

AI

AI TRAITS

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

Skill Bonus (Level 1): Gain a +2 bonus to Conspiracy, Mechanics, Nature, and Science checks.

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

Active Subroutines (Level 1): You don't grant combat advantage while dazed. You can take one standard action on your turn while stunned.

AI Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target and each robot you can see becomes dazed until the end of your next turn.

AI POWERS

BLUE SCREEN OF DEATH

AI NOVICE

At-Will ☹️ **Psi, Psychic**

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence + your level vs. Will

Hit: 1d10 + Intelligence modifier + your level psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

MASTER CONTROL PROGRAM

AI UTILITY

Encounter ☹️ **Psi**

Immediate Reaction Personal

Trigger: An ally hits an enemy with an attack

Effect: You can roll twice on your next attack roll against the triggering enemy before the end of your next turn, and use either result.

END OF LINE

AI EXPERT

Encounter ☹️ **Electric, Psi**

Standard Action Close burst 2

Target: Each creature in burst

Attack: Intelligence + your level vs. Will

Hit: The target is dominated until the start of your next turn. At the start of your next turn, the target takes electric damage equal to twice your level.

ALIEN

ALIEN TRAITS

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

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

Inhuman Nature (Level 1): Gain a +2 bonus to Will.

Not of this World (Level 1): When you draw an Alpha Mutation card, draw two cards: The Game Master decides which one you keep. Shuffle the other back into the deck you drew it from.

Alien Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you can use alien engineering as a minor action once before the end of your next turn.

ALIEN POWERS

ALIEN ENGINEERING

ALIEN NOVICE

At-Will ☹️ **Dark, Radioactive**

Standard Action Melee 1

Target: You or one ally

Effect: The target's next weapon attack before the end of the encounter gains a +2 bonus to the attack roll and deals 5 + your Intelligence modifier + your level extra radioactive damage.

BEAM ME UP

ALIEN UTILITY

Encounter ☹️ **Dark, Teleportation**

Move Action Melee 1

Target: You or one ally

Effect: You teleport the target 10 squares. Then roll a d6. On a result of 1 or 6, you can use beam me up an additional time during this encounter.

NUKE IT FROM ORBIT

ALIEN EXPERT

Daily ☹️ **Dark, Fire, Radiation**

Standard Action Area burst 5 within 20 squares

Target: Each creature in burst

Attack: Intelligence + your level vs. Dexterity

Hit: 1d12 + Intelligence modifier + your level fire and radiation damage.

ARACHNOID

ARACHNOID TRAITS

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

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

Many-Limbed Maneuverability (Level 1): Gain a +2 bonus to Reflex.

Spider Climber (Level 1): Gain a climb speed of 6. In addition, you can climb across overhanging horizontal surfaces such as ceilings without having to make an Athletics check.

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

ARACHNOID POWERS

TOXIC WEBS

ARACHNOID NOVICE

At-Will ☹ Bio, Poison

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Dexterity + your level vs. Reflex

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

SCUTTling ESCAPE

ARACHNOID UTILITY

Encounter ☹ Bio

Move Action Personal

Effect: If you are slowed or immobilized, you end that effect. In addition, you shift a number of squares equal to one-half your speed.

COCOONING WEBS

ARACHNOID EXPERT

Encounter ☹ Bio

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. Reflex

Hit: The target is blinded and restrained (save ends both). Until the target saves against this effect, whenever you move, you can pull the target up to your speed into a space adjacent to you.

CRYOKINETIC

CRYOKINETIC TRAITS

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

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

Chilling Aura (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Frosty the Mutant (Level 1): Gain resist 15 cold.

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

CRYOKINETIC POWERS

ICY GRASP

CRYOKINETIC NOVICE

At-Will ☹ Cold, Psi

Standard Action Melee touch

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: 1d6 + Charisma modifier + twice your level cold damage, and the target is slowed until the end of your next turn. If the target is already slowed, it takes 1d6 extra cold damage.

ICE SLIDE

CRYOKINETIC UTILITY

Encounter ☹ Cold, Psi

Move Action Personal

Effect: You fly a number of squares equal to your speed. Each square you exit fills with ice that lasts until the end of your next turn. Ice-filled squares are difficult terrain.

