self Ⓜ Self

Effect: You conjure a spirit that takes the form of any animal you have seen. The incorporeal animal has speed 5 and can fly, but can't physically interact with the world. While you are within 10 squares of the spirit, you automatically sense everything that type of animal would sense, in addition to sensing your own surroundings. You can dismiss the spirit at any time (no action required). If the spirit takes any damage, they are dismissed and you take 1d10 psychic damage that can't be reduced in any way.

⚔️ Faith Is Our Armor

5 Piety

The heroes' armor glows with golden light, granting divine protection.

Conduit 1 - Magic, Ranged Maneuver
↳ Ranged 10 Ⓜ Four allies

Effect: You can target yourself instead of one ally with this ability.

Power Roll + 1

- ≤11 The target gains 5 temporary Stamina.
- 12-16 The target gains 10 temporary Stamina.
- 17+ The target gains 15 temporary Stamina.

⚔️ Blessed Light

Signature

Burning radiance falls upon your foe, transferring some of their energy to a nearby ally.

Conduit 1 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + 1

- ≤11 3 + 1 holy damage
- 12-16 5 + 1 holy damage
- 17+ 8 + 1 holy damage

Effect: One ally within distance gains a number of surges equal to the tier outcome of your power roll.

👤 Word of Guidance

You invigorate an attacking ally with divine energy.

Conduit 1 - Magic, Ranged Triggered
↳ Ranged 10 Ⓜ One ally

Trigger: The target makes an ability roll for a damage-dealing ability.

Effect: The power roll gains an edge.

Spend 1 Piety: The power roll has a double edge.

⚔️ Holy Lash

Signature

A tendril of divine energy shoots forth to draw in your foe.

Conduit 1 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + 1

- ≤11 3 + 1 holy damage; vertical pull 2
- 12-16 5 + 1 holy damage; vertical pull 3
- 17+ 8 + 1 holy damage; vertical pull 4

⚔️ Staggering Curse

A blast of judgment disorients your foe.

Conduit 1 - Magic, Melee, Strike Main
↳ Melee 1 Ⓜ One creature or object

Power Roll + 1

- ≤11 3 + 1 holy damage; slide 1
- 12-16 5 + 1 holy damage; slide 2
- 17+ 8 + 1 holy damage; slide 3

⚔️ Judgment's Hammer

3 Piety

Your divine fury is a hammer that crashes down upon the unrighteous.

Conduit 1 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + 1

- ≤11 3 + 1 holy damage; A<WEA>, prone
- 12-16 6 + 1 holy damage; A<AVG>, prone
- 17+ 9 + 1 holy damage; A<STR>, prone and can't stand (save ends)

👤 Drain

Signature

You drain the energy from your target to revitalize yourself or an ally.

Conduit 1 - Magic, Melee, Strike Main
↳ Melee 1 Ⓜ One creature

Power Roll + 1

- ≤11 2 + 1 corruption damage
- 12-16 5 + 1 corruption damage
- 17+ 7 + 1 corruption damage

Effect: You or one ally within distance can spend a Recovery.

Word of Judgment

Your holy word saps an attacking enemy's strength.

Conduit 1 - Magic, Ranged Triggered
Ranged 10 ☺ One ally

Trigger: The target would take damage from an ability that uses a power roll.

Effect: The power roll takes a bane against the target.

Spend 1 Piety: The power roll has a double bane against the target.

Violence Will Not Aid Thee

3 Piety

After some holy lightning, your enemy will think twice about their next attack.

Conduit 1 - Magic, Ranged, Strike Main
Ranged 10 ☺ One creature

Power Roll + 1

≤11 3 + 1 lightning damage
12-16 6 + 1 lightning damage
17+ 9 + 1 lightning damage

Effect: The first time on a turn that the target deals damage to another creature, the target of this ability takes 1d10 lightning damage (save ends).

Call the Thunder Down

3 Piety

You ask your saint for thunder and your prayer is answered.

Conduit 1 - Area, Magic, Ranged Main
3 cube within 10 ☺ Each enemy

Power Roll + 1

≤11 2 sonic damage; push 1
12-16 3 sonic damage; push 2
17+ 5 sonic damage; push 3

Effect: You can push each willing ally in the area the same distance, ignoring stability.

Grave Speech

You commune with the lingering soul of the recently dead.

Conduit 1 - Magic Maneuver
Melee 1 ☺ One dead creature

Effect: You can speak to the target if they are a creature who has died within the last 24 hours and who can speak a language you know, even if they are just a head. The target regards you as they would have in life, and you might need to make tests to influence them and convince them to speak with you. The trauma of dying can make a creature's memory of that event hazy, but the target otherwise knows all they knew in life. After 1 minute, the effect ends. You can't use this ability on the same creature twice.

Blessing of the Blade

11 Piety

The power of the gods is within you, friends. Allow me to unleash it."

Conduit 8 - Area, Magic Maneuver
5 aura ☺ Self and each ally

Effect: At the end of each of your turns until the end of the encounter or until you are dying, each target gains 3 surges.

Sacrificial Offer

3 Piety

Divine magic tears at your foe and defends a nearby friend.

Conduit 1 - Magic, Ranged, Strike Main
Ranged 10 ☺ One creature

Power Roll + 1

≤11 2 + 1 corruption damage
12-16 4 + 1 corruption damage
17+ 6 + 1 corruption damage

Effect: Choose yourself or one ally within distance. That character can impose a bane on one power roll made against them before the end of their next turn.

Drag the Unworthy

11 Piety

You conjure an angel who moves a foe and heals your allies.

Conduit 8 - Magic, Ranged, Strike Main
Ranged 10 ☺ One creature or object

Power Roll + 1

≤11 9 + 1 holy damage; slide 3
12-16 13 + 1 holy damage; slide 4
17+ 18 + 1 holy damage; slide 6

Effect: Each ally the target comes adjacent to during the forced movement can spend a Recovery.

⚡ Arise!

11 Piety

Your deity rewards you or an ally on the verge of defeat with a miracle burst of strength and resolve.

Conduit 8 - Magic, Ranged Main
↳ Ranged 10 ◎ Self or one ally

Effect: The target can spend any number of Recoveries, can end any effects on them that are ended by a saving throw or that end at the end of their turn, and can stand up if they are prone. Additionally, at the start of each of their turns until the end of the encounter or until they are dying, the target gains 3 surges.

█ Lightning Lord

9 Piety

Lightning bursts forth from your body in several directions.

Conduit 6 - Area, Magic Main
↳ Three 10 x 1 lines within 1 ◎ Each enemy

Power Roll + I

≤11 6 lightning damage; push 1
12-16 9 lightning damage; push 2
17+ 13 lightning damage; push 3

Effect: The targets are force moved one at a time, starting with the target nearest to you, and can be pushed into other targets in the same line.

◎ Invocation of Mystery

9 Piety

"Now you see us..."

Conduit 6 - Area, Magic Maneuver
↳ 4 burst ◎ Self and each ally

Effect: Each target is invisible until the start of your next turn.

⚡ Gods' Machine

9 Piety

You conjure a whirring tank made of blades and metal.

Conduit 6 - Magic, Ranged Main
↳ Ranged 10 ◎ Special

Effect: You conjure a size 2 rolling machine that appears in an unoccupied space within distance. The machine has 50 Stamina and immunity all to poison and psychic damage. It disappears at the end of the encounter, if its Stamina drops to 0, or if you are dying. When the machine first appears, make the following power roll once, targeting each enemy adjacent to it.

Power Roll + I

≤11 3 damage
12-16 5 damage
17+ 8 damage

Effect: Once on each subsequent turn, you can use a free maneuver to move the machine a number of squares up to your I then repeat the power roll.

◎ Aura of Souls

9 Piety

A whirlwind of souls of the dead flies around you at your command.

Conduit 6 - Area, Magic Maneuver
↳ 4 aura ◎ Each creature

Effect: Until the end of the encounter or until you are dying, at the end of each of your turns, you can slide each creature in the area up to a number of squares equal to your I. This forced movement ignores stability for your allies.

█ Revitalizing Grace

9 Piety

With a gesture, you restore your health and that of your allies.

Conduit 6 - Area, Magic Main
↳ 4 burst ◎ Self and each ally

Effect: Each target can spend any number of Recoveries. Additionally, each target can end one effect on themselves that is ended by a saving throw or that ends at the end of their turn, or they can stand up if prone.

◎ Blessing of the Midday Sun

9 Piety

Your body emits a heat that bakes your enemies and inspires your allies.

Conduit 6 - Area, Magic Maneuver
↳ 4 aura ◎ Self and each creature

Effect: Until the end of the encounter or until you are dying, each enemy in the area takes a bane on power rolls, and you and each ally in the area gain 1 surge at the end of each of your turns.

█ Blade of the Heavens

9 Piety

A greatsword streams down from the sky, threatening to pin your foe.

Conduit 6 - Magic, Ranged, Strike Main
↳ Ranged 5 ◎ One creature

Power Roll + I

≤11 8 + I damage; A<WEA, prone and restrained (save ends)
12-16 12 + I damage; A<AVG, prone and restrained (save ends)
17+ 16 + I damage; A<STR, prone and restrained (save ends)

█ Spirit Stampede

9 Piety

Animal spirits run through the battlefield, trampling your foes.

Conduit 6 - Area, Magic, Ranged Main
↳ 10 x 2 line within 5 ◎ Each enemy

Power Roll + I

≤11 5 damage; M<WEA, prone and can't stand (save ends)
12-16 8 damage; M<AVG, prone and can't stand (save ends)
17+ 11 damage; M<STR, prone and can't stand (save ends)

☒ Lauded by God

9 Piety

You beseech the gods to give your allies what they need to win the day, and the gods answer.

Conduit 6 - Magic, Ranged Main
☒ Ranged 10 ☒ Two allies

Effect: Each target gains 3 of their Heroic Resource.

☒ Your Story Ends Here

9 Piety

You bend the fate of a foe, willing them to die.

Conduit 6 - Magic, Ranged, Strike Main
☒ Ranged 10 ☒ One creature

Power Roll + 1

≤11 9 + 1 corruption damage; R<WEA, weakened (save ends)
12-16 14 + 1 corruption damage; R<AVG, weakened (save ends)
17+ 19 + 1 corruption damage; R<STR, weakened (save ends)

Effect: If this damage kills the target, you and each ally within distance can spend a Recovery.

◐ Invocation of Undoing

9 Piety

You utter a secret word of destruction known only to deities.

Conduit 6 - Area, Magic Main
☒ 4 burst ☒ Each enemy

Power Roll + 1

≤11 3 sonic damage; push 3
12-16 6 sonic damage; push 5
17+ 9 sonic damage; push 7

Special: You can choose to have this ability deal damage to and push objects, and to deal damage to buildings.

☒ Cuirass of the Gods

9 Piety

Your allies are covered in spiritual armor.

Conduit 6 - Area, Magic, Ranged Maneuver
☒ Ranged 10 ☒ Three creatures

Effect: You can target yourself instead of one creature with this ability. Each target has damage immunity 5 until the start of your next turn.

☒ Beacon of Grace

9 Piety

You ignite a foe with holy radiance, rewarding allies who attack them.

Conduit 5 - Magic, Ranged, Strike Main
☒ Ranged 10 ☒ One creature

Power Roll + 1

≤11 8 + 1 holy damage
12-16 13 + 1 holy damage
17+ 17 + 1 holy damage

Effect: Until the end of the encounter, whenever you or any ally damages the target using an ability, that creature can spend a Recovery. If the target is reduced to 0 Stamina before the end of the encounter, you can use a free triggered action to move this effect to another creature within distance.

☒ Penance

9 Piety

"If you won't kneel, the gods will make you."

Conduit 5 - Area, Magic, Ranged Main
☒ 4 cube within 10 ☒ Each enemy

Power Roll + 1

≤11 4 corruption damage; I<WEA, prone and can't stand (save ends)
12-16 7 corruption damage; I<AVG, prone and can't stand (save ends)
17+ 11 corruption damage; I<STR, prone and can't stand (save ends)

☒ Vessel of Retribution

9 Piety

You infuse yourself or an ally with the retributive energy of the gods, waiting to be unleashed.

Conduit 5 - Magic, Ranged Maneuver
☒ Ranged 10 ☒ Self or one ally

Effect: The first time the target is dying or winded before the end of the encounter, each enemy within 5 squares of them takes 15 holy damage.

◐ Sanctuary

9 Piety

You send yourself or an ally to a divine manifold to instantaneously regain health.

Conduit 5 - Magic, Ranged Maneuver
☒ Ranged 10 ☒ Self or one ally

Effect: The target is removed from the encounter map until the start of their next turn and can spend any number of Recoveries. At the start of their turn, the target reappears in the space they left or the nearest unoccupied space of their choice.

◐ Wellspring of Grace

5 Piety

A holy light is emitted from your body, healing your allies.

Conduit 2 - Area, Magic Main
☒ 3 aura ☒ Each ally

Effect: Until the end of the encounter or until you are dying, whenever a target starts their turn in the area, they can spend a Recovery.

• Divine Comedy

5 Piety

You and your allies swap places to confound your foes.

Conduit 2 - Area, Magic Main
↳ 5 burst Ⓜ Self and each ally

Effect: Each target can choose another creature in the area, then swap places with that creature. The creature they choose must be able to fit into the space they leave and vice versa.

☒ Blessing of Insight

5 Piety

The gods grant insight revealing where best to strike your enemies.

Conduit 2 - Magic, Ranged Main
↳ Ranged 10 Ⓜ Self and each ally

Effect: Until the end of the encounter or until you are dying, each target gains 1 surge at the end of each of your turns.

■ Saint's Tempest

5 Piety

A raging storm appears, striking your foes with lightning and throwing them around with wind.

Conduit 2 - Area, Magic, Ranged Main
↳ 3 cube within 10 Ⓜ Each enemy

Power Roll + I

- ≤11 2 lightning damage; vertical slide 1
- 12-16 5 lightning damage; vertical slide 2
- 17+ 7 lightning damage; vertical slide 3

☒ Sacred Bond

5 Piety

You forge a divine connection between two creatures.

Conduit 2 - Magic, Ranged Main
↳ Ranged 10 Ⓜ Self and one ally

Effect: Until the end of the encounter, whenever one target takes damage, the other target can use a free triggered action to take the damage instead. The original target suffers any effects associated with the damage. Additionally, whenever one target spends a Recovery, the other target can use a free triggered action to spend a Recovery.

☒ The Gods Command You Obey

5 Piety

You speak with the voice of your saint, commanding your enemies.

Conduit 2 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature

Power Roll + I

- ≤11 4 + I holy damage; P<WEA before taking damage, the target makes a free strike against a target you choose
- 12-16 7 + I holy damage; P<AVG before taking damage, the target uses an ability of your choice and you choose any targets for that ability
- 17+ 11 + I holy damage; P<STR before taking damage, the target shifts up to their speed to a location you choose, uses an ability of your choice, and you choose any targets for that ability

☒ Statue of Power

5 Piety

A marble statue of your deity rises from the earth.

Conduit 2 - Magic, Ranged Main
↳ Ranged 10 Ⓜ Special

Effect: A size 2 statue rises out of the ground in an unoccupied space within distance and lasts until the end of the encounter. While within 3 squares of the statue, you gain 1 surge at the start of each of your turns. Each ally within 3 squares of the statue gains this same benefit. The statue is destroyed if it takes 20 or more damage. It has immunity all to poison and psychic damage.

■ Nature Judges Thee

5 Piety

Mystical thorned vines appear at your bidding and bind your foes.

Conduit 2 - Area, Magic, Ranged Main
↳ 3 cube within 10 Ⓜ Each enemy

Power Roll + I

- ≤11 2 damage; A<WEA, restrained (save ends)
- 12-16 3 damage; A<AVG, restrained (save ends)
- 17+ 7 damage; A<STR, restrained (save ends)

❖ Our Hearts Your Strength 5 Piety

An ally gains strength from their friends.

Conduit 2 - Magic, Ranged Maneuver
↳ Ranged 10 Ⓜ Self and one ally

Effect: Until the end of the encounter or until the target is dying, at the start of each of the target's turns, they gain a bonus to speed and a bonus to rolled damage equal to the number of allies within 10 squares of them. This bonus lasts until the start of their next turn.

❖ Saint's Raiment 7 Piety

An ally becomes the wearer of an empowered golden cloak.

Conduit 3 - Magic, Ranged Maneuver
↳ Ranged 10 Ⓜ One ally

Effect: The target gains 20 temporary Stamina and 3 surges.

❖ Righteous Phalanx 11 Piety

A wall of spinning swords and knives appears where you wish.

Conduit 9 - Area, Magic, Ranged Main
↳ 15 wall within 10 Ⓜ Special

Effect: The wall lasts until the end of the encounter or until you are dying, and can be placed in occupied squares. Creatures can enter and pass through the wall. Each enemy who enters the area for the first time in a combat round or starts their turn there takes 15 damage.

❖ Blessing of Fate and Destiny 5 Piety

Your enemies suffer their fate; your allies embrace their destiny!

Conduit 2 - Magic, Ranged Main
↳ Ranged 10 Ⓜ Three creatures

Effect: You can target yourself instead of one creature with this ability. Choose one of the following effects, which lasts until the end of the encounter or until you are dying:

- Whenever a target makes a power roll, they can roll three dice and choose which two rolls to use.
- Whenever a target makes a power roll, they must roll three dice and use the lowest two rolls.

❖ Soul Siphon 7 Piety

A beam of energy connects a foe to a friend, draining life from one to heal the other.

Conduit 3 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One enemy

Power Roll + 1

- ≤11 7 + 1 corruption damage
- 12-16 10 + 1 corruption damage
- 17+ 15 + 1 corruption damage

Effect: One ally within distance can spend any number of Recoveries.

❖ Word of Weakening 11 Piety

You utter a divine word that makes a foe brittle.

Conduit 9 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓜ One creature or object

Power Roll + 1

- ≤11 10 + 1 corruption damage; A<WEA, weakened (save ends)
- 12-16 15 + 1 corruption damage; A<AVG, weakened (save ends)
- 17+ 21 + 1 corruption damage; A<STR, weakened (save ends)

Effect: While weakened this way, the target has damage weakness 10.

❖ Fear of the Gods 7 Piety

Your divine magic makes a creature appear as what your enemies fear most.

Conduit 3 - Area, Magic, Ranged Main
↳ 5 cube within 10 Ⓜ Each enemy

Power Roll + 1

- ≤11 6 psychic damage; I<WEA, frightened (save ends)
- 12-16 9 psychic damage; I<AVG, frightened (save ends)
- 17+ 13 psychic damage; I<STR, frightened (save ends)

Effect: Each target is frightened of you or a creature you choose within distance.

❖ Words of Wrath and Grace 7 Piety

Your saint grants your enemies a vision of pain and fills your allies with healing energy.

Conduit 3 - Area, Magic Main
↳ 5 burst Ⓜ Each enemy

Power Roll + 1

- ≤11 2 holy damage
- 12-16 5 holy damage
- 17+ 7 holy damage

Effect: Each ally in the area can spend a Recovery.

❖ Divine Dragon 11 Piety

From nothing but divine will, you create a powerful ally.

Conduit 9 - Magic, Ranged Main
↳ Ranged 10 Ⓜ Special

Effect: You conjure a size 4 dragon that appears in an unoccupied space within distance. The dragon has speed 6 and can fly, stability 4, 100 Stamina, immunity all to fire damage, and uses your characteristics. The dragon disappears at the end of the encounter, if their Stamina drops to 0, or if you are dying. On subsequent turns, you can use a main action to command the dragon to breathe magic fire in a 3 cube within 1 square of them. Make the following power roll targeting each enemy in the area.

Power Roll + 0

- ≤11 5 fire damage
- 12-16 9 fire damage
- 17+ 12 fire damage

Effect: Additionally, you can use a maneuver to move the dragon up to their speed, or to make a melee weapon strike with their claw against an adjacent creature or object. The dragon can also make this strike as a free strike.

Power Roll + 0

- ≤11 3 + 0 damage
- 12-16 5 + 0 damage
- 17+ 8 + 0 damage

⚡ Bend Fate

11 Piety

The gods know you must prevail, and they bless your fate.

Conduit 9 - Magic, Ranged Main
↳ Ranged 10 Ⓡ Self or one ally

Effect: Until the end of the encounter or until you are dying, each of the target's power rolls has its outcome improved by one tier.

⚡ Word of Final Redemption

11 Piety

Your death will fuel our victory.

Conduit 9 - Magic, Ranged Free triggered
↳ Ranged 10 Ⓡ One creature

Trigger: The target dies.

Effect: Before the target dies, you can look at their stat block and force them to use one ability that is a main action or a maneuver. If the ability costs a Heroic Resource or Malice, the creature can use it without any cost. For the purpose of using this ability, your allies and enemies are the target's allies and enemies, and you decide who the ability targets.

⚡ Godstorm

11 Piety

You summon a divine storm that remains under your control.

Conduit 9 - Area, Magic, Ranged Main
↳ 5 cube within 5 Ⓡ Each enemy

Power Roll + 1

- ≤11 2 lightning damage, 2 sonic damage
- 12-16 3 lightning damage, 3 sonic damage
- 17+ 5 lightning damage, 5 sonic damage

Effect: A raging storm fills the area until the end of the encounter or until you are dying. At the start of each of your turns, you can move the storm up to 5 squares (no action required). On subsequent turns while the storm is active, you can use a maneuver to make its power roll.

█ Night Falls

11 Piety

You summon darkness that thwarts only your foes.

Conduit 9 - Area, Magic, Ranged Main
↳ 5 cube within 10 Ⓡ Special

Effect: Until the end of the encounter or until you are dying, the area is filled with magic darkness that your enemies can't see through, but you and your allies can.

⚡ Radiance of Grace

11 Piety

Intense light is emitted from your body, healing your allies.

Conduit 9 - Magic, Ranged Main
↳ Ranged 10 Ⓡ Four allies

Effect: You can target yourself instead of one ally with this ability. Each target can spend any number of Recoveries, can end any effects on them that are ended by a saving throw or that end at the end of their turn, and can stand up if they are prone.

█ Alacrity of the Heart

11 Piety

You speak inspiring words to a friend and spur them to incredible feats.

Conduit 9 - Magic, Ranged Maneuver
↳ Ranged 10 Ⓡ One ally

Effect: The target has an additional main action they can use on their next turn, and gains 3 of their Heroic Resource.

👤 Blessing of the Fortress

11 Piety

A magic circle extends out from you, barring foes from getting close.

Conduit 9 - Area, Magic Maneuver
↳ Self; see below Ⓡ Self

Effect: Until the end of the encounter or until you are dying, no enemy can approach within 5 squares of you by moving or by being force moved by any enemy. Targets can be force moved closer to you by you or your allies, or can move closer because of your movement.

█ Solar Flare

11 Piety

You call down a sphere of fire that burns your foes to ash.

Conduit 9 - Area, Magic, Ranged Main
↳ 5 cube within 10 Ⓡ Each enemy

Power Roll + 1

- ≤11 9 fire damage
- 12-16 14 fire damage
- 17+ 19 fire damage

⚡ Thorn Cage

11 Piety

Vines burst forth from the ground and bind your foe, slowly closing around them.

Conduit 9 - Magic, Ranged, Strike Main
↳ Ranged 10 Ⓡ One creature

Power Roll + 1

- ≤11 10 + Ⓛ damage; A<WEA, restrained (save ends)
- 12-16 15 + Ⓛ damage; A<AVG, restrained (save ends)
- 17+ 21 + Ⓛ damage; A<STR, restrained (save ends)

Effect: While restrained this way, the target takes 10 damage at the start of each of your turns.

Trinity of Trickery

9 Piety

Hey! I'm over here. No, here, numbskull.

Conduit 7 - Magic, Ranged Maneuver
Ranged 10 Ⓜ Self or one ally

Effect: You create two illusory duplicates of the target, which appear anywhere within distance. These duplicates last until the end of the encounter. On each of their turns, the target can move each duplicate up to their speed. If the target is targeted by an ability, they can use a free triggered action to switch places with a duplicate within their line of effect, making the duplicate the target of the ability instead. When either duplicate takes damage, it is destroyed.

