

ALPHA  BIO ACCELERATED REFLEXES 1/80 

*You kick your reaction speed into overdrive.*

**FREE ACTION** **PERSONAL**

**TRIGGER:** You start your turn  
**EFFECT:** You gain a +2 power bonus to attack rolls and to all defenses until the end of your next turn. In addition, you shift 3 squares and take a standard action.

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

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

**9 OR LESS:** At the end of your turn, you are stunned until the end of your next turn.

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ALPHA  BIO ADAPTIVE RESISTANCE 2/80 

*"That which does not kill us makes me stronger. Shame about you, though . . ."*

**IMMEDIATE INTERRUPT** **PERSONAL**

**TRIGGER:** You take damage  
**EFFECT:** You gain resist 10 to the damage type of the triggering attack while this card is readied.

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

**10+:** You are immune to that damage type instead while this card is readied.

**9 OR LESS:** You also gain vulnerable 5 to all other damage types while this card is readied.

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ALPHA  PSI, PSYCHIC PSYCHIC REVERSAL 3/80 

*"I'm rubber, you're glue."*

**IMMEDIATE INTERRUPT** **PERSONAL**

**TRIGGER:** You take psychic damage from an enemy's attack  
**EFFECT:** The triggering enemy takes that psychic damage instead. You still suffer any other effects from the triggering attack.

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

**10+:** The triggering enemy is also stunned until the end of your next turn.

**9 OR LESS:** You take one-half the psychic damage instead, and the triggering enemy takes the rest.

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ALPHA  DARK ANTI-LIFE LEECH 4/80 

*Nobody better life leech you, or they'll be sorry.*

**BENEFIT:** You gain resist 10 necrotic. In addition, you are immune to *life leech* attacks. When a creature targets you with *life leech*, it is stunned until the end of its next turn, and its hit point total drops to its bloodied value (or to 1 hit point if it is already bloodied).

**OVERCHARGE:** None.

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ALPHA  BIO AQUATIC ADAPTATION 5/80 

*All that time you spent in the tub as a youngster is finally paying off!*

**BENEFIT:** You can breathe water, and you gain a Swim speed equal to your speed.

**OVERCHARGE:** At any time, you can roll a d20.

**10+:** While this card is readied, you can mentally communicate with fish within 1 mile of you.

**9 OR LESS:** While this card is readied, you think you can mentally communicate with fish within 1 mile of you.

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ALPHA  BIO CARAPACE 6/80 

*Your skin hardens into a thick, tough carapace.*

**BENEFIT:** You gain +2 power bonus to AC and take a -1 penalty to speed.

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

**10+:** While this card is readied, the power bonus to AC increases to +4.

**9 OR LESS:** You cocoon yourself in your own shell (save ends). While you're under this effect, the power bonus to AC increases to +10, and you can't take any actions.

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ALPHA  PSI CLOUD THE MIND 7/80 

*Who knows what evil lurks in the hearts of men . . . or whatever the hell that is.*

**MINOR ACTION** **CLOSE BURST 5**

**TARGET:** One creature in burst  
**EFFECT:** The target can't see you (save ends). While under this effect, the target doesn't realize you exist or notice any of your actions.

**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 cloud your own mind and can't see the target (save ends).

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ALPHA  PSI BEGUILING 8/80 

*"Noooo! Pleeeeease don't hurt me!"*

**MINOR ACTION** **CLOSE BURST 5**

**TARGET:** Each enemy in burst  
**ATTACK:** Level + 3 vs. Will  
**HIT:** The target can't attack you (save ends).

**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:** When the target saves against this effect, it gains a +2 bonus to attack rolls against you while this card is readied.

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ALPHA  DARK, PSYCHIC DEVOLUTION 9/80 

*A mind is a terrible thing to waste.*

**STANDARD ACTION** **RANGED 10**

**TARGET:** One creature  
**ATTACK:** Level + 3 vs. Fortitude  
**HIT:** 3d10 + Intelligence modifier + twice your level psychic damage, and the target is dazed and can make only basic attacks (save ends both).

**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 also hit yourself with this power.

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"Huh? What?"

**STANDARD ACTION RANGED 5**

**TARGET:** One creature

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

**HIT:** The target is confused (save ends). While the target is under this effect, roll a d6 at the start of its turn to see what it does:

- 1-2: It doesn't take any actions.
- 3-4: It attacks the nearest creature.
- 5: It moves away from you at full speed.
- 6: It acts normally.

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

**10+:** You choose the d6 result during each turn the target is confused.

**9 OR LESS:** You're also confused until the end of your next turn.

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You generate a blinding burst of light from your body. "Say cheese!"

**STANDARD ACTION CLOSE BURST 5**

**TARGET:** Each creature in burst

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

**HIT:** The target is blinded until the end of your next turn.

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

**10+:** The target is instead blinded until it saves.

**9 OR LESS:** You ignite yourself on fire and take ongoing 5 fire damage (save ends). You can't save against this effect during the turn you overcharge it.

