

Ardent Eruption

Your pain bleeds from you in a wave, touching your allies and lending new ferocity to their attacks.

Psionic
KEYWORDS

No Action	↓	Close burst 5
ACTION		RANGE
CHA vs AC	←	Each ally in burst
ATTACK	DEFENSE	TARGET

Trigger: You are bloodied by an attack
Effect: The target gains a +2 bonus to his or her damage rolls until the start of your next turn.
 Level 11: +4 bonus.
 Level 21: +6 bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE FEATURE	LEVEL 1
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ENCOUNTER POWER

Impetuous Ruin

Your strike hobbles your enemy's impulsiveness, preventing it from reacting in the heat of combat.

Psionic, Augmentable, Charm, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks against any creature other than you until the end of your next turn.
Augment 1
Hit: 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks until the end of your next turn.
Augment 2
Hit: 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Karmic Bond

Your strike ensures the enemy reaps what it sows by forming a bond between it and the creature it attacks next.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. Until the start of your next turn, when the target deals damage with an attack, it takes extra damage equal to your Constitution modifier on the next attack that hits it before the end of your next turn.
Augment 1
Hit: As above, and until the start of your next turn, if the target saves on its turn, one ally within 5 squares of you can make a saving throw with a power bonus equal to your Constitution modifier.
Augment 2
Hit: 2[W] + Charisma modifier damage. If the target hits with an attack before the start of your next turn, it takes extra damage equal to your Constitution modifier from each attack that hits it before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Part the Fog

Your attack clears the way for an ally to unleash fury against your foe.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. One ally adjacent to you or the target gains a +2 power bonus to attack rolls against the target until the start of your next turn.
Augment 1
Hit: As above, and the target cannot benefit from concealment or invisibility until the start of your next turn.
Augment 2
Hit: 1[W] + Charisma modifier damage. The next ally within 5 squares of you to miss the target with an attack before the start of your next turn can reroll the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Wave of Fatigue

A wave of lethargy follows your strike, hampering your foe's ability to effectively counterattack.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. The target is slowed until the end of your next turn.
Augment 1
Hit: As above, and the target takes a -2 penalty to opportunity attack rolls and damage rolls until the end of your next turn.
Augment 2
Close burst 1
Target: Each creature you can see in burst
Effect: Until the end of your next turn, enemies take a penalty to damage rolls equal to your Constitution modifier while adjacent to you, and any creature that starts its turn adjacent to you is slowed until the end of its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Battle Flow

Your attack draws strength from a foe to fuel the movement of you and your allies.

Psionic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and one ally you can see shifts 2 squares as a free action. In addition, whenever the target takes a move action, you or one ally you can see shifts 2 squares as an immediate reaction (save ends).
Miss: Half damage, and one ally you can see shifts 2 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Foretaste of Death

Your attack causes a foe to be overcome with a vision of its own death, hindering its effectiveness in combat.

Psionic, Illusion, Psychic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage
Effect: The target has visions of death (save ends). While under this effect, the target cannot gain combat advantage, cannot flank with its allies, and grants combat advantage.
Aftereffect: The target takes 10 psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Lingering Fury

You smash your enemy aside, leaving it shrouded in a lingering fury that grants power to your allies.

Psionic, Psychic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier psychic damage and you push the target 1 square.
Miss: Half damage.
Effect: The target is affected by a lingering fury (save ends). While the target is affected by this lingering fury, allies gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls while adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Recursive Emotions

Your foe's attempt to shake off the emotional onslaught of your attack harms other enemies while it restores vigor to your allies.

Psionic, Psychic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	←	One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier psychic damage.
Miss: Half damage.
Effect: The target takes ongoing 5 psychic damage (save ends). Whenever the target makes a saving throw against this effect, one enemy you can see takes psychic damage equal to your Wisdom or Constitution modifier, and one ally you can see regains the same number of hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Close Wounds

Flesh knits, wounds stanch, and strength returns for a time.

Psionic
KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One bloodied ally
Effect: The target gains temporary hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Dull Pain

You respond to an enemy's attack by dampening your ally's ability to feel pain.

Psionic
KEYWORDS

Imm. Interrupt	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 5 squares of you takes damage from an attack
Effect: Reduce the damage the target would take by your Wisdom modifier. The target also gains a +2 power bonus to saving throws until the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Psionic Charge

When your ally springs into motion, you channel psionic power to lend him or her additional strength and speed.

Psionic
KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: When the target charges before the end of its next turn, it gains a +2 power bonus to speed and a power bonus to damage rolls equal to your Wisdom or Constitution modifier on the charge attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Healing Bond

You strengthen the bond between two allies so that when one prospers they both benefit.

