

# ANTIMATTER BLASTER

## ANTIMATTER BLASTER TRAITS

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

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

**Annihilating Body (Level 1):** Gain a +2 bonus to Fortitude.

**Antimatter Discharge (Level 1):** Whenever a creature deals damage to you with an opportunity attack, it takes 5 physical damage.

**Antimatter Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and the target falls prone.

## ANTIMATTER BLASTER POWERS

### ANTIMATTER BLAST

**At-Will** ☹️ **Dark, Physical**

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Wisdom + your level vs. AC

**Hit:** 2d6 + Wisdom modifier + twice your level physical damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

### ANTIMATTER ATTUNEMENT

**Encounter** ☹️ **Dark, Physical**

**Free Action** Personal

**Trigger:** You hit an enemy with antimatter blast.

**Effect:** The target takes ongoing 5 physical damage (save ends).

### ANTIMATTER ANNIHILATION

**Encounter** ☹️ **Dark, Physical**

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Wisdom + your level vs. AC

**Hit:** 2d10 + Wisdom modifier + twice your level physical damage, and the target takes ongoing 5 physical damage (save ends).

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

# DEMON

## DEMON TRAITS

**Mutant Type:** Dexterity; Dark; +2 to dark overcharge.

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

**You Have Seen Hell (Level 1):** Gain a +2 bonus to Will.

**Darkvision (Level 1):** You see normally in low light or complete darkness. You can't see through features that otherwise obscure vision, such as smoke, or through obscuring terrain.

**Demon Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra fire damage, and the target is blinded until the end of your next turn.

## DEMON POWERS

### BLACKFIRE 'PORT

**At-Will** ☹️ **Dark, Fire, Teleportation**

**Minor Action** (1/round) Melee 2

**Target:** One creature

**Attack:** Dexterity + your level vs. Fortitude

**Hit:** The target takes 1d10 fire damage.

**Effect:** You teleport 3 squares.

### REEKING NIGHT

**Encounter** ☹️ **Dark, Zone**

**Minor Action** Close burst 3

**Effect:** The burst becomes a zone until the end of your next turn. The zone blocks line of sight for all creatures except you. While within the zone, other creatures are blind, grant combat advantage, and gain vulnerable 5 fire.

### DARK COMBUSTION

**Encounter** ☹️ **Dark, Fire, Teleportation**

**Standard Action** Melee 2

**Target:** One creature

**Attack:** Dexterity + your level vs. Fortitude

**Hit:** 2d10 + Dexterity modifier + twice your level fire damage, and the target takes a -5 penalty to attack rolls and ongoing 5 fire damage (save ends both). Until the target saves, you can teleport to any square adjacent to the target as a minor action.

# OCTOPOID

## OCTOPOID TRAITS

**Mutant Type:** Intelligence; Bio; +2 to bio overcharge.

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

**Tentacles Galore (Level 1):** Gain a +1 bonus to AC and Will.

**Octopoid Arms (Level 1):** Whenever a creature ends its turn adjacent to you, you can slide it 1 square as a free action.

**Octopoid Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage. If the target is within 3 squares of you, the target is also slowed (save ends).

## OCTOPOID POWERS

### LONG ARMS OF THE SEA

### OCTOPOID NOVICE

**At-Will** ☹ Bio, Physical

**Standard Action** Melee 3

**Target:** One or two creatures

**Attack:** Intelligence + your level vs. AC

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

### INKED

### OCTOPOID UTILITY

**Encounter** ☹ Bio

**Immediate Interrupt** Personal

**Trigger:** An enemy moves adjacent to you.

**Effect:** You gain total concealment against the triggering enemy until the start of your next turn. In addition, you can shift 3 squares.

### SQUEEZE THE LIFE OUT OF 'EM

### OCTOPOID EXPERT

**Encounter** ☹ Bio, Physical

**Standard Action** Close burst 2

**Target:** Each enemy in burst

**Attack:** Intelligence + your level vs. Reflex

**Hit:** 1d6 + Intelligence modifier + your level physical damage, and the target is restrained (save ends). If you move more than 2 squares away from the target, or if the target is moved more than 2 squares from you, the target is no longer restrained.

