ALPHA | BIO — WINGS

1 / 120

It's a bird! It's a plane! It's a—it's a— heck, I don't know what it is.

BENEFIT: You grow wings and gain a fly speed of 8, but you must land at the end of your turn, or you crash.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: You do not need to land at the end of your turn.
9 OR LESS: As a free action, you fly 2d6 squares in a random direction and crash, taking 2d10 physical damage. In addition, you fall prone and are dazed until the end of your next turn.

ALPHA | BIO — TENTACLES

2 / 120

For the love of all that's holy, what's growing out of you?

BENEFIT: You grow 2 tentacles, in addition to your normal limbs. You can draw or sheathe a weapon (or retrieve or stow an item stored on you) as a free action instead of a minor action.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, you can make a basic attack with your tentacles each round as a minor action.
9 OR LESS: Your tentacles decide to strangle you. You fall prone and are stunned (save ends).

ALPHA | PSI — MIND SWITCH

3 / 120

You switch the minds of two creatures.

STANDARD ACTION   RANGED 10
TARGET: One enemy
EFFECT: The target is dominated (save ends) by you or a willing ally within 10 squares of the target. While the target is dominated, it dominates the creature dominating it.

OVERCHARGE: When you hit with this power, you can roll a d20.
10+: The target takes a −5 penalty to saving throws against this power.
9 OR LESS: You are also stunned (save ends). You can't save against this effect during the turn you overcharge it.

ALPHA | DARK — RADIO HEAD

4 / 120

You've got a song stuck in your head. And so does everyone else.

BENEFIT: You can receive and broadcast analog radio signals. You can transmit any sound you can imagine or are currently hearing, including voice communication and sound. You have a range of 10 miles.

OVERCHARGE: At any time, you can roll a d20.
10+: Your range increases to 50 miles instead of 10.
9 OR LESS: You unconsciously broadcast a hostile radio signal that incites anger in all nearby sentient machines and robots. It also draws mobile sentient machines and robots within 1 mile of your location to you.

ALPHA | PSI — NARCOLEPSY

5 / 120

"Nighty-night!"

STANDARD ACTION   RANGED 10
TARGET: One creature
ATTACK: Level + 3 vs. Will
HIT: You inflict narcolepsy on the target (save ends). While under this effect, whenever an attack hits the target, it falls unconscious until the start of its next turn.

OVERCHARGE: When you hit with this power, you can roll a d20.
10+: The target takes a −5 penalty to saving throws against this power.
9 OR LESS: You fall unconscious (save ends). You can't save against this effect during the turn you overcharge it.

OMEGA | AREA 52 — THE PATCH II

6 / 120

When you slap this metallic disc into the back of your hand, tiny medicinal machines flood your bloodstream.

POWER: Consumable ⬥ Healing
MINOR ACTION   PERSONAL
EFFECT: You regain hit points equal to 2d6 + your bloodied value.

OMEGA | AREA 52 — HYPNO-RAY

7 / 120

You did NOT see a blue walrus-man stealing the data disks. It was definitely Venus and swamp gas.

WEAPON: 1-hand ranged

POWER: Encounter
STANDARD ACTION   CLOSE BLAST 5
TARGET: Each creature in blast
ATTACK: Level + 6 vs. Will
HIT: The target is stunned (save ends). Until the end of the encounter, the target is susceptible to suggestion, and anyone making an Interaction check against the target gains a +10 power bonus to the check.

OMEGA | ISHTAR — DREAM GRENADE

8 / 120

"Sweet dreams, suckers!"

WEAPON: 1-hand ranged

POWER: Consumable
STANDARD ACTION   AREA BURST 1 WITHIN 10
TARGET: Each creature in burst
ATTACK: Level + 6 vs. Fortitude
HIT: The target falls unconscious (save ends).
MISS: The target is dazed until the end of your next turn.
EFFECT: Roll a d20. On a 4 or less, the burst is larger than you anticipated, and the dream grenade instead targets each creature in an area burst 10 using the same origin square.

OMEGA | ISHTAR — HOVERBOARD

9 / 120

This two-foot-wide, sleek silver disk hovers six inches above the ground. It's a neat ride . . . once you get the hang of it!

FEET

POWER: Encounter
MOVE ACTION   PERSONAL
EFFECT: Until the end of the encounter, you can move your speed +2, ignore difficult terrain, and move over liquid surfaces. At the end of any turn in which you benefited from one of the hoverboard's movement effects, you must make a medium DC Acrobatics check. If you fail, you fall prone.

OMEGA | ISHTAR — FIZZ NEUROJACK
10 / 120

When you plug this matte-black jack into the back of your neck, it's party time!

NECK

POWER: Encounter
MINOR ACTION **PERSONAL**
EFFECT: You gain a +2 power bonus to Athletics checks until the end of the encounter. In addition, roll a d20. You can add the result to one Athletics check you make during this encounter.

SALVAGE 2: A 2nd-level character can salvage the *fizz neurojack*. It becomes a neck item with the following property: You gain a +2 item bonus to Athletics checks.

ALPHA | BIO — HYPER-BALANCE
11 / 120

You can walk on almost any surface thanks to your hyper-acute sense of balance.

BENEFIT: You ignore difficult terrain and can't be knocked prone. You can balance on anything that will hold your weight, and do not grant combat advantage while balancing.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: You gain a +2 power bonus to AC and Reflex while this card is readied.
9 OR LESS: You become very clumsy and are slowed while this card is readied.

ALPHA | BIO — LIQUID BONES
12 / 120

You can liquefy your bones and move like flesh-water. It's pretty gross.

MOVE ACTION **PERSONAL**
EFFECT: You shift your speed. During this movement, you can move through enemy spaces (but can't stop there) and over liquid terrain, and you ignore difficult terrain and can squeeze through openings as small as six inches wide without slowing.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You can use the power each turn while this card is readied.
9 OR LESS: You collapse into a puddle of flailing pseudopods and are stunned (save ends). You can't save against this effect during the turn you overcharge it.

ALPHA | BIO — ADRENAL RAGE
13 / 120

You flood your nervous system with adrenaline and fly into a berserk rage.

MINOR ACTION **PERSONAL**
EFFECT: While this card is readied, you gain a +2 power bonus to attack rolls and a +5 power bonus to damage rolls with melee attacks, but you can't make ranged or area attacks.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: The power bonus to damage rolls increases to +10.
9 OR LESS: You must attack your nearest ally during your turn (save ends).

ALPHA | BIO, POISON — DART COUGH
14 / 120

That's one nasty cough!

STANDARD ACTION **RANGED 10**
TARGET: One creature
ATTACK: Level + 5 vs. AC
HIT: 2d10 + twice your level poison damage, and ongoing 10 poison damage (save ends).

OVERCHARGE: When you hit or miss with this power, you can roll a d20.
10+: You can use this power a second time while this card is readied.
9 OR LESS: You take 3d10 poison damage, and ongoing 10 poison damage (save ends). You can't save against this effect during the turn you overcharge it.

ALPHA | BIO, HEALING, PHYSICAL — PROBOSCIS
15 / 120

Your nose grows into a two-foot long stabbing weapon that siphons vital fluids from your foe. No, really.

MINOR ACTION **MELEE 1**
TARGET: One creature granting you combat advantage
ATTACK: Level + 5 vs. AC
HIT: 1d6 physical damage, and you regain hit points equal to your level.
EFFECT: You can use this power each turn while this card is readied.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: If you hit with this power, you regain hit points equal to twice your level instead.
9 OR LESS: Your proboscis gets in your way. You take a −2 penalty to attack rolls (save ends).

ALPHA — METAL BODY
16 / 120

"Hey tin man, enough with the squeaking. And do something about that glare!"

BENEFIT: Your skin changes to shiny, banded metal. You gain a +1 power bonus to AC, and your maximum hit point value increases by 15.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, the power bonus to AC increases to +2, and your maximum hit point value increases by 30 instead of 15.
9 OR LESS: Your metal skin grows too thick, and you make like a metal statue (save ends). While under this effect, you are stunned.

ALPHA | BIO — SENSITIVE NOSE
17 / 120

"Dude! You ever hear of deodorant?"

BENEFIT: You develop a strong sense of smell. You gain a +10 power bonus to Perception checks and ignore the −2 penalty for attacking an enemy that has concealment.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, you replace each of your Perception check rolls with a 20 and gain a +2 power bonus to attack rolls.
9 OR LESS: All you can smell is three-month-old gym socks (save ends). While under this effect, you are dazed.

ALPHA | DARK, PSYCHIC — HANDS OF TIME
18 / 120

You touch a foe and send it spiraling through the space-time continuum.