Guided to Your Side

You concentrate on a friend and teleport to them.

Conduit 7 - Magic, Ranged Main
Ranged 10 Ⓜ Self and each ally

Effect: Each target is teleported to unoccupied spaces within 5 squares of a willing creature who you are bonded to with your Invocation of the Heart feature. You don't need line of effect to the bonded creature but you must be on the same world.

Every Step... Death!

Signature

You show your foe a glimpse of their fate after death.

Censor 1 - Magic, Ranged, Strike Main
Ranged 10 Ⓜ One creature

Power Roll + P

≤11 5 + P psychic damage
12-16 7 + P psychic damage
17+ 10 + P psychic damage

Effect: Each time the target willingly moves before the end of your next turn, they take 1 psychic damage for each square they move.

Hands of the Maker

You craft objects with the power of your mind.

Censor 1 - Magic Maneuver
Self Ⓜ Self

Effect: You create a mundane object of size 1S or smaller. You can maintain a number of objects created this way equal to your P. You can destroy an object created this way with a thought, no matter how far you are from it (no action required).

Blessing of Secrets

You project an illusory aura that makes you and allies harder to notice.

Conduit 4 - Area, Magic Maneuver
3 aura Ⓜ Self and each ally

Effect: Each creature in the area has a double edge on tests made to hide or sneak. The aura lasts until you end it (no action required) or until a target harms or deals damage to a creature or object.

Behold a Shield of Faith!

3 Wrath

A mighty blow turns your foe's vitality into a holy light that envelops you and an ally, discouraging enemies who might attack you.

Censor 1 - Melee, Strike, Weapon Main
Melee 1 Ⓜ One creature or object

Power Roll + M

≤11 3 + M holy damage
12-16 6 + M holy damage
17+ 9 + M holy damage

Effect: Until the start of your next turn, enemies take a bane on ability rolls made against you or any ally adjacent to you.

Repent!

3 Wrath

You conjure memories of their sins to harry your foes.

Censor 1 - Magic, Ranged, Strike Main
Ranged 10 Ⓜ One creature

Power Roll + P

≤11 5 + P holy damage; L<WEA, dazed (save ends)
12-16 8 + P holy damage; L<AVG, dazed (save ends)
17+ 11 + P holy damage; L<STR, dazed (save ends)

Behold the Face of Justice!

5 Wrath

You attack a foe and your enemies behold a vision of the true nature of your resolve.

Censor 1 - Magic, Melee, Ranged, Strike, Weapon Main
Melee 1 or ranged 5 Ⓜ One creature

Power Roll + M

≤11 3 + M holy damage; if the target has P<WEA, each enemy within 2 squares of them is frightened of you (save ends)
12-16 5 + M holy damage; if the target has P<AVG, each enemy within 2 squares of them is frightened of you (save ends)
17+ 8 + M holy damage; if the target has P<STR, each enemy within 2 squares of them is frightened of you (save ends)

Effect: Each enemy frightened this way is pushed up to 2 squares away from the target and takes psychic damage equal to your P.

The Gods Punish and Defend

3 Wrath

You channel holy energy to smite a foe and heal an ally.

Censor 1 - Magic, Melee, Strike, Weapon Main
Melee 1 Ⓜ One creature or object

Power Roll + M

≤11 5 + M holy damage
12-16 8 + M holy damage
17+ 11 + M holy damage

Effect: You can spend a Recovery to allow yourself or one ally within 10 squares to regain Stamina equal to your recovery value.

Driving Assault

3 Wrath

As you force your enemy back with your weapon, you use your faith to stay close.

Censor 1 - Melee, Strike, Weapon Main
Melee 1 One creature or object

Power Roll + M

- 11 3 + M damage; push 1
- 12-16 6 + M damage; push 3
- 17+ 9 + M damage; push 5

Effect: You can shift up to your speed in a straight line toward the target after pushing them.

Halt Miscreant!

Signature

You infuse your weapon with holy magic that makes it difficult for your foe to get away.

Censor 1 - Melee, Strike, Weapon Main
Melee 1 One creature or object

Power Roll + M

- 11 2 + M holy damage; P<WEA, slowed (save ends)
- 12-16 5 + M holy damage; P<AVG, slowed (save ends)
- 17+ 7 + M holy damage; P<STR, slowed (save ends)

Faithful Friend

An animal spirit is drawn to you, sharing their senses with you and serving you faithfully.

Censor 1 - Magic Main
 Self Self

Effect: You conjure a spirit that takes the form of any animal you have seen. The incorporeal animal has speed 5 and can fly, but can't physically interact with the world. While you are within 10 squares of the spirit, you automatically sense everything that type of animal would sense, in addition to sensing your own surroundings. You can dismiss the spirit at any time (no action required). If the spirit takes any damage, they are dismissed and you take 1d10 psychic damage that can't be reduced in any way.

Arrest

5 Wrath

"I got you, you son of a bitch."

Censor 1 - Magic, Melee, Strike, Weapon Main
Melee 1 One creature

Power Roll + M

- 11 6 + M holy damage; grabbed
- 12-16 9 + M holy damage; grabbed
- 17+ 13 + M holy damage; grabbed

Effect: If the target makes a strike against a creature while grabbed this way, you can spend 3 wrath to deal holy damage to them equal to your P, then change the target of the strike to another target within the strike's distance.

Judgment

You utter a prayer that outlines your foe in holy energy.

Censor 1 - Magic, Ranged Maneuver
Ranged 10 One enemy

Effect: The target is judged by you until the end of the encounter, you use this ability again, you willingly end this effect (no action required), or another censor judges the target.

Whenever a creature judged by you uses a main action and is within your line of effect, you can use a free triggered action to deal holy damage equal to twice your P to them. When a creature judged by you is reduced to 0 Stamina, you can use a free triggered action to use this ability against a new target. Additionally, you can spend 1 wrath to take one of the following free triggered actions:

- When an adjacent creature judged by you starts to shift, you make a melee free strike against them and their speed becomes 0 until the end of the current turn, preventing them from shifting.
- When a creature judged by you within 10 squares makes a power roll, you cause them to take a ban on the roll.
- When a creature judged by you within 10 squares uses an ability with a potency that targets only one creature, the potency is reduced by 1 for that creature.
- If you damage a creature judged by you with a melee ability, the creature is taunted by you until the end of their next turn.

You can choose only one free triggered action option at a time, even if multiple options are triggered by the same effect.

Censored

5 Wrath

Judged and sentenced.

Censor 1 - Melee, Strike, Weapon Main
Melee 1 One creature

Power Roll + M

- 11 2 + M holy damage
- 12-16 3 + M holy damage
- 17+ 5 + M holy damage

Effect: When a target who is not a leader or solo creature is made winded by this ability, they are reduced to 0 Stamina.

My Life for Yours

You channel some of your vitality into more resilience for you or an ally.

Censor 1 - Magic, Ranged Triggered
Ranged 10 Self or one ally

Trigger: The target starts their turn or takes damage.

Effect: You spend a Recovery and the target regains Stamina equal to your recovery value.

Spend 1 Wrath: You can end one effect on the target that is ended by a saving throw or that ends at the end of their turn, or a prone target can stand up.

grave speech

You commune with the lingering soul of the recently dead.

Censor 1 - Magic Main
Melee 1 One dead creature

Effect: You can speak to the target if they are a creature who has died within the last 24 hours and who can speak a language you know, even if they are just a head. The target regards you as they would have in life, and you might need to make tests to influence them and convince them to speak with you. The trauma of dying can make a creature's memory of that event hazy, but the target otherwise knows all they knew in life. After 1 minute, the effect ends. You can't use this ability on the same creature twice.

Purifying Fire

5 Wrath

The gods judge, fire cleanses.

Censor 1 - Magic, Melee, Ranged, Strike, Weapon Main
Melee 1 or ranged 5 One creature

Power Roll + M

≤11 5 + M holy damage; M<WEA, the target has fire weakness 3 (save ends)
12-16 9 + M holy damage; M<AVG, the target has fire weakness 5 (save ends)
17+ 12 + M holy damage; M<STR the target has fire weakness 7 (save ends)

Effect: While the target has fire weakness from this ability, you can choose to have your abilities deal fire damage to the target instead of holy damage.

Excommunication

11 Wrath

You curse your foe to become a bane to their allies.

Censor 8 - Melee, Strike, Weapon Main
Melee 1 One creature

Power Roll + M

≤11 9 + M damage; I<WEA, weakened (save ends)
12-16 13 + M damage; I<AVG, weakened (save ends)
17+ 18 + M damage; I<STR weakened (save ends)

Effect: At the end of each of your turns, a target weakened this way deals holy damage equal to twice your P to each enemy within 2 squares of them. Additionally, a target weakened this way can't be targeted by their allies' abilities.

Your Allies Turn on You!

11 Wrath

You turn your enemies' ire to the target.

Censor 8 - Ranged, Strike, Weapon Main
Ranged 10 One creature

Power Roll + P

≤11 5 + P damage; I<WEA, slowed (save ends)
12-16 9 + P damage; I<AVG, slowed (save ends)
17+ 12 + P damage; I<STR slowed (save ends)

Effect: While the target is slowed this way, each of their allies who starts their turn within 5 squares of them must use a free maneuver to make a free strike against the target.

Additionally, while the target is slowed this way, each of their allies within 5 squares of them who can make a triggered free strike against a different creature must make the free strike against the target instead.

Burden of Evil

9 Wrath

You reveal a vision of your enemies' fate that causes them to scramble as it staggers them.

Censor 6 - Magic, Ranged, Strike Main
Ranged 10 Three enemies

Power Roll + P

≤11 Slide 3; I<WEA, dazed (save ends)
12-16 Slide 5; I<AVG, dazed (save ends)
17+ Slide 7; I<STR, dazed (save ends)

Pillar of Holy Fire

11 Wrath

Your enemy's guilt fuels a holy flame that burns your foes.

Censor 8 - Melee, Strike, Weapon Main
Melee 1 One creature

Power Roll + M

≤11 9 + M damage; I<WEA, dazed (save ends)
12-16 13 + M damage; I<AVG, dazed (save ends)
17+ 18 + M damage; I<STR, dazed (save ends)

Effect: At the end of each of your turns, a target dazed this way deals holy damage equal to twice your P to each enemy within 2 squares of them.

Pain of Your Own Making

9 Wrath

You reverse the effects from an evildoer.

Censor 6 - Magic, Ranged Free triggered
Ranged 10 Self or one ally

Trigger: The target gains a condition or effect that is ended by a saving throw or that ends at the end of their turn.

Effect: The effect ends on the target and is applied to the creature who imposed the effect on them. That creature also takes damage equal to three times your P.

Hand of the Gods

11 Wrath

You use your foe as a tool against your enemies.

Censor 8 - Ranged, Strike, Weapon Main
Ranged 10 One creature

Power Roll + M

≤11 10 + M damage
12-16 15 + M damage
17+ 21 + M damage

Effect: Until the end of the encounter, while the target is judged by you, you can choose to make them the source of any of your abilities. Additionally, the target counts as an ally for the purpose of flanking.

Intercede

9 Wrath

You take your ally's place.

Censor 6 - Magic, Ranged Free triggered
Ranged 10 One ally

Trigger: A creature makes a strike against the target.

Effect: The target is unaffected by the strike and you become the target instead, even if you aren't a valid target for it. You take half the damage from the strike, and the target gains 3 surges.

(●) Begone!

9 Wrath

You terrify your enemies into retreating, creating chaos in their ranks.

Censor 6 - Area, Magic Main
↳ 3 burst ☺ Each enemy

Power Roll + P

- ≤11 4 psychic damage; slide 3
- 12-16 6 psychic damage; slide 5
- 17+ 8 psychic damage; slide 7

☒ Congregation

9 Wrath

You focus your allies' wrath on a chosen foe.

Censor 6 - Melee, Strike, Weapon Main
↳ Melee 1 ☺ One creature

Power Roll + M

- ≤11 8 + M damage; as a free triggered action, one ally within 10 squares of the target can use a strike signature ability against the target
- 12-16 12 + M damage; as a free triggered action, one ally within 10 squares of the target can use a strike signature ability that gains an edge against the target
- 17+ 16 + M damage; as a free triggered action, two allies within 10 squares of the target can each use a strike signature ability that gains an edge against the target

Effect: Each ally can shift up to 2 squares and gains 2 surges before making the strike.

(●) Edict of Peace

9 Wrath

You anticipate your foes' moves and deny them.

Censor 6 - Area, Magic Maneuver
↳ 3 aura ☺ Each enemy

Effect: Until the end of the encounter or until you are dying, whenever any target takes a triggered action or a free triggered action, that action is negated and the target takes holy damage equal to your P.

☒ Gods Grant Thee Strength

9 Wrath

You channel divine force for movement that cannot be stopped.

Censor 5 - Ranged Main
↳ Ranged 10 ☺ Self or one ally

Effect: The target ends any condition or effect on them that is ended by a saving throw or that ends at the end of their turn, or a prone target can stand up. The target then gains 2 surges, can shift up to their speed while ignoring difficult terrain, and can use a strike signature ability as a free triggered action.

☒ Shield of the Righteous

9 Wrath

You strike a foe and create a fleet of divine shields that protect your allies.

Censor 5 - Melee, Strike, Weapon Main
↳ Melee 1 ☺ One creature

Power Roll + M

- ≤11 10 + M damage; you and each ally adjacent to you gain 10 temporary Stamina
- 12-16 14 + M damage; you and each ally adjacent to you gain 15 temporary Stamina
- 17+ 20 + M damage; you and each ally adjacent to you gain 20 temporary Stamina

☒ Righteous Judgment

9 Wrath

You amplify the power of your judgment.

Censor 5 - Melee, Strike, Weapon Main
↳ Melee 1 ☺ One creature

Power Roll + M

- ≤11 10 + M damage
- 12-16 14 + M damage
- 17+ 20 + M damage

Effect: Until the end of the encounter, whenever any ally deals damage to a target judged by you, that ally gains 1 surge.

☒ Sentenced

5 Wrath

The shock of your condemnation freezes your enemy in their boots.

Censor 2 - Magic, Melee, Strike, Weapon Main
↳ Melee 1 ☺ One creature

Power Roll + P

- ≤11 5 + P damage; P<WEA restrained (save ends)
- 12-16 9 + P damage; P<AVG restrained (save ends)
- 17+ 12 + P damage; P<STR restrained (save ends)

Effect: While the target is restrained this way, your abilities that impose forced movement can still move them.

(●) Orison of Victory

9 Wrath

You channel your god's will to overcome hardship and inflict pain.

Censor 5 - Area Main
↳ 1 burst ☺ Self and each ally

Power Roll + P

- ≤11 Each target gains 1 surge.
- 12-16 Each target gains 2 surges.
- 17+ Each target gains 3 surges.

Effect: A target can end one effect on them that is ended by a saving throw or that ends at the end of their turn, or a prone target can stand up.

(●) Revelator

5 Wrath

You channel holy energy to harm unbelievers and reveal those hidden from your judgment.

Censor 2 - Area, Magic Maneuver
↳ 3 burst ☺ Each enemy

Effect: Each target takes holy damage equal to twice your P. Additionally, each hidden target is automatically revealed and can't become hidden again until the start of your next turn. You can then use your Judgment ability against one target as a free triggered action.

With My Blessing

5 Wrath

A word in prayer, and the gods show the way.

Censor 2 - Magic, Ranged Main
Ranged 10 Ⓜ Self or one ally

Effect: The target can use a free triggered action to use a strike signature ability or a strike heroic ability, and has a double edge on that ability. If a heroic ability is chosen, reduce its Heroic Resource cost by 3 (to a minimum cost of 0).

Prescient Grace

5 Wrath

Gifted by a prescient vision, you warn an ally of an impending attack.

Censor 2 - Magic, Ranged Triggered
Ranged 10 Ⓜ Self or one ally

Trigger: An enemy within 10 squares starts their turn.

Effect: You can spend a Recovery to allow the target to regain Stamina equal to your recovery value. The target can then take their turn immediately before the triggering enemy.

Blessing of the Faithful

5 Wrath

The gods reward your faith.

Censor 2 - Area, Magic Maneuver
3 aura Ⓜ Self and each ally

Effect: Until the end of the encounter or until you are dying, each target gains 1 surge at the end of each of your turns.

It Is Justice You Fear

5 Wrath

I am but a vessel. Your own deeds weigh upon you.

Censor 2 - Magic, Ranged, Strike Main
Ranged 10 Ⓜ One creature

Power Roll + M

≤11 8 + M holy damage; P<WEA, frightened (save ends)
12-16 12 + M holy damage; P<AVG, frightened (save ends)
17+ 15 + M holy damage; P<STR, frightened (save ends)

Effect: If the target is already frightened of you or another creature and this ability would frighten them again, they instead take psychic damage equal to twice your P.

Edict of Perfect Order

7 Wrath

Within the area of your divine presence, your enemies will regret using their fell abilities.

Censor 3 - Area, Magic Maneuver
2 aura Ⓜ Each enemy

Effect: Until the end of the encounter or until you are dying, whenever a target uses an ability that costs Malice (see [Draw Steel: Monsters](<https://mcdm.gg/DS-Monsters>)), they take

holy damage equal to three times your P. A target judged by you takes an extra 2d6 holy damage.

Edict of Disruptive Isolation

7 Wrath

The evil within your foes detonates with holy fire that burns only the guilty.

Censor 3 - Area, Magic Maneuver
2 aura Ⓜ Each enemy

Effect: Until the end of the encounter or until you are dying, each target takes holy damage equal to your P at the end of each of your turns. A target takes an extra 2d6 holy damage if they are judged by you or if they are adjacent to any enemy.

Edict of Purifying Pacifism

7 Wrath

You shed a righteous energy that punishes enemies who would harm you or your allies.

Censor 3 - Area, Magic Maneuver
2 aura Ⓜ Each enemy

Effect: Until the end of the encounter or until you are dying, whenever a target makes a strike, they take holy damage equal to twice your P. A target judged by you takes an extra 2d6 holy damage.

Edict of Stillness

7 Wrath

The holy aura you project makes it painful for evil-doers to leave your reach.

Censor 3 - Area, Magic Maneuver
2 aura Ⓜ Each enemy

Effect: Until the end of the encounter or until you are dying, whenever a target moves or is force moved out of the area, they take holy damage equal to twice your P. A target judged by you who moves willingly takes an extra 2d6 holy damage.

Blessing and a Curse

11 Wrath

The gods bless and damn in equal measure.

Censor 9 - Magic, Ranged Triggered
Ranged 10 Ⓜ One creature

Trigger: The target makes a power roll.

Effect: The target obtains a tier 1 or tier 3 outcome on their power roll (your choice). You can then choose another target within distance, who obtains the opposite outcome on their next power roll.

☒ Fulfill Your Destiny

11 Wrath

You have looked at various futures, and only this one works.

Censor 9 - Magic, Ranged Triggered
☒ Ranged 10 ☺ One ally

Trigger: You or another hero ends their turn.

Effect: The target takes their turn after the triggering hero, and immediately removes all conditions and negative effects on themselves. During their turn, the target has a double edge on power rolls.

☒ Banish

11 Wrath

You sever the target's tenuous connection to the world.

Censor 9 - Melee, Strike, Weapon Main
☒ Melee 1 ☺ One creature

Power Roll + M

≤11 5 + M damage; P<WEA, the target is banished (save ends)
12-16 8 + M damage; P<AVG, the target is banished (save ends)
17+ 11 + M damage; P<STR the target is banished (save ends)

Effect: This ability gains an edge against demons, devils, undead, and creatures not native to your current world. If you know the target's true name, this ability has a double edge. While banished, the target is sent to another manifold in the timescape and removed from the encounter map. A banished target can do nothing but make saving throws, and takes 10 holy damage each time they do so. If the target is reduced to 0 Stamina while banished, they are lost to the timescape.

☒ Terror Manifest

11 Wrath

"I know what you fear."

Censor 9 - Magic, Ranged, Strike Main
☒ Ranged 10 ☺ One creature

Power Roll + P

≤11 7 + P psychic damage; P<WEA, frightened (save ends)
12-16 10 + P psychic damage; P<AVG, frightened (save ends)
17+ 13 + P psychic damage; P<STR frightened (save ends)

Effect: While frightened this way, if a target who is a leader or solo creature is winded, they take an extra 25 psychic damage. If a target frightened this way is not a leader or solo creature and is winded, they are reduced to 0 Stamina.

☒ Apostate

11 Wrath

You channel holy energy to seal an enemy's fate.

Censor 9 - Melee, Strike, Weapon Main
☒ Melee 1 ☺ One creature

Power Roll + M

≤11 13 + M holy damage
12-16 19 + M holy damage
17+ 26 + M holy damage

Effect: Until the end of the encounter or until you are dying, the target has damage weakness 10.

☒ Guided to Your Side

You concentrate on a friend and teleport to them.

Censor 7 - Magic, Ranged Main
☒ Ranged 10 ☺ Self and each ally

Effect: Each target is teleported to unoccupied spaces within 5 squares of a willing creature who you are bonded to with your Invocation of the Heart feature. You don't need line of effect to the bonded creature but you must be on the same world.

(◐) Edict of Unyielding Resolve

11 Wrath

You and your allies are clad in shimmering armor.

Censor 9 - Area, Magic Maneuver
☒ 2 aura ☺ Self and each ally

Effect: Until the end of the encounter or until you are dying, each target who starts their turn in the area gains 10 temporary Stamina.

(◐) Blessing of Secrets

You project an illusory aura that makes you and allies harder to notice.

Censor 4 - Area, Magic Maneuver
☒ 3 aura ☺ Self and each ally

Effect: Each creature in the area has a double edge on tests made to hide or sneak. The aura lasts until you end it (no action required) or until a target harms or deals damage to a creature or object.

☒ Trinity of Trickery

9 Wrath

Hey! I'm over here. No, here, numbskull.

Censor 7 - Magic, Ranged Maneuver
☒ Ranged 10 ☺ Self or one ally

Effect: You create two illusory duplicates of the target, which appear anywhere within distance. These duplicates last until the end of the encounter. On each of their turns, the target can move each duplicate up to their speed. If the target is targeted by an ability, they can use a free triggered action to switch places with a duplicate within their line of effect, making the duplicate the target of the ability instead. When either duplicate takes damage, it is destroyed.

☒ Faster Than the Eye

Signature

You strike so quickly that your hands become a blur.

Null 1 - Melee, Psionic, Strike, Weapon Main
☒ Melee 1 ☺ Two creatures or objects

Power Roll + A

≤11 4 damage
12-16 5 damage
17+ 7 damage

Effect: You can deal damage equal to your A to one creature or object adjacent to you.

Joint Lock

Signature

You contort your enemy's body into a stance they struggle to escape from.

Null 1 - Melee, Psionic, Strike, Weapon Main
Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 4 + A damage; A<WEA, grabbed
12-16 7 + A damage; A<AVG, grabbed
17+ 9 + A damage; A<STR, grabbed

Psychic Pulse

3 Discipline

A burst of psionic energy interferes with your enemy's synapses.

Null 1 - Area, Psionic Maneuver
2 burst Ⓜ Each enemy

Effect: Each target takes psychic damage equal to twice your I. Until the start of your next turn, the size of your Null Field ability increases by 1. At the end of your current turn, each enemy in the area of your Null Field ability takes psychic damage equal to your I.

Impart Force

5 Discipline

A single touch from you, and your enemy flies backward.

Null 1 - Melee, Psionic, Strike, Weapon Maneuver
Melee 1 Ⓜ One creature or object

Power Roll + I

≤11 Push 3
12-16 Push 5
17+ Push 7

Effect: An object you target must be your size or smaller. You gain an edge on this ability. Additionally, for each square you push the target, they take 1 psychic damage.

Inertial Shield

3 Discipline

You intuit the course of an incoming attack, reducing its effects.

Null 1 - Psionic Triggered
Self Ⓜ Self

Trigger: You take damage.

Effect: You take half the damage.

Spend 1 Discipline: The potency of one effect associated with the damage is reduced by 1 for you.

Stunning Blow

3 Discipline

You focus your psionic technique into a concussive punch.