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"I feel your pain."

**MINOR ACTION CLOSE BURST 3**

**TARGET:** One ally in burst

**EFFECT:** The target regains hit points equal to 5 + your level and can make a saving throw.

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

**10+:** You can target two or three allies in the burst.

**9 OR LESS:** You lose hit points equal to your bloodied value.

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"It was only a scratch."

**BENEFIT:** Whenever you start your turn and have at least 1 hit point, you regain 5 hit points. In addition, when you take a second wind, you regain 10 additional hit points.

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

**10+:** While this card is readied, you regain 10 hit points at the start of your turn instead of 5.

**9 OR LESS:** You are covered in scar tissue from too much healing (save ends). While under this effect, you are slowed and take a -2 penalty to attack rolls. You can't save against this effect during the turn you overcharge it.

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"Hey! Watch where you're putting those things!"

**BENEFIT:** You can see creatures or objects within 2 squares of you that are invisible, obscured, or on the other side of blocking terrain, if those creatures are in contact with the ground or a similar surface.

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

**10+:** While this card is readied, you can see creatures or objects within 3 squares of you, instead of 2, and your melee reach increases by 1.

**9 OR LESS:** You are covered in fleshy nodules (save ends). While under this effect, you take a -2 penalty to attack rolls and to all defenses.

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You project an invisible, impenetrable wall of force nearby.

**MINOR ACTION AREA WALL 12 WITHIN 10 SQUARES**

**EFFECT:** You create an invisible wall of force up to 12 squares long. The wall is up to 4 squares high, and it lasts until the end of your next turn. It blocks all movement and line of effect.

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

**10+:** While the wall exists, you can spend a minor action at the start of your turn to make the wall persist until the end of your next turn.

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

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"Have you ever heard 37 cats scratching a chalkboard at once? Want to?"

**BENEFIT:** You can perfectly mimic any sound. You gain a +5 power bonus to skill checks related to imitating a sound.

**OVERCHARGE:** When you hear a sonic attack, you can roll a d20.

**10+:** Before the end of your next turn, as a standard action, you can duplicate the triggering sonic attack if this card is readied.

**9 OR LESS:** You can't speak or make sounds with your voice while this card is readied. (No talking!)

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You grow enormous clown feet.

**BENEFIT:** You gain a swim speed equal to your land speed and ignore difficult terrain from soft ground such as snow or mud.

**OVERCHARGE:** Really?

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"Guess how many fingers I'm holding behind my back. No, twelve!"

**BENEFIT:** You grow an additional arm. You can use it to carry a shield, help wield a two-handed weapon, carry an extra one-handed weapon, and so on. If you carry an extra weapon, you can make a basic attack with that weapon once per round as a minor action.

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

**10+:** While this card is readied, you grow a second new arm. You can wield an additional two-handed weapon with both new arms.

**9 OR LESS:** Your existing arms shrink into your body until the end of your next turn. You drop everything you're holding.

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*A thick, yeti-like pelt of hair covers your body. It smells like a yeti too.*

**BENEFIT:** You gain a +1 power bonus to AC and resist 5 cold from your new pelt.

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

**10+:** While this card is readied, the power bonus increases to +2, and you gain resist 10 cold instead of 5.

**9 OR LESS:** You become tangled in your own pelt (save ends). While under this effect, you are slowed and can't shift.

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*You can see thermal energy.*

**BENEFIT:** You can see in darkness and through fog, smoke, and other obscuring conditions. You can also see invisible creatures or objects.

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

**10+:** You gain a +5 power bonus to Perception checks while this card is readied.

**9 OR LESS:** While this card is readied, you can see only thermal radiation and take a -2 penalty to attack rolls and Perception checks.

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*You exit the time stream for a while.*

**MINOR ACTION PERSONAL**

**EFFECT:** You step out of time and are removed from play. While you're under this effect, creatures have neither line of sight nor line of effect to you, and you have neither line of sight nor line of effect to any creature. In addition, you can't take any actions except to return to time as an immediate reaction when a creature's turn ends. You reappear in your square, or in the nearest unoccupied square of your choice, and take your full turn.

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

**10+:** While you're outside of time, time passes quickly for you and you regain all of your hit points.

**9 OR LESS:** While you're outside of time, you lose track of time and don't return for 1d6 hours.

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*You absorb your foe's attack to make yourself stronger.*

**IMMEDIATE INTERRUPT PERSONAL**

**TRIGGER:** You take physical damage  
**EFFECT:** Instead of taking the triggering damage, you regain hit points equal to that damage.

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

**10+:** You gain a bonus to the next melee attack roll you make before the end of your next turn equal to the triggering damage.