FLASH FREEZE

CRYOKINETIC EXPERT

Encounter ☹ Cold, Psi, Zone

Standard Action Close burst 3

Target: Each creature in burst

Attack: Charisma + your level vs. Fortitude

Hit: 1d10 + Charisma modifier + your level cold damage, and the target is immobilized until the end of your next turn.

Effect: The burst creates a zone of ice that lasts until the end of your next turn. Squares within the zone are difficult terrain.

ECTOPLASMIC

ECTOPLASMIC TRAITS

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

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

Ghostly (Level 1): While you're bloodied, you gain resist 5 to all damage.

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

ECTOPLASMIC POWERS

ECTOPLASMIC PLUNGE

At-Will ☹️ **Dark, Psychic**

Standard Action **Melee touch**

Target: One creature

Attack: Wisdom + your level vs. Reflex

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

Effect: You shift 2 squares to any unoccupied square adjacent to the target.

PHASE OUT

ECTOPLASMIC UTILITY

Encounter ☹️ **Dark**

Minor Action **Personal**

Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemies' squares, and you can move through blocking terrain. You must still end your movement in an unoccupied square.

SCATTERED ESSENCE

ECTOPLASMIC EXPERT

Encounter ☹️ **Dark, Psychic**

Immediate Reaction **Close burst 3**

Trigger: An enemy bloodies you

Target: Each creature in burst

Attack: Wisdom + your level vs. Fortitude

Hit: 3d6 + Wisdom modifier + your level psychic damage, and the target is dazed until the end of your next turn.

Effect: You shift 3 squares to any unoccupied square in the burst.

ENTROPIC

ENTROPIC TRAITS

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

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

Unordered Luck (Level 1): Gain a +1 bonus to AC and Reflex.

Disordered (Level 1): Gain resist 15 necrotic. In addition, whenever you regain hit points, you take a -2 penalty to all defenses until the end of your next turn.

Entropic Critical (Level 2 or 6): When you score a critical hit, the target also takes ongoing 10 necrotic damage (save ends).

ENTROPIC POWERS

DISRUPTING TOUCH

ENTROPIC NOVICE

At-Will ☹️ **Dark, Necrotic**

Standard Action **Melee touch**

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: 2d8 + Charisma modifier + twice your level necrotic damage, and your attacks deal 5 extra necrotic damage to the target until the end of your next turn.

HOLE IN THE WORLD

ENTROPIC UTILITY

Encounter ☹️ **Dark, Zone**

Minor Action **Personal**

Effect: Until the end of your next turn, while any creature is within 3 squares of you, it takes a -2 penalty to attack rolls and grants combat advantage.

CREATION UNDONE

ENTROPIC EXPERT

Encounter ☹️ **Dark, Necrotic**

Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Charisma + your level vs. Fortitude

Hit: 2d10 + Charisma modifier + your level necrotic damage. If the target is bloodied by this attack, it takes 10 extra necrotic damage.

EXPLODING

EXPLODING TRAITS

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

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

Practical Endurance (Level 1): Gain a +1 bonus to Fortitude and Will.

Fireworks (Level 1): While you're bloodied, any creature that ends its turn in a space adjacent to you takes 3 fire and sonic damage.

Exploding Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra fire and radiation damage, and each creature adjacent to you takes 5 fire and radiation damage.

EXPLODING POWERS

CONTROLLED DEMOLITION

At-Will ☹ **Fire, Psi, Sonic**

Standard Action

Close burst 2

Target: Each creature in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level fire and sonic damage, and you push the target 1 square. If you're bloodied, this attack deals 1d6 extra damage.

CHAIN REACTION

Encounter ☹ **Fire, Psi, Sonic**

Immediate Reaction

Close burst 2

Trigger: You take damage from an attack

Target: Each creature in burst

Effect: You push the target 1d4 squares. If you push the target 4 squares, it also takes 10 fire and sonic damage.

NUCLEAR OPTION

Encounter ☹ **Fire, Psi, Sonic**

Standard Action

Close burst 4

Target: Each creature in burst

Attack: Constitution + your level vs. Reflex

Hit: 2d10 + Constitution modifier + your level fire and sonic damage, and you push the target 4 squares.

Effect: You explode. You can't take any actions and have neither line of sight nor line of effect to any other creature, and no creature has line of sight or line of effect to you, until the end of your next turn. You then re-form in an unoccupied square within 5 squares of your last location.