Null 1 - Melee, Psionic, Strike, Weapon Main
Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 4 + A damage; I<WEA, dazed and slowed (save ends)
12-16 5 + A damage; I<AVG, dazed and slowed (save ends)
17+ 7 + A damage; I<STR, dazed and slowed (save ends)

Chronal Spike

3 Discipline

You foresee the best moment to strike, then exploit it.

Null 1 - Melee, Psionic, Strike, Weapon Main
Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 7 + A damage
12-16 10 + A damage
17+ 13 + A damage

Effect: You can shift up to half your speed before or after you make this strike. Additionally, whenever an effect lets you make a free strike or use a signature ability, you can use this ability instead, paying its discipline cost as usual.

Inertial Step

Signature

You flit about the battlefield and take an opportunistic strike.

Null 1 - Melee, Psionic, Strike, Weapon Main
Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 5 + A damage
12-16 7 + A damage
17+ 10 + A damage

Effect: You can shift up to half your speed before or after you make this strike.

Arcane Disruptor

5 Discipline

Your blow reorders a foe's body, causing pain if they attempt to channel sorcery.

Null 1 - Melee, Psionic, Strike, Weapon Main
Melee 1 Ⓜ One creature

Power Roll + A

≤11 8 + A psychic damage; M<WEA, weakened (save ends)
12-16 12 + A psychic damage; M<AVG, weakened (save ends)
17+ 16 + A psychic damage; M<STR, weakened (save ends)

Effect: While weakened this way, the target takes damage equal to your I whenever they use a supernatural ability that costs Malice.

Phase Inversion Strike

Signature

You step momentarily out of phase as you pull an enemy through you.

Null 1 - Melee, Psionic, Strike, Weapon Main
Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 4 + A damage; push 2
12-16 6 + A damage; push 4
17+ 8 + A damage; push 6

Effect: Before the push is resolved, you teleport the target to a square adjacent to you and opposite the one they started in. If the target can't be teleported this way, you can't push them.

⚡ Magnetic Strike

Signature

The force of your blow extends past the limits of your body, pulling your enemy closer.

Null 1 - Melee, Psionic, Strike, Weapon Main
↳ Melee 2 Ⓜ One creature

Power Roll + A

≤11 5 + A psychic damage; vertical pull 1
12-16 8 + A psychic damage; vertical pull 2
17+ 11 + A psychic damage; vertical pull 3

● Null Field

You project an aura that dampens the power of your foes.

Null 1 - Area, Psionic Maneuver
↳ 1 aura Ⓜ Each enemy

Effect: Each target reduces their potencies by 1.

Once as a free maneuver on each of your turns, you can spend 1 discipline and give your Null Field one of the following additional effects until the start of your next turn:

- Gravitic Disruption: The first time on a turn that a target takes damage, you can slide them up to 2 squares.
 - Inertial Anchor: Any target who starts their turn in the area can't shift.
 - Synaptic Break: Whenever you or any ally uses an ability against a target that has a potency effect, the potency is increased by 1.
- This ability remains active even after an encounter ends. It ends only if you are dying or if you willingly end it (no action required).

● A Squad Unto Myself

5 Discipline

You move so quickly, it seems as though an army assaulted your foes.

Null 1 - Area, Psionic, Weapon Main
↳ 2 burst Ⓜ Each enemy

Power Roll + A

≤11 6 damage
12-16 9 damage
17+ 13 damage

Effect: You can take the Disengage move action as a free maneuver before or after you use this ability.

⚡ Kinetic Strike

Signature

Your opponent staggers. They cannot ignore you.

Null 1 - Melee, Psionic, Strike, Weapon Main
↳ Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 4 + A damage; taunted (EoT)
12-16 5 + A damage; taunted (EoT), slide 1
17+ 6 + A damage; taunted (EoT), slide 2

● Pressure Points

Signature

You strike at key nerve clusters to leave your foe staggered.

Null 1 - Melee, Psionic, Strike, Weapon Main
↳ Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 4 + A damage; A<WEA, weakened (save ends)
12-16 7 + A damage; A<AVG, weakened (save ends)
17+ 9 + A damage; A<STR, weakened (save ends)

● Dance of Blows

Signature

You strike everywhere at once, tricking an enemy into moving out of position.

Null 1 - Area, Psionic, Weapon Main
↳ 1 burst Ⓜ Each enemy

Power Roll + A

≤11 3 damage
12-16 4 damage
17+ 5 damage

Effect: You can slide one adjacent enemy up to a number of squares equal to your I.

⚡ Phase Strike

5 Discipline

For a moment, your foe slips out of phase with this manifold.

Null 1 - Melee, Psionic, Strike, Weapon Main
↳ Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 3 + A psychic damage; I<WEA, the target goes out of phase (save ends)
12-16 4 + A psychic damage; I<AVG, the target goes out of phase (save ends)
17+ 6 + A psychic damage; I<STR, the target goes out of phase (save ends)

Effect: A target who goes out of phase is slowed, has their stability reduced by 2, and can't obtain a tier 3 outcome on ability rolls.

● Relentless Nemesis

3 Discipline

You strike, and for the next few moments, your enemy can't escape you.

Null 1 - Melee, Psionic, Strike, Weapon Main
↳ Melee 1 Ⓜ One creature or object

Power Roll + A

≤11 6 + A damage
12-16 8 + A damage
17+ 12 + A damage

Effect: Until the start of your next turn, whenever the target moves or is force moved, you can use a free triggered action to shift up to your speed. You must end this shift adjacent to the target.

⚡ Arcane Purge

11 Discipline

You focus your null field into a pressure point strike that prevents your foe from channeling sorcery.

Null 8 - Melee, Psionic, Strike, Weapon Main
↳ Melee 1 Ⓜ One creature

Power Roll + A

≤11 13 + A damage; M<WEA, the target is suppressed (save ends)
12-16 19 + A damage; M<AVG, the target is suppressed (save ends)
17+ 24 + A damage; M<STR, the target is suppressed (save ends)

Effect: While suppressed, a target takes psychic damage equal to twice your I at the start of their turns, whenever they use a supernatural ability, or whenever they use an ability that costs Malice.

Phase Hurl 11 Discipline

You throw your foe out of phase with this manifold, causing them to harm other enemies as they return.

Null 8 - Melee, Psionic, Strike, Weapon Main
↳ Melee 1 ◎ One creature

Power Roll + A

≤11 9 + A damage; push 5; I<WEA dazed (save ends)
12-16 13 + A damage; push 7; I<AVG dazed (save ends)
17+ 18 + A damage; push 10; I<STR dazed (save ends)

Effect: The target and each creature or object they collide with from this forced movement takes psychic damage equal to the total number of squares the target was force moved. While the target is dazed this way, they see glimpses of creatures from other parts of the timescape.

Iron Body 9 Discipline

You focus until your body becomes as hard as iron.

Null 6 - Psionic Maneuver
↳ Self ◎ Self

Effect: You gain 20 temporary Stamina. Additionally, until the end of the encounter, your stability gains a bonus equal to your I.

Gravitic Charge 9 Discipline

You channel your discipline into momentum that defies gravity.

Null 6 - Psionic Maneuver
↳ Self ◎ Self

Power Roll + I

≤11 Vertical slide 5
12-16 Vertical slide 7
17+ Vertical slide 9

Effect: This movement ignores stability. If you slide into another creature, you resolve damage to both of you as if your force movement had ended, but you keep moving through that creature's space.

Scalar Assault 11 Discipline

You warp reality to grow a limb for just a moment and make a single devastating attack.

Null 8 - Area, Psionic Main
↳ 3 cube within 1 ◎ Each enemy

Power Roll + A

≤11 12 psychic damage; push 3
12-16 17 psychic damage; push 5
17+ 23 psychic damage; push 7

Phase Step 9 Discipline

You weaken your connection to this manifold, allowing you to move through and damage enemies.

Null 6 - Melee, Psionic, Weapon Main
↳ Self; see below ◎ Self

Effect: You can shift up to your speed, and squares occupied by enemies or objects are not difficult terrain for this shift. You make one power roll that targets each enemy you moved through during this shift.

Power Roll + A

≤11 6 damage; M<WEA dazed
12-16 8 damage; M<AVG dazed
17+ 12 damage; M<STR dazed

Ice Pillars 9 Discipline

Pillars of ice erupt from the ground and launch your foes into the air.

Null 6 - Psionic, Ranged Main
↳ Ranged 10 ◎ Three creatures or objects

Power Roll + I

≤11 Vertical slide 6
12-16 Vertical slide 8
17+ Vertical slide 10

Effect: The pillars vanish as soon as the effects of the forced movement are resolved.

Synaptic Anchor 11 Discipline

You disrupt an enemy's strike and create a feedback loop in their mind, preventing them from focusing on future attacks.

Null 8 - Psionic Free triggered
↳ Self; see below ◎ Self or one creature

Trigger: The target takes damage from another creature's ability while in the area of your Null Field ability.

Effect: The target takes half the damage, and if the triggering creature has I<AVG, they are dazed (save ends). While the triggering creature is dazed this way, they take psychic damage equal to your I whenever they use a main action.

Wall of Ice 9 Discipline

You create a wall of ice.

Null 6 - Area, Psionic, Ranged Main
↳ 10 wall within 10 ◎ Special

Effect: You can place this wall in occupied squares, sliding each creature in the area into the nearest unoccupied space of your choice. The wall remains until the end of the encounter or until you are dying. The wall's squares are treated as stone squares for the purpose of damage, and you and allies can move freely through the wall. Each enemy who enters a square adjacent to the wall and has M<AVG is slowed (save ends). Each enemy who is force moved into the wall and has M<AVG is restrained (save ends).

Interphase 9 Discipline

You slip into a faster timestream to act more quickly.

Null 6 - Psionic Main
↳ Self ◎ Self

Effect: You can use up to three signature abilities, each of which gains an edge.

Phase Leap	9 Discipline
<i>You leap beyond reality, leaving an afterimage of yourself.</i>	
Null 5 - Psionic	Move
↳ Self	↳ Self
Effect: You jump up to your speed without provoking opportunity attacks. Until the end of your next turn, a static afterimage of you remains in the space you left, and any enemy adjacent to your afterimage takes a bane on ability rolls. You can use your abilities from your own space or from the space of your afterimage as if you were still there. Additionally, if your Null Field ability is active, your afterimage also projects the aura from that ability, which you control as if you were in the afterimage's space.	

Synaptic Reset	9 Discipline
<i>You expand your nullifying power to mitigate harmful effects.</i>	
Null 5 - Area, Psionic	Maneuver
↳ 3 burst	↳ Self and each ally
Effect: Each target can end any conditions or effects on themselves, and gains 5 temporary Stamina for each condition or effect removed.	

Force Redirected	5 Discipline
<i>The force of your strike moves your target in a surprising direction.</i>	
Null 2 - Melee, Psionic, Strike, Weapon	Main
↳ Melee 3	↳ One creature
Power Roll + A ≤11 8 + A damage; slide 1 12-16 12 + A damage; slide 3 17+ 16 + A damage; slide 5	

Iron Grip	9 Discipline
<i>You grab the target with supernatural force.</i>	
Null 5 - Melee, Psionic, Strike, Weapon	Main
↳ Melee 1	↳ One creature
Power Roll + A ≤11 10 + A damage; A<WEA grabbed 12-16 14 + A damage; A<AVG grabbed 17+ 18 + A damage; A<STR grabbed	
Effect: While grabbed this way, the target takes a bane on the Escape Grab maneuver. Each time they use that maneuver, they take damage equal to twice your A.	

Blur	5 Discipline
<i>You release stored time, allowing you to act twice.</i>	
Null 2 - Psionic	Maneuver
↳ Self	↳ Self
Effect: You can use a signature or heroic ability. You gain an edge on that ability's power rolls.	

Heat Sink	5 Discipline
<i>You absorb ambient heat, coating the ground in frost and precipitating snow from the air.</i>	
Null 2 - Psionic	Maneuver
↳ Self	↳ Self
Effect: Until the start of your next turn, the size of your Null Field ability increases by 1, and you and any ally benefit from concealment while in the area. At the end of this turn, each enemy in the area takes cold damage equal to your I.	

Anticipating Strike	9 Discipline
<i>You suddenly strike an enemy, then grab them in a psionically enhanced grip.</i>	
Null 5 - Melee, Psionic, Strike, Weapon	Free triggered
↳ Melee 1	↳ One creature
Trigger: The target moves or uses a main action. Power Roll + A ≤11 7 + A damage; I<WEA restrained (save ends) 12-16 10 + A damage; I<AVG restrained (save ends) 17+ 13 + A damage; I<STR restrained (save ends)	
Effect: This strike resolves before the triggering movement or main action.	

Kinetic Shield	5 Discipline
<i>You manifest a force barrier that absorbs incoming kinetic energy.</i>	
Null 2 - Psionic	Maneuver
↳ Self	↳ Self
Power Roll + I ≤11 You gain 10 temporary Stamina. 12-16 You gain 15 temporary Stamina. 17+ You gain 20 temporary Stamina.	
Effect: While you have temporary Stamina from this ability, you can't be made bleeding even while dying.	

Entropic Field	5 Discipline
<i>You drastically increase the local entropy.</i>	
Null 2 - Area, Psionic, Weapon	Main
↳ 3 cube within 1	↳ Each enemy
Power Roll + A ≤11 6 cold damage; A<WEA slowed (save ends) 12-16 9 cold damage; A<AVG slowed (save ends) 17+ 13 cold damage; A<STR slowed (save ends)	

✖ Gravitic Strike

5 Discipline

Your fist emanates gravitic force that pulls a distant enemy closer.

Null 2 - Melee, Psionic, Strike, Weapon
✖ Melee 3

Power Roll + A

≤11 8 + A psychic damage; vertical pull 3
12-16 12 + A psychic damage; vertical pull 5
17+ 16 + A psychic damage; vertical pull 7

11 Discipline

✖ Synapse Field

7 Discipline

Attacks made by allies in your null field disrupt your enemies' thoughts, causing psychic pain.

Null 3 - Psionic
✖ Self

Maneuver

✖ Self

Effect: Until the end of the encounter, the size of your Null Field ability increases by 1. While the area of that ability is enlarged this way, whenever an enemy in the area takes rolled damage, they take extra psychic damage equal to twice your I.

✖ Stabilizing Field

7 Discipline

You project order, making it harder for your enemies to interfere with you and your allies.

Null 3 - Psionic
✖ Self

Maneuver

✖ Self

Effect: Until the end of the encounter, the size of your Null Field ability increases by 1. While the area of that ability is enlarged this way, you ignore difficult terrain and reduce the potency of enemy effects targeting you by 1 for you. You can also use a free triggered action at the start of each of your turns to end one effect on you that is ended by a saving throw or that ends at the end of your turn. Each ally in the area also gains these benefits.

✖ Molecular Rearrangement Field

7 Discipline

Your enemies' wounds open, your allies' wounds close.

Null 3 - Psionic
✖ Self

Maneuver

✖ Self

Effect: Until the end of the encounter, the size of your Null Field ability increases by 1. While the area of that ability is enlarged this way, each enemy who has I<AVG and enters the area for the first time in a combat round or starts their turn there is bleeding (save ends). Each ally who enters the area for the first time in a combat round or starts their turn there gains temporary Stamina equal to your I.

✖ Absorption Field

7 Discipline

Your null field absorbs kinetic energy.

Null 3 - Psionic
✖ Self

Maneuver

✖ Self

Effect: Until the end of the encounter, the size of your Null Field ability increases by 1. While the area of that ability is enlarged this way, each enemy in the area takes a bane on ability rolls.

✖ Time Loop

11 Discipline

You show shadows what true speed is.

Null 9 - Psionic
✖ Self

Free triggered

✖ Self

Trigger: Another creature on the encounter map ends their turn.

Effect: You take a bonus turn immediately after the triggering creature. This ability can be used only once per combat round.

✖ Realitas

11 Discipline

Your essential hyperreality disrupts your enemy's connection to existence.

Null 9 - Melee, Psionic, Strike, Weapon
✖ Melee 1

Main

✖ One creature

Power Roll + I

≤11 7 + A psychic damage; I<WEA dazed
12-16 10 + A psychic damage; I<AVG dazed
17+ 13 + A psychic damage; I<STR dazed

Effect: While dazed this way, the target takes psychic damage equal to twice your I at the start of each of your turns. If this ability causes a creature who is not a leader or solo creature to become winded, they are instead reduced to 0 Stamina. Any creature reduced to 0 Stamina by this ability is forgotten by all creatures of your level or lower in the timescape who are not present in the encounter. Loved ones of the forgotten creature retain a faint sense of melancholy. This effect can be reversed only at the Director's discretion.

✖ Absolute Zero

11 Discipline

You become the coldest thing in the timescape.

Null 9 - Psionic
✖ Self

Maneuver

✖ Self

Power Roll + I

≤11 You gain 20 temporary Stamina.
12-16 You gain 30 temporary Stamina.
17+ You gain 40 temporary Stamina.

Effect: Until the end of the encounter or until you are dead, you become an avatar of uttermost cold. You gain immunity to all damage equal to the cold damage immunity granted by your Entropic Adaptability trait, you ignore the negative effects of dying, and you have a +2 bonus to potencies.

✖ Inertial Absorption

11 Discipline

You absorb an attack to empower your body.

Null 9 - Psionic
✖ Self

Free triggered

✖ Self

Trigger: Another creature damages you using an ability.

Effect: You take half the damage, negate any effects associated with the damage for you, and gain 3 surges.

Arrestor Cycle

11 Discipline

You trap your foe in a looping cycle of time, where they relive the last few seconds over and over again.

Null 9 - Psionic, Ranged Free triggered
Ranged 10 Self One creature

Trigger: The triggering creature starts their turn.

Power Roll + I

≤11 I<WEA the target loses their turn
12-16 I<AVG the target loses their turn
17+ I<STR the target loses their turn

Effect: If the target loses their turn, the round continues as if they had acted. A target who doesn't lose their turn takes psychic damage equal to twice your I for each main action they take until the end of their next turn.

Heat Drain

11 Discipline

You drain all the heat from the target.

Null 9 - Melee, Psionic, Strike Maneuver
Melee 1 Self One creature

Power Roll + I

≤11 8 + I cold damage; M<WEA restrained (save ends)
12-16 11 + I cold damage; M<AVG restrained (save ends)
17+ 15 + I cold damage; M<STR restrained (save ends)

Effect: While restrained this way, the target takes cold damage equal to your I at the start of each of your turns. Additionally, whenever the target damages another creature while restrained this way, any potency associated with the damage is reduced by 2.

Make Peace With Your God!

5 Ferocity

Anger is your energy.

Fury 1 - Free maneuver
Self Self

Effect: You gain 1 surge, and the next ability roll you make this turn automatically obtains a tier 3 outcome.

Furious Change

In your anger, you revert to a more bestial form.

Fury 1 - Triggered
Self Self

Trigger: You lose Stamina and are not dying.

Effect: You gain temporary Stamina equal to your M and can enter your animal form or hybrid form.

Spend 1 Ferocity: If you are not dying, you can spend a Recovery.

Brutal Slam

Signature

The heavy impact of your weapon attacks drives your foes ever back.

Fury 1 - Melee, Strike, Weapon Main
Melee 1 Self One creature or object

Power Roll + M

≤11 3 + M damage; push 1
12-16 6 + M damage; push 2
17+ 9 + M damage; push 4

Hit and Run

Signature

Staying in constant motion helps you slip out of reach after a brutal assault.

Fury 1 - Melee, Strike, Weapon Main
Melee 1 Self One creature or object

Power Roll + M

≤11 2 + M damage
12-16 5 + M damage
17+ 7 + M damage; A<STR slowed (save ends)

Effect: You can shift 1 square.

Back!

3 Ferocity

You hew about you with your mighty weapon, hurling enemies backward.

Fury 1 - Area, Melee, Weapon Main
1 burst Self Each enemy

Power Roll + M

≤11 5 damage
12-16 8 damage; push 1
17+ 11 damage; push 3

Lines of Force

Signature

You redirect the energy of motion.

Fury 1 - Magic, Melee Triggered
Melee 1 Self or one creature

Trigger: The target would be force moved.

Effect: You can select a new target of the same size or smaller within distance to be force moved instead. You become the source of the forced movement, determine the new target's destination, and can push the target instead of using the original forced movement type. Additionally, the forced movement distance gains a bonus equal to your M.

Spend 1 Ferocity: The forced movement distance gains a bonus equal to twice your M instead.

Out of the Way!

3 Ferocity

Your enemies will clear your path-whether they want to or not.

Fury 1 - Melee, Strike, Weapon Main
Melee 1 Self One creature

Power Roll + M

≤11 3 + M damage; slide 2
12-16 5 + M damage; slide 3
17+ 8 + M damage; slide 5

Effect: When you slide the target, you can move into any square they leave. If you take damage from an opportunity attack by moving this way, the target takes the same damage.

闫 Impaled!

Signature

You skewer your enemy like a boar upon a spit.

Fury 1 - Melee, Strike, Weapon Main
闫 Melee 1 ◎ One creature of your size or smaller

Power Roll + M

≤11 2 + M damage; M<WEA, grabbed
12-16 5 + M damage; M<AVG, grabbed
17+ 7 + M damage; M<STR, grabbed

Thunder Roar

5 Ferocity

You unleash a howl that hurls your enemies back.

Fury 1 - Area, Melee, Weapon Main
闫 5 x 1 line within 1 ◎ Each enemy

Power Roll + M

≤11 6 damage; push 2
12-16 9 damage; push 4
17+ 13 damage; push 6

Effect: The targets are force moved one at a time, starting with the target nearest to you, and can be pushed into other targets in the same line.

闫 Blood for Blood!

5 Ferocity

See how well they fight after you've bled them dry.

Fury 1 - Melee, Strike, Weapon Main
闫 Melee 1 ◎ One creature or object

Power Roll + M

≤11 4 + M damage; M<WEA, bleeding and weakened (save ends)
12-16 6 + M damage; M<AVG, bleeding and weakened (save ends)
17+ 10 + M damage; M<STR, bleeding and weakened (save ends)

Effect: You can deal 1d6 damage to yourself to deal an extra 1d6 damage to the target.

闫 Unearthly Reflexes

Signature

You are as elusive as a hummingbird.

Fury 1 - Triggered
闫 Self ◎ Self

Trigger: You take damage.

Effect: You take half the damage from the triggering effect and can shift up to a number of squares equal to your A.

Spend 1 Ferocity: If the damage has any potency effects associated with it, the potency is reduced by 1 for you.

闫 Tide of Death

3 Ferocity

Teach them the folly of lining up for you.

Fury 1 - Melee, Weapon Main
闫 Self; see below ◎ Self

Effect: You move up to your speed in a straight line, and enemy squares are not difficult terrain for this movement. You can end this movement in a creature's space and move them to an adjacent unoccupied space. You make one power roll that targets each enemy whose space you move through.

Power Roll + M

≤11 2 damage
12-16 3 damage
17+ 5 damage

Effect: The last target you damage takes extra damage equal to your M for each opportunity attack you trigger during your move.

闫 Your Entrails Are Your Extrails!

3 Ferocity

Hard for them to fight when they're busy holding in their giblets.

Fury 1 - Melee, Strike, Weapon Main
闫 Melee 1 ◎ One creature or object

Power Roll + M

≤11 3 + M damage; M<WEA, bleeding (save ends)
12-16 5 + M damage; M<AVG, bleeding (save ends)
17+ 8 + M damage; M<STR, bleeding (save ends)

Effect: While bleeding this way, the target takes damage equal to your M at the end of each of your turns.

闫 To the Uttermost End

5 Ferocity

You gut your life force to ensure a foe's demise.

Fury 1 - Melee, Strike, Weapon Main
闫 Melee 1 ◎ One creature

Power Roll + M

≤11 7 + M damage
12-16 11 + M damage
17+ 16 + M damage

Spend 1+ Ferocity: While you are winded, this ability deals an extra 1d6 damage for each ferocity spent. While you are dying, it deals an extra 1d10 damage for each ferocity spent. In either case, you lose 1d6 Stamina after making this strike.

闫 To the Death!

