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<p>Ranged 10 Action: Standard action Target: One creature Attack: Intelligence Vs. Fortitude Unarmed: +6 vs. Fort</p> <p>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: +6 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.</p> <p><i>You bind an enemy with a thought, then hurl it into another.</i></p> <p>Psion Attack 1</p>	<p>Action: Immediate Interrupt Target: Personal</p> <p>Effect: Choose a defense. Until the end of your next turn, you gain a power bonus to that defense equal to your Charisma modifier (+2). Trigger: You are hit by an attack</p> <p><i>A shimmering fortress of mind-generated force springs into being, deflecting certain attacks.</i></p> <p>Psion Utility 2</p> <p>encounter</p>