Psionic, Healing
KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally other than the triggering ally
Trigger: An ally within 5 squares of you spends a healing surge
Effect: The target regains hit points as if he or she had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Cloud Mind

Your attack clouds a foe's mind to let an ally slip past without fear of reprisal.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and one ally adjacent to you or the target can shift as a free action.
Augment 1
Hit: 1[W] + Charisma modifier damage. One ally within 5 squares of you gains combat advantage against the target until the end of your next turn.
Augment 2
Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, any ally more than 1 square away from the target has concealment against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 3
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AT-WILL POWER

Guarded Prison

You constrain the target's mind, making it imagine walls on all sides each time it tries to move.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and on its next turn the target cannot use move actions to walk or run.
Augment 1
Hit: As above, and if the target shifts before the start of your next turn, each ally adjacent to you gains a +2 power bonus to all defenses until the end of your next turn.
Augment 2
Hit: 2[W] + Charisma modifier damage. If the target willingly moves or shifts before the start of your next turn, one ally adjacent to you or the target can make a basic attack against the target as an immediate interrupt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 3
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AT-WILL POWER

Unsteadying Rebuke

Your enemy's attack inspires a savage psionic rebuke, letting you shift the battlefield's perspective in your favor.

Psionic, Augmentable, Weapon
KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
CHA vs AC	The triggering enemy	
ATTACK	DEFENSE	TARGET

Trigger: An enemy targets you with a melee attack
Hit: 1[W] + Charisma modifier damage, and you slide the target 1 square to a square adjacent to you.
Effect: You lose your standard action on your next turn.
Augment 1
Hit: As above, and one ally adjacent to you can shift to any unoccupied square adjacent to the target's new position as a free action.
Augment 2
Hit: 1[W] + Charisma modifier damage, and you slide the target a number of squares equal to your Wisdom modifier. You then slide each enemy now adjacent to the target 1 square.
Effect: You do not lose your standard action on your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 3
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AT-WILL POWER

Withered Technique

Your attack scours your enemy's mind and instincts, hobbling its most potent attacks.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls for any attack that is not a basic attack.
Augment 1
Hit: 1[W] + Charisma modifier damage. If the target makes an attack that is not a basic attack before the start of your next turn, you can slide the target a number of squares equal to your Constitution modifier as an immediate reaction.
Augment 2
Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target deals half damage with any attack that is not a basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 3
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AT-WILL POWER

Decelerating Slash

When your strike lands, light flashes from you to drain away your enemy's momentum.

Psionic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage, and the target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Miss: The target is slowed (save ends).
Each Failed Saving Throw: One ally you can see shifts as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Invitation to Defeat

You raise your weapon and force your enemies to approach you, inviting them to certain defeat.

Psionic, Psychic, Weapon

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: You pull the target 5 squares. Any target pulled to a square adjacent to you is weakened (save ends).

Effect: Until the end of your next turn, enemies are weakened while they are adjacent to you. In addition, until the end of your next turn, any enemy that takes damage while adjacent to you also takes psychic damage equal to your Charisma modifier. Sustain Minor The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 5

DAILY POWER

Meteoric Charge

Your attack provides allies with an emotional surge, setting up a series of furious charges against your foes.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, any ally who starts his or her turn within 5 squares of you gains a +2 power bonus to charge attack rolls and a power bonus to charge damage rolls equal to your Charisma modifier.

Special: When charging, you can use this power in place of a melee basic attack. If you do so, you gain a +1 power bonus to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 5

DAILY POWER

Specter of Doubt

Your attack plants a seed of doubt in your enemy's subconscious. As it grows, it infects other foes, robbing them of their will to fight.

Psionic, Fear, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier psychic damage. Whenever the primary target makes an attack, it takes 10 psychic damage (save ends).

Miss: Whenever the primary target makes an attack, it takes 5 psychic damage (save ends).

Each Failed Saving Throw: You can make the following secondary attack as a free action.

Secondary Target: One creature within 3 squares of the primary target

Secondary Attack: Charisma vs. Will

Hit: The secondary target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 5

DAILY POWER

Escalating Fury

Your pain girds allies against the threats looming on all sides.

Psionic

KEYWORDS

No Action		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each ally in burst

Trigger: You take damage from an attack

Effect: The target gains temporary hit points equal to 3 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Opportunity Seized

When a foe slips past you or your ally, it opens up new opportunities to attack.

Psionic

KEYWORDS

No Action		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering creature

Trigger: You or one ally in burst misses with an opportunity attack

Effect: The triggering creature repeats the opportunity attack against the same target or a different one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Shared Momentum

You link two allies with psionic energy, letting them match each other's movements in battle.