Signature

Your reckless assault leaves you tactically vulnerable.

Fury 1 - Melee, Strike, Weapon Main
闫 Melee 1 ◎ One creature or object

Power Roll + M

≤11 3 + M damage
12-16 6 + M damage
17+ 9 + M damage

Effect: You gain 2 surges, and the target can make an opportunity attack against you as a free triggered action.

闫 Primordial Rage

11 Ferocity

Your ferocity manifests into primordial power.

Fury 8 - Magic Maneuver
闫 Self ◎ Self

Effect: Choose acid, cold, corruption, fire, lightning, poison, or sonic damage. Until the end of the encounter or until you are dying, you can choose one target of any ability you use, with that target taking an extra 15 damage of the chosen type. Additionally, whenever you gain ferocity from taking damage, the source of the damage takes 5 damage of the chosen type.

Overkill

11 Ferocity

You strike so no damage is wasted.

Fury 8 - Magic, Melee, Strike, Weapon

Main

Melee 1

One creature

Power Roll + M

≤11 6 + M damage

12-16 10 + M damage

17+ 14 + M damage

Effect: If the target is a minion or is winded but isn't a leader or solo creature, they are reduced to 0 Stamina before this ability's damage is dealt. If the target is killed by this damage, you can deal any damage over what was required to kill them to another creature within 5 squares of the target.

Elemental Ferocity

11 Ferocity

Your primordial energy makes for instant retribution.

Fury 8 - Magic

Maneuver

Self

Self

Effect: You gain 10 temporary Stamina. Additionally, choose acid, cold, corruption, fire, lightning, poison, or sonic damage. Until the end of the encounter or until you are dying, whenever an enemy damages you, they take 10 damage of the chosen type. If this damage reduces the enemy to 0 Stamina, you gain 10 temporary Stamina.

Relentless Death

11 Ferocity

You won't escape your fate.

Fury 8 - Magic, Melee, Strike, Weapon

Main

Self; see below

Self

Effect: You shift up to your speed. Each enemy you move adjacent to during this movement takes damage equal to twice your M. Then make one power roll that targets each enemy you move adjacent to during this shift. You gain 1 ferocity for each target who dies as a result of this ability (maximum 11 ferocity).

Power Roll + M

≤11 Any target whose Stamina is equal to or less than 8 dies.

12-16 Any target whose Stamina is equal to or less than 11 dies.

17+ Any target whose Stamina is equal to or less than 17 dies.

Riders on the Storm

9 Ferocity

You focus your connection to the Primordial Chaos into a seething storm.

Fury 6 - Area, Magic

Maneuver

3 aura

Each creature

Effect: Until the end of the encounter or until you are dying, each enemy target takes damage of your primordial damage type equal to twice your M at the end of each of your turns. Additionally, you can fly while the aura is active. Each ally target who starts or ends their turn in the area can also fly until the start of their next turn or until the effect ends.

Special: When you use this ability outside of combat without spending ferocity, you must spend 1 uninterrupted minute summoning a primordial storm that fills the area, and you take 1d6 damage before the ability takes effect. The storm lasts for 1 hour or until a combat encounter begins.

Pounce

9 Ferocity

You strike at the target like the ultimate predator you are.

Fury 6 - Magic, Melee, Strike, Weapon

Main

Melee 1

One creature

Power Roll + M

≤11 8 damage; M<WEA, grabbed

12-16 13 damage; M<AVG, grabbed

17+ 17 damage; M<STR, grabbed

Effect: You can shift up to 4 squares, bringing the target with you. While grabbed this way, the target takes damage equal to twice your M at the start of each of your turns.

Avalanche Impact

9 Ferocity

You leap and crash down, causing a shockwave that devastates foes.

Fury 6 - Magic

Maneuver

Self

Self

Effect: You jump up to your maximum jump distance and make one power roll that targets each creature adjacent to the space where you land.

Power Roll + M

≤11 4 damage; push 1

12-16 7 damage; push 2

17+ 11 damage; push 3

Death Strike

9 Ferocity

Once you taste your foe's blood, you become more efficient and turn every killing blow into an opportunity.

Fury 6 - Melee, Strike, Weapon

Free triggered

Melee 1

Self

Trigger: You reduce a creature to 0 Stamina with a strike.

Effect: You target a creature adjacent to you with the same strike, using the same power roll as the triggering strike.

Force of Storms

9 Ferocity

You strike an enemy hard enough to be a projectile that knocks a crowd of creatures around.

Fury 6 - Melee, Strike, Weapon

Main

Melee 1

One creature

Power Roll + M

≤11 7 + M damage; push 3

12-16 11 + M damage; push 5

17+ 16 + M damage; push 7

Effect: When the target ends this forced movement, each creature within 2 squares of the target is pushed 3 squares.

Debilitating Strike 9 Ferocity

You need just one blow to sabotage your target.

Fury 5 - Melee, Strike, Weapon Main
Melee 1 Ⓜ One creature

Power Roll + M

≤11 10 + M damage; M<WEA slowed (save ends)
12-16 14 + M damage; M<AVG slowed (save ends)
17+ 20 + M damage; M<STR slowed (save ends)

Effect: While slowed this way, the target takes 1 damage for every square they move, including from forced movement.

Rebounding Storm 9 Ferocity

You knock around enemies like playthings.

Fury 5 - Melee, Strike, Weapon Main
Melee 1 Ⓜ Two creatures or objects

Power Roll + M

≤11 9 damage; push 3
12-16 14 damage; push 5
17+ 19 damage; push 7

Effect: When a target would end this forced movement by colliding with a creature or object, they take damage as usual, then are pushed the remaining distance away from the creature or object in the direction they came from. As long as forced movement remains, this effect continues if the target collides with another creature or object.

Steelbreaker 7 Ferocity

See how useless their weapons are!

Fury 3 - Magic Maneuver
Self Ⓜ Self

Effect: You gain 20 temporary Stamina.

To Stone! 9 Ferocity

You channel the Primordial Chaos into blows that petrify your foe... literally.

Fury 5 - Magic, Melee, Strike, Weapon Main
Melee 1 Ⓜ One creature

Power Roll + M

≤11 9 + M damage; M<WEA slowed (save ends)
12-16 13 + M damage; M<AVG slowed (save ends)
17+ 18 + M damage; M<STR restrained (save ends)

Effect: While the target is slowed this way, any other effect that would make the target slowed instead makes them restrained by this ability. Additionally, a creature who fails the saving throw while restrained this way is petrified until they are given a supernatural cure or you choose to reverse the effect (no action required).

Demon Unleashed 7 Ferocity

Foes tremble at the sight of you.

Fury 3 - Magic Maneuver
Self Ⓜ Self

Effect: Until the end of the encounter or until you are dying, each enemy who starts their turn adjacent to you and has P<STR is frightened until the end of their turn.

Face the Storm! 7 Ferocity

Shocked in the face of your naked brutality, your enemy's instincts take over.

Fury 3 - Magic Maneuver
Self Ⓜ Self

Effect: Until the end of the encounter or until you are dying, each creature you make a melee strike against who has P<AVG is taunted until the end of their next turn. Additionally, when you use an ability that deals rolled damage against any enemy taunted by you, the ability deals extra damage equal to twice your M and increases its potency by 1.

My Turn! 9 Ferocity

You quickly strike back at a foe.

Fury 5 - Melee, Strike, Weapon Free triggered
Melee 1 Ⓜ The triggering creature

Trigger: A creature causes you to be winded or dying, or damages you while you are winded or dying.

Power Roll + M

≤11 6 + M damage
12-16 9 + M damage
17+ 13 + M damage

Effect: You can spend a Recovery.

You Are Already Dead 7 Ferocity

Slash. Walk away.

Fury 3 - Melee, Strike, Weapon Main
Melee 1 Ⓜ One creature

Effect: If the target is not a leader or solo creature, they are reduced to 0 Stamina at the end of their next turn. If the target is a leader or solo creature, you gain 3 surges and can make a melee free strike against them.

Shower of Blood 11 Ferocity

You shock your foes with the brutality of your strike, resetting the balance of combat.

Fury 9 - Melee, Strike, Weapon Main
Melee 1 Ⓜ One creature

Power Roll + M

≤11 12 + M damage
12-16 18 + M damage
17+ 24 + M damage

Effect: Each enemy within 5 squares of you is distracted until the end of the round. While a creature is distracted this way, they can't take triggered actions or free triggered actions, ability rolls made against them gain an edge, and their characteristic scores are considered 1 lower for the purpose of resisting potencies.

☒ Primordial Bane

11 Ferocity

You attune the target to be weaker to a specific element.

Fury 9 - Magic, Melee, Strike, Weapon
Main
☒ Melee 1
◎ One creature

Power Roll + M

≤11 11 + M damage
12-16 16 + M damage
17+ 21 + M damage

Effect: Choose acid, cold, corruption, fire, lightning, poison, or sonic damage. The target loses any damage immunity to the chosen type and gains weakness 10 to the chosen type (save ends).

☒ Primordial Vortex

11 Ferocity

You channel the power of the Primordial Chaos to pull foes to you.

Fury 9 - Area, Magic, Melee, Weapon
Main
☒ 3 burst
◎ Each enemy

Power Roll + M

≤11 3 damage; vertical pull 3
12-16 5 damage; vertical pull 5
17+ 8 damage; vertical pull 7

Effect: If this forced movement causes a target to slam into you, you take no damage from the collision and the target takes the damage you would have taken.

☒ Death Rattle

11 Ferocity

You unleash an otherworldly cry that rips through your enemies, killing the weakest of them.

Fury 9 - Area, Magic
Main
☒ 3 burst
◎ Each enemy

Power Roll + M

≤11 4 psychic damage; any target who is a minion is reduced to 0 Stamina
12-16 6 psychic damage; any target who is a minion is reduced to 0 Stamina, as does one winded target who is not a leader or solo creature
17+ 10 psychic damage; each target who is not a leader or solo creature is winded; any target who is a minion is reduced to 0 Stamina, as does one winded target who is not a leader or solo creature

☒ Death Comes for You All!

11 Ferocity

You use your weapon to create a destructive shockwave.

Fury 9 - Area, Magic, Melee, Weapon
Main
☒ 3 burst
◎ Each enemy

Power Roll + M

≤11 7 damage; push 3
12-16 10 damage; push 5
17+ 15 damage; push 7

Effect: If this forced movement causes a target to be hurled through an object, that target takes an extra 10 damage.

☒ Inspiring Strike

3 Focus

Your attack gives an ally hope.

Tactician 1 - Melee, Ranged, Strike, Weapon
Main
☒ Melee 1 or ranged 5
◎ One creature or object

Power Roll + M

≤11 3 + M damage; you or one ally within 10 squares of you can spend a Recovery
12-16 5 + M damage; you or one ally within 10 squares of you can spend a Recovery
17+ 8 + M damage; you and one ally within 10 squares of you can spend a Recovery, and each of you gains an edge on the next ability roll you make during the encounter

☒ Deluge

11 Ferocity

You summon your primordial storm.

Fury 9 - Area, Magic, Ranged
Main
☒ 5 cube within 10
◎ Each enemy

Power Roll + M

≤11 7 damage
12-16 10 damage
17+ 15 damage

Effect: This ability deals your primordial damage type and ignores damage immunity.

☒ This Is What We Planned For

5 Focus

All those coordination drills you made them do finally pay off.

Tactician 1 - Ranged
Main
☒ Ranged 10
◎ Two allies

Effect: Each target who hasn't acted yet this combat round can take their turn in any order immediately after yours.

☒ Squad! Forward!

3 Focus

On your command, you and your allies force back the enemy line.

Tactician 1 - Ranged
Main
☒ Ranged 10
◎ Self and two allies

Effect: Each target can move up to their speed.

☒ Mark

You draw your allies' attention to a specific foe-with devastating effect.

Tactician 1 - Ranged
Main
☒ Ranged 10
◎ One creature

Effect: The target is marked by you until the end of the encounter, until you are dying, or until you use this ability again. You can willingly end your mark on a creature (no action required), and if another tactician marks a creature, your mark on that creature ends. When a creature marked by you is reduced to 0 Stamina, you can use a free triggered action to mark a new target within distance.

You can initially mark only one creature using this ability, though other tactician abilities allow you to mark additional creatures at the same time. The mastermind tactical doctrine's Anticipation feature allows you to target additional creatures with this ability starting at 5th level.

While a creature marked by you is within your line of effect, you and allies within your line of effect gain an edge on power rolls made against that creature. Additionally, whenever you or any ally uses an ability to deal rolled damage to a creature marked by you, you can spend 1 focus to gain one of the following benefits as a free triggered action:

- The ability deals extra damage equal to twice your R.
- The creature dealing the damage can spend a Recovery.
- The creature dealing the damage can shift up to a number of squares equal to your R.
- If you damage a creature marked by you with a melee ability, the creature is taunted by you until the end of their next turn. You can't gain more than one benefit from the same trigger.

☒ Overwatch

Under your direction, an ally waits for just the right moment to strike.

Tactician 1 - Ranged Triggered
☒ Ranged 10 ☺ One creature

Trigger: The target moves.

Effect: At any time during the target's movement, one ally can make a free strike against them.

Spend 1 Focus: If the target has R<AVG, they are slowed (EoT).

☒ Now!

5 Focus

Your allies wait for your command-then unleash death!

Tactician 1 - Ranged Maneuver
☒ Ranged 10 ☺ Three allies

Effect: Each target can make a free strike.

☒ Battle Cry

3 Focus

You shout a phrase that galvanizes your team.

Tactician 1 - Ranged Maneuver
☒ Ranged 10 ☺ Three allies

Power Roll + M

- ≤11 Each target gains 1 surge.
- 12-16 Each target gains 2 surges.
- 17+ Each target gains 3 surges.

☒ Hammer and Anvil

5 Focus

"Let's not argue about who's the hammer and who's the anvil!"

Tactician 1 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☺ One creature or object

Power Roll + M

- ≤11 5 + M damage; one ally within 10 squares of you can use a strike signature ability against the target as a free triggered action
- 12-16 9 + M damage; one ally within 10 squares of you can use a strike signature ability that gains an edge against the target as a free triggered action
- 17+ 12 + M damage; two allies within 10 squares of you can each use a strike signature ability that gains an edge against the target as a free triggered action

Effect: If the target is reduced to 0 Stamina before one or both chosen allies has made their strike, the ally or allies can pick a different target.

☒ Parry

Your quick reflexes cost an enemy the precision they seek.

Tactician 1 - Melee, Weapon Triggered
☒ Melee 2 ☺ Self or one ally

Trigger: A creature deals damage to the target.

Effect: You can shift 1 square. If the target is you, or if you end this shift adjacent to the target, the target takes half the damage. If the damage has any potency effect associated with it, the potency is decreased by 1.

Spend 1 Focus: This ability's distance becomes Melee 1 + your R, and you can shift up to a number of squares equal to your R instead of 1 square.

☒ Strike Now!

Your foe left an opening. You point this out to an ally!

Tactician 1 - Ranged Main
☒ Ranged 10 ☺ One ally

Effect: The target can use a signature ability as a free triggered action.

Spend 5 Focus: You target two allies instead of one.

☒ Mind Game

5 Focus

Your attack demoralizes your foe. Your allies begin to think you can win.

Tactician 1 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☺ One creature or object

Effect: You mark the target.

Power Roll + M

- ≤11 4 + M damage; R<WEA, weakened (save ends)
- 12-16 6 + M damage; R<AVG, weakened (save ends)
- 17+ 10 + M damage; R<STR, weakened (save ends)

Effect: Before the start of your next turn, the first time any ally deals damage to any target marked by you, that ally can spend a Recovery.

☒ Advanced Tactics

Your leadership aids an ally.

Tactician 1 - Ranged Triggered
☒ Ranged 10 ☺ One ally

Trigger: The target deals damage to another creature.

Effect: The target gains 2 surges, which they can use on the triggering damage.

Spend 1 Focus: If the damage has any potency effect associated with it, the potency is increased by 1.

☒ Concussive Strike

3 Focus

Your precise strike leaves your foe struggling to respond.

Tactician 1 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☺ One creature or object

Power Roll + M

- ≤11 3 + M damage; M<WEA, dazed (save ends)
- 12-16 5 + M damage; M<AVG, dazed (save ends)
- 17+ 8 + M damage; M<STR, dazed (save ends)

☒ Floodgates Open

11 Focus

You direct your squad to strike in unison and with devastating effect.

Tactician 8 - Ranged Main
☒ Ranged 10 ☒ Three allies

Effect: Each target gains 1 surge and can use a signature ability as a free triggered action. That ability gains an edge on the power roll and increases the potency of any potency effects by 1.

☒ I'll Open and You'll Close

11 Focus

You create an opening for an ally.

Tactician 8 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☒ One creature

Power Roll + M

≤11 6 + M damage
12-16 10 + M damage
17+ 14 + M damage

Effect: One ally within 10 squares of you can use a heroic ability against the target as a free triggered action without spending any of their Heroic Resource, as long as they have enough Heroic Resource to pay for the ability. If the target is reduced to 0 Stamina before the chosen ally has used their ability, the ally can pick a different target.

☒ Go Now and Speed Well

11 Focus

You direct an attack to strike true.

Tactician 8 - Ranged Main
☒ Ranged 10 ☒ Self or one ally

Effect: The target gains 2 surges and can use a signature or heroic ability as a free triggered action. The ability has a double edge on the power roll, ignores damage immunity, and increases the potency of any potency effects by 1.

☒ Finish Them!

11 Focus

You point out an opening to your ally so they can land a killing blow.

Tactician 8 - Ranged Free triggered
☒ Ranged 10 ☒ One creature

Trigger: The target is not a leader or solo creature, and becomes winded.

Effect: The target is killed. Additionally, the creature who caused the target to be winded can spend a Recovery.

☒ To Me Squad!

9 Focus

You lead your allies in a charge.

Tactician 6 - Charge, Melee, Strike, Weapon Main
☒ Melee 1 ☒ One creature

Power Roll + M

≤11 6 + M damage; one ally within 10 squares can use the Charge main action as a free triggered action, and can use a melee strike signature ability instead of a free strike for the charge

12-16 9 + M damage; one ally within 10 squares can use the Charge main action as a free triggered action, and can use a melee strike signature ability that gains an edge instead of a free strike for the charge

17+ 13 + M damage; two allies within 10 squares can use the Charge main action as a free triggered action, and can each use a melee strike signature ability that gains an edge instead of a free strike for the charge

Effect: If the target is hit with two or more strikes as part of this ability and they have R<STR, they are dazed (save ends). If the target is reduced to 0 Stamina before one or both allies has made their strike, the ally or allies can pick a different target.

◐ Hustle!

9 Focus

You and your allies coordinate to form a new battle line.

Tactician 6 - Area Maneuver
☒ 2 burst ☒ Self and each ally

Effect: You mark two enemies within 10 squares of you. Each target can shift up to their speed. You and each target gain 2 surges.

☒ Coordinated Execution

9 Focus

You direct your ally to make a killing blow.

Tactician 6 - Ranged Free triggered
☒ Ranged 10 ☒ One ally

Trigger: The target uses an ability to deal rolled damage to a creature while hidden.

Effect: If the target of the triggering ability is not a leader or solo creature, they are reduced to 0 Stamina. If the target of the triggering ability is a minion, the entire squad is killed. If the target of the triggering ability is a leader or solo creature, the triggering ability's power roll automatically obtains a tier 3 outcome.

☒ Battle Plan

9 Focus

With new understanding of your foes, you create the perfect plan to win the battle.

Tactician 6 - Ranged Maneuver
☒ Ranged 10 ☒ Three creatures

Effect: Each target is marked by you. Immediately and until the end of the encounter, the Director tells you if any creatures marked by you have damage immunity or weakness and the value of that immunity or weakness. Additionally, you and each ally within 3 squares of you gains 2 surges.

Mark Benefit: Until the end of the encounter, whenever you or any ally makes a strike against a creature marked by you, you can spend 2 focus to make the strike ignore damage immunity and deal extra damage equal to three times your R.

☒ Panic in Their Lines

9 Focus

You confuse your foes, causing them to turn on each other.

Tactician 6 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☒ Two creatures

Power Roll + M

≤11 6 + M damage; slide 1

12-16 9 + M damage; slide 3

17+ 13 + M damage; slide 5

Effect: If a target is force moved into another creature, they must make a free strike against that creature.

Instant Retaliation	9 Focus
<i>You parry with almost supernatural speed.</i>	
Tactician 6 - Melee, Weapon	Free triggered
Melee 1	◎ One ally
Trigger: A creature deals damage to the target.	
Effect: The target takes half the damage. You then make a power roll against the triggering creature.	
Power Roll + M	
≤11 A<WEA	dazed (save ends)
12-16 A<AVG	dazed (save ends)
17+ A<STR	dazed (save ends)

Squad! Remember Your Training!	9 Focus
<i>You remind your allies how to best use their gear.</i>	
Tactician 5 - Ranged	Main
Ranged 10	◎ Self and two allies
Effect: Each target gains 1 surge and can use a signature ability that has a double edge.	

No Dying on My Watch	5 Focus
<i>You prioritize saving an ally over your own safety.</i>	
Tactician 2 - Ranged, Strike, Weapon	Triggered
Ranged 5	◎ One enemy
Trigger: The target deals damage to an ally.	
Effect: You move up to your speed toward the triggering ally, ending this movement adjacent to them or in the nearest square if you can't reach an adjacent square. The triggering ally can spend a Recovery and gains 5 temporary Stamina for each enemy you came adjacent to during the move. You then make a power roll against the target.	
Power Roll + M	
≤11 R<WEA	the target is frightened of the triggering ally (save ends)
12-16 R<AVG	the target is frightened of the triggering ally (save ends)
17+ R<STR	the target is frightened of the triggering ally (save ends)

Squad! Gear Check!	9 Focus
<i>You distract a foe while your allies secure their defensive gear.</i>	
Tactician 5 - Melee, Strike, Weapon	Main
Melee 1	◎ One creature
Power Roll + M	
≤11 9 + M damage	
12-16 13 + M damage	
17+ 18 + M damage	
Effect: You and each ally adjacent to the target gain 10 temporary Stamina.	

Win This Day!	9 Focus
<i>You inspire your allies to recover and gather their strength.</i>	
Tactician 5 - Area	Main
3 burst	◎ Self and each ally
Effect: Each target gains 2 surges. Additionally, they can spend a Recovery, remove any conditions or effects on them, and stand up if they are prone.	

Squad! On Me!	5 Focus
<i>Together we are invincible!</i>	
Tactician 2 - Area	Maneuver
1 burst	◎ Self and each ally
Effect: Until the start of your next turn, each target has a bonus to stability equal to your M. Additionally, each target gains 2 surges.	

You've Still Got Something Left	9 Focus
<i>You push an ally to use a heroic ability sooner than they otherwise would.</i>	
Tactician 5 - Ranged	Main
Ranged 10	◎ One ally
Effect: The target uses a heroic ability with the Strike keyword as a free triggered action, and deals extra damage with that ability equal to your R. The ability has its Heroic Resource cost reduced by 1 + your R (minimum cost 0).	

Targets of Opportunity	5 Focus
<i>You point out easy targets to your friends, allowing them to include more enemies in their attacks.</i>	
Tactician 2 - Ranged	Maneuver
Ranged 5	◎ Two creatures
Effect: Each target is marked by you, and you gain two surges. Mark Benefit: Until the end of the encounter, whenever you or any ally makes a strike against a creature marked by you, you can spend 2 focus to add one additional target to the strike.	

Try Me Instead	5 Focus
<i>"Try picking on someone my size."</i>	
Tactician 2 - Melee, Strike, Weapon	Main
Self; see below	◎ Self
Effect: You shift up to your speed directly toward an ally, ending adjacent to them, then swapping locations with that ally as long as you can fit into each other's spaces. The ally can spend a Recovery, and you can make the following weapon strike with a distance of melee 1 against a creature.	
Power Roll + R	
≤11 2 + R damage; R<WEA	frightened (save ends)
12-16 3 + R damage; R<AVG	frightened (save ends)
17+ 4 + R damage; R<STR	frightened (save ends)

☒ Fog of War

5 Focus

Your unorthodox strategy causes enemies to lash out in fear, heedless of who they might be attacking.