STANDARD ACTION **MELEE 1**
TARGET: One creature
ATTACK: Level + 3 vs. Reflex
HIT: 3d8 + twice your level psychic damage, and the target is removed from play. While under this effect, the target can't take any actions and has neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to it. When this effect ends, the target reappears in its square, or in the nearest unoccupied square of its choice. Roll a d6 to determine the duration of the effect:
1–2: Until the start of your next turn.
3–4: Until the end of your next turn.
5–6: Save ends.

OVERCHARGE: When you hit with this power, you can roll a d20.
10+: The attack deals 3d8 extra physical damage.
9 OR LESS: You're also removed from play until the target reappears.

ALPHA — HANDS OF POWER
DARK, VARIES · 19/120

You draw on random ambient dark energy in the area and blast it from your hands.

STANDARD ACTION   CLOSE BLAST 3
TARGET: Each creature in blast
ATTACK: Level + 3 vs. Reflex
HIT: 4d8 + twice your level damage. Roll a d6 to determine the damage type. 1–2: electricity; 3–4: fire; 5–6: radiation.

OVERCHARGE: When you use this power, you can roll a d20.
10+: The attack deals 2d8 extra damage of the same type.
9 OR LESS: After the attack, you are stunned until the end of your next turn.

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ALPHA — MOLECULAR INSTABILITY
DARK, PHYSICAL · 20/120

"You know, molecular bonds aren't as strong as people think . . ."

STANDARD ACTION   RANGED 10
TARGET: One creature or object
ATTACK: Level + 3 vs. Fortitude
HIT: 4d8 + twice your level physical damage, and the target is slowed (save ends).

OVERCHARGE: When you hit with this power, you can roll a d20.
10+: The attack deals 2d8 extra physical damage, and the target is turned to stone (save ends). While under this effect, the target can't take any actions and gains resist 20 to all damage.
9 OR LESS: You take 5d8 + twice your level physical damage, and are turned to stone as above (save ends). You can't save against this effect during the turn you overcharge it.

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ALPHA — HUGE ARMS
BIO, PHYSICAL · 21/120

Your arms bulge with mutated muscle. Time to deliver a beatdown!

BENEFIT: You gain the following slam attack.
STANDARD ACTION   MELEE 1
TARGET: One or two creatures
ATTACK: Level + 4 vs. AC
HIT: 2d8 + Strength modifier physical damage.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: The attack bonus increases to Level + 6.
9 OR LESS: You take 2d8 physical damage.

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ALPHA — DEATH READING
PSI · 22/120

Yes, you have to touch the body. And yes, it is pretty creepy.

STANDARD ACTION   MELEE TOUCH
TARGET: One corpse
EFFECT: You learn the target's name, how it died, and one thing it thought was important.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You also animate the corpse for 1 hour. It carries your stuff and obeys your commands, but it won't fight and it dies if it takes any damage.
9 OR LESS: You mentally experience the target's death (save ends). While under the effect, you fall prone and are dazed. You can't save against this effect during the turn you overcharge it.

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ALPHA — MACHINE COMMAND
PSI · 23/120

You telepathically seize control of a robot, computer, or similar device.

STANDARD ACTION   RANGED 10
TARGET: One android, robot, computer, or vehicle
ATTACK: Level + 3 vs. Will
HIT: You dominate the target (save ends).
Aftereffect: The target is dazed (save ends).
SPECIAL: You can cause a target that does not normally take actions, such as a vehicle or excavator, to operate as you direct—for example, you could order a robot excavator to dig a trench.

OVERCHARGE: When you use this power, you can roll a d20.
10+: The target takes a –5 penalty to saving throws against this power.
9 OR LESS: The target gains a +5 bonus to attack rolls against you while this card is readied.

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ALPHA — PSYCHIC ILLUSION
PSI, PSYCHIC · 24/120

"Now this is a KNIFE!"

STANDARD ACTION   CLOSE BURST 10
EFFECT: You modify one aspect of the environment in the burst, by adding or subtracting a single illusory object. The object must fit within a square, such as a gun, a dead body, a short bridge, and so on. Any creature that interacts with the object reveals it as illusory, but it seems completely real up to that point. The illusion lasts while this card is readied.

OVERCHARGE: When you use this power, you can roll a d20.
10+: Any creature that interacts with the illusion takes 5d8 + twice your level psychic damage.
9 OR LESS: You take 5d8 + twice your level psychic damage.

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ALPHA — OBJECT READING
PSI · 25/120

You can read psychic impressions within objects that have been handled by a creature.

MINOR ACTION   MELEE TOUCH
TARGET: One object
EFFECT: You gain a mental image of the last living creature to own or carry the target, if that creature handled the target for at least an hour. You also learn the creature's name (if it has one), and how the creature lost or gave away the object. You can use this power each turn while this card is readied.

OVERCHARGE: None.

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OMEGA — INERTIAL ARMOR
AREA 52 · 26/120

This gray bodysuit protects you from harm. When an attack strikes you, the suit transforms the energy of the attack into potential extra movement.

ARMOR: Light
PROPERTY: You gain a +3 armor bonus to AC and a +1 armor bonus to Reflex.
POWER: Encounter
IMMEDIATE INTERRUPT   PERSONAL
TRIGGER: You take damage from an attack
EFFECT: You instead take no damage from the triggering attack, and you can shift 1 square.

SALVAGE 2: A 2nd-level character can salvage the *inertial armor*. It becomes light armor: +3 armor bonus to AC; +1 armor bonus to Reflex.

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OMEGA — MASS PISTOL
AREA 52 · 27/120

The barrel of this small pistol ends in a small metal sphere with no bore. It generates "knuckles" of gravity distortion in the target.

WEAPON: 1-hand ranged
POWER: Encounter ◇ Physical
STANDARD ACTION   RANGED 10
TARGET: One creature
ATTACK: Level + 6 vs. Fortitude
HIT: 3d6 physical damage, and the target is slowed until the end of your next turn.

SALVAGE 3: A 3rd-level character can salvage the *mass pistol*. It becomes a light 1-hand ranged 10 weapon: Dex/Int; +3 accuracy; 2d6 physical damage, and the target is slowed until the end of your next turn.

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OMEGA — AREA 52 — MINDBORE ORBITER
28 / 120

As this tiny silver drone circles your head, it continually yammers on about what those around you are thinking. It can get pretty annoying.

HEAD

POWER: Encounter ☻ Psychic
STANDARD ACTION RANGED 20
TARGET: One creature
ATTACK: Level + 6 vs. Will
HIT: 4d6 + Intelligence modifier + twice your level psychic damage.

SALVAGE 4: A 4th-level character can salvage the *mindbore orbiter*. It becomes a head item with the following property: You can communicate telepathically with any creature within 5 squares of you.

OMEGA — AREA 52 — HOLOSCANNER
29 / 120

This handheld sensor detects unusual energy signatures, life signs, and rare elements or compounds, including packages of those really tasty cheese puffs.

HELD ITEM

POWER: Encounter
MINOR ACTION CLOSE BURST 10
EFFECT: Until the end of the encounter, you know the exact location of all living creatures, energy sources, and unusual materials within 10 squares of you. In addition, you gain a +8 power bonus to Perception checks.

SALVAGE 6: A 6th-level character can salvage the *holoscanner*. It becomes a held item with the following property: You gain a +4 item bonus to Perception checks.

OMEGA — AREA 52 — PLASMA SWORD
30 / 120

When you trigger the hilt, a blade of magnetically contained plasma extends from it.

WEAPON: 1-hand melee
POWER: Encounter ☻ Electricity, Fire
STANDARD ACTION MELEE 1
TARGET: One creature
ATTACK: Level + 8 vs. AC
HIT: 3d10 + Strength modifier + twice your level electricity and fire damage.

SALVAGE 6: A 6th-level character can salvage the *plasma sword*. It becomes a heavy 1-hand melee weapon: Str/Con; +2 accuracy; 2d10 electricity and fire damage.

OMEGA — ISHTAR — DURALLOY SHIELD
31 / 120

The Ancients formed duralloy into wondrous shapes. One good use you've found for it is to keep angry mutants from beating on your head.

ARMS

POWER: Encounter
IMMEDIATE INTERRUPT PERSONAL
TRIGGER: You are hit by an attack
EFFECT: You gain a +2 power bonus to all defenses until the start of your next turn. In addition, until the end of the encounter, you gain a +2 shield bonus to AC and Reflex.

SALVAGE 2: A 2nd-level character can salvage the *duralloy shield*. It becomes a shield: +1 shield bonus to AC; +2 shield bonus to Reflex.

OMEGA — ISHTAR — OMNISCIENT GOGGLES
32 / 120

You can see what others can't.

HEAD

POWER: Encounter
MINOR ACTION PERSONAL
EFFECT: Until the end of the encounter, you can see through blocking and obscuring terrain, can see clearly in darkness, and can see invisible creatures.