Psionic

KEYWORDS

Imm. Reaction	↔	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally other than the triggering ally

Trigger: An ally within 5 squares of you moves or shifts

Effect: The target shifts a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Rapid Calculation

You quickly assess the threat before you and help your allies to properly prepare for the fight.

Psionic

KEYWORDS

No Action		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst

Trigger: You roll initiative

Effect: You slide the target 3 squares, and the target gains a +2 power bonus to all defenses until it takes its first action during the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Accelerated Maneuvers

You open your mind to your enemies' intentions, using that knowledge to maneuver your allies into position.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, one ally adjacent to you can shift 1 square as a free action.

Hit: 1[W] + Charisma modifier damage.

Augment 1

Effect: Before the attack, one ally adjacent to you can shift a number of squares equal to your Wisdom modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage.

Effect: Until the end of your next turn, each ally who starts his or her turn within 5 squares of you gains a +2 power bonus to speed and can shift 2 squares as a move action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 7

AT-WILL POWER

Fatal Attraction

Your attack prevents an enemy from ignoring your presence on the battlefield.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and you mark the target until the end of your next turn.

Augment 1 (Psychic)

Hit: As above, and the first time the target hits any of your allies, the target takes psychic damage equal to your Wisdom modifier.

Augment 2

Hit: 2[W] + Charisma modifier damage, and you mark the target until the end of your next turn. Until the end of your next turn, the target grants combat advantage to allies adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT POWER TYPE ATTACK LEVEL 7

AT-WILL POWER

Stolen Strength

Your attack leaves a foe reeling, sapping its strength as it tries to fight back.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage. Until the start of your next turn, the target rolls twice when it makes a damage roll and must use the lower roll.

Augment 1
Hit: 1[W] + Charisma modifier damage. The target's basic attacks deal half damage until the end of your next turn.

Augment 2
Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target takes a penalty to damage rolls equal to your Constitution modifier

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	7

AT-WILL POWER

Trailblazing Assault

Your attack opens up the battlefield, letting an ally surge forward to attack.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. One ally within 5 squares of you gains a +2 power bonus to speed until the end of your next turn.

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

Augment 1 (Healing)
Hit: As above, and the ally regains hit points equal to your Constitution modifier if he or she hits with a charge attack before the end of your next turn.

Augment 2 (Healing)
Hit: 1[W] + Charisma modifier damage. One ally you can see charges with a power bonus to the attack roll equal to your Constitution modifier. If the ally hits with this attack, he or she gains a +2 power bonus to all defenses until the start of your next turn and can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	7

AT-WILL POWER

Cerebral Worm

Your attack lodges in your foe's mind like a parasite hindering its ability to attack.

Psionic, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier psychic damage, and the target is affected by your cerebral worm (save ends). While the target is affected by the worm, the first time the target makes an attack roll on each of its turns, it must either take 10 psychic damage or make the attack roll twice and use the lower roll.

Miss: Half damage, and the target takes 10 damage the next time it makes an attack roll before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	9

DAILY POWER

Emotional Wellspring

Your attack drains a foe of its resilience, and allows allies to claim that resilience for themselves.

Psionic, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage
Miss: Half damage.

Effect: The target takes ongoing 5 psychic damage (save ends). In addition, each ally who hits the target can choose to gain temporary hit points equal to your Charisma modifier or make a saving throw with a +4 power bonus. This effect lasts until the end of your next turn, or until the target is no longer taking ongoing damage from this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	9

DAILY POWER

Spatial Anomaly

Your focused thought punches a hole in reality, drawing your enemy into position for your allies' attacks.

Psionic, Teleportation

KEYWORDS

Standard	↔	Ranged 5
ACTION		RANGE
vs		One enemy
ATTACK	DEFENSE	TARGET

Effect: You teleport the target 5 squares. One or two allies adjacent to the target at the end of the teleport can each make a melee basic attack against the target as a free action. Each ally who hits the target also gains temporary hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	9

DAILY POWER

Spur the Battle

As you attack, mystical light shrouds your nearby allies, speeding them into battle.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 1 square.
Hit: 2[W] + Charisma modifier damage.
Effect: After the attack, each ally adjacent to you can shift 1 square or move his or her speed as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	9

DAILY POWER

Force of Will

You throw off an affliction with such force that nearby allies are protected by your power.

Psionic

KEYWORDS

No Action	←	Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Trigger: You succeed on a saving throw
Effect: The target gains a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	10

UTILITY POWER

Fostered Talent

You draw strength from an ally's accomplishment, then share that strength with other allies.