**9 OR LESS:** You absorb too much energy from the triggering damage and also take ongoing 10 damage (save ends).

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*You levitate yourself or another creature into the air!*

**MOVE ACTION PERSONAL OR RANGED 10**

**TARGET:** You or one ally (or one Medium object)  
**EFFECT:** You move the target vertically up to 5 squares. The target remains at that height until the end of your next turn.

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

**10+:** You can target one enemy instead.

**9 OR LESS:** You move the nearest non-targeted ally upward 4 squares, if possible. Then that ally drops to the ground, falls prone, and takes 2d10 physical damage.

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*You drain another creature's vitality to bolster yourself.*

**STANDARD ACTION CLOSE BURST 3**

**TARGET:** Each creature in burst  
**ATTACK:** Level + 3 vs. Fortitude  
**HIT:** 5d8 + Constitution modifier + twice your level necrotic damage, and you gain 5 temporary hit points for each target you hit.

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

**10+:** You gain 5 + twice your level temporary hit points for each target you hit instead of 5.

**9 OR LESS:** After the attack, you take 5d8 necrotic damage, and each target gains 5 temporary hit points.

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*You switch places with an enemy.*

**IMMEDIATE INTERRUPT RANGED 10**

**TRIGGER:** You are hit by an attack  
**TARGET:** One creature  
**ATTACK:** Level + 3 vs. Will  
**HIT:** You and the target teleport, swapping positions. The triggering attack hits the target instead, and misses you if you're out of range.  
**MISS:** You teleport 3 squares after the triggering attack.

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

**10+:** The triggering attack scores a critical hit on the target.

**9 OR LESS:** After you teleport, you fall prone and are dazed until the end of your next turn.

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*You create a temporary area of gravity that pulls creatures toward it.*

**STANDARD ACTION AREA BURST 5 WITHIN 20**

**TARGET:** Each creature in burst  
**ATTACK:** Level + 3 vs. Fortitude  
**HIT:** The target is pulled 5 squares toward the burst's origin square.  
**EFFECT:** The burst becomes a zone that lasts until the start of your next turn. If the target moves away from the burst's origin square, each square of that movement is treated as difficult terrain.

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

**10+:** Whenever a creature ends its turn within the zone, make the attack against that creature as a free action.

**9 OR LESS:** You fall prone and can't stand (save ends).

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*You cause a creature to find hilarity in everything.*

**STANDARD ACTION RANGED 10**

**TARGET:** One creature  
**ATTACK:** Level + 3 vs. Will  
**HIT:** 4d6 + Charisma modifier + twice your level psychic damage, and the target is dazed and slowed (save ends both).

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

**10+:** The target also falls prone and takes a -5 penalty to saving throws against this power.

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

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*You shift your atomic structure out of phase with this reality.*

**IMMEDIATE INTERRUPT PERSONAL**

**TRIGGER:** You are hit by an attack  
**EFFECT:** Until the end of your next turn, you take half damage from attacks and ignore difficult terrain.

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

**10+:** You can also move through blocking terrain and through enemies' squares, but you must still end your turn in an unoccupied square.

**9 OR LESS:** You cease to exist and are removed from play (save ends). While you're under this effect, creatures have neither line of sight nor line of effect to you, and you can't take any actions. When this effect ends, you reappear in your square, or in the nearest unoccupied square of your choice, and you are dazed until the end of your next turn.

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*"Soul beshes!  
 Why did it have to be soul beshes?"*

**STANDARD ACTION RANGED 10**

**TARGET:** One creature  
**ATTACK:** Level + 3 vs. Will  
**HIT:** Choose one creature or square within 10 squares of you. During the target's turn, it must move at least 1 square away from that creature or square (save ends). If the target can't move away during its turn, it takes no actions that turn.

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

**10+:** You also attack each creature adjacent to the primary target.

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

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*You sprout hundreds of needle-sharp quills.*

**IMMEDIATE REACTION MELEE 1**

**TRIGGER:** An enemy targets you with a melee attack  
**TARGET:** The triggering enemy  
**ATTACK:** Level + 5 vs. AC  
**HIT:** 1d12 + Strength modifier + twice your level physical damage, and the target takes a -2 penalty to attack rolls (save ends).  
**EFFECT:** You can use this power a second time while this card is readied.

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

**10+:** The target also takes ongoing 5 physical damage (save ends).

**9 OR LESS:** You make the attack against yourself and each creature within 3 squares of you. Discard this power after the attack.

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*You redirect a ranged attack to another target.*

**IMMEDIATE INTERRUPT PERSONAL**

**TRIGGER:** An enemy hits you with a ranged attack  
**EFFECT:** The triggering attack misses you instead. Choose a creature within 5 squares of you. The triggering enemy rerolls the attack against that target.

