

ANDROID

ANDROID TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

Built to Last (Level 1): Gain a +2 bonus to Fortitude.

Machine Powered (Level 1): You do not need to eat, drink, or breathe.

Android Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of the encounter.

ANDROID POWERS

MACHINE GRIP

ANDROID NOVICE

At-Will ☹ **Dark, Physical**

Standard Action **Melee 1**

Target: One creature

Attack: Intelligence + your level vs. Reflex

Hit: 1d10 + Intelligence modifier + twice your level physical damage, and the target is immobilized until the start of your next turn. If you move to a square that isn't adjacent to the target, the immobilization ends.

BE MY BATTERY

ANDROID UTILITY

Encounter ☹ **Dark**

Immediate Interrupt **Personal**

Trigger: You take electricity, fire, or radiation damage

Effect: You gain immunity to the triggering damage type until the start of your next turn. You also gain temporary hit points equal to 10 + your Intelligence modifier.

DARK ENERGY MELTDOWN

ANDROID EXPERT

Encounter ☹ **Dark, Radiation**

Standard Action **Close burst 2**

Target: Each creature in burst

Attack: Intelligence + your level vs. Fortitude

Hit: 2d10 + Intelligence modifier + your level radiation damage.

Effect: The target is slowed until the start of your next turn.

COCKROACH

COCKROACH TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Scurry and Skitter (Level 1): Gain a +2 bonus to Reflex.

Bug Legs (Level 1): You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.

Cockroach Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you gain a +4 bonus to AC until the end of your next turn.

EAU DE ROACH

COCKROACH POWERS

COCKROACH NOVICE

At-Will ☹ **Acid, Bio**

Standard Action **Melee 1**

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + twice your level acid damage, and you push the target 1 square.

HARD TO KILL

COCKROACH UTILITY

Encounter ☹ **Bio, Healing**

Immediate Interrupt **Personal**

Trigger: You drop to 0 hit points

Effect: You regain hit points equal to 10 + your level.

OPPORTUNISTIC MEAL

COCKROACH EXPERT

Encounter ☹ **Acid, Bio**

Free Action **Melee 1**

Trigger: You end your turn adjacent to a prone creature

Target: The triggering creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d12 + Constitution modifier + twice your level acid damage.

Miss: Half damage.

DOPPELGANGER

DOPPELGANGER TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.

Not Really There (Level 1): Gain a +2 bonus to Reflex.

Two Possibilities (Level 1): Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.

Doppelganger Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use double trouble as a free action.

DOPPELGANGER POWERS

DOUBLE TROUBLE

At-Will ☹ **Dark**

Standard Action

Personal

Effect: You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use doppelganger powers, Alpha Mutations, or Omega Tech. Its statistics are the same as yours, except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.

TWO PLACES AT ONCE

Encounter ☹ **Dark, Teleportation**

Minor Action

Personal

Effect: Choose an unoccupied square within 5 squares of you. You simultaneously occupy that square and your current square. Before the start of your next turn, you can teleport to the chosen square as a free action.

MULTIPLICITY

Encounter ☹ **Dark, Physical**

Standard Action

Close burst 3

Target: Each enemy in burst

Attack: Intelligence + your level vs. AC

Hit: 2d10 + Intelligence modifier + your level physical damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. While within the zone, you and your allies gain cover from attacks.

DOPPELGANGER NOVICE

ELECTROKINETIC

ELECTROKINETIC TRAITS

Mutant Type: Wisdom; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Lightning Reflexes (Level 1): Gain a +2 bonus to Reflex.

Natural Battery (Level 1): Gain resist 10 electricity.

Electrokinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and one ally within 5 squares of the target gains 10 temporary hit points.

ELECTROKINETIC POWERS

ELECTRIC BOOGALOO

ELECTROKINETIC NOVICE

At-Will ☹ **Dark, Electricity**

Standard Action

Melee 1

Target: One creature

Attack: Wisdom + your level vs. Fortitude

Hit: 1d10 + Wisdom modifier + twice your level electricity damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

STAND CLEAR!

Encounter ☹ **Dark, Electricity, Healing**

Standard Action

Melee 1

Target: One ally

Effect: Choose one of the following options: The target regains hit points equal to your Wisdom modifier + your level, or the target makes a saving throw with a bonus equal to your Wisdom modifier.

LIGHTNING BOLT

ELECTROKINETIC EXPERT

Encounter ☹ **Dark, Electricity**

Standard / Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 3d8 + Wisdom modifier + twice your level electricity damage.