Psionic

KEYWORDS

Free	←	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst other than the triggering ally
Trigger: An ally you can see succeeds on a skill check
Effect: The target gains a +2 power bonus to the next skill check he or she makes before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	10

UTILITY POWER

Psychic Boon

When an ally's attack hits, you channel the rush of victory and return it as increased resilience.

Psionic

KEYWORDS

Free	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An ally within 5 squares of you hits with a melee attack
Effect: The target gains temporary hit points equal to 5 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	10

UTILITY POWER

Vital Summons

When an ally is in trouble, you speed help to his or her side.

Psionic, Teleportation

KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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Target: One ally other than the triggering ally
Trigger: An ally within 5 squares of you becomes bloodied or drops to 0 hit points or fewer
Effect: You teleport the target to a square adjacent to the triggering ally.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Conflicted Emotions

Your attack leaves your enemy unable to tell friend from foe, wracking it with pain if it comes too close to another creature.

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CHA vs AC	One creature
ATTACK	TARGET

Hit: 1[W] + Charisma modifier damage. The target takes psychic damage equal to your Wisdom modifier if it ends its next turn adjacent to one of its allies.
Augment 1
Hit: As above, but the target takes the psychic damage if it ends its next turn adjacent to any creature.
Augment 4
Close burst 1
Target: Each enemy in burst
Hit: 2[W] + Charisma modifier damage.
Effect: Until the start of your next turn, any enemy that ends its turn adjacent to you takes 5 psychic damage and grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Essence Conduit

In pressing the attack, you steal a foe's resolve and bestow it on an ally.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CHA vs AC	One creature
ATTACK	TARGET

Hit: 1[W] + Charisma modifier damage, and one ally you can see gains temporary hit points equal to 5 + your Constitution modifier.
Augment 1
Hit: As above, and the ally can use his or her second wind as a free action.
Augment 4 (Healing, Psychic)
Hit: 1[W] + Charisma modifier damage plus 1d8 psychic damage. One ally within 5 squares of you can spend a healing surge and regain additional hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Invert Defeat

The psychic energy you steal from a triumphant foe bolsters your allies as their own strength fades.

Psionic, Augmentable, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CHA vs AC	One creature
ATTACK	TARGET

Hit: 1[W] + Charisma modifier damage. If the target bloodies an ally or hits a bloodied ally with an attack before the end of your next turn, that ally regains hit points equal to your Wisdom modifier.
Augment 1
Hit: 1[W] + Charisma modifier damage. One bloodied ally adjacent to the target gains temporary hit points equal to your Charisma modifier + your Wisdom modifier.
Augment 4
Hit: 3[W] + Charisma modifier damage. Until the start of your next turn, when an enemy you can see deals damage with an attack, one ally within 5 squares of you gains temporary hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Stack the Odds

Your quick strike grants your allies added strength.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CHA vs AC	One creature
ATTACK	TARGET

Hit: 1[W] + Charisma modifier damage. Each ally adjacent to you gains a +2 power bonus to attack rolls until the start of your next turn.
Augment 1 (Psychic)
Hit: 1[W] + Charisma modifier damage. Until the start of your next turn, allies deal extra psychic damage equal to your Constitution modifier with melee attacks while adjacent to you.
Augment 4
Hit: 3[W] + Charisma modifier damage. Until the end of your next turn, allies gain a +2 power bonus to attack rolls while adjacent to you, and enemies take a -2 penalty to attack rolls while adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 13
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AT-WILL POWER

Aggressive Accompaniment

You flash across the battlefield to unleash a devastating attack in concert with an ally, then grant that ally increased fury against your common foe.

Psionic, Psychic, Teleport, Weapon

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE

CHA vs AC	One creature
ATTACK	TARGET

Trigger: An ally within 10 squares of you makes a melee attack
Effect: Before the attack, you teleport to an unoccupied square adjacent to the triggering ally.
Hit: 2[W] + Charisma modifier damage, and the target is dazed (save ends).
Miss: Half damage.
Effect: The triggering ally gains combat advantage against the target for its triggering attack, and deals 2d6 extra psychic damage with that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Bloody Resurgence

When you lash out with your weapon, an ally feels its strength replenished.

Psionic, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CHA vs AC	One enemy, or two enemies if you are bloodied
ATTACK	TARGET

Hit: 3[W] + Charisma modifier damage.
Miss: Half damage.
Effect: When you make this attack, one ally who can see you can spend a healing surge. If you are bloodied, the ally regains additional hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Coordinated Effort

You link minds with your allies, granting all of you the chance to act in concert before your foes can react.

