

ARDENT ALACRITY

Ardent
Utility

As you take a hit, your emotional energy inspires your allies

Encounter ♦ Psionic

Nonaction Reaction **Close** burst 5

Trigger: You become bloodied

Target: Each ally in the burst

Effect: Each target can use a free reaction to either shift 1 square or to move half his or her speed.

ARDENT ERUPTION

Ardent
Utility

Your pain bleeds from you in a wave, touching your allies and lending new ferocity to their attacks

Encounter ♦ Psionic

Nonaction Reaction **Close** burst 5

Trigger: You become bloodied

Target: Each ally in the burst

Effect: Each target gains a +2 bonus to his or her damage rolls until the end of his or her next turn.
Level 11: +4 bonus.
Level 21: +6 bonus.

ARDENT OUTRAGE

Ardent
Attack

As you take a hit, your anger unbalances your foes

Encounter ♦ Psionic

Nonaction Reaction **Close** burst 5

Trigger: You become bloodied

Target: Each enemy in the burst

Effect: Each target grants combat advantage until the end of its next turn.

ARDENT SURGE

Ardent
Utility

You send a surge of powerful emotion that revives a faltering ally

Encounter ♦ Healing, Psionic

Minor Action **Close** burst 5
Level 16: burst 10

Target: You or one ally in the burst

Effect: The target can spend a healing surge to regain hit points equal to his or her healing surge value plus an additional 1d6 hit points.
Level 6: Additional 2d6 hit points.
Level 11: Additional 3d6 hit points.
Level 16: Additional 4d6 hit points.
Level 21: Additional 5d6 hit points.
Level 26: Additional 6d6 hit points.
Mantle of Clarity: The target gains a +1 bonus to all defenses until the end of your next turn.
Mantle of Elation: The target gains a +1 bonus to attack rolls until the end of your next turn.
Mantle of Impulsiveness: The target gains a +2 bonus to speed until the end of your next turn.

Special: You can use this power twice per encounter, but only once per round.
Level 16: Three times per encounter.