SALVAGE 4: A 4th-level character can salvage the *omniscient goggles*. It becomes a head item with the following property: You can see clearly in darkness.

OMEGA — ISHTAR — DISRUPTOR PIKE
33 / 120

This 5-foot-long weapon projects lethal vibrations that emanate at a distance.

WEAPON: 2-hand ranged
POWER: Encounter ☻ Sonic
STANDARD ACTION AREA BURST 1 WITHIN 10
TARGET: Each creature in burst
ATTACK: Level + 6 vs. Fortitude
HIT: 3d8 + Constitution modifier + your level sonic damage, and the target is dazed (save ends).

SALVAGE 4: A 4th-level character can salvage the *disruptor pike*. It becomes a heavy 2-hand melee weapon: Str/Con; +2 accuracy; 2d12 sonic damage.

OMEGA — ISHTAR — ENVIROBOOTS
34 / 120

This footwear is a miracle of cross-time design.

FEET

PROPERTY: You ignore difficult terrain while shifting.
POWER: Encounter
MINOR ACTION PERSONAL
EFFECT: Roll a d4 and apply the following effect.
1: You are immobilized until the start of your next turn.
2–3: Your speed increases by the number you rolled (2 or 3) until the start of your next turn.
4: You can teleport 8 squares as a move action before the start of your next turn.
Until the end of the encounter, at the start of each of your turns, roll a d4 again and apply the new effect. You can end this effect by taking off the boots as a standard action.

OMEGA — ISHTAR — FORCE AXE
35 / 120

This powered axe is capped by a 20-inch semicircle of glowing blue force.

WEAPON: 2-hand melee
POWER: Encounter ☻ Force
STANDARD ACTION CLOSE BURST 1
TARGET: Each creature in burst
ATTACK: Level + 6 vs. Reflex
HIT: 3d10 + Strength modifier + twice your level force damage, and you push the target 1 square.

SALVAGE 6: A 6th-level character can salvage the *force axe*. It becomes a heavy 2-hand melee weapon: Str/Con; +2 accuracy; 3d8 force damage, and you push the target 1 square.

OMEGA — X1 — CERAMETAL ARMOR
36 / 120

This ceramic-metal suit protects you from harm and braces you against being knocked on your butt.

ARMOR: Heavy

POWER: Encounter
IMMEDIATE INTERRUPT PERSONAL
TRIGGER: An attack knocks you prone or subjects you to forced movement
EFFECT: You aren't knocked prone or subjected to forced movement from the triggering attack. In addition, you gain resist 5 to all damage against the triggering attack.

SALVAGE 2: A 2nd-level character can salvage the *cerametal armor*. It becomes heavy armor: +7 armor bonus to AC; +1 bonus to Fortitude.

OMEGA ☠ XI — PORTACOMP
• 37/120 ⚛

This mini computer tablet makes it easier to hack mechanical and computational devices.

HELD ITEM

POWER: At-Will
STANDARD ACTION   RANGED 10
TARGET: One computer, robot, or similar creature
ATTACK: Level + 6 vs. Will
HIT: The target is dominated (save ends). While dominated, the target will answer one question from you each round.

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OMEGA ☠ XI — LASER WHIP
• 38/120 ⚛

This long, flexible whip is formed from a beam of ruby light.

WEAPON: 1-hand melee
POWER: Encounter ☼ Laser
STANDARD ACTION   MELEE 5
TARGET: One creature
ATTACK: Level + 6 vs. Reflex
HIT: 3d10 + Dexterity modifier + twice your level laser damage. In addition, you knock the target prone and pull it 2 squares.

SALVAGE 4: A 4th-level character can salvage the *laser whip*. It becomes a light 1-hand melee 2 weapon: Dex/Int; +3 accuracy; 2d6 laser damage.

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OMEGA ☠ XI — H11 BLASTER RIFLE
• 39/120 ⚛

This large rifle will put a 2-inch smoking hole in your target.

WEAPON: 2-hand ranged
POWER: Encounter ☼ Fire, Force, Laser
STANDARD ACTION   RANGED 20
TARGET: One creature
ATTACK: Level +6 vs. Reflex
HIT: 3d6 + Dexterity modifier + twice your level laser and force damage, and ongoing 5 fire damage (save ends).

SALVAGE 6: A 6th-level character can salvage the *blaster rifle*. It becomes a light 2-hand ranged 20 weapon: Dex/Int; +3 accuracy; 3d6 laser and force damage.

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OMEGA — AREA 52 — MELTDOWN ORBITER
• 40/120 ⚛

This drone constantly morphs as it circles your head. At your command, it fires a pulse of flesh-shredding radiation at your foes.

HEAD

PROPERTY: You gain a +2 bonus to attack rolls with radiation attacks.

POWER: Encounter ☼ Radiation
STANDARD ACTION   CLOSE BLAST 5
TARGET: Each creature in blast
ATTACK: Level + 6 vs. Fortitude
HIT: 4d8 + Intelligence modifier + twice your level radiation damage.

SALVAGE 6: A 6th-level character can salvage the *meltdown orbiter*. It becomes a head item with the following property: You gain a +2 bonus to damage rolls with radiation attacks.

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ALPHA ☣ BIO, PHYSICAL — MANDIBLES
◆ 41/120 ⚛

You manifest large mandibles and take an enormous bite out of your enemy.

STANDARD ACTION   MELEE 1
TARGET: One creature
ATTACK: Level + Strength + 2 vs. AC
HIT: 2d8 + Strength modifier + twice your level physical damage. In addition, while you remain adjacent to the target, it is immobilized and takes ongoing 5 physical damage (save ends both).

OVERCHARGE: When you use this power, you can roll a d20.
10+: The target takes a −5 penalty to saving throws against this power.
9 OR LESS: After the attack, you are blinded (save ends).

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ALPHA ☣ BIO, PHYSICAL — ACCELERATED CLAW
◆ 42/120 ⚛

You slide around your foes like a zephyr and claw at them at will.

STANDARD ACTION   MELEE 1
EFFECT: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end your movement there.
TARGET: One creature
ATTACK: Level + Dexterity vs. AC
HIT: 4d8 + Dexterity modifier + twice your level physical damage.

OVERCHARGE: When you hit with this power, you can roll a d20.
10+: The attack deals 2d8 extra physical damage.
9 OR LESS: You fall prone.

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ALPHA ☣ BIO — GIGANTISM
◆ 43/120 ⚛

Fee-fi-fo-fum!

BENEFIT: You are Large-sized. You occupy 4 squares, gain a +4 power bonus to Fortitude and to Strength ability checks, and your melee reach increases by 1.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: You gain a +5 power bonus to damage rolls with melee attacks while this card is readied.
9 OR LESS: You are immobilized (save ends).

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ALPHA ☣ BIO, SONIC — SONIC SCREECH
◆ 44/120 ⚛

You screech with the hunting call of a hawk, magnified 500 times by mutant cords in your throat.

STANDARD ACTION   CLOSE BLAST 3
TARGET: Each enemy in blast
ATTACK: Level + Constitution vs. Reflex
HIT: 4d6 + Constitution modifier + twice your level sonic damage, and the target is deafened and weakened (save ends both).

OVERCHARGE: When you use this power, you can roll a d20.
10+: The attack deals 2d6 extra sonic damage, and you deal half damage on a miss.
9 OR LESS: You hit yourself with the attack. In addition, you can't speak while this card is readied.

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ALPHA ☣ BIO, HEALING — HEALING ROOTS
◆ 45/120 ⚛

You extrude rootlike tendrils into the ground, drawing nourishment.

NO ACTION   PERSONAL
TRIGGER: You use a second wind or start your turn unconscious.
EFFECT: You regain hit points equal to your bloodied value. Until the end of your next turn, you are immobilized and ignore forced movement effects.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You end all conditions affecting you.
9 OR LESS: The effect gains the following aftereffect: You are immobilized (save ends).

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ALPHA — BIO, PHYSICAL, WEAPON — FLURRY OF BODIES
46/120

You bloodlessly divide into multiple entities and swarm your foes.

STANDARD ACTION   MELEE 1
TARGET: One, two, or three creatures
ATTACK: Level + Dexterity vs. Reflex.
HIT: 3[W] + Dexterity modifier physical damage.
MISS: Half damage.
EFFECT: After the attack, you reform into a single entity in a square adjacent to one of the targets.

OVERCHARGE: When you use this power, you can roll a d20.
10+: Your melee reach for this attack increases by 1.
9 OR LESS: After the attack, you reform badly and are stunned (save ends). You can't save against this effect during the turn you overcharge it.

ALPHA — PSI — DUALITY
47/120

You divide your consciousness to allow yourself to do two things at once.

