

Melee Basic Attack

At-Will ♦ Standard action

Wrist Razors: +3 vs. AC, 1d4 damage

Melee weapon

Target: One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+0) damage.

Level 21: 2[W] + Str modifier (+0) damage.

Additional Effects

Basic Attack

Far Hearing

At-Will ♦ Minor Action

Personal

For a moment, you can hear even distant whispers.

Keyword: Psionic

Effect: Choose one square you can see that is within 10 squares of you. Until the end of your next turn, you can hear as if you occupied that square.

Additional Effects

Wild Talent Cantrip

Adept's Insight

Encounter ♦ Free Action

Close burst 5

With a mental focus, you enhance the undeniability of your actions.

Keyword: Psionic

Trigger: You or an ally in burst makes an attack roll, saving throw, or skill check.

Effect: You add 1 to the triggering roll.

Augment 1

Effect: You instead add 1d4+1 to the triggering roll.

Additional Effects

Noble Adept Feature

Used ☐

Dishearten

At-Will ♦ Standard action

Cryst. Orb: 6 vs. Will, 1d6+7 damage

Area burst 1 within 10 squares

Target: Each creature in burst

You insert thoughts of defeat into your foes' minds, sapping their will to fight.

Keywords: Implement, Psionic, Psychic

Attack: Intelligence vs. Will

Hit: 1d6 + Int modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 1

Hit: As above, and the target cannot make opportunity attacks until the end of your next turn.

Augment 2

Hit: 2d6 + Int modifier psychic damage, and the target takes a penalty to attack rolls equal to your Cha modifier (+2) until the end of your next turn.

Additional Effects

Psion Attack 1

Distract

Encounter ♦ Minor Action

Ranged 10

Target: One creature

Level 11: One or two creatures

Level 21: One, two, or three creatures

Your mental barrage momentarily confuses an enemy.

Keyword: Psionic

Effect: The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Additional Effects

Psion Feature

Used ☐

Send Thoughts

Encounter ♦ Free Action

Ranged 20

Target: One creature that shares a language with you

You communicate telepathically with a creature.

Keyword: Psionic

Effect: You send a mental message of 25 words or fewer to the target. The target can respond in kind as a free action.

Additional Effects

Psion Feature

Used ☐

Mind Thrust

At-Will ♦ Standard action

Cry. orb: +6 vs. Will, 1d10+7 damage

Ranged 10

Target: One creature

You unleash a psychic assault on your foe's mental pathways. You can increase the assault's intensity to weaken your foe's defenses.

Keywords: Augmentable, Implement, Psionic, Psychic

Attack: Intelligence vs. Will

Hit: 1d10 + Int modifier (+5) psychic damage.

Special: You can use this power unaugmented as a ranged basic attack.

Augment 1

Hit: As above, and the target takes a penalty to Will equal to your Cha modifier (+2) until the end of your next turn.

Augment 2

Hit: 2d10 + Int modifier psychic damage, and the target takes a penalty to all defenses equal to your Cha modifier (+2) until the end of your next turn.

Additional Effects

Psion Attack 1

Memory Hole

At-Will ♦ Standard action

Cry. orb: +6 vs. Will, 1d6+7 damage

Ranged 10

Target: One creature

You sift through your foe's mind for the mental representation of yourself within it and brutally rip it out.

Keywords: Augmentable, Implement, Psionic, Psychic

Attack: Intelligence vs. Will

Hit: 1d6 + Int modifier psychic damage, and you become invisible to the target until the start of your next turn.

Augment 1

Hit: As above, but the invisibility lasts until the end of your next turn.

Augment 2

Attack Type: Area burst 1 within 10 squares

Target: Each creature in burst

Hit: 2d6 + Int modifier psychic damage, and you become invisible to the target until the start of your next turn.

Additional Effects

Psion Attack 1

Living Missile

Daily + Implement, Psionic

Ranged 10

Action: Standard action

Target: One creature

Attack: Intelligence Vs. Fortitude Unarmed: +5 vs. Fort

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Effect: While the target is immobilized or slowed by this power, you can make the following secondary attack.

Special: Minor Action (1/round) - Ranged 10

Effect: Before the secondary attack, you slide the primary target 10 squares.

Secondary Target: One creature adjacent to the primary target at any point during the slide

Secondary Attack: Intelligence vs. Reflex Unarmed: +5 vs. Ref, 2d6 + 5 dmg

Hit: 2d6 + Intelligence modifier damage, and the secondary target falls prone. The primary target takes half damage and falls prone.

Miss: Half damage, and the primary target falls prone.

You bind an enemy with a thought, then hurl it into another.

Psion Attack 1

Psion Attack 1