EXPLODING NOVICE

FUNGOID

FUNGOID TRAITS

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

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

Mushroom Thoughts (Level 1): Gain a +2 bonus to Will.

Healing Spores (Level 1): Once per turn when you regain hit points, each ally within 3 squares of you regains hit points equal to your level.

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

FUNGOID POWERS

TOXIC SPORES

At-Will ☹ **Bio, Poison**

Standard Action

Close burst 1

Target: Each enemy in burst

Attack: Constitution + your level vs. Fortitude

Hit: 1d6 + Constitution modifier + your level poison damage, and the target grants combat advantage until the end of your next turn.

FUNGOID NOVICE

SPORE CLOUD

Encounter ☹ **Bio, Healing, Zone**

Free Action

Close burst 1

Trigger: You take physical damage from an attack while you're bloodied

Effect: The burst creates a zone of spores that lasts until the start of your next turn. Squares within the zone are lightly obscured, and any ally that starts his or her turn within the zone regains hit points equal to 2 + your level.

FUNGOID UTILITY

MADNESS SPORES

Encounter ☹ **Bio, Poison, Psi**

Standard Action

Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Fortitude

Hit: 1d8 + Constitution modifier + your level poison damage, and the target can't make opportunity attacks until the end of your next turn. If you score a critical hit against the target, it's also dominated until the end of your next turn.

FUNGOID EXPERT

GELATINOUS

GELATINOUS TRAITS

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

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

No Real Weak Points (Level 1): Gain a +2 bonus to Fortitude.

Translucent (Level 1): At the start of each encounter, you are invisible until you attack or until the end of the encounter.

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

GELATINOUS POWERS

PARALYTIC GOO

At-Will ☹️ **Acid, Bio**

Standard Action **Melee 1**

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 1d8 + Strength modifier + twice your level acid damage, and the target is slowed until the start of your next turn.

FLOWING FORM

Encounter ☹️ **Bio**

Move Action **Personal**

Effect: You shift your speed. During this movement, you ignore difficult terrain and can move through enemies' spaces.

OOZY EMBRACE

Encounter ☹️ **Acid, Bio**

Standard Action **Melee 1**

Target: One Medium or smaller creature

Attack: Strength + your level vs. Reflex. If the target is slowed, you gain a +4 bonus to the attack roll.

Hit: 2d8 + Strength modifier + twice your level acid damage, and the target is restrained (save ends). If you end your turn not adjacent to the target, it's no longer restrained.

GELATINOUS NOVICE

MAGNETIC

MAGNETIC TRAITS

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

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

Metallic Shields (Level 1): Gain a +1 bonus to AC.

Magnetized Body (Level 1): Whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

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

MAGNETIC POWERS

LODESTONE LURE

At-Will ☹️ **Dark, Electricity**

Minor Action

Target: One creature **Melee 5**

Attack: Dexterity + your level vs. Fortitude

Hit: 1d8 + Dexterity modifier + twice your level electricity damage, and you pull the target 3 squares.

MAGNETIC NOVICE

LAW OF ATTRACTION

Encounter ☹️ **Dark**

Minor Action **Ranged 5**

Target: One ally

Effect: You either pull the target 4 squares, or slide the target 4 squares toward another ally within 5 squares of you.

MAGNETIC UTILITY

MAGNETIC FIELD

Encounter ☹️ **Dark, Electricity**

Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Dexterity + your level vs. Fortitude; if the target is a robot, you gain a +2 power Bonus to the attack roll.

Hit: 2d6 + Dexterity modifier + your level electricity damage, and you pull the target 2 squares.

Effect: Until the end of your next turn, creatures are restrained while they're adjacent to you.

MAGNETIC EXPERT

MYTHIC

MYTHIC TRAITS

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

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

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

Enduring Belief (Level 1): When you are dying, you don't fall unconscious until you have failed one death saving throw.

Mythic Critical (Level 2 or 6): When you score a critical hit, one ally you can see can make a basic attack as a free action with a +2 bonus to the attack roll.

MYTHIC POWERS

MYTHIC STRIKE

MYTHIC NOVICE

At-Will ☯ **Physical, Psi, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

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

Hit: 1[W] + Charisma modifier + your level physical damage, and one ally within 5 squares of you gains either a +2 bonus to saving throws until the start of your next turn or 5 temporary hit points.