Miss: The ally nearest to the target gains temporary hit points equal to 3d8 + your Wisdom modifier.

EMPATH

EMPATH TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.

Pacifying Aura (Level 1): You and each ally adjacent to you never grant combat advantage.

Vital Presence (Level 1): Allies adjacent to you gain a +5 bonus to death saving throws.

Empath Critical (Level 2 or 6): When you score a critical hit, one ally within 5 squares of the target regains hit points equal to twice your level.

EMPATH POWERS

VITALITY TRANSFER

EMPATH NOVICE

Encounter ☯ Psi

Standard Action Ranged 3

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: The target is weakened until the end of your next turn. In addition, you or one ally within 5 squares of you gains temporary hit points equal to your Charisma modifier.

SHARE STRENGTH

EMPATH UTILITY

Encounter ☯ Healing, Psi, Psychic

Standard Action Close burst 5

Target: You and one ally in burst, or two allies in burst

Effect: One target of your choice takes 10 psychic damage, and the other target regains 10 hit points and makes a saving throw.

ZONE OF PACIFICATION

EMPATH EXPERT

Encounter ☯ Psi, Zone

Standard Action Close burst 2

Target: Each creature in burst

Attack: Charisma + your level vs. Will

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone that lasts until the end of your next turn. Creatures within the zone can't attack.

FELINOID

FELINOID TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Catlike Reflexes (Level 1): Gain a +2 bonus to Reflex.

Feline Speed (Level 1): You gain a +1 bonus to speed while wearing light armor or no armor.

Catfall (Level 1): You take no damage from falls of 50 feet or less, and you always land on your feet when you fall.

Felinoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can shift 3 squares as a free action.

FELINOID POWERS

SLASHING CLAWS

FELINOID NOVICE

At-Will ☯ Bio, Physical

Standard Action Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex. Make the attack two times.

Hit (one attack): 1d6 + Dexterity modifier + twice your level physical damage.

Hit (both attacks): 2d6 + Dexterity modifier + twice your level physical damage, and the target is blinded until the start of your next turn.

POUNCE

FELINOID UTILITY

Encounter ☯ Bio

Move Action Personal

Effect: You jump a number of squares equal to your speed, either vertically or horizontally.

KILLING BITE

FELINOID EXPERT

Encounter ☯ Bio, Physical

Standard Action Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 3d10 + Dexterity modifier + twice your level physical damage.

Effect: The target falls prone. If it stands up before the end of your next turn while you are adjacent to it, it takes 10 physical damage.

Special: When charging, you can use this power in place of a melee basic attack.

GIANT

GIANT TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Just Tough (Level 1): Gain a +2 bonus to Fortitude.

Encumbered Speed (Level 1): You move your speed, even when wearing heavy armor or carrying a heavy load.

Giant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you push the target 3 squares.

GIANT POWERS

BRICKBAT

Encounter ☹ Bio, Physical, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a melee weapon.

Target: Each enemy in burst you can see

Attack: Strength + your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier physical damage, and you knock the target prone.

FOCUSED STRENGTH

Encounter ☹ Bio

Minor Action Personal

Effect: You gain a +5 power bonus to damage rolls with melee attacks until the start of your next turn.

HURL FOE

Encounter ☹ Bio, Physical

Standard Action Melee 1

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d12 + Strength modifier + twice your level physical damage, and you slide the target 5 squares.

Effect: The target falls prone.

GIANT EXPERT

GRAVITY CONTROLLER

GRAVITY CONTROLLER TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

It Fell Sideways! (Level 1): Gain a +2 bonus to Reflex.

Gravity by Choice (Level 1): You take no damage from falling.

Gravity Controller Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and one creature within 2 squares of the target is immobilized until the end of your next turn.

GRAVITY CONTROLLER POWERS

GRAVITATIONAL PULSE

At-Will ☹ Dark, Physical

Standard Action Ranged 10

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

SIDEWAYS GRAVITY

Encounter ☹ Dark

Immediate Reaction Personal

Trigger: An enemy enters a square adjacent to you

Target: The triggering enemy

Effect: You slide the target 6 squares.

GRAVITY CONTROLLER UTILITY

SINGULARITY

Encounter ☹ Dark, Physical

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + your level physical damage.

Effect: You pull the target 2 squares toward the burst's origin square, and the target falls prone.

GRAVITY CONTROLLER EXPERT

HAWKOID

HAWKOID TRAITS

Mutant Type: Wisdom; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Flight (Level 1): You have a fly speed equal to your speed (see “Speed” on page 104 for rules on flying). While flying, you take a -2 penalty to attack rolls.

