

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