BENEFIT: You gain an extra action during each of your turns. You can only use this action to make a basic attack or to move.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: You gain two extra actions instead of one.
9 OR LESS: You develop a nasty split personality named Spike. While this card is readied, roll a d6 at the start of each of your turns. On a 1–3, Spike is in charge and he attacks your nearest ally during your turn.

ALPHA — DARK, ELECTRICITY — I, BATTERY
48/120

You stick your finger inside a piece of discharged equipment and try to make it work again.

NO ACTION   PERSONAL
TRIGGER: You use an Omega Tech card
EFFECT: You can use the Omega Tech card one additional time during the encounter. Do not roll to see if the Omega Tech burns out after the triggering use.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You can use this power a second time while this card is readied.
9 OR LESS: You experience power overload and you and each creature adjacent to you takes 2d10 electricity damage.

ALPHA — DARK, PHYSICAL, WEAPON — PHASE STRIKE
49/120

You shift your enemy out of phase for a short time, which disorients it.

STANDARD ACTION   MELEE OR RANGED
TARGET: One creature
ATTACK: Level + Wisdom vs. Will.
HIT: 2[W] + Wisdom modifier + your level physical damage, and the target is stunned and takes ongoing 5 physical damage (save ends both).

OVERCHARGE: When you use this power, you can roll a d20.
10+: The attack deals 2[W] extra physical damage.
9 OR LESS: Your attack misses because your weapon temporarily vanishes (save ends).

ALPHA — DARK, HEALING — SHIMMERSHIELD
50/120

You surround yourself with a shimmering shield of electromagnetic force.

BENEFIT: You gain resist 10 physical.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, whenever you take electricity damage, you instead regain that many hit points.
9 OR LESS: You slide toward the largest metallic object (if any) within 20 squares of you and slam into it; you take 3d8 physical damage and are immobilized (save ends).

ALPHA — DARK, PHYSICAL, ZONE — CRUSHING GRAVITY
51/120

"Let's make mutant pancakes!"

STANDARD ACTION   AREA BURST 3 WITHIN 10
EFFECT: The burst creates a zone that lasts until the end of your next turn. Whenever a creature starts its turn within the zone, it is slowed until the start of its next turn and you make the following attack against it.
ATTACK: Level + Constitution vs. Fortitude
HIT: 2d6 + Constitution modifier + your level physical damage, and you knock the target prone.

OVERCHARGE: When you use this power, you can roll a d20.
10+: On a hit, the target is also immobilized (save ends).
9 OR LESS: You are also immobilized (save ends). You can't save against this effect during the turn you overcharge it.

ALPHA — DARK, FIRE, ZONE — BODY OF LIGHT
52/120

Your flesh expands into burning light.

STANDARD ACTION   CLOSE BURST 3
TARGET: Each enemy in burst
ATTACK: Level + Constitution vs. Reflex.
HIT: 3d6 + Constitution modifier + your level fire damage.
EFFECT: The burst creates a zone that lasts until the end of your next turn or until you leave its space. Whenever an enemy ends its turn within the zone, it takes 10 fire damage.

OVERCHARGE: When you use this power, you can roll a d20.
10+: An enemy that ends its turn in the zone takes 20 fire damage instead of 10.
9 OR LESS: You target each ally in the burst instead of each enemy.

ALPHA — DARK, RADIATION — NEUTRON EMISSION
53/120

Talk about a walking bomb!

STANDARD ACTION   PERSONAL
EFFECT: Until the end of your next turn, any living creature that starts its turn within 3 squares of you takes 10 radiation damage. In addition, it gains vulnerable 10 radiation and is weakened (save ends both).

OVERCHARGE: When you use this power, you can roll a d20.
10+: While the effect exists, you can spend a minor action at the start of your turn to make the effect persist until the end of your next turn.
9 OR LESS: After the effect, you take 10 radiation damage. In addition, you gain vulnerable 10 radiation and are weakened (save ends both). You can't save against this effect during the turn you overcharge it.

ALPHA — DARK — STRONG AS STONE
54/120

You gain the strength of stone—the good stuff, not that cheap fake tile.

BENEFIT: You are capable of amazing feats of strength and endurance. You gain a +5 power bonus to Athletics checks and a +3 power bonus to Fortitude.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, whenever you make an Athletics check, replace the roll with a 20. In addition, the power bonus to Fortitude increases to +5.
9 OR LESS: You are weakened (save ends).

ALPHA | HEALING, PSI — SYMPATHETIC LINK
◆ 55 / 120

You link the life force of one creature to another. What hurts or heals one of them, does the same to the other.

MINOR ACTION — CLOSE BURST 5

TARGET: Two creatures in burst, or you and 1 creature in burst

EFFECT: You link the two targets (save ends). Whenever one target takes damage or regains hit points, the other target experiences the same effect. The link ends when either target saves or dies. A willing target can choose not to make a saving throw against this effect.

OVERCHARGE: When you use this power, you can roll a d20.

10+: The target takes a −5 penalty to saving throws against this power.

9 OR LESS: You are dazed until the end of your next turn.

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ALPHA | PSI, PSYCHIC — ALL A DREAM
◆ 56 / 120

You catch a vision of the future and change your plans accordingly.

IMMEDIATE INTERRUPT — CLOSE BLAST 3

TRIGGER: An enemy hits you with a close or area attack

EFFECT: The attack instead misses you and each target in the blast.

OVERCHARGE: When you use this power, you can roll a d20.

10+: You can use this power a second time while this card is readied.

9 OR LESS: You take 2d10 psychic damage, and the triggering attack does hit you.

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ALPHA | PSI, PSYCHIC — ULTRASHRIEK
◆ 57 / 120

You unleash a mental shriek that mashes every living brain nearby into gray paste.

STANDARD ACTION — CLOSE BURST 5

TARGET: Each creature in burst

ATTACK: Level + Charisma vs. Will

HIT: 6d8 + Charisma modifier + your level psychic damage, and the target is stunned (save ends).

OVERCHARGE: When you use this power, you can roll a d20.

10+: The attack deals 4d8 extra psychic damage.

9 OR LESS: You take 6d8 psychic damage and are stunned while this card is readied.

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ALPHA | BIO, COLD — POLAR AURA
◆ 58 / 120

You drain heat from your surroundings, including nearby creatures. Brrr!

MINOR ACTION — PERSONAL

EFFECT: Until the end of your next turn, you gain resist 20 cold, and whenever a creature starts its turn within 2 squares of you, it takes 10 cold damage and is slowed until the end of its turn.

OVERCHARGE: When you use this power, you can roll a d20.

10+: The range of the effect is 3 squares instead of 2, and a creature takes 15 cold damage instead of 10.

9 OR LESS: You freeze yourself and can't move or attack until the end of your next turn.

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ALPHA | PSI, WEAPON — MULTIATTACK
◆ 59 / 120

You attack in a blinding flurry of weaponry.

STANDARD ACTION — MELEE OR RANGED

REQUIREMENT: You must be wielding two weapons.

EFFECT: Make two basic attacks with your primary weapon and one basic attack with your secondary weapon. You can shift 1 square after each attack.

OVERCHARGE: When you use this power, you can roll a d20.

10+: You can use this power a second time on your next turn if this card is readied.

9 OR LESS: After the attack, you drop each weapon you're holding 1d6 squares away from you in a random direction.

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ALPHA | FORCE, PSI — PLAYTHING
◆ 60 / 120

You lock telekinetic hooks into your foe and do the puppet master routine.

STANDARD ACTION — RANGED 20

TARGET: One creature

ATTACK: Level + Intelligence vs. Fortitude

HIT: 3d10 + Intelligence modifier + twice your level force damage.

EFFECT: While this card is readied, slide the target 2 squares as a free action at the start of each of your turns.

OVERCHARGE: When you hit with this power, you can roll a d20.

10+: While this card is readied, slide the target 5 squares instead of 2.

9 OR LESS: While this card is readied, the target slides you 2 squares as a free action at the start of each of its turns.

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OMEGA | AREA 52 — STUN WHIP
◆ 61 / 120

This slender silver whip delivers a powerful electric charge.

WEAPON: 1-hand melee

POWER: Encounter ◆ Electricity

STANDARD ACTION — MELEE 3

ATTACK: Level + 8 vs. AC

HIT: 1d10 + Dexterity modifier + twice your level electricity damage, and the target is stunned (save ends).

SALVAGE 2: A 2nd-level character can salvage the *stun whip*. It becomes a light 1-hand melee 2 weapon: Dex/Int; +3 accuracy; 1d10 electricity damage; and the target is slowed until the end of your next turn.

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OMEGA | AREA 52 — AUTODOC
◆ 62 / 120

This shiny metal belt whirrs and clicks. Sometimes it dispenses colored pills that make you feel better.

WAIST

POWER: Encounter ◆ Healing

MINOR ACTION — PERSONAL

EFFECT: You regain 10 hit points. In addition, until the end of the encounter, you regain 5 hit points at the start of each of your turns, if you have at least 1 hit point.