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

**10+:** The triggering attack scores a critical hit against the new target.

**9 OR LESS:** The triggering attack scores a critical hit against you instead of missing.

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*Your bones and flesh become rubbery and stretchable.*

**BENEFIT:** You gain resist 5 physical, and your melee reach increases by 1.

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

**10+:** You gain resist 10 physical instead of 5.

**9 OR LESS:** You collapse in a boneless heap (save ends). While under this effect, you are immobilized and can't attack.

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*"Hey, anybody remember where I put my pistol?"*

**STANDARD ACTION AREA BURST 2 WITHIN 10**

**TARGET:** Each creature in burst  
**ATTACK:** Level + 3 vs. Will  
**HIT:** The target forgets all events of the last 5 minutes (save ends). (It's not usually helpful to give a hungry bear amnesia, but it can be useful when you've angered a "new friend.")

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

**10+:** You target each enemy you can see instead.

**9 OR LESS:** You forget everything that's happened to you in the last 24 hours.

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*You develop glands that give off some powerful funk.*

**BENEFIT:** Whenever another creature starts its turn within 2 squares of you, you (well, your odor) push it 1 square. In addition, until the start of its next turn, it's slowed and takes a -2 penalty to attack rolls.

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

**10+:** The creature also takes 10 poison damage.

**9 OR LESS:** You take a -2 penalty to attack rolls while this card is readied.

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*Go ahead and say it: "SOOPER GENIUS!"*

**BENEFIT:** You gain a +2 power bonus to AC, Reflex, attack rolls that use Intelligence, and Conspiracy, Mechanics, and Science checks. You also instantly discern the stupid ideas of others (ask the GM if you're not sure). This doesn't include your own stupid ideas.

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

**10+:** The power bonus increases to +4 while this card is readied.

**9 OR LESS:** You are stunned by the stupidity of others until the end of your turn.

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*Bamf!*

**BENEFIT:** You can teleport 10 squares during your turn as a move action.

**SPECIAL:** You can expend this power to teleport 1,000 squares (1 mile) as a move action.

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

**10+:** While this card is readied, you also teleport each creature within 5 squares of you 10 squares (or 1 mile if you expend the power).

**9 OR LESS:** While this card is readied, at the start of each of your turns, you teleport 1d6 squares in a random direction as a free action.

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Go on, sink your fangs in. You'll feel better.

**STANDARD ACTION MELEE TOUCH**

**TARGET:** One creature  
**ATTACK:** Level + 3 vs. Fortitude  
**HIT:** 3d8 + Constitution modifier + twice your level necrotic damage, and the target is dazed until the end of your next turn. In addition, you regain hit points equal to 5 + your level.  
**MISS:** The power is not expended.

**OVERCHARGE:** When you hit with this power, you can roll a d20.  
**10+:** The target takes 3d8 extra necrotic damage.  
**9 or less:** The target gains *vampiric healing* and can use it once while this card is readied.

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It's a platypus thing.

**STANDARD ACTION MELEE 1**

**TARGET:** One creature  
**ATTACK:** Level + 3 vs. Fortitude  
**HIT:** 1d6 + Strength modifier + twice your level poison damage, and the target is dazed and takes ongoing 10 poison damage (save ends both).  
**AFTEREFFECT:** The target takes ongoing 5 poison damage (save ends).  
**MISS:** The power is not expended.

**OVERCHARGE:** When you hit 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 also take ongoing 10 poison damage (save ends). You can't save against this effect during the turn you overcharge it.

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You choose the time for the "Airing of Grievances."

**STANDARD ACTION CLOSE BURST 5**

**TARGET:** Each enemy in burst  
**ATTACK:** Level + 3 vs. Will  
**HIT:** 2d8 + Charisma modifier + twice your level psychic damage, and the target can't benefit from flanking an enemy or benefit from powers that target allies (save ends both).

**OVERCHARGE:** When you use this power, you can roll a d20.  
**10+:** At the start of the target's turn, if one of its allies is nearer to it than an enemy, it attacks that ally during its turn.  
**9 OR LESS:** You also attack each ally in the burst.

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You cause your enemy to regard everyone as a foe.

**STANDARD ACTION RANGED 10**

**TARGET:** One creature  
**ATTACK:** Level + 3 vs. Will  
**HIT:** 1d10 + Charisma modifier + twice your level psychic damage, and during its turn, the target must attack the nearest creature if possible (save ends).  
**AFTEREFFECT:** The target is dazed (save ends).

**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:** The target gains a +5 bonus to attack rolls against you while this card is readied.

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This malfunctioning device generates a sword-shaped force field that can cut through almost anything.

**WEAPON:** 2-hand melee

**POWER:** Encounter ☹ Force, Physical  
**STANDARD ACTION MELEE 1**  
**TARGET:** One creature  
**ATTACK:** Level + 6 vs. Fortitude  
**HIT:** 3d6 + Dexterity modifier + twice your level force damage, and ongoing 5 physical damage (save ends).  
**SPECIAL:** You can take ongoing 5 force damage (save ends) to make this power a melee 3 attack.