Hawkoid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can fly your speed as a free action.

HAWKOID POWERS

TERRIFYING SHRIEK

Encounter ☯ **Bio, Psychic**

Standard Action Close burst 2

Target: Each creature in burst

Attack: Wisdom + your level vs. Will

Hit: 1d6 + Wisdom modifier + your level psychic damage, and you slide the target 1 square.

FLAP AWAY

Encounter ☯ **Bio**

Immediate Reaction Personal

Trigger: An enemy enters a square adjacent to you

Effect: You fly 2 squares without provoking opportunity attacks. If you don't land at the end of this movement, you fall.

POWER DIVE

Encounter ☯ **Bio, Physical**

Standard / Melee 1

Target: One creature

Effect: Before making this attack, you can fly your speed.

Attack: Wisdom + your level vs. AC

Hit: 3d10 + Wisdom modifier + twice your level physical damage, and you knock the target prone.

Miss: Half damage.

HAWKOID NOVICE

HAWKOID UTILITY

HAWKOID EXPERT

HYPERCOGNITIVE

HYPERCOGNITIVE TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.

Foreseen Consequences (Level 1): Gain a +2 bonus to Reflex.

Unsurprising (Level 1): Gain a +8 bonus to initiative checks.

Hypercognitive Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you or an ally within 5 squares of you gains a +2 bonus to all defenses until the end of your next turn.

HYPERCOGNITIVE POWERS

UNCANNY STRIKE

Encounter ☯ **Psi, Physical, Weapon**

Standard Action

Target: One creature **Melee or Ranged weapon**

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target grants combat advantage until the end of your next turn.

HYPERCOGNITIVE NOVICE

SAW IT COMING

Encounter ☯ **Psi**

Immediate Interrupt Personal

Trigger: An enemy hits you

Effect: The triggering enemy rerolls the attack and must use the new result.

HYPERCOGNITIVE UTILITY

EXPLOIT WEAKNESS

Encounter ☯ **Psi, Physical, Weapon**

Standard Action

Target: One creature **Melee or Ranged weapon**

Attack: Wisdom + your level + weapon accuracy + 2 vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target gains vulnerable 5 to all damage until the start of your next turn.

HYPERCOGNITIVE EXPERT

MIND BREAKER

MIND BREAKER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Unbreakable Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Breaker Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes ongoing 5 psychic damage (save ends).

MIND BREAKER POWERS

PSYCHIC ASSAULT

MIND BREAKER NOVICE

At-Will ☹️ Psi, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 1d10 + Charisma modifier + twice your level psychic damage.

PSYCHIC SHIELD

MIND BREAKER UTILITY

Encounter ☹️ Psi, Psychic

Minor Action Personal

Effect: Until the end of your next turn, you gain a +3 power bonus to all defenses.

MIND BREAK

MIND BREAKER EXPERT

Encounter ☹️ Psi, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 3d10 + Charisma modifier + twice your level psychic damage.

Effect: The target gains vulnerable 5 psychic until the end of your next turn.

MIND COERCER

MIND COERCER TRAITS

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Labyrinthine Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

Mind Coercer Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you slide the target 3 squares.

MIND COERCER POWERS

MENTAL PUSH

MIND COERCER NOVICE

At-Will ☹️ Psi, Psychic

Standard Action

Target: One creature Ranged 10

Attack: Charisma + your level vs. Will

Hit: Charisma modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice.

NOTHING TO SEE HERE

MIND COERCER UTILITY

Encounter ☹️ Psi

Minor Action Personal

Effect: You become invisible to all enemies until the end of your next turn or until you attack.

YOUR THOUGHTS ARE MY THOUGHTS

MIND COERCER EXPERT

Encounter ☹️ Psi, Psychic

Standard Action Ranged 10

Target: One creature

Hit: Charisma modifier psychic damage, and you slide the target a number of squares equal to its speed. The target then makes a basic attack against a creature of your choice with a +4 power bonus to the attack roll and the damage roll.

PLANT

PLANT TRAITS

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hardened Bark (Level 1): Gain a +2 bonus to Fortitude.

Vulnerable to Fire (Level 1): Whenever you take fire damage, you take 5 extra fire damage.

Plant Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is immobilized until the start of your next turn.

PLANT POWERS

LASHING CREEPERS

PLANT NOVICE

Encounter * Bio, Physical

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level physical damage, and the target is slowed until the end of your next turn.