SALVAGE 2: A 2nd-level character can salvage the *autodoc*. It becomes a waist item with the following property: Your maximum hit points increase by 5.

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OMEGA | AREA 52 — GRAV SHIELD
◆ 63 / 120

This heavy, black, elbow-length gauntlet creates a short-range gravitational field that disrupts incoming attacks.

ARMS

POWER: Encounter

MINOR ACTION — CLOSE BURST 3

TARGET: Each creature in burst

EFFECT: You pull the target 2 squares. In addition, you gain a +2 bonus to all defenses until the start of your next turn.

SALVAGE 4: A 4th-level character can salvage the *grav shield*. It becomes a shield: +1 shield bonus to AC; +2 shield bonus to Fortitude.

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OMEGA — AREA 52 — GUNSIGHT ORBITER (64/120)

This silver drone hovers in front of your forehead, telepathically imparting targeting data to your mind.

HEAD

POWER: Encounter
FREE ACTION **PERSONAL**
TRIGGER: You deal damage with an attack
EFFECT: The triggering attack deals 2d10 + your Wisdom modifier extra damage to the target.

SALVAGE 5: A 5th-level character can salvage the *gunsight orbiter*. It becomes a head item with the following property: You gain a power bonus to damage rolls with ranged attacks equal to your Wisdom modifier.

OMEGA — AREA 52 — ENERGIZED ARMOR (65/120)

This suit of black alloy and metal mesh is powered by a dark matter energy cell. The cell also generates a force shield for a short time.

ARMOR: Heavy

POWER: Encounter ◈ Force
MINOR ACTION **PERSONAL**
EFFECT: You establish a force shield. While the shield is functional, you gain resist 10 to all damage. Whenever you take damage, roll a d20. On a 9 or less, the effect ends.

SALVAGE 6: A 6th-level character can salvage the *energized armor*. It becomes heavy armor: +7 armor bonus to AC; +1 armor bonus to all other defenses.

OMEGA — AREA 52 — THUNDER GRIP (66/120)

When you pull this wide-mouthed pistol's trigger, it emits a thunderous ring of destruction.

WEAPON: 1-hand ranged
POWER: Encounter ◈ Sonic
STANDARD ACTION **RANGED 10**
TARGET: One creature
ATTACK: Level + 6 vs. Reflex
HIT: 3d8 + Strength modifier + twice your level sonic damage. In addition, you knock the target prone, and the target is deafened (save ends).

SALVAGE 6: A 6th-level character can salvage the *thunder grip*. It becomes a heavy 1-hand ranged 10 weapon: Str/Con; +2 accuracy; 2d10 sonic damage, and the target is deafened until the end of your next turn.

OMEGA — AREA 52 — GRAV MORTAR (67/120)

"It's called the 'G-force' game. Now try to stay on your feet!"

WEAPON: 2-hand ranged
POWER: Encounter ◈ Physical
STANDARD ACTION **AREA BURST 2 WITHIN 20**
TARGET: Each creature in burst
ATTACK: Level + 6 vs. Fortitude
HIT: 2d8 damage + Constitution modifier + twice your level physical damage. In addition, you knock the target prone, and the target is immobilized (save ends).
MISS: Half damage, and target is slowed (save ends).

SALVAGE 8: An 8th-level character can salvage the *grav mortar*. It becomes a heavy 2-hand ranged 15 weapon: Str/Con; +2 accuracy; 3d8 physical damage, and you knock the target prone.

OMEGA — ISHTAR — PHOTONIC SPEAR (68/120)

This slender crystal spear pulses with red light as you attack with it.

WEAPON: 2-hand melee
POWER: Encounter ◈ Laser
STANDARD ACTION **MELEE 1**
TARGET: One creature
ATTACK: Level + 8 vs. AC
HIT: 3d8 + Wisdom modifier + twice your level laser damage, and the target is blinded (save ends).

SALVAGE 2: A 2nd-level character can salvage the *photonic spear*. It becomes a light 2-hand melee weapon: Dex/Int; +3 accuracy; 1d12 damage, and the target takes a −2 penalty to attack rolls until the start of your next turn.

OMEGA — ISHTAR — HOSPICE BEACON (69/120)

This one-foot-high gleaming pyramid of golden alloy creates a field that accelerates healing.

HELD ITEM

POWER: Encounter ◈ Healing, Zone
MINOR ACTION **CLOSE BURST 2**
EFFECT: You and each ally within the burst regain 10 hit points. In addition, the burst becomes a zone that lasts until the end of your next turn. Whenever you or an ally regains hit points while within the zone, that character regains 5 additional hit points. While the zone exists, you can spend a standard action during your turn to make the zone persist until the end of your next turn.

OMEGA — ISHTAR — SERVO-ASSIST ARMOR (70/120)

This form-fitting armor jerks you out of harm's way. Occasionally, it will jerk you around for no reason, usually when you're holding a drink.

ARMOR: Light

POWER: Encounter
IMMEDIATE INTERRUPT **PERSONAL**
TRIGGER: You are hit by an attack
EFFECT: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

SALVAGE 4: A 4th-level character can salvage the *servo-assist armor*. It becomes light armor: +4 armor bonus to AC; +1 bonus to speed.

OMEGA — ISHTAR — DISKTHROWER (71/120)

This mechanical gauntlet lets you fling a spinning, diamond-sharp metal disk at your foe.

WEAPON: 1-hand ranged
POWER: Encounter ◈ Physical
STANDARD ACTION **RANGED 10**
TARGET: One creature
ATTACK: Level + 8 vs. AC
HIT: 2d12 + Dexterity modifier physical damage, and ongoing 10 physical damage (save ends).
MISS: You must choose a creature within 5 squares of the target and make the attack again against that creature.

SALVAGE 4: A 4th-level character can salvage the *diskthrower*. It becomes a light 1-hand ranged 10 weapon: Dex/Int; +3 accuracy; 2d8 damage.

OMEGA — ISHTAR — JET BOOTS (72/120)

These metal boots are very stylish, and the jet nozzles in each sole put an extra hop in your step!

FEET

POWER: Encounter
MINOR ACTION **PERSONAL**
EFFECT: You gain a fly speed equal to your speed until the end of your next turn. If you take damage while flying, as an immediate reaction, "auto-jets" in the boots push you away from the triggering attacker a number of squares equal to your speed.

SALVAGE 5: A 5th-level character can salvage the *jet boots*. It becomes a feet item with the following property: You gain a +10 item bonus to Athletics checks to jump.

OMEGA — ISHTAR — FORCE SHIELD

73/120

This silver-tinted gauntlet generates a shield-sized disk of crackling energy that can protect you from most attacks.

ARMS

POWER: Encounter ☀ Force
IMMEDIATE INTERRUPT   **PERSONAL**
TRIGGER: You are hit by an attack
EFFECT: You gain resist 20 to all damage until the end of your next turn.

SALVAGE 6: A 6th-level character can salvage the *force shield*. It becomes a shield: +1 shield bonus to AC; +2 shield bonus to Reflex; you gain resist 3 to all damage while you aren't granting combat advantage.

OMEGA — XI — GRAVITY HAMMER

74/120

This hammer uses gravitational attraction to accelerate your blows tenfold!

WEAPON: 2-hand melee

POWER: Encounter ☾ Physical
STANDARD ACTION   CLOSE BURST 5
TARGET: One creature in burst
ATTACK: Level + 6 vs. Fortitude
HIT: You pull the target 4 squares. If the target is adjacent to you after the pull, it takes 6d8 + Strength modifier + twice your level physical damage, and you knock yourself and the target prone.

SALVAGE 8: An 8th-level character can salvage the *gravity hammer*. It becomes a heavy 2-hand melee weapon: Str/Con; +2 accuracy; 2d12 + Strength modifier physical damage, and you knock the target prone.

OMEGA — XI — REPEATING GAUSS RIFLE

75/120

This rifle uses magnetic fields to launch heavy darts at high velocity.

WEAPON: 2-hand ranged

POWER: Encounter ☾ Physical
STANDARD ACTION   RANGED 20
TARGET: One, two, or three creatures
EFFECT: You make three attacks divided between one, two, or three targets.
ATTACK: Level +8 vs. AC
HIT: 1d12 + Dexterity modifier + your level physical damage, and you push the target 1 square.

SALVAGE 2: A 2nd-level character can salvage the *repeating gauss rifle*. It becomes a light 2-hand ranged 20 weapon: Dex/Int; +3 accuracy; 1d12 damage, and you push the target 1 square.

OMEGA — ISHTAR — POWER FIST

76/120

This fusion-powered gauntlet sports titanium alloy servos, allowing you to deliver massive blows.