Tactician 2 - Ranged Maneuver
☒ Ranged 10 ☒ Two creatures

Effect: Each target is marked by you, and must immediately make a free strike against a creature of your choice within 5 squares of them.

Mark Benefit: Until the end of the encounter, whenever you or any ally makes a strike against a creature marked by you, you can spend 2 focus to force that target to make a free strike against a creature of your choice within 5 squares of them.

☒ I've Got Your Back

5 Focus

Your enemy will think twice about attacking your friend.

Tactician 2 - Ranged, Strike, Weapon Main
☒ Ranged 5 ☒ One creature

Power Roll + R

- ≤11 5 + R damage; taunted (EoT)
- 12-16 9 + R damage; taunted (EoT)
- 17+ 12 + R damage; taunted (EoT)

Effect: One ally adjacent to the target can spend a Recovery.

☒ Hit 'Em Hard!

7 Focus

Your allies see the advantages in attacking the targets you select.

Tactician 3 - Maneuver
☒ Self ☒ Self

Effect: Until the end of the encounter or until you are dying, whenever you or any ally deals damage to a target marked by you, that creature gains 2 surges, which they can use immediately.

☒ Stay Strong and Focus!

7 Focus

"We can do this! Keep faith and hold fast!"

Tactician 3 - Maneuver
☒ Self ☒ Self

Effect: Until the end of the encounter or until you are dying, whenever you or any ally deals damage to a target marked by you, the creature who dealt the damage can spend a Recovery.

☒ Their Lack of Focus Is Their Undoing

11 Focus

You trick your enemies into attacking each other and leave them confused by the aftermath.

Tactician 9 - Magic, Ranged, Weapon Main
☒ Ranged 10 ☒ Three enemies

Effect: Each target uses a signature ability against one or more targets of your choosing, with each ability automatically obtaining a tier 3 outcome on the power roll. After resolving the targets' abilities, you make a power roll against each original target.

Power Roll + M

- ≤11 R<WEA dazed (save ends)
- 12-16 R<AVG dazed (save ends)
- 17+ R<STR dazed (save ends)

☒ Rout

7 Focus

The tide begins to turn.

Tactician 3 - Maneuver
☒ Self ☒ Self

Effect: Until the end of the encounter or until you are dying, whenever you or any ally deals damage to a target marked by you who has R<AVG, the target is frightened of the creature who dealt the damage (save ends).

☒ That One Is Mine!

11 Focus

You focus on making an enemy irrelevant.

Tactician 9 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☒ One creature

Effect: The target is marked by you.

Power Roll + M

- ≤11 8 + M damage
- 12-16 13 + M damage
- 17+ 17 + M damage

Effect: Until the end of the encounter or until you are dying, you can use a signature or heroic ability instead of a free strike against any target marked by you.

☒ Frontal Assault

7 Focus

The purpose of a charge is to break their morale and force a retreat.

Tactician 3 - Maneuver
☒ Self ☒ Self

Effect: Until the end of the encounter or until you are dying, the first time on a turn that you or any ally deals damage to a target marked by you, the creature who dealt the damage can push the target up to 2 squares and then shift up to 2 squares. Additionally, any ally using the Charge main action to target a creature marked by you can use a melee strike signature ability or a melee strike heroic ability instead of a melee free strike.

☒ Squad! Hit and Run!

11 Focus

I had to pry this secret from the shadow colleges.

Tactician 9 - Ranged Main
☒ Ranged 10 ☒ Self and two allies

Effect: Each target gains 2 surges, and can use a free triggered action to use a signature ability that gains an edge. After resolving their ability, each target can shift up to 2 squares and become hidden even if they have no cover or concealment, or if they are observed.

● Blot Out the Sun!

11 Focus

What makes a good soldier? The ability to fire four shots a minute in any weather.

Tactician 9 - Area Main
↳ 3 burst Ⓜ Self and each ally

Effect: Each target can make a ranged free strike that gains an edge against any enemy marked by you within distance of their ranged free strike. A target ignores banes and double banes when making this strike.

● Counterstrategy

11 Focus

I've identified a way to negate their strengths.

Tactician 9 - Main
↳ Self Ⓜ Self

Effect: You gain 6 surges. Until the end of the encounter or until you are dying, whenever the Director spends Malice, choose yourself or one ally within 10 squares. The chosen character gains 2 of their Heroic Resource.

● Star Power

1 Drama

Your years of practicing fencing and dancing pay off on the battlefield.

Troubadour 1 - Maneuver
↳ Self Ⓜ Self

Effect: You gain a +2 bonus to speed until the end of your turn. Additionally, the next power roll you make this turn can't have an outcome lower than tier 2.

Spend 1 Drama: You gain a +4 bonus to speed instead.

● Dramatic Reversal

5 Drama

Give the audience a surprise.

Troubadour 1 - Area, Magic Main

↳ 3 burst Ⓜ Self and each ally

Power Roll + P

≤11 The target can shift 1 square and make a free strike.

12-16 The target can shift up to 2 squares and make a free strike that gains an edge.

17+ The target can shift up to 3 squares and make a free strike that gains an edge, then can spend a Recovery.

● Acrobatics

Folks love a good tumble.

Troubadour 1 - Area, Magic, Performance No action
↳ 5 aura Ⓜ Self and each ally

Effect: While this performance is active, each target who starts their turn in the area can automatically obtain a tier 3 outcome on one test made to jump, tumble, or climb as part of their movement before the end of their turn.

✗ Harsh Critic

3 Drama

Just one bad review will ruin their day.

Troubadour 1 - Magic, Melee, Ranged, Strike Main
↳ Melee 1 or ranged 10 Ⓜ One creature or object

Power Roll + P

≤11 7 + P sonic damage

12-16 10 + P sonic damage

17+ 13 + P sonic damage

Effect: The first time the target uses an ability before the start of your next turn, any effects from the ability's tier outcomes other than damage are negated for all targets. Ability effects that always happen regardless of the power roll work as usual.

✗ Harmonize

3 Drama

Give the chorus a little punch.

Troubadour 1 - Ranged Triggered
↳ Ranged 5 Ⓜ One ally

Trigger: The target uses an ability that targets only one enemy and costs 3 or fewer of their Heroic Resource.

Effect: The target can choose one additional target for the triggering ability. Any damage dealt to the additional target is sonic damage.

Spend 1+ Drama: You can trigger this ability when a target uses an ability that has a Heroic Resource cost of 3 + each additional drama spent.

Upstage

3 Drama

As you bob and weave through the crowd, you can't help but leave the audience wanting more.

Troubadour 1 - Melee, Strike, Weapon
Main
↳ Self; see below Ⓜ Self

Effect: You shift up to your speed. You make one power roll that targets each enemy you move adjacent to during this shift.

Power Roll + A or P

≤11 Taunted (EoT); A<WEA, prone

12-16 Taunted (EoT); A<AVG, prone

17+ Taunted (EoT); A<STR, prone and can't stand (EoT)

3 Drama

You write something unexpected into the scene that hinders your enemy.

Troubadour 1 - Area, Magic, Ranged
Main
↳ 3 cube within 10 Ⓜ Each enemy

Power Roll + P

≤11 4 damage; P<WEA, slowed (save ends)

12-16 5 damage; P<AVG, slowed (save ends)

17+ 6 damage; P<STR, restrained (save ends)

Effect: The area is difficult terrain for enemies.

Revitalizing Limerick

There once was a man from Capital...

Troubadour 1 - Area, Magic, Performance No action
↳ 5 aura Ⓜ Self and each ally

Effect: At the end of each of your turns while this performance is active, you can choose up to a number of targets equal to your P. Each chosen target can spend a Recovery.

Witty Banter

Signature

A lyrical (and physical) jab insults an enemy and inspires an ally.

Troubadour 1 - Magic, Melee, Ranged, Strike Main
↳ Melee 1 or ranged 5 Ⓜ One creature

Power Roll + P

≤11 4 + P psychic damage

12-16 5 + P psychic damage

17+ 7 + P psychic damage

Effect: One ally within 10 squares of you can end one effect on them that is ended by a saving throw or that ends at the end of their turn.

Spend 1 Drama: The chosen ally can spend a Recovery.

Quick Rewrite

3 Drama

You write something unexpected into the scene that hinders your enemy.

Troubadour 1 - Area, Magic, Ranged
Main
↳ 3 cube within 10 Ⓜ Each enemy

Power Roll + P

≤11 4 damage; P<WEA, slowed (save ends)

12-16 5 damage; P<AVG, slowed (save ends)

17+ 6 damage; P<STR, restrained (save ends)

Effect: The area is difficult terrain for enemies.

Dramatic Monologue

It doesn't need to make sense. Just say it with emotion.

Troubadour 1 - Magic, Ranged Maneuver
↳ Ranged 10 Ⓜ Special

Effect: Choose one of the following effects:

- You orate a rousing tale of victory. One ally within distance gains an edge on the next power roll they make before the start of your next turn.
- You weave a tale of high-stakes heroics. One ally within distance gains 1 surge.
- You insult a foe where they're most vulnerable. One enemy within distance takes a bane on the next power roll they make before the end of their next turn.

Spend 1 Drama: You can choose two targets for the chosen effect.

Artful Flourish

Signature

And they said practicing fencing was a waste!

Troubadour 1 - Melee, Strike, Weapon Main
↳ Melee 1 Ⓜ Two creatures or objects

Power Roll + A

≤11 2 damage

12-16 5 damage

17+ 7 damage

Effect: You can shift up to 3 squares.

Spend 2+ Drama: You can target one additional creature or object for every 2 drama spent.

Turnabout Is Fair Play

All's fair in love and whatever.

Troubadour 1 - Ranged Triggered
↳ Ranged 10 Ⓜ One creature

Trigger: The target makes an ability roll that has an edge, a double edge, a bane, or a double bane.

Effect: An edge on the triggering roll becomes a bane, or a double edge becomes an edge. A bane becomes an edge, or a double bane becomes a bane.

Spend 3 Drama: An edge on the triggering roll becomes a double bane, or a double edge is negated. A bane becomes a double edge, or a double bane is negated.

Blocking

No, no, no, you lose the audience that way. Try it like this...

Troubadour 1 - Area, Magic, Performance No action
↳ 2 aura Ⓜ Each creature

Effect: At the end of each of your turns while this performance is active, you can choose up to a number of targets equal to your P and teleport those targets to unoccupied spaces in the area. A target can't be teleported in a way that would harm them (such as over a cliff), leave them dying, or result in them suffering a condition or other negative effect.

Method Acting

5 Drama

They're so hurt by your performance, you start to believe it yourself.

Troubadour 1 - Melee, Strike, Weapon Main
↳ Melee 1 Ⓜ One creature

Power Roll + A

≤11 6 + A damage; P<WEA, weakened (save ends)

12-16 10 + A damage; P<AVG, weakened (save ends)

17+ 14 + A damage; P<STR, weakened (save ends)

Effect: You can become bleeding (save ends) to deal an extra 5 corruption damage to the target.

人物 Dramatic Reveal

11 Drama

A little stage trickery, and where once stood a foe, now stands a friend!

Troubadour 8 - Magic Maneuver
↙ Self ☺ Self

Effect: Until the end of the encounter, whenever you reduce a creature to 0 Stamina using an ability, you can use a free triggered action to teleport an ally within distance of that ability into the creature's space in a plume of rose petals. You or the teleported ally can then make a melee free strike.

方格 The Show Must Go On

11 Drama

You shine a bright light on the players on the stage and compel them to finish the performance.

Troubadour 8 - Area, Magic, Ranged Maneuver
↙ 5 cube within 10 ☺ Each enemy

Power Roll + P

≤11 6 damage; P<WEA the target can't willingly leave the area (EoT)
12-16 8 damage; P<AVG the target can't willingly leave the area (save ends)
17+ 12 damage; the target can't willingly leave the area (EoT); if P<STR they can't willingly leave the area (save ends)

Effect: Each ally within distance can't obtain lower than a tier 2 outcome on the next test they make before the start of your next turn.

圆圈 Radical Fantasia

Viras, my Viras, will you hold their hands as they cryyy-aaaiigh?

Troubadour 8 - Area, Magic, Performance No action
↙ 5 aura ☺ Self and each ally

Effect: While this performance is active, each target who starts their turn in the area ignores difficult terrain, and any ability they use that imposes forced movement gains a +2 bonus to the forced movement distance until the end of their turn. Additionally, once per combat round, each target can use a triggered action as a free triggered action.

箭头 Power Ballad

11 Drama

A song for the brokenhearted wraps itself around the target and blossoms into a ward of thorns.

Troubadour 8 - Magic, Ranged Maneuver
↙ Ranged 10 ☺ Self or one ally

Effect: Until the end of the encounter, whenever the target takes damage while winded, they can use a free triggered action to deal half the damage they took to the source of the damage.

圆圈 Spotlight

The audience is watching, so you'd better give them a show.

Troubadour 6 - Area, Magic, Performance No action
↙ 5 aura ☺ Self and each ally

Effect: While this performance is active, each target who starts their turn in the area gains 1 of their Heroic Resource. This Heroic Resource disappears at the end of the target's turn if they don't spend it.

方格 The Show Must Go On

11 Drama

You shine a bright light on the players on the stage and compel them to finish the performance.

Troubadour 8 - Area, Magic, Ranged Maneuver
↙ 5 cube within 10 ☺ Each enemy

Power Roll + P

≤11 6 damage; P<WEA the target can't willingly leave the area (EoT)
12-16 8 damage; P<AVG the target can't willingly leave the area (save ends)
17+ 12 damage; the target can't willingly leave the area (EoT); if P<STR they can't willingly leave the area (save ends)

Effect: Each ally within distance can't obtain lower than a tier 2 outcome on the next test they make before the start of your next turn.

圆圈 Moonlight Sonata

9 Drama

Music pours out of your heart, filling the area with the utmost delicacy and without damper.

Troubadour 8 - Area, Magic, Performance No action
↙ 5 aura ☺ Each ally

Effect: While this performance is active, each target who is dead can choose to continue taking turns after death. On each of their turns, a target can move and use either a main action or a maneuver, but can't spend Recoveries or use triggered actions. At the end of the encounter, each target who chose to take turns this way turns to dust and blows away.

圆圈 Here's How Your Story Ends

9 Drama

You give away the ending of this battle, and it's not great for them.

Troubadour 6 - Area, Magic Main
↙ 5 burst ☺ Each enemy

Power Roll + P

≤11 2 psychic damage; P<WEA, frightened (save ends)
12-16 5 psychic damage; P<AVG, frightened (save ends)
17+ 7 damage; P<STR, frightened (save ends)

方格 Radical Fantasia

9 Drama

Viras, my Viras, will you hold their hands as they cryyy-aaaiigh?

Troubadour 8 - Area, Magic, Performance No action
↙ 5 aura ☺ Self and each ally

Effect: While this performance is active, each target who starts their turn in the area ignores difficult terrain, and any ability they use that imposes forced movement gains a +2 bonus to the forced movement distance until the end of their turn. Additionally, once per combat round, each target can use a triggered action as a free triggered action.

圆圈 Legendary Drum Fill

9 Drama

You start a drumroll that roars like thunder with every impact the heroes make.

Troubadour 6 - Area, Magic Maneuver
↙ 4 burst ☺ Self and each ally

Effect: Each target gains 1 surge, then gains 1 surge at the start of each combat round until the end of the encounter.

方格 Feedback

9 Drama

Your music pounds the crowd to the beat until their hearts can't stand it anymore.

Troubadour 6 - Area, Magic Main
↙ Three 3 cubes within 1 ☺ Each enemy

Effect: A prone target ignores this ability.

Power Roll + P

≤11 7 sonic damage; P<WEA, prone
12-16 10 sonic damage; P<AVG, prone
17+ 13 sonic damage; P<STR, prone

⦿ You're All My Understudies

9 Drama

You're All My Understudies
It's important for everyone to know each other's lines, just in case...

Troubadour 6 - Area, Magic
5 burst
Maneuver
Each ally

Effect: Until the end of the encounter, each target gains the speed bonus, weapon distance bonus, disengage bonus, and stability bonus of your currently equipped kit in addition to their own kit's bonuses.

☒ Fight Choreography

9 Drama

Fight Choreography
You and your partner make a flashy show of derring-do, then get back to your corners.

Troubadour 6 - Melee, Strike, Weapon
Melee 1
Main
One creature

Effect: You and the target each make a melee free strike that targets each enemy within 3 squares of either of you, dividing the enemies between each of you. You choose which enemies your free strike targets and which enemies the target creature's free strike targets. You then slide the target 5 squares, ignoring stability.

☒ Blood on the Stage

9 Drama

Blood on the Stage
It's love and blood or drama and blood. Either way, there's always blood.

Troubadour 6 - Melee, Strike, Weapon
Melee 1
Main
One creature or object

Power Roll + A

≤11 12 + A damage; M<WEA, bleeding (save ends)
12-16 18 + A damage; M<AVG, bleeding (save ends)
17+ 24 + A damage; bleeding (EoT), or if M<STR, bleeding (save ends)

☒ Continuity Error

9 Drama

Continuity Error
Your subject is written into two places at once.

Troubadour 5 - Magic, Ranged
Ranged 10
Maneuver
One enemy or object

Effect: The target is split into two separate entities, one of which remains in the target's space while the other appears in an unoccupied space of your choice within distance. If the target is a creature, this creates a new creature under the Director's control. Each entity has half the original target's Stamina, is weakened, and takes 1d6 corruption damage at the start of each of their turns. If either entity is reduced to 0 Stamina, the other entity persists as the original entity and this effect ends. The effect also ends if both entities occupy the same space, causing them to automatically merge and combine their current Stamina.

⦿ Action Hero

9 Drama

Action Hero
You wield your weapon at blistering speed, leaving everyone around you fighting for their lives.

Troubadour 5 - Area, Melee, Weapon
3 burst
Main
Each enemy

Power Roll + A

≤11 10 damage
12-16 14 damage
17+ 20 damage

Effect: Unless you score a critical hit, this ability can't reduce a non-minion target below 1 Stamina.

☒ We Can't Be Upstaged!

9 Drama

⦿ We Can't Be Upstaged!

We Can't Be Upstaged!
Swordplay so graceful it looks like you all practiced this.

Troubadour 5 - Area, Magic, Performance
5 aura
No action
Self and each ally

Effect: While this performance is active, a target who starts their turn in the area gains a bonus to the distance they can shift equal to your P until the end of their turn.

☒ Patter Song

9 Drama

Patter Song
Dazzle them with your fancy patter and they forget where they were.

Troubadour 5 - Magic, Ranged
Ranged 10
Special

Power Roll + P

≤11 One ally within distance can take their turn immediately after yours.
12-16 Two allies within distance can take their turns immediately after yours in any order.
17+ Three allies within distance can take their turns immediately after yours in any order. One of those allies can have already taken a turn this combat round.

☒ Take Two!

9 Drama

⦿ Take Two!

Take Two!
One more, and this time make it interesting.

Troubadour 5 - Area, Magic, Performance
5 aura
No action
Self and each ally

Effect: While this performance is active, each target who starts their turn in the area can reroll the first power roll that turn that obtains a tier 2 outcome. They must use the new roll.

☒ Love Song

9 Drama

Love Song
You play a small ditty that plants you inside your target's heart.

Troubadour 5 - Magic, Ranged
Ranged 10
One creature or object

Effect: The target gains 20 temporary Stamina. Until the end of the encounter, whenever the target takes damage while you're within distance, you can choose to take the damage instead of the target.

■ Tough Crowd

5 Drama

Your fans don't seem to like the opening act...

Troubadour 2 - Area, Magic, Ranged
Main
↳ 3 cube within 10
◎ Special

Effect: The area is haunted by a swirling horde of phantoms until the end of the encounter. Allies can enter any square of the area without spending movement. At the end of each of your turns, you can make one power roll that targets each enemy in the area.

Power Roll + P

5 corruption damage; M<WEA pull 1 toward the center of the area
12-16 9 corruption damage; M<AVG pull 2 toward the center of the area
17+ 12 corruption damage; M<STR pull 3 toward the center of the area

☒ Twist at the End

5 Drama

You didn't see that coming, did you?!

Troubadour 2 - Magic, Ranged
Main
↳ Ranged 10
◎ One dead enemy

Effect: A target who is not a leader or solo creature comes back to life with half their Stamina and becomes an ally under the Director's control. The players can work with the Director to determine when the target takes their turn each combat round. At the end of the encounter, the target turns to dust and is blown away.

◎ Encore

5 Drama

Again! Again!

Troubadour 2 - Magic, Strike
Main
↳ Special
◎ Special

Effect: You use an ability that you have observed being used this combat round. The ability must have the Strike keyword, cost 5 or fewer of a Heroic Resource, and cost no Malice. When you make the strike, you use your P for any power rolls, and any damage you deal is sonic damage.

☒ En Garde!

5 Drama

Wait, it's... Guard! Turn! Parry! Dodge! Spin! Thrust! Ha!

Troubadour 2 - Melee, Strike, Weapon
Main
↳ Melee 1
◎ One creature

Power Roll + A

≤11 7 + A damage
12-16 11 + A damage
17+ 16 + A damage

Effect: The target can make a melee free strike against you. If they do, you can make a melee free strike against the target.

☒ Star Solo

7 Drama

Your performance travels and doesn't stop moving until your audience is completely rocked.

Troubadour 3 - Magic, Melee, Ranged, Strike, Weapon
Main
↳ Melee 1 or ranged 10
◎ One creature or object

Power Roll + P

≤11 5 + P damage
12-16 8 + P damage; push 3
17+ 11 + P damage; push 5

Effect: You can choose to have this ability deal sonic damage. Additionally, you can use this ability against the same target for the next 2 combat rounds without spending drama.

☒ Guest Star

5 Drama

We offered them a percentage of the gross. So they're working for free!

Troubadour 2 - Magic, Ranged
Main
↳ Ranged 10
◎ Special

Effect: A guest star appears to help you during the encounter: either a bystander within distance uplifted by your magic, or a mysterious new hero who appears in an unoccupied space within distance. This guest star is controlled by you, has their own turn, and shares your characteristics. Their Stamina maximum is half yours. They have no abilities other than your melee and ranged free strikes. At the end of the encounter, or when the guest star is reduced to 0 Stamina, they retreat or revert to a bystander. The same bystander can't be uplifted this way more than once during an encounter.

◎ Extensive Rewrites

7 Drama

No, this isn't right. That foe was over there!

Troubadour 3 - Area, Magic
No action
↳ 4 burst
◎ Each enemy

Power Roll + P

≤11 Slide 3; P<WEA, this slide ignores the target's stability
12-16 Slide 5; P<AVG, this slide ignores the target's stability
17+ Slide 7; P<STR, this slide ignores the target's stability

Effect: Instead of sliding a target, you can swap their location with another target as long as each can fit into the other's space. You can't slide targets into other creatures or objects using this ability.

☒ Classic Chandelier Stunt

5 Drama

Audiences love this bit.

Troubadour 2 - Melee, Strike, Weapon
Main
↳ Melee 1
◎ Self and one willing ally

Effect: Each target can shift up to 5 squares, including vertically, but must end this movement adjacent to the other target and on solid ground. Each target can then make a melee free strike that deals extra damage equal to twice their highest characteristic score.

◎ Never-Ending Hero

7 Drama

And toniight we can truly say XXX They will allways find a way XXX

Troubadour 3 - Area, Magic, Performance
No action
↳ 5 aura
◎ Self and each ally

Effect: While this performance is active, each target who starts their turn dying while in the area gains an edge on power rolls and ignores the effects of bleeding until the end of their turn.

