

ALPHA

DARK  
DARK MATTER SHROUD1  
10

*At your command, motes of dark matter settle on your body.*

**MINOR ACTION PERSONAL**

**EFFECT:** You gain concealment until you are bloodied or until the end of the encounter.

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

**10+:** While this card is readied, you gain total concealment until you are damaged by an attack.

**9 OR LESS:** You are blinded and dazed (save ends both). You can't save against this effect during the turn you overcharge it.

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ALPHA

PSI  
EVOLVED EQUILIBRIUM2  
10

*You can stand on one foot, rub your belly, and tap your head all at the same time.*

**BENEFIT:** You can't be knocked prone, pulled, pushed, or slid unless you want to be.

**OVERCHARGE:** When you start your turn, you can roll a d20.

**10+:** When you move, you don't provoke opportunity attacks while this card is readied.

**9 OR LESS:** While this card is readied, if you move more than half your speed with a single action on your turn, you lose the normal benefit of this power during this turn and fall prone at the end of the movement.

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ALPHA

BIO. POISON  
GAS EMISSION3  
10

*The mutant who smelt it dealt it!*

**STANDARD ACTION CLOSE BURST 2**

**TARGET:** Each creature in burst

**ATTACK:** Level + 3 vs. Fortitude

**HIT:** Roll a d6 for each hit:

**1-2:** The target takes a -2 penalty to attack rolls (save ends).

**3:** The target is immobilized (save ends).

**4:** The target is blinded (save ends).

**5:** The target takes 15 poison damage.

**6:** The target is dazed (save ends).

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

**10+:** Instead of rolling for each hit, you choose the result for each hit.

**9 OR LESS:** You also hit yourself with the attack.

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ALPHA

DARK  
MIRROR BODY4  
10

*Your body becomes covered with a mirror finish, so you can show your enemy just how ugly it is.*

**IMMEDIATE INTERRUPT RANGED 5**

**TRIGGER:** An attack hits you

**TARGET:** One creature

**ATTACK:** Level + 3 vs. Reflex

**HIT:** The triggering attack also hits the target.

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

**10+:** You take one-half damage from the triggering attack.

**9 OR LESS:** Until the end of your next turn, whenever you attack, you automatically hit yourself, in addition to any targets you hit normally.

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ALPHA

BIO. ELECTRICITY, ZONE  
RAIN CALLER5  
10

*"Feel the power of RAIN!"*

**STANDARD ACTION CLOSE BURST 5**

**EFFECT:** The burst creates a zone of rain that lasts until the end of your next turn. Any creature within the zone has concealment, and fire attacks deal one-half damage to targets within the zone. While the zone exists, you can spend a minor action at the start of your turn to make the zone persist until the end of your next turn.

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

**10+:** You call down a lightning bolt. Make an attack against one creature within the zone: Level + 3 vs. Fortitude; on a hit, 4d6 + twice your level electricity damage.

**9 OR LESS:** You take 20 electricity damage as a lightning bolt strikes you.

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OMEGA

AREA 52  
MK III SCOUT ARMOR6  
10

*Lightweight but durable, this armor helps you cover a lot of ground quick.*

**ARMOR:** Heavy

**PROPERTY:** You gain a +6 armor bonus to AC, a +1 armor bonus to Fortitude and Reflex, and a +1 armor bonus to speed.

**POWER:** Encounter

**MOVE ACTION**

**PERSONAL**

**EFFECT:** You make an Athletics check to jump with a +10 bonus. The distance jumped is not limited by your speed.

**SALVAGE 4:** A 4th-level character can salvage the scout armor. It becomes heavy armor: +6 armor bonus to AC; +1 armor bonus to Fortitude and Reflex; +1 armor bonus to speed.

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OMEGA

ISHTAR  
DIMENSIONAL SHUNTSHIELD7  
10

*Shunt kinetic, electromagnetic, and heat energies into other dimensions for fun and profit!*

**ARMOR:** Light

**PROPERTY:** You gain a +4 armor bonus to AC, and a +1 armor bonus to Fortitude and Reflex.

**POWER:** Encounter

**IMMEDIATE INTERRUPT**

**PERSONAL**

**TRIGGER:** You take damage from an attack

**EFFECT:** Reduce the damage you take from the triggering attack by 10.

**SALVAGE 6:** A 6th-level character can salvage the shuntshield. It becomes light armor: +4 armor bonus to AC; +1 armor bonus to Fortitude and Reflex.

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OMEGA

AREA 52  
FLAME THROWER8  
10

*When you trigger the nozzle, it sprays liquid fire that immolates your enemies.*

**WEAPON:** Two-handed

**POWER:** At-Will ☼ Fire

**STANDARD ACTION CLOSE BLAST 5**

**TARGET:** Each creature in blast

**ATTACK:** Level + 6 vs. Reflex

**HIT:** 2d6 + Constitution modifier + your level fire damage, and ongoing 5 fire damage (save ends).

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OMEGA

AREA 52  
FLAREGUN9  
10

*Step 1: Point. Step 2: Shoot. Got it?*

**WEAPON:** One-handed

**POWER:** Consumable ☼ Zone

**STANDARD ACTION AREA BURST 10 WITHIN 20**

**EFFECT:** The burst creates a zone of bright light that lasts until the end of the encounter. In addition, the flaregun's other power is expended.

**POWER:** Consumable ☼ Fire

**STANDARD ACTION RANGED 5**

**ATTACK:** Level + 6 vs. Reflex

**HIT:** 1d6 + Dexterity modifier + twice your level fire damage, and the target is blinded (save ends). While the target is blinded, its space and each adjacent square is filled with bright light.

**EFFECT:** The flaregun's other power is expended.

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