WEAPON: 1-hand melee

POWER: Encounter ☾ Physical
STANDARD ACTION   MELEE 1
TARGET: One creature
ATTACK: Level + 8 vs. AC
HIT: 3d10 + Strength modifier + twice your level physical damage. In addition, you push the target a number of squares equal to your Strength modifier (minimum 1) and knock it prone.
MISS: Half damage, and you push the target 1 square and knock it prone.

SALVAGE 2: A 2nd-level character can salvage the *power fist*. It becomes a heavy 1-hand melee weapon: Str/Con; +2 accuracy; 2d6 + Strength modifier damage, and you knock the target prone.

OMEGA — XI — ARTIFICIAL BLOOD

77/120

This small medical unit attaches to your lower back and injects nanobots into your bloodstream when you need a boost.

WAIST

POWER: Consumable
FREE ACTION   PERSONAL
TRIGGER: You start your turn
EFFECT: Until the end of the encounter, whenever you roll a saving throw, you can replace the result of the roll with a 10.

OMEGA — XI — ELECTROSTAFF

78/120

The electromagnetic pulse generators in each end of this staff deliver an electrifying punch to your foes.

WEAPON: 2-hand melee

POWER: Encounter ☾ Electricity
STANDARD ACTION   MELEE 1
TARGET: One creature
ATTACK: Level + 6 vs. Reflex
HIT: 3d8 + Constitution modifier + twice your level electricity damage, and the target is stunned (save ends).

SALVAGE 6: A 6th-level character can salvage the *electrostaff*. It becomes a heavy 2-hand melee weapon: Str/Con; +2 accuracy; 3d8 + Constitution modifier electricity damage, and the target is slowed until the end of your next turn.

OMEGA — XI — MARAUDER ARMOR

79/120

This sleek suit of powered armor gives you limited flight, making it perfect for scouting.

ARMOR: Light

POWER: Encounter
MOVE ACTION   PERSONAL
EFFECT: You gain a fly speed equal to your speed until the end of the encounter. You must land at the end of your turn, or you crash.

SALVAGE 8: An 8th-level character can salvage the *marauder armor*. It becomes light armor: +4 armor bonus to AC; you can fly your speed as a move action once during each of your turns.

OMEGA — AREA 52 — CHAMELEON SHIELD

80/120

This shield's surface changes color and texture to blend with its surroundings.

ARMS

POWER: Encounter
MINOR ACTION   PERSONAL
EFFECT: You become invisible until the end of your next turn. In addition, you gain a +5 power bonus to Stealth checks until the end of the encounter.

ALPHA — BIO — REDUNDANT ORGANS

81/120

Having redundant organs makes you difficult to kill. Plus, you could make a killing on the black market.

BENEFIT: Your maximum hit points, bloodied value, and current hit points are doubled.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: You gain a +2 bonus to all defenses while this card is readied.
9 OR LESS: Your new organs don't fully function and you are dazed (save ends).

ALPHA | DARK — INVISIBILITY
★ 82 / 120

You can finally fight naked, just like you've always wanted.

BENEFIT: You are invisible. Whenever you attack while invisible, you give away the square you're attacking from.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, you don't give away the square you're in when you attack.
9 OR LESS: Each creature in a close burst 5 except for you becomes invisible until the end of your next turn.

ALPHA | BIO — DENSITY
★ 83 / 120

Your mass increases drastically, making it tough for others to move you.

BENEFIT: You gain resist 5 to all damage and are immune to forced movement. In addition, you can enter enemy spaces. Whenever you do so, you push the enemy 1 square.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: The resistance to all damage increases to 10 while this card is readied.
9 OR LESS: You are also slowed while this card is readied.

ALPHA | BIO, FIRE — FIRE WINGS
★ 84 / 120

You sprout wings of fire!

BENEFIT: You manifest fire wings and gain a fly speed of 8. In addition, once while this card is readied, you can shift 4 squares as a standard action and make a melee basic attack against each different creature you move adjacent to during the shift. Each attack deals 1d6 extra fire damage.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: You can shift 8 squares instead of 4.
9 OR LESS: You fall prone instead of shifting.

ALPHA | BIO, FIRE — EXPLOSIVE PODS
★ 85 / 120

You grow a seed pod from your body that you can pull off and throw.

STANDARD ACTION — **AREA BURST 2 WITHIN 10 SQUARES**
TARGET: Each creature in burst
ATTACK: Level + Strength vs. Reflex
HIT: 3d8 + Strength modifier + twice your level fire damage, and you knock the target prone.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You grow a new pod at the start of your next turn and can use this power a second time while this card is readied.
9 OR LESS: You also accidentally cause another pod on your body to explode. Make the attack again, centered on your own square.

ALPHA | BIO, PSYCHIC — CENTER CANNOT HOLD
★ 86 / 120

Your presence induces life-ending despair in others. Yes, more than usual.

BENEFIT: Your presence is disruptive to sentient minds. Whenever a creature ends its turn adjacent to you, it takes 10 psychic damage.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: The psychic damage increases to 15 while this card is readied.
9 OR LESS: You are dazed and take ongoing 15 psychic damage (save ends both).

ALPHA | PSI — MIND TRICK
★ 87 / 120

"These aren't the mutants you're looking for."

FREE ACTION — **RANGED 20**
TRIGGER: You make an Interaction check
EFFECT: You gain a +10 power bonus to the check, and one creature you are interacting with believes whatever you say as part of the check.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You can use this power a second time while this card is readied.
9 OR LESS: The creature you're making the Interaction check against now believes the exact opposite of whatever you intended. It also becomes aware that you tried to manipulate its mind.

ALPHA | DARK — DOWNLOAD EGO
★ 88 / 120

Even as your vision goes dark, you transfer an imprint of your intellect into your foe's mind.

NO ACTION — **MELEE 1**
TRIGGER: You drop to 0 hit points or fewer
EFFECT: You dominate one creature adjacent to you (save ends).

OVERCHARGE: When you use this power, you can roll a d20.
10+: The dominated creature must roll a 16 or higher to succeed on its saving throw to end the domination effect.
9 OR LESS: When this effect ends, the dominated creature dominates you (save ends).

ALPHA | DARK — SHADOW PERSON
★ 89 / 120

You become a shadowy double from another worldline. People see you as someone they expect to see.

BENEFIT: You appear as a generic Medium-sized humanoid. Other creatures see you as a member of their own race. You gain a +5 power bonus to Interaction checks to lie or bluff.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: Whenever you attack, your target grants combat advantage to you while this card is readied.
9 OR LESS: You don't gain or grant any benefit from flanking with your allies. In addition, you provoke opportunity attacks from your allies, and they must make those opportunity attacks, if possible.

ALPHA | BIO, ELECTRICITY — STATIC FIELD
★ 90 / 120

"No, don't worry. It's perfectly normal for your hair to stand up like that when I'm nearby. Would I lie?"

BENEFIT: You gain an electrical aura. Whenever an enemy enters a square adjacent to you or ends its turn adjacent to you, it takes 15 electricity damage.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, the electricity damage increases to 25, and you are immune to electricity damage.
9 OR LESS: You lose any resistance or immunity to electricity and take ongoing 15 electricity damage (save ends).

ALPHA — WHITE DWARF
★ 91 / 120

DARK

You surround yourself within a shield of intense gravity.

MINOR ACTION — **PERSONAL**

EFFECT: Until the end of your next turn, whenever a creature starts its turn within 3 squares of you, you pull it 1 square as a free action, and it can't move away from you during that turn. In addition, you gain a +2 power bonus to all defenses.

OVERCHARGE: When you use this power, you can roll a d20.
10+: While this card is readied, the range increases to 5 squares, and the power bonus increases to +4.
9 OR LESS: You are dazed and slowed (save ends both). You can't save against this effect during the turn you overcharge it.

ALPHA — PANTS ON FIRE
★ 92 / 120

DARK, FIRE

Your body flares with white-hot fire, burning away all that hinders you. And your pants.

NO ACTION — **PERSONAL**

TRIGGER: You start your turn and are dazed, immobilized, restrained, slowed, or stunned
EFFECT: One triggering condition on you ends, and each creature adjacent to you takes 3d6 + twice your level fire damage.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You can take an extra standard action during this turn.
9 OR LESS: You burn too bright and fall unconscious (save ends).

ALPHA — DAS GAMMA AUGE
★ 93 / 120

DARK, RADIATION

You have "The Gamma Eye"—whatever you look at, you fry.

STANDARD ACTION — **RANGED 20**

TARGET: One creature
ATTACK: Level + Dexterity vs. Fortitude
HIT: 5d10 + Dexterity modifier + twice your level radiation damage, and the target is dazed and slowed (save ends both).
MISS: Half damage.