Psionic, Healing

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE

vs	You and each ally you can see in burst, to a maximum of five targets
ATTACK	TARGET

Effect: You apply one of the following effects to each target. Each effect can be used only once. ♦ The target flies a number of squares equal to your Charisma modifier as a free action. The target must land at the end of this movement. ♦ The target shifts its speed as a free action. ♦ The target spends a healing surge. ♦ The target can make a basic attack as a free action. ♦ The target can charge as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Treachery's Seed

Your mind touches an enemy's, planting a seed of treachery that lets you control it through its own attacks.

Psionic, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CHA vs AC	One creature
ATTACK	TARGET

Hit: 2[W] + Charisma modifier damage.
Effect: Until the end of the encounter, whenever the target hits with a melee attack, you can use an immediate reaction to force the target to make a melee basic attack against a target you choose.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Detach Mind

You reach into your subject's mind to provide a temporary respite from a debilitating condition.

Psionic
KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally
Effect: Choose one effect on the target that a save can end. The target is not affected by that effect until the end of its next turn, but it cannot make a saving throw against that effect at the end of that turn. The target gains a +2 power bonus to his or her next saving throw to end that effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	16

UTILITY POWER

Disbelieve Danger

With a thought, you cause an ally under attack to take on a spectral form that protects against additional harm.

Psionic
KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 10 squares of you is hit by an attack
Effect: The target is insubstantial until the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	16

UTILITY POWER

Common Cause

An ally's recovery lets you channel a temporary burst of resilience to other allies.

Psionic
KEYWORDS

Imm. Reaction	✳	Area burst 5 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Trigger: An ally within 10 squares of you spends a healing surge
Effect: The target gains temporary hit points equal to 10 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	16

UTILITY POWER

Resilient Bond

The bond you forge with an ally ensures that you both make it to the battle's end.

Psionic, Healing
KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and one ally
Effect: Each target gains regeneration 5 until the end of the encounter. If a target starts its turn more than 5 squares away from the other target, this regeneration does not function for the target during that turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	UTILITY	16

UTILITY POWER

Blinding Clarity

Your attack overwhelms your foe, hindering its ability to take advantage of opportunities in combat.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and the target cannot make opportunity attacks until the start of your next turn.
Augment 1
Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, the target cannot make opportunity attacks and takes a penalty equal to your Wisdom modifier to any attack roll made as an immediate action.
Augment 4
Hit: 2[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	17

AT-WILL POWER

Emotional Flood

Your attack releases emotion that grants vigor to your allies.

Psionic, Augmentable, Force, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier force damage, and you push the target 1 square. One ally adjacent to you gains temporary hit points equal to 5 + your Constitution modifier.
Augment 1
Hit: 1[W] + Charisma modifier force damage, and you push the target 2 squares. Each ally adjacent to you gains temporary hit points equal to 5 + your Constitution modifier.
Augment 4
Close burst 1
Target: Each enemy you can see in burst
Hit: 2[W] + Charisma modifier force damage.
Effect: Each ally adjacent to you gains temporary hit points equal to your Constitution modifier + 5 for each enemy you hit with this attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	17

AT-WILL POWER

Probability Flux

Your strike alters the laws of chance, denying good fortune to the enemy.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and any critical hit the target scores until the end of your next turn is treated as a normal hit.
Augment 1
Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, any enemy that scores a critical hit against an ally within 5 squares of you must reroll that attack roll.
Augment 4
Hit: 3[W] + Charisma modifier damage. Critical hits scored against any ally within 5 squares of you before the end of your next turn is treated as a normal hit. In addition, when an enemy within 5 squares of you succeeds on a saving throw, each ally within 5 squares of you can make a saving throw with a bonus equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	17

AT-WILL POWER

Violent Upsurge

You smash your enemy with such force that it is left vulnerable to follow-up attacks.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. Until the start of your next turn, whenever the target takes damage from a melee attack, it takes extra damage equal to your Constitution modifier.
Augment 1
Hit: 1[W] + Charisma modifier damage. Until the start of your next turn, whenever the target is hit by an attack, you gain a +4 bonus to the damage roll for the first attack you make against the target during your next turn. This bonus is cumulative.
Augment 4
Hit: 2[W] + Charisma modifier damage, and the target gains vulnerable 2 to all damage until the end of your next turn. This vulnerability increases by 2 whenever an attack hits or misses the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	17

AT-WILL POWER

Clarified Pain

The pain your enemy feels from your assault lets you strengthen your allies' attacks.