**Salvage 3:** A 3rd-level character can salvage the unstable vibroblade. It becomes a light 2-hand melee weapon: Dex/Int; +3 accuracy; 2d8 physical damage.

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This serviceable bludgeon delivers an unpredictable electric shock.

**WEAPON:** 1-hand melee

**POWER:** Encounter ☹ Electricity, Physical  
**STANDARD ACTION MELEE 2**  
**TARGET:** One creature  
**ATTACK:** Level + 8 vs. AC  
**HIT:** 2d8 + Strength modifier physical damage plus 1d8 + twice your level electricity damage.

**SALVAGE 2:** A 2nd-level character can salvage the *electro-flail*. It becomes a heavy 1-hand melee weapon: Str/Con; +2 accuracy; 1d12 electricity damage.

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When you plug this shiny metallic device into the back of your neck, the world slows to snail's pace.

**NECK**

**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** You gain an extra standard action during this turn. In addition, you gain a +1 bonus to speed until the end of the encounter.

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This energy weapon emits a stream of sun-hot plasma.

**WEAPON:** 2-hand ranged

**POWER:** Encounter ☹ Fire, Radiation  
**STANDARD ACTION RANGED 20**  
**TARGET:** One creature  
**ATTACK:** Level + 6 vs. Reflex  
**HIT:** 7d8 + Intelligence modifier + twice your level fire damage. You take 2d8 + your level radiation damage.

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This energy pistol emits a beam of focused blue energy.

**WEAPON:** 1-hand ranged

**POWER:** Encounter ☹ Laser  
**STANDARD ACTION RANGED 10**  
**TARGET:** One creature  
**ATTACK:** Level + 6 vs. Reflex  
**HIT:** 4d8 + Intelligence modifier + twice your level laser damage.

**SALVAGE 2:** A 2nd-level character can salvage the *mk1 laser pistol*. It becomes a light 1-hand ranged 10 weapon: Dex/Int; +3 accuracy; 1d10 laser damage.

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**OMEGA** ISHTAR **MK 1 POWER ARMOR** 46/80

*This slightly used metallic suit protects you from harm.*

**ARMOR:** Heavy

**POWER:** Encounter

**IMMEDIATE INTERRUPT PERSONAL**

**TRIGGER:** You take damage

**EFFECT:** You gain resist 5 to all damage until the end of your next turn.

**SALVAGE 2:** A 2nd-level character can salvage the *mk1 power armor*. It becomes heavy armor: +8 armor bonus to AC; +1 armor bonus to Reflex and Fortitude.

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**OMEGA** XI **TANGLER** 47/80

*You snap an electrified wire out of this belt unit and entangle your foe with it.*

**WAIST**

**POWER:** Encounter ⚡ Electricity

**STANDARD ACTION MELEE 2**

**TARGET:** One creature

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

**HIT:** 3d6 + Dexterity modifier + twice your level electricity damage, and the target is restrained (save ends).

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**OMEGA** AREA 52 **ALL-SEEING EGG** 48/80

*This silvery egg emits an earsplitting cuckoo whenever unseen foes threaten you.*

**POWER:** Consumable

**MINOR ACTION**

**EFFECT:** Until the end of the encounter, at the start of each of your turns, the egg emits a series of beeps that indicates the number of creatures within 5 squares of you.

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**OMEGA** AREA 52 **UNRELIABLE JET PACK** 49/80

*Up, up, and ... whoa!*

**WAIST**

**POWER:** Consumable

**MINOR ACTION**

**EFFECT:** You gain a fly speed equal to your speed until the end of your next turn. Each time you take damage before the end of your next turn, the "auto-jet" engages and pushes you away from the triggering attacker a number of squares equal to your speed after the damage is dealt.

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**OMEGA** ISHTAR **MUSIC BOX** 50/80

*When you spin the dials just right, the music of the Ancients floods out.*

**POWER:** Encounter ⚡ Sonic

**STANDARD ACTION CLOSE BLAST 3**

**TARGET:** Each creature in blast

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

**HIT:** 3d8 + Intelligence modifier + twice your level sonic damage, and the target is deafened (save ends).

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**OMEGA** ISHTAR **HAND ROCKET** 51/80

*This shiny gun-grip is attached to a thick tube-like barrel that emits a small explosive projectile.*

**WEAPON:** 1-hand ranged

**POWER:** Consumable ⚡ Fire

**STANDARD ACTION AREA BURST 1 WITHIN 20**

**TARGET:** Each creature in burst

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

**HIT:** 4d8 + Intelligence modifier + twice your level fire damage, and the target is pushed 2 squares from the burst's origin square.