MIRACULOUS RECOVERY

MYTHIC UTILITY

Encounter ☯ **Healing, Psi**

Minor Action **Close burst 1**

Target: You and each ally in burst

Effect: The target either makes a saving throw or regains hit points equal to your level.

DIVINE JUDGMENT

MYTHIC EXPERT

Encounter ☯ **Electricity, Psi, Sonic**

Standard Action **Ranged 10**

Target: One, two, or three creatures

Attack: Charisma + your level vs. Reflex

Hit: 2d6 + Charisma modifier + your level electricity and sonic damage, and the target is dazed until the end of your next turn.

NIGHTMARE

NIGHTMARE TRAITS

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

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

Master of Terror (Level 1): Gain a +2 bonus to Will.

Insidious Mind (Level 1): Whenever you hit an enemy with a psi attack, you can also slide that enemy 2 squares.

Nightmare Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target moves its speed away from you as a free action.

NIGHTMARE POWERS

FEAR MANIFESTED

NIGHTMARE NOVICE

At-Will ☯ **Psi, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence + your level vs. Will

Hit: 1d8 + Intelligence modifier + twice your level psychic damage, and until the end of your next turn, the target grants combat advantage and takes a -2

SECRET FACE

NIGHTMARE UTILITY

Encounter ☯ **Psi**

Minor Action

Target: One ally **Ranged 10**

Effect: Until the end of your next turn, enemies take a -2 penalty to attack rolls against the target.

FEARS REVEALED

NIGHTMARE EXPERT

Encounter ☯ **Psi, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence + your level vs. Will

Hit: 2d8 + Intelligence modifier + twice your level psychic damage. In addition, until the end of your next turn, the target takes a -2 penalty to attack rolls and whenever a creature hits the target with an attack, that creature pushes the target 1 square.

PLAGUEBEARER

PLAGUEBEARER TRAITS

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

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

Strengthened by Plague (Level 1): Gain a +2 bonus to Fortitude.

Typhoid Mary/Marvin (Level 1): You are immune to disease and gain resist 10 necrotic.

Plaguebearer Critical (Level 2 or 6): When you score a critical hit, the target takes ongoing 10 necrotic damage (save ends).

PLAGUEBEARER POWERS

INFECTED TOUCH

At-Will ☹ Bio, Necrotic

Standard Action Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude. If the target is taking ongoing damage, you gain a +2 bonus to the attack roll.

Hit: 1d10 + Constitution modifier + twice your level necrotic damage, and until the end of your next turn, the target is slowed and can't take immediate actions or opportunity actions.

LEPROSY SPLASH

Encounter ☹ Bio, Necrotic, Poison, Zone

Immediate Reaction Close burst 2

Trigger: An enemy bloodies you

Effect: Your body bursts into a cloud of disease, creating a zone of pestilence that lasts until the start of your next turn. While you're under this effect, you can't take any actions and have neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to you. In addition, enemies treat squares within the zone as difficult terrain, and whenever an enemy within the zone takes damage from an attack, it takes 5 extra necrotic and poison damage. At the start of your next turn, you reform in any square within the burst.

GIFT OF PESTILENCE

Encounter ☹ Bio, Necrotic

Standard Action Close blast 3

Target: Each creature in blast

Attack: Constitution + your level vs. Fortitude

Hit: 2d6 + Constitution modifier + your level necrotic damage, and the target is dazed, slowed, and takes ongoing 5 necrotic damage (save ends all).

PLAGUEBEARER NOVICE

PLASTIC

PLASTIC TRAITS

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

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

Bend but Not Break (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Malleability (Level 1): You can compress your body to fit through a 1-inch-wide crack. You don't become slowed or grant combat advantage while squeezing in this way.

Plastic Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is restrained until you end your turn not adjacent to it.

PLASTIC POWERS

STRETCHY ARMS

At-Will ☹ Bio, Physical, Weapon

Standard Action Melee 3

Target: One creature

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

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

PLASTIC NOVICE

BODY SHIELD

Encounter ☹ Bio

Immediate Interrupt Personal

Trigger: An attack hits an ally within 2 squares of you.