Psionic, Psychic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage, and ongoing 10 psychic damage (save ends).
Miss: Ongoing 10 psychic damage (save ends).
Effect: Whenever the target makes a saving throw to end the ongoing psychic damage from this attack, one ally within 5 squares of you gains a +2 power bonus to attack rolls until the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARDENT	ATTACK	19

DAILY POWER

Corridor of Pain

The power of your devastating strike resonates within a foe, letting you continually fling it into optimal position for your allies to attack.

Psionic, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage. You slide the target 5 squares, and it is restrained (save ends).
Miss: Half damage.
Effect: Until the end of the encounter, whenever the target takes damage from an attack, you teleport the target 5 squares to a destination adjacent to at least one of your allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Mind Rend

Your attack generates a field of psionic energy that tears away your enemies' will to act.

Psionic, Psychic, Zone

KEYWORDS

Standard	←	Close burst 2
ACTION		RANGE
CHA vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier psychic damage, and the target is slowed (save ends).
Miss: Half damage, and the target is slowed (save ends).
Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn within the zone is dazed until the end of its next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Reactive Jaunt Strike

When you strike your foe, your expanded awareness lets you leap to the side of an ally in danger.

Psionic, Stance, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage.
Miss: Half damage.
Effect: You enter the reactive jaunt stance. Until the stance ends, whenever an ally within 5 squares of you becomes bloodied by an attack or drops to 0 hit points or fewer, you teleport to an unoccupied square adjacent to that ally and can make a melee basic attack as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Awakened Id

You call forth your ally's innate combat instincts to turn the tide of battle.

Psionic, Psychic

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: Until the end of the encounter, while the target is bloodied, he or she gains a +1 bonus to speed, a +5 power bonus to Athletics checks and Endurance checks, and deals 5 extra psychic damage with melee attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Empathic Recovery

Your ally's disappointment helps you recover your expended energy.

Psionic

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: An ally within 10 squares of you misses with an encounter attack power
Effect: You regain 2 power points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Expedite Healing

Your psionic connection to an ally who falls in combat allows him or her to set back in the fight quickly.

Psionic, Healing

KEYWORDS

Imm. Reaction	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 10 squares of you drops to 0 hit points or fewer
Effect: The target regains hit points as if he or she had spent a healing surge, and can stand up and shift a number of squares equal to your Charisma modifier as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Sudden Reinforcements

You see an ally in danger and dispatch a waiting ally to help.

Psionic, Teleportation

KEYWORDS

Imm. Reaction	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: An enemy within 10 squares of you hits an ally with a melee attack
Target: One ally
Effect: The target teleports to an unoccupied square adjacent to the triggering enemy and gains combat advantage against that enemy until the end of the target's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Concerted Strike

Your straightforward weapon attack inspires your allies to follow your lead.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. Each ally adjacent to you gains a power bonus to basic attack rolls equal to your Constitution modifier until the end of your next turn.
Augment 2
Hit: As above, and each ally also gains the power bonus to attack rolls for unaugmented at-will powers.
Augment 6
Hit: 2[W] + Charisma modifier damage. One or two allies within 5 squares of you can each make a basic attack as a free action, with a power bonus to the attack roll equal to your Constitution modifier. Each ally makes its attack against a different target that is not the target of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 23

AT-WILL POWER

Restorative Smash

The elation you feel from a successful attack fills a nearby ally with renewed vigor.

Psionic, Augmentable, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. One bloodied ally adjacent to you regains hit points equal to your Wisdom modifier.
Augment 2
Hit: 1[W] + Charisma modifier damage. One bloodied ally adjacent to you can spend a healing surge and regain additional hit points equal to your Wisdom modifier.
Augment 6
Close burst 1
Target: Each enemy in burst
Hit: 2[W] + Charisma modifier damage, and the target grants combat advantage until the end of your next turn.
Effect: Until the end of your next turn, any ally who hits an enemy with an attack while adjacent to you can spend a healing surge and regain additional hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT | POWER TYPE: ATTACK | LEVEL: 23

AT-WILL POWER

Ruinous Scream

Your weapon attack unleashes a thunderous psionic scream that rattles your foes.

Psionic, Augmentable, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier thunder damage, and you push the target 1 square. The target is deafened until the end of your next turn.

Augment 2

Hit: 1[W] + Charisma modifier thunder damage, and you slide the target 1 square. Each enemy adjacent to the target at the end of the slide takes thunder damage equal to your Wisdom modifier.

Augment 6

Hit: 2[W] + Charisma modifier thunder damage, and you slide the target 5 squares. At the end of the slide, each enemy adjacent to the target takes 10 thunder damage, and each ally adjacent to you or the target gains temporary hit points equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 23

AT-WILL POWER

Bountiful Portent

When a chosen foe falls, you and your allies can restore yourselves with its strength.

Psionic, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier damage.

Miss: Half damage.