**First Failed Saving Throw:** The target is also dazed (save ends).

**Second Failed Saving Throw:** The target is unconscious instead of dazed (save ends).

# PHOTONIC

## PHOTONIC TRAITS

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

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

**Hard Light Manipulation (Level 1):** Gain a +1 bonus to AC and Reflex.

**Laser Resistance (Level 1):** You gain resist 10 laser.

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

## PHOTONIC POWERS

### GLOWING BLADES

### PHOTONIC NOVICE

**At-Will** ☹ Dark, Force

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence + your level vs. Reflex

**Hit:** 1d10 + Intelligence modifier + twice your level force damage, and you push the target 2 squares. Then, choose one ally within 3 squares of the target. That ally gains a +2 power bonus to all defenses until the start of your next turn.

### LUMINOUS SHIELD

### PHOTONIC UTILITY

**Encounter** ☹ Dark

**Minor Action** Ranged 5

**Target:** You or one ally

**Effect:** The target gains temporary hit points equal to 5 + twice your level until the end of your next turn. Until the end of your next turn, the target also regains 10 additional hit points when the target uses his or her second wind.

### BARRIER OF LIGHT

### PHOTONIC EXPERT

**Encounter** ☹ Dark, Force

**Standard Action** Area wall 6 within 20 squares

**Target:** Each enemy adjacent to the wall

**Attack:** Intelligence + your level vs. Reflex

**Hit:** 1d10 + Intelligence modifier + your level force damage.

**Effect:** You create a wall of light 2 squares high that lasts until the start of your next turn. Enemies cannot move through the wall, but allies can.

Whenever an enemy makes an attack while adjacent to the wall, make this attack again against the triggering enemy. Allies gain a +2 power bonus to all defenses while adjacent to the wall.

# REANIMATOR

## REANIMATOR TRAITS

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

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

**Intransigence of the Damned (Level 1):** Gain a +2 bonus to Fortitude.

**Necrotic Resistance (Level 1):** You gain resist 10 necrotic.

**Reanimator Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and one enemy adjacent to a corpse you created with graveyard summons falls prone.

## REANIMATOR POWERS

### GRAVEYARD SUMMONS

### REANIMATOR NOVICE

**At-Will** ☹️ **Necrotic, Psi**

**Standard Action** Close burst 5

**Effect:** A Medium animated corpse appears in an unoccupied square within the burst. The animated corpse is treated as an ally, stands as a free action, and acts in the initiative order directly after you. It has the same speed and defenses as you, it uses your abilities for attack rolls and checks, and it has 1 hit point. The corpse disappears when it drops to 0 hit points or at the end of your next turn. The corpse can make the following attack as a standard action, or it can make basic attacks using a weapon.

**Standard Action** Melee 1

**Target:** One creature

**Attack:** Wisdom + your level vs. Reflex

**Hit:** 1d10 + Wisdom modifier + twice your level necrotic damage.

### MEAT SHIELD

### REANIMATOR UTILITY

**Encounter** ☹️ **Psi**

**Immediate Interrupt** Personal

**Trigger:** You are hit by an attack.

**Effect:** You gain a +4 power bonus to the defense the triggering attack hit until the end of your next turn.

### FOREST OF HANDS

### REANIMATOR EXPERT

**Encounter** ☹️ **Necrotic, Psi**

**Standard Action** Area burst 1 within 10 squares

**Target:** Each enemy in burst

**Attack:** Wisdom + your level vs. Reflex

**Hit:** 2d8 + Wisdom modifier + your level necrotic damage.

**Miss:** Half damage.

**Effect:** On its next turn, the target takes 5 necrotic damage the first time it leaves a square.

# REGENERATOR

## REGENERATOR TRAITS

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

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

**Regeneration (Level 1):** Whenever you start your turn and have at least 1 hit point, you regain hit points equal to 1 + one-half your level.

**Regenerator Critical (Level 2 or 6):** When you score a critical hit, the attack deals 1d10 extra damage, and you regain hit points equal to 6 + your level.

## REGENERATOR POWERS

### REVITALIZING STRIKE

### REGENERATOR NOVICE

**At-Will** ☹️ **Bio, Healing, Physical, Weapon**

**Standard Action** Melee or Ranged weapon

**Target:** One creature

**Attack:** Constitution vs. AC

**Hit:** 1[W] + Constitution modifier + twice your level physical damage. In addition, if you are bloodied, you regain 2 hit points.