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**OMEGA** XI **RADIATION ORBITER** 52/80

*This drone continually changes shape as it circles your head like a tiny satellite. It produces a pulse of flesh-shredding radiation at your command.*

**HEAD**

**POWER:** Encounter ⚡ Radiation

**STANDARD ACTION CLOSE BLAST 5**

**TARGET:** Each creature in blast

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

**HIT:** 3d8 + Intelligence modifier + twice your level radiation damage.

**EFFECT:** Until the end of the encounter, you gain a +2 power bonus to attack rolls with radiation powers.

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**OMEGA** AREA 52 **SENTINEL ORBITER** 53/80

*This dented and burned drone constantly orbits your head in a tight circle. It dips and swerves to stay between you and your foes.*

**HEAD**

**POWER:** Encounter ⚡ Electricity

**MINOR ACTION**

**EFFECT:** You gain a +1 power bonus to AC and Reflex until the end of the encounter. In addition, whenever an enemy ends its turn adjacent to you, it takes 1d10 + your level electricity damage.

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**OMEGA** XI **PROTOTYPE POWER FIST** 54/80

*This experimental 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, and you knock the target prone.

**MISS:** Half damage, and you knock the target prone.

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**OMEGA**  **AREA 52**  **ADRENALINE PILL** 55/80

*Down the hatch! Tastes like cherry. You're feeling a little jittery . . .*

**POWER:** Consumable  
**MINOR ACTION**  
**EFFECT:** Until the end of the encounter, you can shift 2 or 3 squares as a move action. Whenever you shift 3 squares in this way, roll a d20. On a 9 or less, at the end of the movement, you see a rush of pretty colors and are stunned until the start of your next turn.

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**OMEGA**  **X1 ENDEAVOR**  **NEUROJACK** 56/80

*When you plug this morphing, matte-black device into the back of your neck, you take control of your own physiology.*

**NECK**  
**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** Until the end of the encounter, whenever you make an Athletics check, you can roll two d20s and use the total result. If you do so, and you roll a natural 1 on either die, this effect ends and you are slowed (save ends).

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**OMEGA**  **X1 OPTIC**  **NEUROJACK** 57/80

*When you plug this shiny jack into the back of your neck, you upgrade your auditory and optical processing.*

**NECK**  
**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** Until the end of the encounter, whenever you make a Perception check, you can roll two d20s and use the total result. If you do so, and you roll a natural 1 on either die, this effect ends and you are blinded (save ends).

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**OMEGA**  **AREA 52**  **ERRATIC RIFLE HOUND** 58/80

*This metallic robot erratically follows you around on three steel legs.*

**POWER:** Encounter  Laser  
**STANDARD ACTION**  
**EFFECT:** You activate the *erratic 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 equal to 12 + your level. If a single attack deals 15 or more damage to the hound, the hound 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.  
**MISS:** As a free action, the hound attacks again, targeting you.

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**OMEGA**  **AREA 52**  **CRACKED RAY GUN** 59/80

*This ornate pistol fires a ray of ebony energy that sends you and the target straight into "sleepytime."*

**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). In addition, you fall unconscious (save ends).

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**OMEGA**  **AREA 52**  **PHOTON GRENADE** 60/80

*This egg-shaped grenade made from strange metal alloys is perfectly balanced for throwing.*

**WEAPON:** 1-hand ranged  
**POWER:** Consumable  Radiation  
**STANDARD ACTION** **AREA BURST 1 WITHIN 10**  
**TARGET:** Each creature in burst  
**ATTACK:** Level + 6 vs. Reflex  
**HIT:** 3d10 + Dexterity modifier + twice your level radiation damage.  
**MISS:** Half damage.

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**OMEGA**  **AREA 52**  **BLATHER GECKO** 61/80

*This tiny gecko-like biological construct perches on your shoulder and translates foreign languages into something you understand.*

**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** Until the end of the encounter, you speak and understand (through the translating gecko) all languages. In addition, you don't grant combat advantage when you are flanked, because the gecko continually informs you of creatures that are in the area.

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**OMEGA**  **ISHTAR**  **RAZOR GRENADE** 62/80

*This green oval is perfectly balanced for throwing, and it explodes in a hail of razor-sharp shrapnel.*

**WEAPON:** 1-hand ranged  
**POWER:** Consumable  Physical  
**STANDARD ACTION** **AREA BURST 2 WITHIN 10**  
**TARGET:** Each creature in burst  
**ATTACK:** Level + 6 vs. Reflex  
**HIT:** 2d10 + Dexterity modifier physical damage, and ongoing 5 physical damage (save ends).  
**MISS:** Half damage.

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**OMEGA**  **ISHTAR**  **ENVIROMASK** 63/80

*This bright green mask lets you breathe in dangerous environments. If you want to use a silly voice while wearing it, that's up to you.*

**HEAD**  
**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** You can breathe in any environment, including water, poisonous atmosphere, and vacuum, until the end of the encounter, or for 5 minutes, whichever occurs sooner. In addition, you gain a +4 bonus to all defenses against poison attacks while the protection lasts.