Effect: When the target drops to 0 hit points, you and each ally within 5 squares of it regain hit points as if each of you had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Inverted Emotions

Your attack corrupts the target's emotions, bestowing pain from its triumphs and increasing the scope of its failure.

Psionic, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier damage.

Miss: Half damage.

Effect: The target is affected by inverted emotions (save ends). While the target is affected by inverted emotions, the first time on each of its turns that it hits with a melee or a ranged attack, one enemy you choose adjacent to it takes 10 psychic damage. When the target misses with an attack, it grants combat advantage until the end of your next turn.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Outpouring of Grief

You channel psionic through your foe, letting you turn one ally's pain into another's healing.

Psionic, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Charisma modifier damage.

Effect: Until the target drops to 0 hit points, when an ally becomes bloodied by an attack while you are within 5 squares of the target, another ally adjacent to you or the target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Victorious Vision

You channel the emotion of victory to your allies, a confidence that lets them lash out at your foes.

Psionic, Psychic

KEYWORDS

Standard	↩	Close burst 3
ACTION		RANGE
vs		One or two allies in burst
ATTACK	DEFENSE	TARGET

Effect: The target can make a basic attack against an enemy as a free action. If the attack hits, the enemy takes 5 extra psychic damage and is also dazed (save ends). If the attack misses, the enemy takes 15 psychic damage and the target slides the enemy 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Falling Sky

Your attack fills an enemy with a momentary sensation of vertigo that leaves it reeling.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and the target is slowed until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage. The next time the target takes damage before the start of your next turn, it falls prone.

Augment 6

Hit: 4[W] + Charisma modifier damage. The target chooses either to be immobilized until the end of your next turn or to grant combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 27

AT-WILL POWER

Tactical Failure

When you strike, you prevent your foe from responding with its most potent attack.

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, the target takes psychic damage equal to your Wisdom modifier when it makes an attack that is not a basic attack.

Augment 2

Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack that is not a basic attack.

Augment 6

Hit: 4[W] + Charisma modifier damage. The target is dazed until the end of your next turn or until it takes damage from an attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 27

AT-WILL POWER

Unconscious Assault

You take control of a foe's unconscious impulses, forcing it to attack at your whim.

Psionic, Augmentable, Charm, Psychic

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: The target makes a melee basic attack as a free action against a creature you choose, with a +2 power bonus to the attack roll. If the target's attack hits, it deals extra psychic damage equal to your Constitution modifier, and the target takes 10 psychic damage.

Augment 2

Effect: As above, and you slide the target 2 squares before it makes its attack.

Augment 6 (Weapon)

Melee weapon

Hit: 2[W] + Charisma modifier damage.

Effect: The target charges an enemy you choose as a free action. If this attack hits, the target takes 10 psychic damage and the creature it charged take 10 extra psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 27

AT-WILL POWER

Explosive Summons

You are drawn to the side of an ally under attack, unleashing a potent blast of psychic energy against your foes.

Psionic, Psychic, Teleportation, Weapon

KEYWORDS

Imm. Reaction	↩	Close blast 5
ACTION		RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Trigger: An ally you can see is hit by an attack

Effect: Before the attack, you teleport to an unoccupied square adjacent to the triggering ally.

Hit: 3[W] + Charisma modifier psychic damage and you push the target 5 squares.

Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARDENT POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

Lethal Delusion



Your vicious attack leaves a foe convinced of its own imminent failure, crippling it in combat.

Psionic, Psychic, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage and the target is affected by a lethal delusion (save ends). While the target is affected by the delusion, it takes a -2 penalty to attack rolls, defenses, and saving throws. In addition, the first time the target misses with an attack during each of its turns, it takes 10 psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Vulnerability Revealed



A red corona flares around you, highlighting the vulnerability of nearby foes even as it grants power to your allies.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, bloodied enemies grant combat advantage to your allies while adjacent to you, and allies gain a power bonus to damage rolls equal to your Charisma modifier for attacks against enemies adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARDENT	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Persistent Harrier

You slip the bonds of space to strike back at even a distant opponent.

Psionic, Teleportation, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
CON vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits or misses you with an attack for the first time during an encounter
Special: You can attack the target with this melee attack even if the target is outside your melee reach.
Hit: 1[W] + Constitution modifier damage, and you teleport to a square adjacent to the enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: FEATURE LEVEL: 1

ENCOUNTER POWER

Conductive Defense

Your attack surrounds a foe with a shroud of crackling lightning, threatening retribution for strikes against your allies.