### LOOK MA, NO HANDS!

### REGENERATOR UTILITY

**Encounter** ☹️ **Bio**

**Minor Action** Personal

**Effect:** One of your hands detaches from your body, shifts up to 5 squares into an enemy's space, and latches onto that enemy. If the hand has nothing to latch onto, it dies. You grow a new hand as a free action. An enemy clutched by your detached hand takes a -5 penalty to attack rolls until the start of your next turn, at which point the hand releases its grip and falls away, lifeless. Any attack made against the severed hand before it dies automatically misses.

### TAKE THE BULLET

### REGENERATOR EXPERT

**Encounter** ☹️ **Bio, Physical, Weapon**

**Immediate Interrupt** Personal

**Trigger:** An enemy within 3 squares of you hits an ally with an attack that doesn't hit you.

**Effect:** You shift to a square adjacent to the triggering ally. The attack hits you instead of your ally. Provided you have at least 1 hit point remaining, you regain a number of hit points equal to your level and make the following attack as a free action.

**Melee or Ranged weapon**

**Target:** The triggering enemy

**Attack:** Constitution + your level vs. AC

**Hit:** 1[W] + Constitution modifier + your level physical damage, and the target can't make any attacks that don't include you as a target (save ends).

# SAURIAN

## SAURIAN TRAITS

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

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

**Tyrant Lizard Might (Level 1):** Gain a +2 bonus to Fortitude.

**Sonic Resistance (Level 1):** You gain resist 10 sonic.

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

## SAURIAN POWERS

### TYRANNOSAUR CHARGE

**At-Will** ☹️ **Bio, Physical, Weapon**

**Standard Action**                      **Melee weapon**

**Effect:** You move 6 squares and make the following attack.

**Target:** One creature

**Attack:** Strength + your level vs. AC

**Hit:** 1[W] + Strength modifier + your level physical damage. If you moved at least 2 squares during this action, you also push the target 1 square.

### SAURIAN NOVICE

### TAIL RIPOSTE

**Encounter** ☹️ **Bio**

**Immediate Reaction**                      **Melee 3**

**Trigger:** An enemy pulls, pushes, or slides you.

**Effect:** You slide the triggering enemy 2 squares after the forced movement. In addition, the triggering enemy takes a -2 penalty to attack rolls against other creatures until the end of your next turn.

### SAURIAN UTILITY

### T-REX TRANSMOGRIFICATION

**Encounter** ☹️ **Bio, Physical**

**Standard Action**                      **Personal**

**Effect:** You use tyrannosaur charge. If you hit, the target also falls prone. In addition, until the end of your next turn, you gain a +2 power bonus to AC, and whenever an enemy adjacent to you falls prone or starts its turn prone, it takes physical damage equal to your Strength modifier + your level.

### SAURIAN EXPERT

# VAMPIRIC

## VAMPIRIC TRAITS

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

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

**Too Pretty to Hurt (Level 1):** Gain a +1 bonus to all defenses.

**Vampiric 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.

## VAMPIRIC POWERS

### EYES OF THE VAMPIRE

**At-Will** ☹️ **Psi, Psychic**

**Standard Action**                      **Area burst 1 within 10**

**Target:** Each enemy in burst

**Attack:** Charisma + your level vs. Will

**Hit:** 1d8 + Charisma modifier + your level psychic damage, and the target is slowed and takes a -1 penalty to Will until the end of your next turn. If you bloody a creature or reduce a creature to 0 hit points with this power, you gain temporary hit points equal to 2 + one-half your level.

### VAMPIRIC NOVICE

### PSYCHIC RESERVE

**Encounter** ☹️ **Psi**

**Minor Action**                      **Personal**

**Effect:** Until the start of your next turn, you gain 5 temporary hit points and a +2 power bonus to speed and Reflex, and whenever you deal damage to an enemy with a melee attack, that enemy is dazed until the end of your next turn.

### VAMPIRIC UTILITY

### DO WHAT I SAY

**Encounter** ☹️ **Psi, Psychic**

**Standard Action**                      **Ranged 20**

**Attack:** Charisma + your level vs. Will

**Hit:** The target is dominated (save ends).

**Aftereffect:** The target takes ongoing 10 psychic damage (save ends).

### VAMPIRIC EXPERT