Effect: The triggering attack hits you instead. You take only half damage from the attack.

PLASTIC UTILITY

WRAP IT UP

Encounter ☹ Bio, Physical

Standard Action

Target: One creature Melee 3

Effect: You shift 3 squares to a square adjacent to the target.

Attack: Dexterity + your level vs. Reflex

Hit: 2d8 + Dexterity modifier + twice your level physical damage. In addition, while you're adjacent to the target, it's restrained and takes ongoing 10 physical damage (save ends both).

PLASTIC EXPERT

PRESCIENT

PRESCIENT TRAITS

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

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

Not Surprised (Level 1): Gain a +1 bonus to AC and Will.

Third Eye Awareness (Level 1): Gain a +2 bonus to opportunity attack rolls and a +4 bonus to initiative checks.

Prescient 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.

PRESCIENT POWERS

THWARTED DEFENSE

PRESCIENT NOVICE

At-Will ☯ **Physical, Psi, Weapon**

Standard Action **Melee weapon**

Target: One creature

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

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target can't shift until the end of your next turn.

INSTINCTIVE SHIFT

PRESCIENT UTILITY

Encounter ☯ **Psi**

Immediate Interrupt **Personal**

Trigger: An enemy adjacent to you hits you

Effect: You gain a +4 bonus to all defenses against the triggering attack. If the attack misses, you can shift 1 square.

CUNNING PREDICTION

PRESCIENT EXPERT

Encounter ☯ **Psi**

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom + your level vs. Will

Hit: The next ally to hit the target automatically scores a critical hit.

REANIMATED

REANIMATED TRAITS

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

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

Undead Recuperation (Level 1): You are immune to disease, and whenever you start your turn and have at least 1 hit point, you regain hit points equal

Slow (Level 1): Reduce your speed by 1.

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

REANIMATED POWERS

NASTY BITE

REANIMATED NOVICE

At-Will ☯ **Dark, Healing, Physical**

Standard Action **Melee 1**

Target: One creature

Attack: Strength + your level vs. Fortitude

Hit: 2d6 + Strength modifier + twice your level physical damage. If you score a critical hit, you also regain 5 + your level hit points.

ZOMBIE SURPRISE

REANIMATED UTILITY

Encounter ☯ **Dark, Healing**

No Action **Personal**

Trigger: You start your turn with 0 hit points or fewer

Effect: You regain hit points equal to your level and stand up.

GRISLY FEAST

REANIMATED EXPERT

Encounter ☯ **Dark, Physical**

Standard Action **Melee 1**

Target: One creature

Attack: Strength + your level + 2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and you knock the target prone. In addition, until the target starts its turn in a square not adjacent to you, it takes 5 physical damage whenever it starts its turn adjacent to you.

SHAPESHIFTER

SHAPESHIFTER TRAITS

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

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

Rippling Flesh (Level 1): Gain a +2 bonus to Reflex.

Subtle Movement (Level 1): You can shift 1 square as a minor action.

Shapeshifter 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.

SHAPESHIFTER POWERS

SHAPESHIFTER'S FEINT

At-Will ☹ **Bio, Physical**

Standard Action

Melee weapon

Effect: You assume the form of any Medium humanoid until you change form again. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. You gain a +5 power bonus to Interaction checks to fool others with your disguise. You can choose not to make the attack.

Target: One creature

Attack: Charisma + your level vs. Reflex.

Hit: 1[W] + Charisma modifier + your level physical damage. If you changed your form to resemble the target, you gain a +2 power bonus to all defenses until the end of your next turn while the target is within 2 squares of you.

WHO, ME?

SHAPESHIFTER UTILITY

Encounter ☹ **Bio**

Minor Action

Personal

Effect: You assume the form of a Tiny beast until the end of the encounter, until you change back to your previous form as a minor action, or until you change your form again. While in this form, you gain a +3 power bonus to speed and to all defenses, you do not provoke opportunity attacks for moving, and you cannot attack.

BIG SCARY MONSTER

SHAPESHIFTER EXPERT

Encounter ☹ **Bio, Physical**

Minor Action

Personal

Effect: You assume the form of a big scary monster (although you remain a Medium creature) until the end of the encounter, until you dismiss the form as a minor action, or until you change your form again. While in this form, enemies take a -2 penalty to attack rolls against you. You can make the following at-will attack while in this form.