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**OMEGA** ISHTAR THE PATCH 64/80

When you slap this thin metallic disc onto the back of your hand, medicinal nanomachines enter your bloodstream and repair your wounds.

**POWER:** Consumable ☼ Healing  
**MINOR ACTION**  
**EFFECT:** You regain a number of hit points equal to your bloodied value.

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**OMEGA** XI SCIENCE COMP 65/80

When you activate this handheld computer, the friendly image of a small man appears on the screen to answer your questions.

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

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**OMEGA** XI SPY COMP 66/80

When you activate this handheld computer, a little man in a black coat appears on the screen to answer your questions.

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

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**OMEGA** AREA 52 ENVIROCAPE 67/80

This flaring, nanofabric cloak wraps you in protective folds when radiation threatens.

**NECK**  
**POWER:** Encounter  
**IMMEDIATE INTERRUPT** **PERSONAL**  
**TRIGGER:** You take radiation damage  
**EFFECT:** You gain resist 15 radiation against the triggering attack. In addition, you gain resist 5 radiation until the end of the encounter.

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**OMEGA** AREA 52 FREEZE RAY 68/80

Neither a death ray nor an ice beam, this weapon puts your enemies in a "timeout."

**WEAPON:** 2-hand ranged  
**POWER:** Encounter ☼ Force  
**STANDARD ACTION** **RANGED 20**  
**TARGET:** One creature  
**ATTACK:** Level + 6 vs. Fortitude  
**HIT:** 2d10 + Intelligence modifier + twice your level force damage, and the target is stunned until the end of your next turn.

**SALVAGE 2:** A 2nd-level character can salvage the *freeze ray*. It becomes a light 2-hand ranged 20 weapon: Dex/Int; +3 accuracy; 2d8 force damage.

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**OMEGA** AREA 52 FORCE PIKE 69/80

The tip of this metallic pike shimmers with lethal blue energy.

**WEAPON:** 2-hand melee  
**POWER:** Encounter ☼ Force  
**STANDARD ACTION** **MELEE 2**  
**TARGET:** One creature  
**ATTACK:** Level + 8 vs. AC  
**HIT:** 3d8 + Strength modifier + twice your level force damage, and ongoing 5 force damage (save ends).

**SALVAGE 2:** A 2nd-level character can salvage the *force pike*. It becomes a heavy 2-hand melee weapon: Str/Con; +2 accuracy; 2d10 force damage.

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**OMEGA** ISHTAR INFLATABLE FRIEND 70/80

When you pull the ripcord, a disturbingly lifelike manikin inflates and follows you around.

**POWER:** Encounter ☼ Electricity  
**MINOR ACTION**  
**EFFECT:** The *inflatable friend* appears in an unoccupied square adjacent to you. Enemies can't move through its space, but allies can. Whenever you move, you can move the friend 6 squares as a free action. You and your allies can use the friend to flank enemies (its disturbing visage freaks them out). The friend has AC 18, Fortitude 12, Reflex 16, and Will 12. When an attack deals 5 or more damage to the friend, it implodes and each adjacent creature takes 5 electricity damage.

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**OMEGA** ISHTAR ETHERLIGHT 71/80

This fist-sized crystal globe glows like a star.

**PROPERTY:** The etherlight continually produces bright light in a 10-square radius.  
**POWER:** Encounter  
**STANDARD ACTION** **CLOSE BURST 5**  
**TARGET:** Each enemy in burst  
**ATTACK:** Level + 6 vs. Will  
**HIT:** The target is blinded (save ends).

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**OMEGA** XI PLASMA DEFLECTOR 72/80

This white ceramic ring is cold to the touch. You can use it to deflect electricity and fire attacks to other targets.

**RING**  
**PROPERTY:** You gain resist 10 electricity and resist 10 fire.  
**POWER:** Encounter ☼ Radiation  
**IMMEDIATE INTERRUPT** **PERSONAL**  
**TRIGGER:** You take electricity or fire damage  
**EFFECT:** You gain resist 10 electricity and resist 10 fire until the end of the encounter, and you can make the following ranged 10 attack.  
**TARGET:** One creature  
**ATTACK:** Level + 6 vs. Reflex  
**HIT:** 3d8 + level radiation damage.

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**OMEGA**  **XI ANIMATRONIC TOY** 73  
80 

*This faux-fur-covered toy bear has a disconcertingly strong machine grip. Sometimes, it tells stories.*

**SPECIAL:** You can use both of these powers in the same encounter.  
**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** You gain a +2 bonus to Conspiracy checks until the end of the encounter.

