

MARA	LEVEL 2 ELITE CONTROLLER
Humanoid, Human, Rival	EV 16
Stamina 60	
Speed 5	Size 1M / Stability 1
Free Strike 5	
Might +0 Agility +0 Reason +2 Intuition +1 Presence +0	
The Writhing Green (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Green, Magic, Ranged, Strike	
Distance Ranged 10	Target Two creatures or objects
◆ ≤11 7 damage; slide 1	
★ 12–16 10 damage; slide 2	
* 17 13 damage; slide 3	
The Earth Devours (Action) ◆ 2d10 + 2 ◆ 3 Malice	
Keywords Area, Green, Magic	
Distance 3 cube within 10	Target All enemies in the cube
◆ ≤11 3 damage	
★ 12–16 5 damage; restrained (EoT)	
* 17 8 damage; restrained (save ends)	
Effect The affected area is difficult terrain for enemies. An enemy has acid weakness 2 while occupying an affected square.	
Jaws of the Void (Triggered Action)	
Keywords Magic, Void	
Distance Self	Target Self
Trigger Mara takes damage.	
Effect Mara teleports 2 squares. Each creature adjacent to her original space takes 2 corruption damage.	
Determination	
If Mara is frightened, slowed, or weakened, she can use a maneuver to end the condition.	
Rivalry	
Mara selects one creature within line of effect at the start of an encounter. Both Mara and the creature can add a 1d3 to all power rolls made against each other.	

TARGON	LEVEL 2 ELITE ARTILLERY
Humanoid, Human Rival	EV 16
Stamina 60	
Speed 5	Size 1M / Stability 2
Free Strike 5	
Might +2 Agility +0 Reason +1 Intuition +0 Presence +0	
Dual Targeting Shot (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Ranged, Strike, Weapon	
Distance Ranged 10	Target Two creatures or objects
◆ ≤11 7 damage	
★ 12–16 11 damage	
* 17 14 damage	
2 Malice Two allies within distance can make a free strike against one of the targets.	
I'll Cover You! (Action) ◆ 2d10 + 2 ◆ 3 Malice	
Keywords Ranged, Strike, Weapon	
Distance Ranged 5	Target One creature or object
◆ ≤11 8 damage; M<0 weakened (save ends)	
★ 12–16 13 damage; M<1 weakened (save ends)	
* 17 16 damage; M<2 weakened (save ends)	
Effect An ally adjacent to the target regains 5 Stamina.	
Overwatch (Triggered Action)	
Keywords Ranged	
Distance Ranged 10	Target 1 enemy
Trigger The target moves.	
Effect At any point during the movement, Targon makes a free strike against the target.	
Determination	
If Targon is frightened, slowed, or weakened, he can use a maneuver to end the condition.	
Rivalry	
Targon selects one creature within line of effect at the start of an encounter. Both Targon and the creature can add a 1d3 to all power rolls made against each other.	