INSTANT GROVE

PLANT UTILITY

Encounter * Bio, Zone

Move Action Close burst 3

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies. While the zone lasts, you're

INSIDIOUS POLLEN

PLANT EXPERT

Encounter * Bio, Poison

Standard Action Melee 2

Target: One creature

Attack: Constitution + your level vs. Will

Hit: 1d8 + Constitution modifier + twice your level poison damage, and you dominate the target until the end of your next turn.

Miss: The target takes a -5 penalty to attack rolls against you until the end of your next turn.

PYROKINETIC

PYROKINETIC TRAITS

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Fire Resistance (Level 1): Gain resist 10 fire.

Fiery Aura (Level 1): Whenever a creature ends its turn adjacent to you, it takes 5 fire damage.

Pyrokinetic Critical (Level 2 or 6): When you score a critical hit, the target gains ongoing 10 fire damage (save ends).

PYROKINETIC POWERS

FIERY FLARE

PYROKINETIC NOVICE

At-Will ☹ Fire, Psi

Standard Action Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level fire damage.

BLAZING ROCKET

PYROKINETIC UTILITY

Encounter * Psi

Minor Action Personal

Effect: You gain a fly speed of 10 until the end of your next turn. If you don't land before this effect ends, you fall.

FLAMING BREATH

PYROKINETIC EXPERT

Encounter * Fire, Psi

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom + your level vs. Reflex

Hit: 2d10 + Wisdom modifier + your level fire damage.

Miss: Half damage.

RADIOACTIVE

RADIOACTIVE TRAITS

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Science checks.

You've Had Worse (Level 1): Gain a +2 bonus to Fortitude.

Gamma Tolerance (Level 1): Gain resist 15 radiation.

Radioactive Critical (Level 2 or 6): When you score a critical hit, the target is weakened until the end of your next turn.

RADIOACTIVE POWERS

RADIATION EYES

At-Will ☹️ **Dark, Radiation**

Standard Action **Ranged 5**

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level radiation damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

HAWKING PORTAL

Encounter ☹️ **Dark, Radiation, Teleportation**

Move Action **Close** burst 10

Target: You and one or two allies in burst

Effect: Each target teleports to any other square in the burst, then regains hit points equal to 5 plus your level.

GAMMA ERUPTION

Encounter ☹️ **Dark, Radiation**

Standard / Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d10 + Constitution modifier + twice your level radiation damage.

Effect: The target is weakened until the end of your next turn.

RADIOACTIVE NOVICE

RADIOACTIVE UTILITY

RADIOACTIVE EXPERT

RAT SWARM

RAT SWARM TRAITS

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Swarm Defense (Level 1): Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.

Crawling Mass (Level 1): You can't be knocked prone.

Rat Swarm Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

RAT SWARM POWERS

SWARM!

Encounter ☹️ **Bio, Physical**

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + twice your level physical damage, and the target is immobilized until the end of your next turn.

RAT SWARM NOVICE

COVER MORE GROUND

Encounter ☹️ **Bio**

Move Action **Personal**

Effect: You shift a number of squares equal to your Dexterity modifier.

RAT SWARM UTILITY

DEATH BY A THOUSAND BITES

Encounter ☹️ **Bio, Physical**

Standard Action **Melee 1**

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 2d10 + Dexterity modifier physical damage.

Effect: At the start of your next turn, the target takes physical damage equal to three times your level.

RAT SWARM EXPERT

SEISMIC

SEISMIC TRAITS

Mutant Type: Strength; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Armored Skin (Level 1): Gain resist 5 physical.

Ponderous (Level 1): Take a -1 penalty to speed.

Seismic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target and each enemy adjacent to the target prone.

SEISMIC POWERS

SEISMIC STOMP

At-Will ☹ **Dark, Sonic**

Standard Action Close burst 1

Target: Each creature in burst

Attack: Strength + your level vs. Fortitude

Hit: 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

GROUND ANCHOR

Encounter ☹ **Dark**

Immediate Interrupt Personal

Trigger: You are hit by an attack that pulls you, pushes you, slides you, or knocks you prone

Effect: You aren't pulled, pushed, slid, or knocked prone by the attack.

CLOBBERIN' TIME

Encounter ☹ **Dark, Physical**

Standard Action

Target: One creature Melee 1

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you push the target 3 squares.

Effect: The target falls prone.

SEISMIC NOVICE

SEISMIC UTILITY

SEISMIC EXPERT

SPEEDSTER

SPEEDSTER TRAITS

Mutant Type: Dexterity; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.

Just a Blur (Level 1): Gain a +2 bonus to Reflex.