<p>• Infernal Gavotte 7 Drama <i>A spicy performance lights a fire under your allies' feet.</i></p> <p>Troubadour 3 - Area, Magic, Melee, Weapon Main ↳ 3 burst Ⓜ Each enemy</p> <p>Power Roll + P</p> <p>≤11 5 fire damage; A<WEA, weakened (save ends) 12-16 7 fire damage; A<AVG, weakened (save ends) 17+ 10 fire damage; A<STR, weakened (save ends)</p> <p>Effect: Each ally in the area can shift up to 2 squares.</p>	<p>✖ Renegotiated Contract 11 Drama <i>No, no. You don't die until the sequel.</i></p> <p>Troubadour 9 - Melee, Strike, Weapon Main ↳ Melee 1 Ⓜ One creature</p> <p>Effect: Add your current Stamina to your target's current Stamina, then you have half that total Stamina and the target has the remainder. If either of you would gain more Stamina this way than their Stamina maximum, the difference in Stamina between what that creature would gain and their maximum is gained by the other creature. Neither of you can gain more Stamina than your maximum this way. You then make a power roll.</p> <p>Power Roll + P</p> <p>≤11 You and the target can each end one effect on yourselves that is ended by a saving throw or that ends at the end of your turns. 12-16 You and the target can end any effects on yourselves that are ended by a saving throw or that end at the end of your turns. 17+ You can choose any of the current effects on you and the target that are ended by a saving throw or that end at the end of your turns, apply the chosen effects to the target, and end the rest.</p>	<p>✖ Melt Their Faces 11 Drama <i>The power of music rips through the reality around the target and blows them away.</i></p> <p>Troubadour 9 - Magic, Melee, Ranged, Strike Main ↳ Melee 1 or ranged 10 Ⓜ One creature or object</p> <p>Power Roll + P</p> <p>≤11 12 + P sonic damage; push 5 12-16 16 + P sonic damage; push 10 17+ 22 + P sonic damage; push 15</p> <p>Effect: Forced movement from this ability ignores stability.</p>
<p>✖ We Meet at Last 7 Drama <i>You magically intertwine your fate with another creature-for better or worse.</i></p> <p>Troubadour 3 - Magic, Ranged Maneuver ↳ Ranged 10 Ⓜ One creature</p> <p>Effect: Until the end of the encounter, both you and the target can target each other with abilities even if you are beyond distance, with the distance of this ability replacing those abilities' distances. The target can't be force moved by an ability used beyond distance this way.</p> <p>Additionally, once on each of your turns, you can use a free maneuver to communicate a motivating or dispiriting message to the target, either granting them 2 surges or forcing them to take a bane on the next ability roll they make before the start of your next turn.</p>	<p>✖ Rising Tension 11 Drama <i>You narrate the tension of the scene and put all hope into your protagonist to turn things around.</i></p> <p>Troubadour 9 - Magic, Ranged Maneuver ↳ Ranged 10 Ⓜ One ally</p> <p>Effect: The target gains 3 of their Heroic Resource, has a double edge on a power roll of their choice made during their next turn, is no longer slowed or weakened if they were before, and can immediately take their turn after yours if they have not taken their turn already this round.</p>	<p>• Jam Session 11 Drama <i>Your jam session creates new genres that compel everyone to get up and move.</i></p> <p>Troubadour 9 - Area, Magic Main ↳ 5 burst Ⓜ Each enemy</p> <p>Power Roll + P</p> <p>≤11 8 sonic damage 12-16 11 sonic damage 17+ 15 sonic damage</p> <p>Effect: Each creature within distance gains a +5 bonus to speed until the end of their next turn. While under this effect, each target must use their full movement during their turn.</p>
<p>• Fire Up the Night <i>Maybe you and I ✎ We can still bring the light ✎</i></p> <p>Troubadour 3 - Area, Magic, Performance No action ↳ 5 aura Ⓜ Self and each ally</p> <p>Effect: While this performance is active, each target who starts their turn in the area doesn't take a bane on strikes against creatures with concealment. Once during their turn, they can search for hidden creatures as a free maneuver (see Hide and Sneak in Chapter 9: Tests).</p>	<p>✖ Epic 11 Drama <i>Your story tells a tale of the villain's waning power and how the heroes rose to the occasion to stop them.</i></p> <p>Troubadour 9 - Magic, Melee, Ranged Maneuver ↳ Melee 1 or ranged 10 Ⓜ One creature</p> <p>Power Roll + P</p> <p>≤11 The target takes a bane on ability rolls (save ends). 12-16 The target has a double bane on ability rolls (save ends). 17+ The target has a double bane on power rolls (save ends).</p> <p>Effect: Choose one ally within distance. While the target is affected by this ability, each time they use an ability, that ally can make a free strike against them after the ability is resolved.</p>	<p>✖ Expert Fencer 11 Drama <i>If you can land the strike, the crowd goes wild.</i></p> <p>Troubadour 9 - Charge, Melee, Strike, Weapon Main ↳ Melee 3 Ⓜ One creature or object</p> <p>Power Roll + A</p> <p>≤11 15 + A damage 12-16 21 + A damage 17+ 28 + A damage; M<STR, bleeding (save ends)</p> <p>Effect: This ability can't obtain better than a tier 2 outcome unless the target is at maximum distance. If you obtain a tier 3 outcome with a natural 17 or higher, you gain 3 surges that you can use immediately.</p>

⚔ I Work Better Alone

Signature

"It's better, just you and me. Isn't it?"

Shadow 1 - Melee, Ranged, Strike, Weapon Main
Melee 1 or ranged 5 One creature

Power Roll + A

≤11 3 + A damage
12-16 6 + A damage
17+ 9 + A damage

Effect: If the target has none of your allies adjacent to them, you gain 1 surge before making the power roll.

⚔ Setup

5 Insight

Your friends will thank you.

Shadow 1 - Ranged, Strike, Weapon Main
Ranged 5 One creature

Power Roll + A

≤11 6 + A damage; R<WEA, the target has damage weakness 5 (save ends)
12-16 9 + A damage; R<AVG, the target has damage weakness 5 (save ends)
17+ 13 + A damage; R<STR, the target has damage weakness 5 (save ends)

⚔ Gasping in Pain

Signature

Your precise strikes let your allies take advantage of a target's agony.

Shadow 1 - Melee, Strike, Weapon Main
Melee 1 One creature

Power Roll + A

≤11 3 + A damage
12-16 5 + A damage
17+ 8 + A damage; L<STR, prone

Effect: One ally within 5 squares of the target gains 1 surge.

⚔ Disorienting Strike

3 Insight

Your attack leaves them reeling, allowing you to follow up.

Shadow 1 - Melee, Strike, Weapon Main
Melee 1 One creature

Power Roll + A

≤11 4 + A damage; slide 2
12-16 6 + A damage; slide 3
17+ 10 + A damage; slide 5

Effect: You can shift into any square the target leaves when you slide them.

👤 Clever Trick

1 Insight

You sow a moment of confusion in combat, to your enemy's peril.

Shadow 1 - Magic Triggered
Self One Self

Trigger: An enemy targets you with a strike.

Effect: Choose an enemy within distance of the triggering strike, including the enemy who targeted you. The strike targets that enemy instead.

👤 In All This Confusion

You vanish in a plume of black smoke to avoid danger.

Shadow 1 - Magic Triggered
Self One Self

Trigger: You take damage.

Effect: You take half the damage, then can teleport up to 4 squares after the triggering effect resolves.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

👤 I'm No Threat

Taking on an illusory countenance gives you an advantage on subterfuge.

Shadow 1 - Magic Maneuver
Self One Self

Effect: You envelop yourself in an illusion that makes you appear nonthreatening and harmless to your enemies. You might take on the appearance of a harmless animal of your size, such as a sheep or capybara, or you might appear as a less heroic and unarmed version of yourself. While this illusion lasts, your strikes gain an edge, and when you take the Disengage move action, you gain a +1 bonus to the distance you can shift.

The illusion ends when you harm another creature, when you physically interact with a creature, when you use this ability again, or when you end the illusion (no action required). If you end this illusion by harming another creature, you gain 1 surge.

Spend 1 Insight: Choose a creature whose size is no more than 1 greater than yours and who is within 10 squares. This ability's illusion makes you appear as that creature. This illusion covers your entire body, including clothing and armor, and alters your voice to sound like that of the creature. You gain an edge on tests made to convince the creature's allies that you are the creature.

👤 Defensive Roll

When an enemy attacks, you roll with the impact to reduce the harm.

Shadow 1 - Triggered
Self One Self

Trigger: Another creature damages you.

Effect: You take half the triggering damage, then can shift up to 2 squares after the triggering effect resolves. If you end this shift with concealment or cover, you can use the Hide maneuver even if you are observed.

Spend 1 Insight: The potency of any effects associated with the damage are reduced by 1 for you.

⚔ Get In Get Out

3 Insight

Move unexpectedly, strike fast, and be gone!

Shadow 1 - Melee, Strike, Weapon Main
Melee 1 One creature

Power Roll + A

≤11 5 + A damage
12-16 8 + A damage
17+ 11 + A damage

☒ Eviscerate

3 Insight

You leave your foe bleeding out after a devastating attack.

Shadow 1 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☺ One creature

Power Roll + A

≤11 4 + A damage; R<WEA, bleeding (save ends)
12-16 6 + A damage; R<AVG, bleeding (save ends)
17+ 10 + A damage; R<STR, bleeding (save ends)

☒ Coup de Grace

5 Insight

Your blade might be the last thing they see.

Shadow 1 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☺ One creature

Power Roll + A

≤11 2d6 + 7 + A damage
12-16 2d6 + 11 + A damage
17+ 2d6 + 16 + A damage

👤 Hesitation Is Weakness

1 Insight

Keep up the attack. Never give them a moment's grace.

Shadow 1 - Free triggered
☒ Self ☺ Self

Trigger: Another hero ends their turn. That hero can't have used this ability to start their turn.

Effect: You take your turn after the triggering hero.

👤 Black Ash Teleport

In a swirl of black ash, you step from one place to another.

Shadow 1 - Magic Maneuver
☒ Self ☺ Self

Effect: You teleport up to 5 squares. If you have concealment or cover at your destination, you can use the Hide maneuver even if you are observed. If you successfully hide using this maneuver, you gain 1 surge.

Spend 1+ Insight: You teleport 1 additional square for each insight spent.

☒ Teamwork Has Its Place

Signature

You attack an enemy as an ally exposes their weakness.

Shadow 1 - Melee, Ranged, Strike, Weapon Main
☒ Melee 1 or ranged 5 ☺ One creature or object

Power Roll + A

≤11 3 + A damage
12-16 6 + A damage
17+ 9 + A damage

Effect: If any ally is adjacent to the target, you gain 1 surge before making the power roll.

👤 Coat the Blade

A little poison goes a long way.

Shadow 1 - Maneuver
☒ Self ☺ Self

Effect: You gain 2 surges. Additionally, whenever you use a surge before the end of the encounter, you can choose to have it deal poison damage.

Spend 1+ Insight: For each insight you spend, you gain 1 additional surge.

👤 Shadowstrike

5 Insight

They have no idea what the college taught you.

Shadow 1 - Magic, Melee, Ranged Main
☒ Self; see below ☺ Self

Effect: You use a strike signature ability twice.

One Hundred Throats

5 Insight

As you move across the battlefield, every foe within reach feels your wrath.

Shadow 1 - Melee, Weapon
↳ Self; see below Main
↳ Self

Effect: You shift up to your speed and make one power roll that targets up to three enemies who came adjacent to you during the move.

Power Roll + A

≤11 3 damage
12-16 6 damage
17+ 9 damage

Assassinate

11 Insight

A practiced attack will instantly kill an already weakened foe.

Shadow 8 - Melee, Strike, Weapon
↳ Melee 1 Main
↳ One creature or object

Power Roll + A

≤11 12 + A damage
12-16 18 + A damage
17+ 24 + A damage

Effect: A target who is not a minion, leader, or solo creature and who is winded after taking this damage is reduced to 0 Stamina.

Speed of Shadows

11 Insight

You make multiple strikes against a foe before they even notice they're dead.

Shadow 8 - Magic
↳ Self Main
↳ Self

Effect: You can use a strike signature ability four times, use a strike signature ability that gains an edge three times, or use a strike signature ability that has a double edge twice. You can shift up to 2 squares between each use.

Look!

9 Insight

You distract your foes, allowing your allies to take advantage of that distraction.

Shadow 6 - Area, Magic
↳ 5 burst Maneuver
↳ Each enemy

Effect: Until the start of your next turn, any ability roll made against a target gains an edge.

Shadowgrasp

11 Insight

The shadows around you give way, allowing the shadow creature within you to grasp at your foes.

Shadow 8 - Area, Magic
↳ 2 burst Main
↳ Each enemy

Power Roll + A

≤11 11 corruption damage; A<WEA, restrained (save ends)
12-16 16 corruption damage; A<AVG, restrained (save ends)
17+ 21 corruption damage; A<STR, restrained (save ends)

Time Bomb

The longer it cooks, the bigger the boom.

Shadow 8 - Area, Ranged
↳ 2 cube within 10 Free maneuver
↳ Each enemy

Effect: Each target takes acid, fire, or poison damage (your choice) equal to your A.

For each combat round that has passed since this ability was last used in the current encounter, the area increases by 1 and you gain 1 surge that must be used with this ability. After using the ability or at the end of the encounter, its area and surges are reset.

Spend 2+ Insight: For every 2 insight spent, you increase the cube's size by 1 and gain 1 surge that can be used only with this ability.

Puppet Strings

9 Insight

You prick little needles on the tips of your fingers into the nerves of your enemies and cause them to lose control.

Shadow 6 - Magic, Melee, Strike, Weapon
↳ Melee 1 Main
↳ Two enemies

Power Roll + A

≤11 2 damage; if the target has R<WEA before the damage is resolved, they make a free strike.
12-16 5 damage; if the target has R<AVG before the damage is resolved, they use a main action ability of your choice.
17+ 7 damage; if the target has R<STR before the damage is resolved, they can shift up to their speed and use a main action ability of your choice.

Effect: You choose the new targets for the original target's free strike or ability. Additionally, if you are hidden or disguised, using this ability doesn't cause you to be revealed.

☒ Black Ash Eruption

9 Insight

You attack produces a cloud of black ash that launches an enemy into the air.

Shadow 6 - Magic, Melee, Strike, Weapon
Main
☒ Melee 1
◎ One creature

Power Roll + A

≤11 3 + A damage; vertical push 5
12-16 6 + A damage; vertical push 10
17+ 9 + A damage; vertical push 15

Effect: A creature forced by this ability must be moved straight upward.

◎ Cinderstorm

9 Insight

You teleport your friends in a burst of ash and fire.

Shadow 6 - Magic
Main
☒ 4 burst
◎ Self and each ally

Effect: Each target can teleport up to 5 squares. For each target in addition to you who teleports away from or into a space adjacent to an enemy, that enemy takes fire damage equal to your A. Additionally, a target who ends this movement in concealment or cover can use the Hide maneuver even if they are observed.

☒ Into the Shadows

9 Insight

You sweep your foe off their feet and plunge them into absolute darkness.

Shadow 5 - Magic, Melee, Strike, Weapon
Main
☒ Melee 1
◎ One creature or object

Effect: You and the target are removed from the encounter map until the start of your next turn. You reappear in the spaces you left or the nearest unoccupied spaces. Make a power roll upon your return.

Power Roll + A

≤11 8 + A corruption damage
12-16 13 + A corruption damage
17+ 17 + A corruption damage

◎ Blackout

9 Insight

You cause a plume of shadow to erupt from your eyes and create a cloud of darkness.

Shadow 5 - Area, Magic
Main
☒ 3 burst
◎ Special

Effect: A black cloud fills the area until the end of your next turn, granting you and your allies concealment against enemies. While you are in the area, whenever an enemy ends their turn in the area, you can use a free triggered action to shift to a new location within the area and make a free strike against them.

☒ You Talk Too Much

9 Insight

Silence is a virtue. A knife pinning their mouth shut is the next best thing.

Shadow 5 - Melee, Ranged, Strike, Weapon
Main
☒ Melee 1 or ranged 5
◎ One creature

Power Roll + A

≤11 10 + A damage; P<WEA dazed (save ends)
12-16 15 + A damage; P<AVG dazed (save ends)
17+ 21 + A damage; P<STR dazed (save ends)

Effect: The target can't communicate with anyone until the end of the encounter.

☒ One Vial Makes You Faster

9 Insight

Each ally who catches a potion you throw can take the battle to the next level.

Shadow 6 - Ranged
Main
☒ Ranged 10
◎ Three creatures

Effect: You ready, hand, or lob a potion to each target, who can immediately quaff the potion (no action required). If they don't drink the potion right away, they must use the Use Consumable maneuver to consume it later. The potion loses its potency at the end of the encounter.

A creature who drinks the potion receives benefits based on your power roll.

Power Roll + A

≤11 The creature's speed is increased by 2 until the end of the encounter.
12-16 The creature can fly until the end of the encounter.
17+ The creature turns invisible until the end of their next turn.

▣ Shadowfall

9 Insight

You vanish. They fall. You reappear.

Shadow 5 - Area, Melee, Weapon
Main
☒ 10 x 1 line within 1
◎ Each enemy

Power Roll + A

≤11 10 damage
12-16 14 damage
17+ 20 damage

Effect: You disappear before making the power roll. After the power roll is resolved, you appear in the first unoccupied space at the far end of the line.

☒ Sticky Bomb

5 Insight

Explosives are best when they're attached to an enemy.

Shadow 2 - Ranged
Main
☒ Ranged 10
◎ One creature

Effect: You attach a small bomb to a creature. If you are hidden from the creature, they don't notice the bomb and you remain hidden. The creature otherwise notices the bomb and can disarm and remove it as a main action. If they don't, at the end of your next turn, the bomb detonates. When the bomb detonates, you make a power roll targeting each enemy within 2 squares of it.

Power Roll + A

≤11 4 + A fire damage
12-16 7 + A fire damage
17+ 11 + A fire damage

✖ In a Puff of Ash

5 Insight

You enchant a strike with your teleportation magic.

Shadow 2 - Magic, Melee, Ranged, Strike, Weapon Main

✖ Melee 1 or ranged 5 ◎ One creature

Power Roll + A

≤11 6 + A damage; you can teleport the target 1 square

12-16 10 + A damage; you can teleport the target up to 3 squares

17+ 14 + A damage; you can teleport the target up to 5 squares

✖ Too Slow

5 Insight

Your foe made a big mistake.

Shadow 2 - Free triggered
✖ Self; see below ◎ Self

Trigger: You use your In All This Confusion ability.

Effect: You ignore any effects associated with the damage that triggered your In All This Confusion ability. Before you teleport, you can make a free strike against a creature who damaged you to trigger In All This Confusion. After you teleport, you can spend a Recovery.

✖ So Gullible

5 Insight

When your enemy strikes, you reveal you were in a different place all along.

Shadow 2 - Magic Free triggered
✖ Self ◎ Self

Trigger: Another creature targets you with a strike.

Effect: You use your Clever Trick ability with no insight cost against the triggering creature and strike. You can teleport to an unoccupied space within 3 squares of that creature and can make a free strike against them. You can then spend a Recovery.

✖ Machinations of Sound

5 Insight

Illusory sounds make your foes reposition themselves as they cower or investigate the disturbance.

Shadow 2 - Area, Magic, Ranged Maneuver

✖ 3 cube within 10 ◎ Each creature

Power Roll + A

≤11 Slide 4

12-16 Slide 5

17+ Slide 7

Effect: This forced movement ignores stability. Instead, the forced movement is reduced by a number equal to the target's I.

✖ Staggering Blow

7 Insight

There's no recovering from this.

Shadow 3 - Melee, Ranged, Strike, Weapon Main

✖ Melee 1 or ranged 5 ◎ One creature

Power Roll + A

≤11 7 + A damage; M<WEA, slowed (save ends)

12-16 11 + A damage; M<AVG, prone and can't stand (save ends)

17+ 16 + A damage; M<STR, prone and can't stand (save ends)

✖ Careful Observation

5 Insight

A moment of focus leaves a foe firmly in your sights.

Shadow 3 - Ranged Maneuver

✖ Ranged 20 ◎ One creature

Effect: As long as you remain within distance of the target, maintain line of effect to them, and strike no other creature first, you gain an edge on the next strike you make against the assessed creature, and gain 1 surge you can use only on that strike.

✖ Pinning Shot

7 Insight

One missile-placed well and placed hard.

Shadow 3 - Ranged, Strike, Weapon Main

✖ Ranged 5 ◎ One creature

Power Roll + A

≤11 8 + A damage; A<WEA, restrained (save ends)

12-16 12 + A damage; A<AVG, restrained (save ends)

17+ 16 + A damage; A<STR, restrained (save ends)

✖ Misdirecting Strike

7 Insight

"Why are you looking at ME?!"

Shadow 3 - Melee, Ranged, Strike, Weapon Main

✖ Melee 1 or ranged 5 ◎ One creature

Power Roll + A

≤11 9 + A damage

12-16 13 + A damage

17+ 18 + A damage

Effect: The target is taunted by a willing ally within 5 squares of you until the end of the target's next turn.

✖ Dancer

7 Insight

You enter a flow state that makes you nearly impossible to pin down.

Shadow 3 - Maneuver

✖ Self ◎ Self

Effect: Until the end of the encounter, whenever an enemy moves or is force moved adjacent to you or damages you, you can take the Disengage move action as a free triggered action.

✖ Demon Door

11 Insight

You create a temporary portal to allow a massive demonic hand to reach through.

Shadow 9 - Magic, Melee, Strike, Weapon Main
✖ Melee 3 Ⓜ One creature

Power Roll + A

≤11 13 + A corruption damage; push 3
12-16 18 + A corruption damage; push 5
17+ 25 + A corruption damage; push 7

Effect: On a critical hit, the target is grabbed by the demon and pulled through the portal before it closes, never to be seen again.

✖ To the Stars

11 Insight

You attach your most potent explosive to your foe. Under less pressing circumstances, you're sure you could launch them into orbit.

Shadow 9 - Melee, Ranged, Strike Main
✖ Melee 1 or ranged 10 Ⓜ One creature or object

Power Roll + A

≤11 4 + A fire damage; vertical push 8
12-16 7 + A fire damage; vertical push 10
17+ 11 + A fire damage; vertical push 15

Effect: The ground beneath a 3-cube area around the target's starting position is difficult terrain.

✖ Chain Reaction

11 Insight

One explosion, an offense. Three explosions, an assault. Nine explosions, a celebration.

Shadow 9 - Ranged Main
✖ Ranged 10 Ⓜ One creature or object

Effect: Each enemy within 3 squares of the target who is not currently targeted by this ability also becomes targeted by this ability. This effect continues until there are no more available targets. The ability deals acid, fire, or poison damage (your choice).

Power Roll + A

≤11 7 damage
12-16 10 damage
17+ 15 damage

✖ Night Watch

A steely dagger from out of the blue knocks another weapon off course.

Shadow 4 - Ranged, Weapon Triggered
✖ Ranged 5 Ⓜ One ally

Trigger: The target takes damage from another creature's ability while you are hidden.

Effect: The target takes half the damage. You remain hidden.

✖ I Am You

11 Insight

Your mask reflects your foe's face. Surely they won't need it much longer.

Shadow 9 - Magic, Ranged Maneuver
✖ Ranged 10 Ⓜ One creature

Effect: Until the end of the encounter, you gain the target's damage immunities and speed (if they are better than yours), and can use any types of movement they can use. You can also use the target's signature ability, using their bonus for the power roll.

✖ Cacophony of Cinders

11 Insight

You tumble through the battle, stabbing foes and teleporting allies.

Shadow 9 - Magic, Melee, Weapon Main
✖ Self; see below Ⓜ Self

Effect: You shift up to twice your speed, making one power roll that targets each creature you come adjacent to during the shift.

Power Roll + A

≤11 An enemy takes 6 damage; an ally can teleport up to 3 squares.
12-16 An enemy takes 10 damage; an ally can teleport up to 5 squares.
17+ An enemy takes 14 damage; an ally can teleport up to 7 squares.

✖ Awe

3 Clarity

You project psionic energy out to a creature and take on a new visage in their mind.

Talent 1 - Psionic, Ranged, Strike, Telepathy Main
✖ Ranged 10 Ⓜ One creature

Effect: If you target an ally, they gain temporary Stamina equal to three times your P, and they can end one effect on them that is ended by a saving throw or that ends at the end of their turn. If you target an enemy, you make a power roll.