OVERCHARGE: When you hit with this power, you can roll a d20.
10+: The attack deals double damage.
9 OR LESS: You take radiation damage equal to your bloodied value.

ALPHA — MY NAME IS MUD
★ 94 / 120

DARK

You're a walking mudslide.

BENEFIT: The ground has the consistency of mud around you. Whenever an enemy ends its turn adjacent to you, it is restrained (save ends).
AFTEREFFECT: The target is slowed (save ends).

OVERCHARGE: When you start your turn, you can roll a d20.
10+: While this card is readied, enemies restrained by this power are also weakened (save ends both).
9 OR LESS: You fall prone and are restrained (save ends).

ALPHA — INHABIT CORPSE
★ 95 / 120

HEALING, PSI

You project your mind into a recently dead body, taking it for your own.

IMMEDIATE INTERRUPT — **PERSONAL**

TRIGGER: An enemy bloodies you or drops you to 0 hit points or fewer
EFFECT: Choose any humanoid corpse within 10 squares of you to inhabit. You alter the corpse to be identical to your old self and the corpse becomes you. In addition, you regain hit points equal to your bloodied value. Your gear remains with your old body, which dies.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You are restored to maximum hit points instead, and you can stand up (in your new body) as a free action.
9 OR LESS: You are dazed (save ends).

ALPHA — KNOW-IT-ALL
★ 96 / 120

PSI

You're good at pretty much everything you do. And you don't mind saying so.

BENEFIT: You gain a +10 power bonus to Intelligence, Wisdom, and Charisma-based skill checks.

OVERCHARGE: When you start your turn, you can roll a d20.
10+: The power bonus increases to +15 while this card is readied.
9 OR LESS: Whenever you make an Intelligence, Wisdom, or Charisma-based skill check while this card is readied, the GM rolls a die in secret. Odd: No effect. Even: The +10 power bonus becomes a −10 penalty instead.

ALPHA — EXPLODE!
★ 97 / 120

DARK, FIRE

Every molecule in your body explodes outward at the speed of light. It's quite a trip.

MINOR ACTION — **CLOSE BURST 5**

TARGET: Each creature in burst
ATTACK: Level + 3 vs. Reflex
HIT: 5d8 + twice your level fire damage, and you push the target 3 squares and knock it prone.
EFFECT: You blow yourself to bits (save ends). While under this effect, you can't take any actions except to make saving throws. When you save, you reconstitute yourself and appear in your previous square, or the nearest unoccupied square.

OVERCHARGE: When you use this power, you can roll a d20.
10+: The attack deals 5d8 extra fire damage on a hit.
9 OR LESS: You fizzle and the attack deals only 1d8 fire damage. (You are still blown to bits.)

ALPHA — MIND KILLER
★ 98 / 120

PSI, PSYCHIC

You impart a phantasmal image of the most fearsome creature imaginable directly into your foe's unprotected brain.

STANDARD ACTION — **RANGED 20**

TARGET: One creature
ATTACK: Level + Charisma vs. Will
HIT: 3d10 + Charisma modifier + twice your level psychic damage, and ongoing 10 psychic damage (save ends).

OVERCHARGE: When you hit with this power, you can roll a d20.
10+: If the target is bloodied after the attack, it falls unconscious (save ends).
9 OR LESS: You fall unconscious (save ends). You can't save against this effect during the turn you overcharge it.

ALPHA — HYPERACTIVE
★ 99 / 120

PSI, PSYCHIC

You're like a 5-year old with a bucket of Halloween candy.

STANDARD ACTION — **PERSONAL**

EFFECT: You make an initiative roll. While this card is readied, you act two times each round— once on your original initiative and once on your new initiative.

OVERCHARGE: When you use this power, you can roll a d20.
10+: You gain a +2 power bonus to AC and Reflex while this card is readied.
9 OR LESS: You become overcharged with energy while this card is readied. While you're under this effect, if you don't end your turn at least 5 squares away from the square you started in, you take 10 psychic damage.

ALPHA — DISINTEGRATING TOUCH
DARK, PHYSICAL ★100/120

You cause molecular bonds in whatever you touch to fall apart.

STANDARD ACTION   MELEE TOUCH
TARGET: One creature or object
ATTACK: Level + Constitution vs. Reflex
HIT: 4d10 + twice your level physical damage, and ongoing 10 physical damage (save ends).
SPECIAL: Objects protected by force fields are immune to disintegration.

OVERCHARGE: When you use this power, you can roll a d20.
10+: The target takes a −5 penalty to saving throws against this power.
9 OR LESS: You also take 2d10 physical damage.

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OMEGA — HOLOSHIELD
AREA 52 ★101/120

This shield generator creates a field of virtual matter that deflects attacks away from you.

ARMS

POWER: Encounter
IMMEDIATE REACTION   MELEE 1
TRIGGER: An enemy misses you with a melee attack or ranged attack.
TARGET: One creature adjacent to you, other than the triggering enemy.
EFFECT: The triggering enemy rerolls the attack against the target.

SALVAGE 2: A 2nd-level character can salvage the *holoshield*. It becomes a shield: +1 shield bonus to AC; +2 shield bonus to Reflex; you start each encounter with 5 temporary hit points.

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OMEGA — MINI TANK
AREA 52 ★102/120

It even has a cannon!

HP 200, Space 2 by 4 squares
AC 22, Other Defenses 20
Speed 6
DRIVER AND GUNNER: A driver and gunner each occupies 1 square of the mini tank's space and must have both hands free to move it or use its power. As a standard action, a gunner can recharge the tank's power (reload) with a DC 16 Mechanics check.
LOAD: 5 Medium creatures; 600 lbs of gear.
POWER: Encounter ◉ Physical
STANDARD ACTION   AREA BURST 1 WITHIN 20
TARGET: Each creature in burst
ATTACK: Level + 8 vs. AC
HIT: 3d8 + Intelligence modifier + your level physical damage.

SALVAGE 4: A 4th-level character can salvage the *mini tank*. It becomes a vehicle as above, but has no attack power.

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OMEGA — NEURAL BATON
AREA 52 ★103/120

This long, metallic, barbell-shaped rod amplifies your psychic potential.

WEAPON: 1-hand melee

POWER: Encounter ◉ Psychic
STANDARD ACTION   MELEE 2
TARGET: One creature
ATTACK: Level +6 vs. Will
HIT: 4d6 + Charisma modifier + twice your level psychic damage, and the target is dazed (save ends).
MISS: Half damage.

SALVAGE 4: A 4th-level character can salvage the *neural baton*. It becomes a special 1-hand melee 2 weapon: Wis/Cha; +0 accuracy; attacks Will; 2d8 psychic damage.

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OMEGA — FUSION LANCE
ISHTAR ★104/120

This ornate metallic lance glows with sun-hot plasma.

WEAPON: 2-hand ranged

POWER: Encounter ◉ Electricity, Fire
STANDARD ACTION   RANGED 10
TARGET: One creature
ATTACK: Level + 6 vs. Reflex
HIT: 4d8 + Constitution modifier + twice your level electricity and fire damage.

SALVAGE 9: A 9th-level character can salvage the *fusion lance*. It becomes a heavy 2-hand ranged 10 weapon: Str/Con; +2 accuracy; 3d10 electricity and fire damage.

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OMEGA — TELEPORT PADS
AREA 52 ★105/120

These shining silver disks come in pairs. When you step on one, it teleports you instantly to the location of the other. They're fun at parties too.

HELD ITEM

POWER: Encounter ◉ Teleportation
MINOR ACTION   CLOSE BURST 5
EFFECT: You place two teleport pads, each in a square within the burst. While in a teleport pad square, any creature can teleport to the other pad as a minor action. If the destination pad square is occupied, the occupying creature swaps positions with the teleporting creature. In addition, while in a teleport pad square, you can move the pad to another square within 5 squares of you as a move action.

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OMEGA — INVISO ARMOR
AREA 52 ★106/120

"Yes, I was here the whole time. And I heard everything you said about me!"

ARMOR: Light

POWER: Encounter
MINOR ACTION   PERSONAL
EFFECT: You become invisible until the end of your next turn.

SALVAGE 6: A 6th-level character can salvage the *inviso armor*. It becomes light armor with the following property: You gain concealment against any creature not adjacent to you.

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OMEGA — FORCE FIELD PROJECTOR
AREA 52 ★107/120

This pear-shaped projection device generates a powerful force field.

HELD ITEM

POWER: Encounter ◉ Force
MINOR ACTION   AREA WALL 10 WITHIN 20 SQUARES
EFFECT: You create a force field up to 4 squares high that lasts until the end of the encounter, or for 5 minutes, whichever occurs sooner. You can turn the field off as a minor action. The field is immobile and blocks all movement and line of effect. If created horizontally, the force field can be used as a bridge.