Blinding Speed (Level 1): Gain a +2 bonus to speed while wearing light armor or no armor.

Speedster Critical (Level 2 or 6): When you score a critical hit, you can make a basic attack as a free action.

SPEEDSTER POWERS

QUICK ATTACK

Encounter ☹ **Psi, Physical, Weapon**

Standard Action Melee or Ranged weapon

Target: One creature

Effect: You can shift 2 squares before the attack.

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level physical damage, and you shift 2 squares.

SPEEDSTER NOVICE

WHIZZER

Encounter ☹ **Psi**

Minor Action Personal

Effect: You shift your speed.

SPEEDSTER UTILITY

SWIFT PUMMEL

Encounter ☹ **Psi, Physical, Weapon**

Standard Action Melee 1

Target: One creature

Attack: Dexterity + your level + weapon accuracy + 2 vs. AC. Make the attack 4 times.

Hit: 1[W] physical damage.

SPEEDSTER EXPERT

TELEKINETIC

TELEKINETIC TRAITS

Mutant Type: Intelligence; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.

Telekinetic Shield (Level 1): While you're conscious, you gain a +2 bonus to AC and Reflex.

Telekinetic Reach (Level 1): You can manipulate unattended objects up to 5 squares away from you as if you were using them yourself. For example, you can open a door as a minor action or swing a club as a standard action. You take a -2 penalty to attack rolls of attacks you make using this trait.

Telekinetic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you slide one creature within 5 squares of you 2 squares.

TELEKINETIC POWERS

TELEKINETIC WAVE

At-Will ☹ **Force, Psi**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence + your level vs. Fortitude

Hit: 1d6 + Intelligence modifier + your level force damage, and you push the target 3 squares.

TELEKINETIC NOVICE

CHESS PIECES

Encounter ☹ **Psi**

Minor Action Close burst 5

Target: Each ally in burst

Effect: You slide the target 3 squares to another square in the burst.

TELEKINETIC UTILITY

TELEKINETIC CLUTCH

Encounter ☹ **Force, Psi**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence + your level vs. Fortitude

Hit: 1d10 + Intelligence modifier + twice your level force damage, and the target is immobilized and takes ongoing 10 force damage (save ends both).

Miss: Half damage, and the target is slowed (save ends).

TELEKINETIC EXPERT

YETI

YETI TRAITS

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hard to Hurt (Level 1): Gain a +1 bonus to AC.

Cold Resistance (Level 1): Gain resist 10 cold.

Yeti Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -5 penalty to attack rolls against any creature other than you until the end of your next turn.

YETI POWERS

BIG CLAWS

YETI NOVICE

Encounter ☹ **Bio, Physical**

Minor Action Melee 1

Target: One creature

Attack: Strength + your level + 2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

YETI RAGE

YETI UTILITY

Encounter ☹ **Bio, Healing**

Immediate Reaction Personal

Trigger: An enemy damages you with an attack

Effect: You regain hit points equal to 3 + your level. Until the end of your next turn, you gain a +2 power bonus to attack rolls against the triggering enemy.

YETI MAULING

YETI EXPERT

Encounter ☹ **Bio, Physical**

Standard Action Melee 1

Target: One creature

Effect: Before the attack, the target falls prone.

Attack: Strength + your level vs. Fortitude

Hit: 2d10 + Strength modifier + twice your level physical damage, and you shift 3 squares. You then slide the target 5 squares to any unoccupied square adjacent to you.

HUMAN, ENGINEERED

ENGINEERED HUMAN TRAITS

Mutant Type: Intelligence; no power source; +2 to all overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks and Science checks.

Engineered Resilience (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.

Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out.

Engineered Human Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target grants combat advantage until the end of your next turn.

ENGINEERED HUMAN POWERS

BOLD ATTACK

ENGINEERED HUMAN NOVICE

At-Will ☯ **Physical, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + your level physical damage, and you choose an ally within 5 squares of you. That ally makes a basic attack as a free action.

TOUGH AS NAILS

ENGINEERED HUMAN UTILITY

Encounter ☯ **Healing**

Minor Action **Personal**

Effect: You regain hit points equal to 5 + your level and make a saving throw with a +5 bonus.

TACTICAL ASSAULT

ENGINEERED HUMAN EXPERT

Encounter ☯ **Physical, Weapon**

Standard Action **Melee or Ranged weapon**

Effect: Before the attack, each ally within 10 squares of you can shift 2 squares as a free action.

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 3[W] + Intelligence modifier + your level physical damage.