**POWER:** Encounter  
**STANDARD ACTION RANGED 5**  
**TARGET:** One creature  
**ATTACK:** Level + 6 vs. Fortitude  
**HIT:** The target is dazed and restrained by the toy (save ends both).  
**MISS:** The toy lands in the target's space, but does nothing (because it's switched off).

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**OMEGA**  **ISHTAR ENVIROGLOVES** 74  
80 

*These bright green gloves are perfect for those times when you need to pull an ally out of a vat of wild nano or an acid spill.*

**HANDS**

**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** You can put your hands (up to your elbows) into any liquid or gaseous environment, such as molten iron, wild nano, irradiated craters, and so on, without taking damage from that source. The protection lasts until the end of encounter, or for 5 minutes, whichever occurs sooner. In addition, you gain a +2 bonus to saving throws against ongoing damage while the protection lasts.

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**OMEGA**  **XI COGNITION ANCHOR** 75  
80 

*This mottled ceramic ring lashes back at enemies that make mental attacks against you.*

**RING**

**POWER:** Encounter  **PSYCHIC**  
**IMMEDIATE REACTION RANGED 10**  
**TRIGGER:** An enemy deals psychic damage to you  
**TARGET:** The triggering enemy  
**ATTACK:** Level + 6 vs. Will  
**HIT:** 3d8 + Charisma modifier + twice your level psychic damage.  
**MISS:** Half damage.  
**EFFECT:** You gain a +2 power bonus to Will until the end of the encounter.

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**OMEGA**  **ISHTAR FACE MASK** 76  
80 

*This mask frames your face like a second skin. Sometimes it flashes a nightmarish visage at your foes.*

**HEAD**

**SPECIAL:** You can use both of these powers in the same encounter.  
**POWER:** Encounter  
**MINOR ACTION**  
**EFFECT:** You disguise yourself and gain a +5 power bonus to Interaction checks used to enhance the disguise until the end of the encounter.

**POWER:** Encounter  **PSYCHIC**  
**STANDARD ACTION CLOSE BLAST 3**  
**ATTACK:** Level + 6 vs. Will  
**HIT:** 3d8 + Charisma modifier + twice your level psychic damage, and you push the target 3 squares.

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**OMEGA**  **AREA 52 FISH-KILLER GRENADE** 77  
80 

*This metallic grenade is perfectly balanced for throwing into ponds.*

**WEAPON:** 1-hand ranged

**POWER:** Consumable  **FORCE**  
**STANDARD ACTION AREA BURST 1 WITHIN 10**  
**TARGET:** Each creature in burst  
**ATTACK:** Level + 6 vs. Fortitude  
**HIT:** 1d8 + Dexterity modifier + twice your level force damage. If the target is an aquatic creature, you also slide it 5 squares.  
**MISS:** Half damage.

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**OMEGA**  **AREA 52 AUTOSKELETON** 78  
80 

*This exoskeleton's iron alloy braces have a mind of their own.*

**WAIST**

**POWER:** Encounter  
**IMMEDIATE INTERRUPT PERSONAL**  
**TRIGGER:** You become dazed or stunned  
**EFFECT:** Until the end of your next turn, you can ignore the dazed and stunned conditions. This effect does not affect (or end) the duration of those conditions.

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**OMEGA**  **AREA 52 HEADMOUNTED LASER** 79  
80 

*This helmet comes complete with a partially sentient, self-swiveling laser mount . . . and side mirrors!*

**HEAD**

**POWER:** Encounter  **LASER**  
**STANDARD ACTION RANGED 10**  
**PRIMARY TARGET:** One creature  
**PRIMARY ATTACK:** Level + 6 vs. Reflex  
**HIT:** 3d8 + Dexterity modifier + twice your level laser damage.  
**MISS:** Make the following secondary attack.  
**SECONDARY TARGET:** Each creature within 2 squares of you  
**SECONDARY ATTACK:** Level + 6 vs. Reflex  
**HIT:** 1d10 + twice your level laser damage.

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**OMEGA**  **ISHTAR DIM PHOTONIC SPEAR** 80  
80 

*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:** 3d6 + Constitution modifier laser damage, and the target is blinded (save ends).

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**OMEGA**  **AREA 52 HEADMOUNTED LASER** 79  
80 

*This helmet comes complete with a partially sentient, self-swiveling laser mount . . . and side mirrors!*

**HEAD**

**POWER:** Encounter  **LASER**  
**STANDARD ACTION RANGED 10**  
**PRIMARY TARGET:** One creature  
**PRIMARY ATTACK:** Level + 6 vs. Reflex  
**HIT:** 3d8 + Dexterity modifier + twice your level laser damage.  
**MISS:** Make the following secondary attack.  
**SECONDARY TARGET:** Each creature within 2 squares of you  
**SECONDARY ATTACK:** Level + 6 vs. Reflex  
**HIT:** 1d10 + twice your level laser damage.

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