Power Roll + P

≤11 3 + P psychic damage; [<>WEA] frightened (save ends)
12-16 6 + P psychic damage; [<>AVG] frightened (save ends)
17+ 9 + P psychic damage; [<>STR] frightened (save ends)

☒ Inertia Soak

5 Clarity

Your psionic energy surrounds the target and pushes everything else away from them.

Talent 1 - Psionic, Ranged, Telekinesis Maneuver
☒ Ranged 10 ☒ Self or one ally

Effect: The target ignores difficult terrain and takes no damage from forced movement until the start of your next turn. Whenever the target enters a square while under this effect, they can push one adjacent creature up to a number of squares equal to your **R**. When pushing an ally, the target can ignore that ally's stability. A creature can only be force moved this way once a turn.

Strained: You are weakened (save ends). While you are weakened this way, whenever you are force moved, the forced movement distance gains a +5 bonus.

☒ Remote Assistance

An ally gains the benefit of your intellect.

Talent 1 - Psionic, Ranged Maneuver
☒ Ranged 10 ☒ One creature or object

Effect: The next ability roll an ally makes against the target before the start of your next turn gains an edge.

Spend 1 Clarity: You target one additional creature or object.

☒ Perfect Clarity

5 Clarity

You clear the mind of nothing but the goal.

Talent 1 - Psionic, Ranged, Telepathy Maneuver
☒ Ranged 10 ☒ Self or one ally

Effect: Until the start of your next turn, the target gains a +3 bonus to speed, and they have a double edge on the next power roll they make. If the target obtains a tier 3 outcome on that roll, you gain 1 clarity.

Strained: You take 1d6 damage, and you can't use triggered actions (save ends).

☒ Minor Telekinesis

Wisps of psychic energy ripple visibly from your brain as you force the target to move using only your mind.

Talent 1 - Psionic, Ranged Maneuver
☒ Ranged 10 ☒ Self or one size 1 creature or object

Effect: You slide the target up to a number of squares equal to your **R**.

Spend 2+ Clarity: The size of the creature or object you can target increases by 1 for every 2 clarity spent.

Spend 3 Clarity: You can vertical slide the target.

☒ Kinetic Grip

Signature

You lift and hurl your foe away from you.

Talent 1 - Psionic, Ranged, Telekinesis Main
☒ Ranged 10 ☒ One creature or object

Power Roll + R

☒ 11 2 fire damage

☒ 12-16 4 fire damage

☒ 17+ 6 fire damage

Strained: You must vertical push the target instead of sliding them.

☒ Flashback

5 Clarity

The target is thrown several seconds back through time and gets to do it all again.

Talent 1 - Chronopathy, Psionic, Ranged Maneuver
☒ Ranged 10 ☒ Self or one ally

Effect: The target uses an ability with a base Heroic Resource cost of 7 or lower that they've previously used this round, without needing to spend the base cost. Augmentations to the ability can be paid for as usual.

Strained: You take 1d6 damage and are slowed (save ends).

☒ Incinerate

Signature

The air erupts into a column of smokeless flame.

Talent 1 - Area, Fire, Psionic, Pyrokinesis, Ranged Main
☒ 3 cube within 10 ☒ Each enemy

Power Roll + R

☒ 11 2 fire damage

☒ 12-16 4 fire damage

☒ 17+ 6 fire damage

Effect: A column of fire remains in the area until the start of your next turn. Each enemy who enters the area for the first time in a combat round or starts their turn there takes 2 fire damage.

Strained: The size of the cube increases by 2, but the fire disappears at the end of your turn.

⚡ Accelerate

To your ally, it seems as though the world has slowed down.

Talent 1 - Psionic, Ranged Maneuver
↳ Ranged 10 ◎ Self or one creature

Effect: The target shifts up to a number of squares equal to your **R**.

Spend 2 Clarity: The target can use a maneuver.

⚡ Choke

3 Clarity

You crush a foe in a telekinetic grip.

Talent 1 - Psionic, Ranged, Strike, Telekinesis Main
↳ Ranged 10 ◎ One creature

Power Roll + R

≤11 3 + **R** damage; **M<WEA**, slowed (save ends)
12-16 5 + **R** damage; **M<AVG**, slowed (save ends)
17+ 8 + **R** damage; **M<STR**, restrained (save ends)

Effect: You can vertical pull the target up to 2 squares. If the target is made restrained by this ability, this forced movement ignores their stability.

⚡ Iron

5 Clarity

The target's skin turns to hard, dark metal, impenetrable and dense.

Talent 1 - Metamorphosis, Psionic, Ranged Maneuver
↳ Ranged 10 ◎ Self or one ally

Effect: The target's stability increases by an amount equal to your **R**, and they gain 10 temporary Stamina and 2 surges. This stability increase lasts until the target no longer has temporary Stamina from this ability.

Strained: You can't use maneuvers (save ends).

⚡ Spirit Sword

Signature

You form a blade of mind energy and stab your target, invigorating yourself.

Talent 1 - Animopathy, Melee, Psionic, Strike Main
↳ Melee 2 ◎ One creature or object

Power Roll + P

≤11 3 + **P** damage
12-16 6 + **P** damage
17+ 9 + **P** damage

Effect: You gain 1 surge.

Strained: The target takes an extra 3 damage. You also take 3 damage that can't be reduced in any way.

● Kinetic Pulse

Signature

The force of your mind hurls enemies backward.

Talent 1 - Area, Psionic, Telepathy Main

↳ 1 burst ◎ Each enemy

Power Roll + R

≤11 2 psychic damage
12-16 5 psychic damage; push 1
17+ 7 psychic damage; push 2

Strained: The size of the burst increases by 2, and you are bleeding until the start of your next turn.

⚡ Smolder

3 Clarity

Smoke flows from your enemy like tears as their skin begins to blacken and flake.

Talent 1 - Psionic, Pyrokinesis, Ranged, Strike Main
↳ Ranged 10 ◎ One creature

Effect: Choose the damage type and the weakness for this ability from one of the following: acid, corruption, or fire. The target takes damage before this ability imposes any weakness.

Power Roll + R

≤11 3 + **R** damage; **R<WEA**, the target has weakness 5 (save ends)
12-16 6 + **R** damage; **R<AVG**, the target has weakness 5 (save ends)
17+ 9 + **R** damage; **R<STR**, the target has weakness equal to 5 + your **R** (save ends)

⚡ Hoarfrost

Signature

You blast a foe with a pulse of cold energy.

Talent 1 - Cryokinesis, Psionic, Ranged, Strike Main
↳ Ranged 10 ◎ One creature

Power Roll + R

≤11 2 + **R** cold damage; **M<WEA**, slowed (EoT)
12-16 4 + **R** cold damage; **M<AVG**, slowed (EoT)
17+ 6 + **R** cold damage; **M<STR**, slowed (EoT)

Strained: You are slowed until the end of your next turn. Additionally, a target slowed by this ability is restrained instead.

⚡ Precognition

3 Clarity

You give a target a glimpse into the future so that they're ready for what comes next.

Talent 1 - Chronopathy, Melee, Psionic Main
↳ Melee 2 ◎ Self or one ally

Effect: Ability rolls made against the target take a bane until the start of your next turn. Whenever the target takes damage while under this effect, they can use a triggered action to make a free strike against the source of the damage.

⚡ Mind Spike

A telepathic bolt instantly zaps a creature's brain.

Talent 1 - Psionic, Ranged, Strike, Telepathy Main
↳ Ranged 10 ◎ One creature

Power Roll + R

≤11 2 + **R** psychic damage
12-16 4 + **R** psychic damage
17+ 6 + **R** psychic damage

Strained: The target takes an extra 2 psychic damage. You also take 2 psychic damage that can't be reduced in any way.

☒ Entropic Bolt

Signature

You advance an enemy's age for a moment.

Talent 1 - Chronopathy, Psionic, Ranged, Strike
Main
☒ Ranged 10
◎ One creature or object

Power Roll + P

≤11 2 + P corruption damage; P<WEA slowed (save ends)
12-16 3 + P corruption damage; P<AVG slowed (save ends)
17+ 5 + P corruption damage; P<STR slowed (save ends)

Effect: The target takes an extra 1 corruption damage for each additional time they are targeted by this ability during the encounter.

Strained: You gain 1 clarity when you obtain a tier 2 or tier 3 outcome on the power roll.

☒ Stasis Shield

3 Clarity

You freeze time just long enough to bring the victim to safety!

Talent 8 - Psionic, Ranged
Triggered
☒ Ranged 10
◎ Self or one creature or object

Trigger: The target takes damage.

Effect: The target is teleported to an unoccupied space adjacent to you, taking no damage and suffering no additional effects if this movement would get them out of harm's way.

Strained: You can't target yourself, and you take the damage and any additional effects instead of the target.

☒ Doubt

11 Clarity

You tug at the strings of the foe's anima and unravel them, allowing someone else to take advantage of their drive.

Talent 8 - Animopathy, Psionic, Ranged, Strike
Main
☒ Ranged 10
◎ One creature or object

Power Roll + P

≤11 10 + P damage; P<WEA weakened (save ends)
12-16 14 + P damage; P<AVG weakened (save ends)
17+ 20 + P damage; P<STR weakened and slowed (save ends)

Effect: This ability gains an edge against a target with a soul. After you make the power roll, you or one ally within distance have a double edge on the next power roll you make before the end of the encounter.

Strained: You feel dispirited until you finish a respite. If you obtain a tier 3 outcome on the power roll, you and the target each have damage weakness 5 (save ends).

☒ Repel

They aren't going anywhere, but you might!

Talent 1 - Psionic, Ranged
Triggered
☒ Ranged 10
◎ Self or one ally

Trigger: The target takes damage or is force moved.

Effect: The target takes half the triggering damage, or the distance of the triggering forced movement is reduced by a number of squares equal to your R. If the target took damage and was force moved, you choose the effect. If the forced movement is reduced to 0 squares, the target can push the source of the forced movement a number of squares equal to your R.

☒ Rejuvenate

11 Clarity

You reshape the flow of time in the target's body to return it to an earlier state.

Talent 8 - Chronopathy, Psionic, Ranged
Maneuver
☒ Ranged 10
◎ Self or one ally

Effect: Choose two of the following effects:

- The target can spend any number of Recoveries.
- The target gains 1 of their Heroic Resource, and can end any effects on them that are ended by a saving throw or that end at the end of their turn.
- The target gains 2 surges, and gains a +3 bonus to speed until the end of the encounter.

Strained: You and the target both permanently grow visibly younger (the equivalent of 20 human years, to the minimum of an 18-yearold). Additionally, you are weakened and slowed (save ends).

☒ Steel

11 Clarity

The target's skin becomes covered in tough metal.

Talent 8 - Metamorphosis, Psionic, Ranged
Maneuver
☒ Ranged 10
◎ Self or one ally

Effect: The target has damage immunity 5 and can't be made slowed or weakened until the start of your next turn. Whenever the target force moves a creature or object while under this effect, the forced movement distance gains a +5 bonus.

Strained: You can't use maneuvers (save ends).

☒ Mindwipe

11 Clarity

You attempt to make them forget all their training.

Talent 8 - Melee, Psionic, Strike, Telepathy
Main
☒ Melee 2
◎ One creature

Power Roll + R

≤11 12 + R damage; R<WEA the target takes a bane on their next power roll
12-16 17 + R damage; R<AVG, the target takes a bane on power rolls (save ends)
17+ 23 + R damage; R<STR the target has a double bane on power rolls (save ends)

Effect: The target can't communicate with anyone until the end of the encounter.

Strained: You take 3d6 damage.

○ Levitation Field

You manipulate the air around your allies so they can move as freely through the sky as you can.

Talent 8 - Area, Psionic
Maneuver
☒ 3 burst
◎ Each ally

Effect: Each target can fly until the start of your next turn, and can immediately shift up to their speed. You can also shift up to your speed. While flying, a target's stability is reduced to 0 and can't be increased.

Spend 5 Clarity: The effects last for 1 hour instead.

☒ Synaptic Dissipation

9 Clarity

You manipulate your enemies' minds and make them wonder if you were ever really there in the first place.

Talent 6 - Psionic, Ranged, Strike, Telepathy
Maneuver
☒ Ranged 10
◎ Special

Effect: You target a number of creatures with this ability determined by the outcome of your power roll. You and your allies are invisible to each target until the start of your next turn.

Power Roll + R

≤11 Two creatures
12-16 Three creatures
17+ Five creatures

Strained: The effect ends early if you take damage from an enemy's ability.

⚡ Greater Kinetic Grip

9 Clarity

You raise the target into the air without breaking a sweat.

Talent 6 - Psionic, Ranged, Strike, Telekinesis Main
↳ Ranged 10
◎ One creature or object

Power Roll + R

≤11 Slide 4 + R; M<WEA, the forced movement is vertical

12-16 Slide 8 + R; M<AVG, the forced movement is vertical

17+ Slide 12 + R; prone; M<STR, the forced movement is vertical

Strained: The forced movement ignores stability. You take 2d6 damage and are weakened (save ends).

▣ Gravitic Well

9 Clarity

You bend gravity into a fine point and pull your foes toward it.

Talent 6 - Area, Psionic, Ranged, Telekinesis Main
↳ 4 cube within 10
◎ Each creature and object

Power Roll + R

≤11 6 damage; vertical pull 5 toward the center of the area

12-16 9 damage; vertical pull 7 toward the center of the area

17+ 13 damage; vertical pull 10 toward the center of the area

Effect: Targets closest to the center of the area are pulled first.

Strained: The size of the area increases by 2. You also target yourself and each ally within distance.

▣ Stasis Field

9 Clarity

Keep everything as it was. Ignore everything that will be.

Talent 6 - Area, Chronopathy, Psionic, Ranged Main
↳ 4 cube within 10
◎ Each creature and object

Effect: The area is frozen in time until the start of your next turn. Each object in the area is restrained and can't fall until the effect ends. Until the effect ends, creatures in the area who are reduced to 0 Stamina or would die stay alive, and objects in the area that are reduced to 0 Stamina remain undestroyed. Make a power roll that targets each enemy in the area.

Power Roll + P

≤11 P<WEA the target is slowed until the effect ends

12-16 P<AVG the target's speed is 0 until the effect ends

17+ P<STR the target is restrained until the effect ends

Strained: Any creature or object force moved in the area takes 2 corruption damage for each square of the area they enter. Creatures and objects restrained in the area can be force moved. You are restrained until the effect ends.

⚡ Fate

9 Clarity

Your foe gets a glimpse of how it will end for them.

Talent 6 - Chronopathy, Psionic, Melee Main
↳ Melee 2
◎ One enemy

Effect: The target has damage weakness 5 until the end of your next turn. Whenever the target takes damage while they have this weakness, they are knocked prone.

Strained: This ability gains the Strike keyword as the vision hurts the target's psyche. You make a power roll, then are weakened (save ends).

Power Roll + P

≤11 8 + P psychic damage

12-16 13 + P psychic damage

17+ 17 + P psychic damage

▣ Hypersonic

9 Clarity

You move fast enough to turn around and watch your foes feel the aftermath.

Talent 5 - Area, Charge, Psionic, Telekinesis Main
↳ 5 x 2 line within 1
◎ Each enemy

Effect: You teleport to a square on the opposite side of the area before making the power roll.

Power Roll + R

≤11 12 sonic damage

12-16 18 sonic damage

17+ 24 sonic damage

Strained: If you obtain a tier 2 outcome or better, you are slowed until the end of your turn and each target is slowed until the end of their turn.

▣ Synaptic Conditioning

9 Clarity

It's a subtle mindset shift. It's not that they're your enemy—you just don't like them!

Talent 6 - Psionic, Melee, Strike, Telepathy Main
↳ Melee 2
◎ One creature

Power Roll + R

≤11 10 psychic damage; the target takes a bane on ability rolls made to harm you or your allies (save ends)

12-16 14 psychic damage; the target has a double bane on ability rolls made to harm you or your allies (save ends)

17+ 20 psychic damage; the target considers you and your allies to be their allies when using abilities and features (save ends)

Strained: While the target is under this effect, you no longer consider your enemies to be your enemies when using your abilities and features.

▣ Exothermic Shield

9 Clarity

You encase the target in psionic flame and allow them to flicker without fear of burning out.

Talent 5 - Pyrokinesis, Psionic, Ranged Maneuver
↳ Ranged 10
◎ Self or one ally

Effect: Until the start of your next turn, the target has cold immunity 10 and fire immunity 10, and their strikes deal extra fire damage equal to twice your R. Additionally, whenever an enemy uses a melee ability against the target while they are under this effect, the enemy takes 5 fire damage.

Strained: The target gains 2 surges. You are weakened and slowed (save ends).

▣ Soulbound

9 Clarity

You fire a piercing bolt of psychic energy that lances through two foes and leaves a faint intangible thread between them.

Talent 5 - Animopathy, Psionic, Ranged, Strike Main
↳ Ranged 10
◎ Two enemies

Power Roll + P

≤11 8 damage; A<WEA the target is stitched to the other target (save ends)

12-16 13 damage; A<AVG the target is stitched to the other target (save ends)

17+ 17 damage; A<STR the target is stitched to the other target (save ends)

Effect: If any target becomes stitched to the other, both targets are stitched together. While stitched together, a target takes a bane on power rolls while not adjacent to a creature they're stitched to. Whenever a stitched target takes damage that wasn't dealt by or also taken by another stitched target, each other stitched target takes half the damage the initial target took.

Strained: You target yourself and three enemies instead.

▣ Mind Snare

9 Clarity

You latch onto your prey's brain and don't let go, like a song they can't get out of their head.

Talent 5 - Psionic, Ranged, Strike, Telepathy Main
↳ Ranged 10
◎ One creature

Power Roll + R

≤11 10 + R psychic damage; R<WEA, slowed (save ends)

12-16 14 + R psychic damage; R<AVG, slowed (save ends)

17+ 20 + R psychic damage; R<STR slowed (save ends)

Effect: While slowed this way, the target takes 3 psychic damage for each square they willingly leave.

Strained: While slowed this way, the target instead takes 5 psychic damage for each square they willingly leave. You have a double bane on ability rolls made against the target while they are slowed this way.

Synaptic Override		5 Clarity
<i>You control an enemy's nervous system. How pleasant for them.</i>		
Talent 2 - Psionic, Ranged, Telepathy	Main	
Ranged 10		One enemy
Power Roll + R		
[≤11] The target makes a free strike against one enemy of your choice.		
[12-16] The target shifts up to their speed and uses their signature ability against any enemies of your choice.		
[17+] The target moves up to their speed and uses their signature ability against any enemies of your choice.		
Effect: You control the target's movement. The target can't be moved in a way that would harm them (such as over a cliff), leave them dying, or result in them suffering a condition or other negative effect. However, you can move them to provoke opportunity attacks.		
Strained: You take 1d6 damage and are weakened until the end of your turn.		

Levity and Gravity		5 Clarity
<i>You raise the target slightly into the air, then smother them against the ground.</i>		
Talent 2 - Psionic, Ranged, Strike, Telekinesis	Main	
Ranged 10	One creature or object	
Power Roll + R		
≤11 6 + R damage; M<WEA, prone		
12-16 10 + R damage; M<AVG, prone		
17+ 14 + R damage; M<STR, prone and can't stand (save ends)		
Strained: You take half the damage the target takes.		

Fling Through Time		7 Clarity
<i>You hurl the target through the annals of time, forcing them to witness every moment of their existence all at once.</i>		
Talent 3 - Chronopathy, Psionic, Ranged, Strike	Main	
Ranged 10		One creature or object
Power Roll + P		
(≤11) 3 + P corruption damage; P<WEA, weakened (save ends)		
(12-16) 5 + P corruption damage; the target is flung through time, and if P<AVG they are weakened (save ends)		
(17+) 8 + P corruption damage; the target is flung through time, and if P<STR they are weakened (save ends)		
Effect: A target who is flung through time is removed from the encounter map until the end of their next turn, reappearing in their original space or the nearest unoccupied space.		
Strained: You take 2d6 damage and permanently grow visibly older (the equivalent of 10 years for a human). If you obtain a tier 3 outcome on the power roll, you gain 2 clarity.		

Applied Chronometrics		5 Clarity
<i>Time slows down around you. Your heartbeat is the only gauge of the extra moments you've gained.</i>		
Talent 2 - Chronopathy, Psionic, Ranged		Maneuver
↳ Ranged 10		◎ Special
Power Roll + P		
≤11 You target two creatures, one of which can be you.		
12-16 You target three creatures, one of which can be you.		
17+ You target four creatures, one of which can be you.		
Effect: Until the start of your next turn, each target gains a +5 bonus to speed, they can't be made dazed, and they can use an additional maneuver on their turn. If a target is already dazed, that condition ends for them.		
Strained: Your speed is halved until the end of the encounter.		

• Gravitic Burst	5 Clarity
<i>Everyone get away from me!</i>	
Talent 2 - Area, Psionic, Telekinesis	Main
1 burst	Each enemy
Power Roll + R	
≤11 3 damage; vertical push 2	
12-16 6 damage; vertical push 4	
17+ 9 damage; vertical push 6	
Strained: The size of the burst increases by 1, and you are weakened until the end of your turn.	

Force Orbs	7 Clarity
<i>Spheres of solid psionic energy float around you.</i>	
Talent 3 - Psionic, Ranged, Strike, Telekinesis ↳ Self; see below	Main ◎ Self
Effect: You create three size 1T orbs that orbit your body. Each orb gives you a cumulative damage immunity 1. Each time you take damage, you lose 1 orb. Once on each of your turns, you can use a free maneuver to fire an orb at a creature or object within 5 squares as a ranged strike, losing the orb after the strike.	
Power Roll + R	
≤11 2 damage	
12-16 3 damage	
17+ 5 damage	
Strained: You create five orbs, and you are weakened while you have any orbs active.	

Slow		5 Clarity
<i>Perhaps they wonder why everyone else is moving so quickly?</i>		
Talent 2 - Chronopathy, Psionic, Ranged		Maneuver
Ranged 10	◎	Three creatures or objects
Power Roll + P		
≤11 The target's speed is halved (save ends), or if P<WEA, the target is slowed (save ends).		
12-16 The target is slowed (save ends), or if P<AVG, the target's speed is 0 (save ends).		
17+ The target is slowed (save ends), or if P<STR the target's speed is 0 (save ends).		
Effect: A target can't use triggered actions while their speed is reduced this way.		
Strained: The potency of this ability increases by 1 and you take 1d6 damage. At the start of each combat round while any target is affected by this ability, you take 1d6 damage. You can end the effect on all affected targets at any time (no action required).		

Overwhelm		5 Clarity
<i>You overload their senses, turning all their subconscious thoughts into conscious ones.</i>		
Talent 2 - Psionic, Ranged, Strike, Telepathy		Main
Ranged 10		One creature
Power Roll + R		
≤11 6 + R psychic damage; L<WEA , slowed (save ends)		
12-16 10 + R psychic damage; L<AVG , weakened (save ends)		
17+ 14 + R psychic damage; L<STR , dazed (save ends)		
Strained: You start crying, and you can't use triggered actions or make free strikes until the end of the target's next turn.		

Soul Burn	7 Clarity
<i>You blast their soul out of their body, leaving it to helplessly float back to a weakened husk.</i>	
Talent 3 - Animopathy, Psionic, Ranged, Strike	Main
Ranged 10	One creature
Power Roll + P	
[≤11] 6 + P damage; P<WEA dazed (save ends)	
[12-16] 10 + P damage; P<AVG dazed (save ends)	
[17+] 14 + P damage; P<STR dazed (save ends)	
Effect: The target takes a bane on P tests until the end of the encounter.	
Strained: The potency of this ability increases by 1. You take 2d6 damage and gain 3 surges that you can use immediately.	

● Reflector Field

7 Clarity

A protective field reverses the momentum of incoming attacks.

Talent 3 - Area, Psionic, Telepathy

Main

↳ 3 aura

◎ Special

Effect: The aura lasts until the start of your next turn.

Whenever an enemy targets an ally in the area with a ranged ability, the ability is negated on the ally and reflected back at the enemy. The ability deals half the damage to the enemy that it would have dealt to the ally and loses any additional effects.