Standard Action

Melee 2

Target: One creature

Attack: Charisma + your level vs. AC

Hit: 2d6 + Charisma modifier + twice your level physical damage.

SIMIAN

SIMIAN TRAITS

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

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

Monkey Tough, Monkey Fast (Level 1): Gain a +1 bonus to Fortitude and Reflex.

Agile Monkey (Level 1): Gain a +1 bonus to Speed.

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

SIMIAN POWERS

APE RAGE

SIMIAN NOVICE

At-Will ☹ **Bio, Physical, Weapon**

Standard Action

Melee or Ranged weapon

Target: One creature

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

Hit: 1[W] + 1d6 + Strength modifier + your level physical damage, and you gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

MONKEY LEAP

SIMIAN UTILITY

Encounter ☹ **Bio**

Move Action

Personal

Effect: You make an Athletics check to jump and gain a +5 power bonus. Each enemy adjacent to you at the end of the jump grants combat advantage to you until end of your next turn.

EXPERT APE TRAINING

SIMIAN EXPERT

Encounter ☹ **Bio, Physical, Weapon**

Standard Action

Target: One creature

Melee or Ranged weapon

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

Hit: 2[W] + Strength modifier + your level physical damage, and each enemy within 3 squares of you grants combat advantage to you until the end of your next turn.

TEMPORAL

TEMPORAL TRAITS

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

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

Too Slow! (Level 1): Gain +2 bonus to AC.

Temporal Advantage (level 1): Gain a +5 bonus to Initiative checks.

Temporal Critical: When you score a critical hit, the attack deals 1d10 extra damage, and you teleport the target 2d6 squares.

TEMPORAL POWERS

TEMPORAL FUGUE

TEMPORAL NOVICE

At-Will ☯ **Dark, Physical, Teleportation**

Standard Action **Melee or Ranged weapon**

Target: One creature

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

Hit: 1[W] + Wisdom modifier + your level physical damage, you teleport the target 4 squares, and the target is dazed until the end of your next turn.

TEMPORAL JAUNT

TEMPORAL UTILITY

Encounter ☯ **Dark, Teleportation**

No Action **Personal**

Trigger: You end your turn

Effect: You disappear into the future until the start of your next turn. While under this effect, you can't take actions and have neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to you. You reappear in an unoccupied square within 5 squares of the square you last occupied.

TIME SHOVE

TEMPORAL EXPERT

Encounter ☯ **Dark, Physical, Weapon**

Standard Action **Melee or Ranged weapon**

Target: One creature

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

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target disappears into the future until the end of your next turn. While under this effect, the target can't take actions and has neither line of sight nor line of effect to any creature, and no creature has line of sight or line of effect to it. It reappears in an unoccupied square of your choice within 5 squares of you.

WHEELED

WHEELED TRAITS

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

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

Great Turning Radius (Level 1): Gain a +2 bonus to Reflex.

All-Wheel Drive (Level 1): You ignore difficult terrain and gain a +1 bonus to speed.

Wheeled Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you knock the target prone. You can then shift your speed.

WHEELED POWERS

MAXIMUM OVERDRIVE

WHEELED NOVICE

At-Will ☯ **Dark, Physical**

Standard Action **Melee weapon**

Effect: Before the attack, you shift 2 squares.

Target: One creature

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

Hit: 1[W] + Constitution modifier + your level physical damage, and the target takes a -2 penalty to attack rolls against your allies until the end of your next turn.

BURNING RUBBER

WHEELED UTILITY

Encounter ☯ **Dark, Fire**

Move Action **Personal**

Effect: You move your speed + 2. Each square you leave is filled with fire until the start of your next turn. Any creature that enters a fire square or starts its turn there takes 5 fire damage.

MONSTER TRUCK

WHEELED EXPERT

Encounter ☯ **Dark, Physical**

Standard Action **Personal**

Effect: You move your speed. You can move through enemies' spaces during this move, provided you end the move in an unoccupied space. Make the following attack against each enemy the first time you enter its space during this movement.

Free Action **Melee 1**

Target: One creature

Attack: Constitution + your level vs. Reflex

Hit: 2d8 + Constitution modifier + your level physical damage, and you knock the target prone.