SALVAGE 8: An 8th-level character can salvage the *force field projector*. It becomes a held item as above, but projects an area wall 2 within 5 squares.

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OMEGA — PHASE CAPE
ISHTAR ★108/120

Your molecules shift out of phase when you swirl this cape around yourself, allowing you to pass through walls and other solid objects.

NECK

POWER: Encounter
MINOR ACTION   PERSONAL
EFFECT: Until the end of your next turn, you can move through walls and other blocking terrain, as well as through squares occupied by enemies. If you end this movement inside a solid object or creature, you return to the last unoccupied square you came from and are stunned until the end of your next turn.

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OMEGA · ISHTAR · ENERGY MACE — ★ 109/120

This mutant-beater has one heck of a wallop.

WEAPON: 1-hand melee
POWER: Encounter ☼ Electricity, Force
STANDARD ACTION   MELEE 1
TARGET: One creature
ATTACK: Level +8 vs. AC
HIT: 4d8 + Strength or Constitution modifier + twice your level electricity and force damage. In addition, you push the target 3 squares, and the target is stunned until the end of its next turn.
MISS: The power is not expended.

SALVAGE 4: A 6th-level character can salvage the *energy mace*. It becomes a heavy 1-hand melee weapon: Str/Con; +2 accuracy; 2d8 electricity and force damage, and you push the target 1 square.

OMEGA · AREA 52 · BLACK RAY GUN — ★ 110/120

This ornate pistol fires a ray of ebony energy that will drop your enemy in its tracks.

WEAPON: 1-hand ranged
POWER: Encounter ☼ Necrotic
STANDARD ACTION   RANGED 10
TARGET: One creature
ATTACK: Level + 6 vs. Will
HIT: 4d8 + Wisdom modifier + twice your level necrotic damage, and the target falls unconscious (save ends). The unconsciousness also ends if the target takes damage.

SALVAGE 8: An 8th-level character can salvage the *black ray gun*. It becomes a light 1-hand ranged 10 weapon: Dex/Int; +3 accuracy; targets Will; 2d8 necrotic damage, and ongoing 5 necrotic damage (save ends).

OMEGA · AREA 52 · SKYCYCLE — ★ 111/120

It's a flying "motorcycle." Beware of power lines.

HP 50, Space 2 by 1 squares
AC 18, Other Defenses 15
Speed Fly 20
DRIVER: A driver occupies the front square of the skycycle's space and must have one hand free to move it.
LOAD: 2 Medium creatures; 200 lbs of gear.

SALVAGE 6: A 6th-level character can salvage the *skycycle*. It becomes a special item, as above.

OMEGA · XI · PHOENIX NEUROJACK — ★ 112/120

When you're near death, this device releases a flood of nanobots into your bloodstream to bring you back.

NECK

POWER: Encounter ☼ Healing
NO ACTION   PERSONAL
TRIGGER: You drop to 0 hit points or fewer
EFFECT: You regain hit points equal to your bloodied value, and you are dazed until the end of your next turn.

SALVAGE 7: A 7th-level character can salvage the *phoenix neurojack*. It becomes a neck item with the following power.
IMMEDIATE INTERRUPT   PERSONAL
TRIGGER: You drop to 0 hit points or fewer for the first time during an encounter
EFFECT: You regain hit points equal to your bloodied value and are stunned until the end of your next turn.

OMEGA · ISHTAR · PLASMA SPHERE — ★ 113/120

This small cannon generates white-hot plasma bombs encased in guided magnetic fields.

WEAPON: 2-hand ranged
POWER: Encounter ☼ Electricity, Fire
STANDARD ACTION   AREA BURST 2 WITHIN 20
ATTACK: Level + 6 vs. Reflex
SPECIAL: This attack ignores blocking terrain (like walls).
HIT: 4d8 + Strength modifier + your level electricity and fire damage.
MISS: Half damage.

SALVAGE 8: An 8th-level character can salvage the *plasma sphere*. It becomes a heavy 2-hand ranged 10 weapon: Str/Con; +2 accuracy; 2d12 electricity and fire damage, and each creature adjacent to the target takes damage equal to your level.

OMEGA · ISHTAR · RAD ARMOR — ★ 114/120

This metallic-black powered suit protects you from harm by releasing a burst of rads at a nearby enemy when you're damaged.

ARMOR: Heavy

POWER: Encounter ☼ Radiation
IMMEDIATE REACTION   CLOSE BURST 2
TRIGGER: You take damage
TARGET: One creature in burst
ATTACK: Level +6 vs. Reflex
HIT: 3d8 + Constitution modifier + twice your level radiation damage, and the target is weakened (save ends).

SALVAGE 6: A 6th-level character can salvage the *rad armor*. It becomes heavy armor: +7 armor bonus to AC; resist 10 radiation.

OMEGA · XI · VIBRO SWORD — ★ 115/120

Just think "chainsaw on steroids."

WEAPON: 1-hand melee
POWER: Encounter ☼ Physical
STANDARD ACTION   MELEE 1
TARGET: One or two creatures
ATTACK: Level + 8 vs. AC
HIT: 3d8 + Strength modifier + your level physical damage, and ongoing 5 physical damage (save ends).

SALVAGE 3: A 3rd-level character can salvage the *vibro sword*. It becomes a heavy 1-hand melee weapon: Str/Con; +2 accuracy; 1d8 damage, and ongoing 5 physical damage (save ends).

OMEGA · ISHTAR · GUNPORT ARMOR — ★ 116/120

This heavy armor provides good defense, and some good offense too when the gun ports work correctly.

ARMOR: Heavy

POWER: Encounter ☼ Physical
MINOR ACTION   RANGED 10
ATTACK: Level + 6 vs. Reflex
HIT: 2d10 + Constitution modifier + twice your level physical damage.

SALVAGE 4: A 4th-level character can salvage the *gunport armor*. It becomes heavy armor: +7 armor bonus to AC; you gain resist 5 physical.

OMEGA · XI · HEAVY-LIFT HARNESS — ★ 117/120

"Get away from her, you —!"

HP 100, Space 2 by 2 squares
AC 20, Other Defenses 17
Speed 5
DRIVER: A driver occupies 1 square of the heavy-lift harness's space and must have both hands free to move it or use its power.
LOAD: 1 Medium creature; 4,000 lbs of gear.
POWER: At-Will ☼ Physical
STANDARD ACTION   MELEE 2
TARGET: One creature
ATTACK: Level +8 vs. AC
HIT: 2d10 + Constitution modifier + twice your level physical damage, and the target is immobilized (save ends). The immobilization also ends if you are no longer adjacent to the target.

SALVAGE 4: A 4th-level character can salvage the *heavy-lift harness*. It becomes a special item as above, but without the power.

OMEGA | XI — INTERFACE GOGGLES
★ 118/120

You're too cool for school with these styling shades built by the machine AI designer known only as "HAL."

HEAD

POWER: Encounter
STANDARD ACTION **RANGED 10**
TARGET: One robot creature
ATTACK: Level + 6 vs. Will
HIT: The target is dominated (save ends).
MISS: The target gains a +5 bonus to attack rolls and damage rolls against you until the end of the encounter.

SALVAGE 6: A 6th-level character can salvage the *interface goggles*. It becomes a head item with the following property: You gain a +4 bonus to Interaction checks against robots, computers, and other sentient machines.

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OMEGA | XI — SCREAMING MEEMIE
★ 119/120

Each 6-inch missile fired from this shoulder launcher emits a piercing sonic burst that scrambles your enemies' nervous systems.

WEAPON: 2-hand ranged

POWER: Encounter ☉ Sonic
STANDARD ACTION
AREA BURST 2 WITHIN 20
TARGET: Each creature in burst
ATTACK: Level + 6 vs. Fortitude
HIT: 5d6 + Intelligence modifier + your level sonic damage, and you push the target 2 squares from the burst's origin square.

SALVAGE 8: An 8th-level character can salvage the *screaming meemie*. It becomes a light 2-hand ranged 20 weapon: Dex/Int; +3 accuracy; targets Fortitude; 3d6 sonic damage, and the target is weakened until the end of your next turn.

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OMEGA | AREA 52 — RIFLE HOUND
★ 120/120

This metallic robot follows you around on three steel legs. You call it "Tripod."

POWER: Encounter ☉ Laser
STANDARD ACTION
EFFECT: You activate the *rifle hound* in an adjacent square. The hound occupies 1 square. Enemies can't move through its space, but allies can. Whenever you move, you can move the hound up to 6 squares as a free action. The hound's defenses are all 20. If a single attack deals 20 or more damage to the hound, the hound makes an attack against you and then is destroyed. You can make the following attack with the hound once per round.
MINOR ACTION **RANGED 10**
TARGET: One creature
ATTACK: Level + 6 vs. Reflex
HIT: 2d8 + your level laser damage.

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