Strained: The size of the aura increases by 1. Whenever your aura reflects an ability, you take 2d6 damage and forget a memory, as determined by you and the Director.

● Synaptic Terror

11 Clarity

You project a terrifying image into the brains of your foes, and their fear psionically invigorates your allies.

Talent 9 - Area, Psionic, Telepathy

Main

↳ 3 burst

◎ Each ally and enemy

Effect: You and each target ally can't obtain lower than a tier 2 outcome on power rolls until the start of your next turn.

Each target enemy is affected by the ability's power roll.

Power Roll + R

≤11 R<WEA frightened (save ends)
12-16 R<AVG frightened (save ends)
17+ R<STR frightened (save ends)

Strained: You can't use this ability if doing so would cause you to have negative clarity.

● Gravitic Nova

11 Clarity

Unbridled psionic energy erupts from your body and flashes outward, hurling your foes back.

Talent 9 - Area, Psionic, Telekinesis

Main

↳ 3 burst

◎ Each enemy and object

Power Roll + R

≤11 6 damage; push 7
12-16 9 damage; push 10
17+ 13 damage; push 15

Effect: On a critical hit, the size of the area increases by 3, and this ability deals an extra 10 damage.

Strained: You are weakened (save ends). If you scored a critical hit with this ability, you die.

❖ Acceleration Field

11 Clarity

You forcibly stuff more moments into a critical point in time, knowing full well you might need to steal some of your own.

Talent 9 - Chronopathy, Psionic, Ranged

Main

↳ Ranged 5

◎ Three allies

Effect: Each target can use any main action available to them as a free triggered action, but they lose their main action on their next turn.

Strained: Make a power roll that targets you and each enemy within distance.

Power Roll + P

≤11 4 corruption damage; slowed (save ends)
12-16 6 corruption damage; slowed (save ends)
17+ 10 corruption damage; slowed (save ends)

● Borrow From the Future

11 Clarity

You lean on future heroism to assist you in the now.

Talent 9 - Area, Chronopathy, Psionic

Maneuver

↳ 2 burst

◎ Each ally

Effect: The targets share 6 of their Heroic Resource among themselves, as you determine. A target can't gain more than 3 of their Heroic Resource this way. After using this ability, you can't gain any clarity until the end of the next combat round.

❖ Resonant Mind Spike

11 Clarity

You fire a telepathic bolt empowered by every consciousness within reach directly into your foe's mind.

Talent 9 - Psionic, Ranged, Strike, Telepathy

Main

↳ Ranged 10

◎ One creature

Power Roll + R

≤11 15 + R psychic damage
12-16 24 + R psychic damage
17+ 28 + R psychic damage

Effect: This ability ignores cover and concealment.

Strained: The ability roll scores a critical hit on a natural 17 or higher. You take half the damage the target takes, and you can't reduce this damage in any way.

❖ Exploding Arrow

Signature

Your ammunition explodes with magical energy.

Arcane Archer - Magic, Ranged, Strike, Weapon

Main

↳ Ranged 15

◎ One creature or object

Power Roll + A, R, I, or P

≤11 5 + A, R, I, or P fire damage
12-16 7 + A, R, I, or P fire damage
17+ 10 + A, R, I, or P fire damage

Effect: One creature or object of your choice within 2 squares of the target takes fire damage equal to the characteristic score used for this ability's power roll.

❖ Unmooring

Signature

Your weapon unleashes psionic energy that reduces your target's weight.

Battlemind - Melee, Psionic, Strike, Weapon

Main

↳ Melee 1

◎ One creature

Power Roll + M, R, I, or P

≤11 5 + M, R, I, or P damage
12-16 8 + M, R, I, or P damage
17+ 11 + M, R, I, or P damage

Effect: Until the end of the target's next turn, any forced movement that affects the target has its distance increased by 2.

● Fulcrum

11 Clarity

You precisely manipulate the creatures around you.

Talent 9 - Area, Psionic, Telekinesis

Main

↳ Special

◎ Each enemy and object

Effect: Make a power roll to determine the area of this ability. Each target is vertically pushed 6 squares. You can target only objects of size 1L or smaller.

Power Roll + R

≤11 2 burst
12-16 3 burst
17+ 4 burst

Strained: You can choose to reduce the size of the burst by 2 (to a minimum of 1 burst) to give the forced movement distance a +2 bonus. You take half the total damage all targets take from forced movement.

✗ Fade

Signature

A stab, and a few quick, careful steps back.

Cloak and Dagger - Melee, Ranged, Strike, Weapon Main

Melee 1 or ranged 10

◎ One creature

Power Roll + M or A

≤11 3 + M or A damage; you can shift 1 square

12-16 6 + M or A damage; you can shift up to 2 squares

17+ 8 + M or A damage; you can shift up to 3 squares

✗ Battle Grace

Signature

You feint to move your enemies into perfect position.

Martial Artist - Melee, Strike, Weapon

Main

Melee 1

◎ One creature

Power Roll + M or A

≤11 5 + M or A damage

12-16 8 + M or A damage; you can swap places with the target

17+ 11 + M or A damage; you can swap places with the target

Effect: If you obtain a tier 2 or tier 3 outcome and can't swap places with the target because one or both of you is too big to fit into the swapped space, you both remain in your original spaces and the target takes 1 extra damage.

✗ Let's Dance

Signature

Keeping your enemies stumbling around the battlefield is second nature to you.

Pugilist - Melee, Strike, Weapon

Main

Melee 1

◎ One creature

Power Roll + M or A

≤11 3 + M or A damage

12-16 6 + M or A damage; slide 1

17+ 8 + M or A damage; slide 2

Effect: You can shift into any square the target leaves after you slide them.

✗ Double Strike

Signature

Why strike once when you could do it twice?

Dual Wielder - Melee, Strike, Weapon

Main

Melee 1

Power Roll + M or A

≤11 4 damage

12-16 6 damage

17+ 8 damage

Effect: If you use this ability on your turn, you can use it against one target, then use your maneuver and your move action for that turn before using the ability against a second target. You still use the same power roll for both targets.

✗ Pain for Pain

Signature

An enemy who tagged you will pay for that.

Mountain - Melee, Strike, Weapon

Main

Melee 1

◎ One creature

Power Roll + M or A

≤11 3 + M or A damage

12-16 5 + M or A damage

17+ 13 + M or A damage

Effect: If the target dealt damage to you since the end of your last turn, this strike deals additional damage equal to your M or A (your choice).

✗ Shock and Awe

Signature

You execute a brutal strike that leaves your foe reeling.

Raider - Melee, Ranged, Strike, Weapon

Main

Melee 1 or ranged 10

◎ One creature

Power Roll + M or A

≤11 3 + M or A damage

12-16 6 + M or A damage

17+ 8 + M or A damage

Effect: The target takes a bane on their next power roll made before the end of their next turn.

✗ Forward Thrust, Backward Smash

Signature

In your hands, the haft is as good as the head.

Guisarmier - Melee, Strike, Weapon

Main

Melee 2

◎ Two creatures or objects

Power Roll + M or A

≤11 4 damage

12-16 7 damage

17+ 9 damage

✗ Devastating Rush

Signature

The faster you move, the harder you hit.

Panther - Melee, Strike, Weapon

Main

Melee 1

◎ One creature

Power Roll + M or A

≤11 3 + M or A damage

12-16 6 + M or A damage

17+ 13 + M or A damage

Effect: You can move up to 3 squares straight toward the target before this strike, which deals extra damage equal to the number of squares you move this way.

✗ Hamstring Shot

Signature

A well-placed shot leaves your enemy struggling to move.

Ranger - Ranged, Strike, Weapon

Main

Ranged 10

◎ One creature

Power Roll + M or A

≤11 3 + M or A damage; A<WEA, slowed (save ends)

12-16 5 + M or A damage; A<AVG, slowed (save ends)

17+ 7 + M or A damage; A<STR, slowed (save ends)

Two Shot

Signature

When you fire two arrows back-to-back, both hit their mark.

Rapid Fire - Ranged, Strike, Weapon Main
Ranged 12
Two creatures or objects

Power Roll + M or A

- ≤11 4 damage
- 12-16 6 damage
- 17+ 8 damage

Net and Stab

Signature

The well-thrown net that follows your main attack leaves your foes right where you want them.

Retiarius - Melee, Strike, Weapon Main
Melee 2
One creature

Power Roll + M or A

- ≤11 4 + M or A damage; A<WEA, slowed (EoT)
- 12-16 7 + M or A damage; A<AVG, slowed (EoT)
- 17+ 10 + M or A damage; A<STR, restrained (EoT)

Patient Shot

Signature

Breathe... aim... wait... then strike!

Sniper - Ranged, Strike, Weapon Main
Ranged 15
One creature

Power Roll + M or A

- ≤11 3 + M or A damage; vertical pull 1
- 12-16 6 + M or A damage; vertical pull 2
- 17+ 13 + M or A damage; vertical pull 3

Effect: If you don't take a move action this turn, this strike deals extra damage equal to your M or A (your choice).

Fancy Footwork

Signature

All combat is a dance-and you'll be the one leading.

Swashbuckler - Melee, Strike, Weapon Main
Melee 1
One creature

Power Roll + M or A

- ≤11 5 + M or A damage
- 12-16 7 + M or A damage; push 1
- 17+ 10 + M or A damage; push 2

Effect: You can shift into any square the target leaves after you push them.

Protective Attack

Signature

The strength of your assault makes it impossible for your foe to ignore you.

Shining Armor - Melee, Strike, Weapon Main
Melee 1
One creature

Power Roll + M or A

- ≤11 5 + M or A damage
- 12-16 8 + M or A damage
- 17+ 11 + M or A damage

Effect: The target is taunted until the end of their next turn.

Leaping Lightning

Signature

Lightning jumps from your weapon as you strike to harm a nearby foe.

Spellsword - Magic, Melee, Strike, Weapon Main
Melee 1
One creature or object

Power Roll + M, R, I, or P

- ≤11 5 + M, R, I, or P lightning damage
- 12-16 8 + M, R, I, or P lightning damage
- 17+ 11 + M, R, I, or P lightning damage

Effect: A creature or object of your choice within 2 squares of the target takes lightning damage equal to the characteristic score used for this ability's power roll.

Shield Bash

Signature

In your hands, a shield isn't just for protection.

Sword and Board - Melee, Strike, Weapon Main
Melee 1
One creature

Power Roll + M or A

- ≤11 4 + M or A damage; push 1
- 12-16 7 + M or A damage; push 2
- 17+ 9 + M or A damage; push 3; M<STR, prone

Where I Want You

Signature

When your stick speaks, your enemy moves.

Stick and Robe - Melee, Strike, Weapon Main
Melee 2
One creature

Power Roll + M or A

- ≤11 4 + M or A damage
- 12-16 7 + M or A damage; slide 1
- 17+ 10 + M or A damage; slide 3

Weakening Brand

Signature

The impact of your weapon brands your target for destruction.

Warrior Priest - Magic, Melee, Strike, Weapon Main
Melee 1
One creature or object

Power Roll + M, R, I, or P

- ≤11 3 + M, R, I, or P holy damage
- 12-16 5 + M, R, I, or P holy damage
- 17+ 8 + M, R, I, or P holy damage

Effect: Until the end of the target's next turn, they have damage weakness equal to the characteristic score used for this ability's

getExtension of My Arm	Signature
<i>When you draw your whip back after an attack, your enemy is drawn ever closer.</i>	
Whirlwind - Melee, Strike, Weapon	Main
Melee 3	One creature

Power Roll + M or A	
≤11 4 + M or A damage; vertical pull 1	
12-16 7 + M or A damage; vertical pull 2	
17+ 10 + M or A damage; vertical pull 3	

(o) Draconian Pride	Signature
<i>You let loose a mighty roar to shake your foes' spirits.</i>	
Dragon Knight - Area, Magic	Main
1 burst	Each enemy
Power Roll + M or P	
≤11 2 damage	
12-16 5 damage; push 1	
17+ 7 damage; push 2	

(x) The Wode Defends	Signature
<i>Thorny vines erupt from every surface and attempt to bind your foe.</i>	
Wode Elf - Magic, Ranged, Strike	Main
Ranged 10	One creature
Power Roll + M or P	
≤11 2 + M or A damage; A<WEA, slowed (save ends)	
12-16 3 + M or A damage; A<AVG, slowed (save ends)	
17+ 5 + M or A damage; A<STR, slowed (save ends)	

(o) Glowing Eyes	
<i>Your eyes flare in excitement or rage.</i>	
Devil - Nil	Triggered
Melee 3	One creature

Trigger: The target deals damage to you.	
Effect: 1d10 + an amount equal to your level psychic damage.	

(b) Dragon Breath	Signature
<i>A furious exhalation of energy washes over your foes.</i>	
Dragon Knight - Area, Magic	Main
3 cube within 1	Each enemy
Power Roll + M or P	
≤11 2 damage	
12-16 4 damage	
17+ 6 damage	
Effect: You choose the ability's damage type from acid, cold, corruption, fire, lightning or poison.	

(o) Glamor of Terror	
<i>You reverse the magic of your glamor to instill fear into your foe's heart.</i>	
High Elf - Nil	Triggered
Special	One creature

Trigger: You take damage from the target.	
Effect: The target is frightened of you until the end of your next turn.	

(x) Draconian Guard	
<i>You guard against attacks.</i>	
Dragon Knight - Nil	Triggered
Melee 1	Self or one creature

Trigger: The target takes damage from a strike.	
Effect: You reduce any damage from the strike by an amount equal to your level.	

(p) Remember Your Oath	
<i>You recite the oath of the dragon knights.</i>	
Dragon Knight - Nil	Maneuver
Self	Self

Effect: Until the start of your next turn, whenever you make a saving throw, you succeed on a 4 or higher.	
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(p) Detect the Supernatural	
<i>You open your awareness to detect supernatural creatures and phenomena.</i>	
Human - Nil	Maneuver
Self	Self
Effect: Until the end of your next turn, you know the location of any supernatural object, or any undead, construct, or creature from another world within 5 squares, even if you don't have line of effect to that object or creature. You know if you're detecting an item or a creature, and you know the nature of any creature you detect.	

👤 Determination

A tolerance for pain and distress allows you to push through difficult situations.

Human - Nil Maneuver
↖ Self ☺ Self

Effect: You are no longer frightened, slowed or weakened.

👤 Resist the Unnatural

Your instinctive resilience protects you from injuries beyond the routine.

Human - Nil Triggered
↖ Self ☺ Self

Trigger: You take damage that isn't untyped.

Effect: You take half the damage.

👤 Relentless

You strike out when mortally wounded.

Orc - Nil Free triggered
↖ Self ☺ Self

Trigger: A creature deals damage to you that leaves you dying.

Effect: You make a free strike against any creature. If the creature is reduced to 0 Stamina by your strike, you can spend a Recovery.

☒ Vengeance Mark

You can leave a magic sigil on a creature.

Revenant - Nil Maneuver
↖ Ranged 10 ☺ One creature

Effect: A sigil appears on the creature on a location you choose, and is either visible to only you or all creatures. You always know the direction to the exact location of a creature who bears one of your sigils and is on the same world. You can have a number of active sigils equal to your level, and can remove a sigil from a creature at will (no action required). If you already have the maximum number of sigils activated and you place a new one, your oldest sigil disappears with no other effect.

☒ Keeper of Order

1 per Round

Your connection to Axiom, the plane of Uttermost Law, allows you to manage chaos around you.

Memonek - Nil Free triggered
↖ Melee 1 ☺ Self or one creature

Trigger: The target makes a power roll.

Effect: You remove an edge or a bane on the roll, or turn a double edge into an edge or a double bane into a bane.

👤 Reactive Tumble

Staying light on your feet lets you quickly get back into position.

Polder - Nil Free triggered
↖ Self ☺ Self

Trigger: You are force moved.

Effect: You can shift 1 square after the forced movement is resolved.

👤 Beyondsight

You shift your vision to see beyond.

Time Raider - Nil Maneuver
↖ Self ☺ Self

Effect: You adjust your vision to see through mundane obstructions that are 1 square thick or less. While your vision is adjusted this way, you can't see the area within 1 square of you and you don't have line of effect to any creature or object in that area. You can restore your vision to normal with this maneuver.

⌚ Foresight

You senses extend past mundane obscuration and the veil of the future alike.

Time Raider - Nil Triggered
⌚ Special ☺ One creature

Trigger: The target targets you with a strike.

Effect: The target has a bane on the power roll.

⚡ Concussive Slam

Signature

You slam an invisible force down upon the target.

Time Raider - Psionic, Ranged, Strike Main
⌚ Ranged 10 ☺ One creature or object

Power Roll + R, I or P

≤11 2 + R, I or P damage

12-16 5 + R, I or P damage; push 1

17+ 7 + R, I or P damage; push 2; M-STR, prone

⚡ Psionic Bolt

Signature

You shoot forth a purple beam of psychic force that moves your target.

Time Raider - Psionic, Ranged, Strike Main
⌚ Ranged 10 ☺ One creature or object

Power Roll + R, I or P

≤11 2 + R, I or P damage; slide 1

12-16 5 + R, I or P damage; slide 2

17+ 7 + R, I or P damage; slide 3

⚡ Minor Acceleration

Signature

You fill yourself or an ally with a burst of speed.

Time Raider - Psionic, Melee Maneuver
⌚ Melee 1 ☺ Self or one ally

Effect: The target gains a bonus to speed equal to your R, I, or P (your choice) until the start of your next turn.

⚡ Psychic Whisper

You send a one-way telepathic message to a friend.

Perk - Psionic, Ranged Maneuver
⌚ Ranged 10 ☺ One ally

Effect: As long as the target understands one or more languages, you send a telepathic message to them that takes 10 seconds or less to speak. The target knows who the message is from and can decide to ignore it and subsequent messages.

👤 Arcane Trick

You cast an entertaining spell that creates a minor but impressive magical effect.

Perk - Magic Main
⌚ Self; see below ☺ Self

Effect: Choose one of the following effects:

- You teleport a size 1S or smaller object adjacent to you into an unoccupied space adjacent to you.
- Until the start of your next turn, a part of your body shoots a shower of harmless noisy sparks that light up each square adjacent to you.
- You ignite or snuff out (your choice) every mundane light source of 1L or smaller adjacent to you.
- You transform up to 1 pound of edible food you touch to make it taste delicious or disgusting.
- Until the start of your next turn, you make your body exude a particular odor you've smelled before. This smell can be sensed by each creature within 5 squares of you, but can't impose any condition or other drawback on those creatures.
- You place a small magical inscription on the surface of a mundane object you touch, or you can remove an inscription that was made by you or by another creature using Arcane Trick.
- You touch a size 1T object to cover it with an illusion that makes it look like a different object. Any creature who handles the object becomes aware of the illusion. The illusion ends when you stop touching the object

👤 Corrupt Spirit

You unlock the sinister secrets of pain.

Corrupted Mentor - Magic Maneuver
⌚ Self ☺ Self

Effect: Until the end of your turn, whenever you use a damage-dealing heroic ability against a single target, you can weaken that target's life force. The ability deals extra corruption damage equal to your highest characteristic score.

⚡ Invisible Force

You manipulate a tiny object with your mind.

Perk - Psionic, Ranged Maneuver
⌚ Ranged 10 ☺ One size 1T object

Effect: You can grab or manipulate the target object with your mind, moving the object up to a number of squares equal to your R, I, or P (your choice). You can use this ability to turn doorknobs, pull levers, and so forth. You can manipulate any small movable piece of a larger object as long as the piece is unattended and size 1T. You can't use this ability to break a smaller piece off a larger object.

⚡ Share Head

You don't have a head, but you can psionically borrow another.

Lost Your Head - Psionic, Ranged Maneuver
⌚ Ranged 10 ☺ One willing creature

Effect: You can see, hear, and smell as if you were in the target's space. Additionally, you can borrow their mouth to speak when you wish to do so, speaking in your own voice. This effect ends when you use Share Head on a different target, when the target moves more than 10 squares away from you, or when the target is no longer willing to share their head with you.

• Contact Spirits

The restless dead speak to you.

Medium - Magic Main
↳ Self ◎ Self

Power Roll + I or P

≤11 You take corruption damage equal to 5 + your level.
12-16 The spirit of anyone you know of who has died speaks to you, provided they are on the same world as you. You learn how they died and can ask them one question, which they can answer truthfully or untruthfully. The spirit knows everything they knew in life, and is aware of events that took place in their immediate surroundings since their death.
17+ As tier 2, but you can ask three questions.

• Stone Eyes

Your looks don't kill-they petrify.

Medusa Blood - Magic, Ranged, Strike Main
↳ Ranged 10 ◎ One creature

Power Roll + M or P

≤11 2 + M or P damage; M<WEA, slowed (save ends)
12-16 4 + M or P damage; M<AVG, slowed (save ends)
17+ 6 + M or P damage; M<STR, slowed (save ends)

• Telekinetic Grasp

You reach out with your mind to move a creature or object.

Rogue Talent - Psionic, Ranged, Strike Maneuver
↳ Ranged 10 ◎ One creature or object

Power Roll + M, I or P

≤11 Push or pull 1
12-16 Push or pull 2
17+ Push or pull 3

• Rogue Wave

You summon a wave of water to batter your foe.

Waterborn - Magic, Ranged, Strike Main
↳ Ranged 10 ◎ One creature or object

Power Roll + Your Highest Characteristic Score

≤11 2 damage; push or pull 1
12-16 5 damage; push or pull 2
17+ 7 damage; push or pull 3

Effect: You can forgo dealing damage with this ability.

• Psychic Blast

Psionic energy bursts from your body in an iridescent shimmer.

Psychic Eruption - Area, Psionic Main
↳ 3 burst ◎ Each creature

Effect: Using this ability costs all your Heroic Resource.

Power Roll + Your Highest Characteristic Score

≤11 1 psychic damage for each Heroic Resource you spend, to a maximum equal to your level
12-16 1 psychic damage for each Heroic Resource you spend, to a maximum equal to your level
17+ 1 psychic damage for each Heroic Resource you spend, to a maximum equal to your level

• Issue Order

"Move or die, folks."

Stripped of Rank - Ranged Main
↳ Ranged 10 ◎ One ally

Effect: The target can use a triggered action to take a main action, a maneuver, or a move action.

Special: If you have the Strike Now tactician ability, the target can use a free triggered action instead of a triggered action to gain the benefit of this ability.

• Bear Claws

Signature

Attacks with your sharp and deadly claws grab the weak.

Boren - Melee, Strike, Weapon Main
↳ Melee 1 ◎ One creature or object

Power Roll + M

≤11 2 + M damage; M<WEA, grabbed
12-16 5 + M damage; M<AVG, grabbed
17+ 11 + M damage; M<STR, grabbed

• Posthumous Retirement

You make your modified collar explode.

War Dog Collar - Area, Magic Maneuver
↳ 1 burst ◎ Each enemy

Effect: Your loyalty collar detonates, dealing fire damage equal to 5 plus your level to each target. Once you use this ability, you can't use it again until you spend 1 uninterrupted minute out of combat resetting the collar.

• Wing Buffet

Signature

Foes who try to close in around you do so at their peril.

Corven - Area, Melee, Weapon Main
↳ 1 burst ◎ Each enemy

Power Roll + A

≤11 3 damage
12-16 6 damage
17+ 8 damage

Effect: You can shift up to 2 squares before or after making the power roll.

✖ Driving Pounce

Signature

Your enemies try in vain to fall back from your pouncing attack.

Raden - Melee, Strike, Weapon Main

✖ Melee 1 Ⓛ One creature or object

Power Roll + A

≤11 5 + A damage

12-16 7 + A damage; push 1

17+ 9 + A damage; push 2

Effect: You can shift up to the same number of squares that you pushed the target.

✖ Unbalancing Attack

Signature

A wild assault forces your foe onto their back.

Vulken - Melee, Strike, Weapon Main

✖ Melee 1 Ⓛ One creature or object

Power Roll + A

≤11 4 + M damage; A<WEA, prone

12-16 7 + M damage; A<AVG, prone

17+ 9 + M damage; A<STR, prone