Psionic, Augmentable, Lightning, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier whenever it hits one of your allies.
Augment 1
Hit: As above, and, until the start of your next turn, the target also takes the lightning damage whenever it shifts to a square adjacent to one of your allies.
Augment 2
Hit: 2[W] + Constitution modifier lightning damage. Until the start of your next turn, the target takes lightning damage equal to your Constitution modifier whenever it hits one of your allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Renewed Focus

By the power of your mind, you shrug off effects that would keep you away from your foes.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage. You are no longer marked or slowed, and you cannot be marked or slowed until the end of your next turn.
Augment 1
Hit: 1[W] + Constitution modifier damage. You and allies within 5 squares of you are no longer marked or slowed, and cannot be marked or slowed until the end of your next turn.
Augment 2
Hit: 2[W] + Constitution modifier damage. You are no longer immobilized, marked, or slowed, and you can not be immobilized, marked, or slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Vicious Cobra Strike

In your foe's mind, your weapon takes the form of a hissing serpent, its strike hindering that enemy's attacks against you.

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: Constitution modifier psychic damage, and you mark the target until the end of your next turn. If you target only one creature with this power, the attack deals 1[W] extra damage.
Augment 1
Hit: As above, and you also mark one enemy adjacent to the target until the end of your next turn.
Augment 2
Close burst 1
Target: Each enemy you can see in burst
Hit: 1[W] + Constitution modifier psychic damage, and the target is marked and takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

World-Slipping Advance

You slip unfettered across the battlefield to gain an advantageous position.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and you shift 1 square to a square adjacent to the target.
Augment 1 (Teleportation)
Hit: 1[W] + Constitution modifier damage, and you teleport 1 square to a square adjacent to the target.
Augment 2 (Teleportation)
Hit: 2[W] + Constitution modifier damage, and you teleport to a square adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Accelerating Strike

When you surge toward a foe, the momentum of your attack carries you through the rest of combat.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. AC. You have combat advantage for this attack.
Effect: Before the attack, you shift your speed. You can move through enemies' spaces during this movement.
Hit: 2[W] + Constitution modifier damage. Your movement does not provoke opportunity attacks from the target until the end of the encounter.
Miss: Half damage.
Effect: Until the end of the encounter, you gain a +2 power bonus to speed. In addition, when you shift, you shift 1 extra square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Aspect of Bitter Ice

Your weapon is rimed with ice as you strike. In the aftermath, you are imbued with a bitter cold that protects you and slows your enemies.

Psionic, Augmentable, Cold, Polymorph, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
CON vs Fort		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier cold damage, you push the target 1 square, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed (save ends).
Effect: You assume the aspect of bitter ice until the end of the encounter. While in this aspect, you gain resist 5 cold and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them. **Augment 1**
Effect: Until the start of your next turn, any enemy that starts its turn adjacent to you is slowed until the end of its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Living Fortress

As you lash out at your foe, a shroud of rock and scree rises from the ground to protect you.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Constitution modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, you and allies adjacent to you have cover. As a minor action, you can end this effect to gain resist 5 to all damage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Stolen Grace

Your foe's movement wracks it with psychic pain in the aftermath of your attack, even as your own mobility is heightened.

Psionic, Psychic, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage, and the target takes 5 psychic damage if it moves more than half its speed when it moves (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: You assume the stolen grace stance. Until the stance ends, you gain a +4 power bonus to AC and Reflex against opportunity attacks and a +2 power bonus to opportunity attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Dimension Slide

You bend the space round you to better position yourself and an ally on the battlefield.

Psionic, Teleportation

KEYWORDS

Move		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and one ally
Effect: You slide one target 1 square and teleport the other target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Evade Explosion

A prescient vision of destruction allows you to sidestep the worst effects of an attack.

Psionic

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: A close or an area attack hits you and deals damage
Effect: You shift 1 square. If the shift places you outside the area of the triggering attack, you take half damage from the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Oaken Resilience

As your mind envisions the strength of the oak, your body acquires that tree's ancient resilience.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain resist 3 to all damage until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Wild Savagery

You summon the beast within, gaining the power to send unwary foes sprawling.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must be bloodied.
Effect: Until the stance ends, any creature you hit with an opportunity attack is also knocked prone. Once during the encounter, you can take the following action while in this stance.
Immediate Interrupt Personal
Trigger: An enemy marked by you deals damage to an ally with an attack that doesn't include you as a target.
Effect: Make a melee basic attack or a charge attack against the triggering enemy. On a hit, the enemy is also knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Cast the Net

Your attack bends the fabric of space, drawing your enemy to a more advantageous position.

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you.
Augment 1
 Melee weapon + 1 reach
Augment 2
Hit: 2[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you. If the target moves more than 2 squares on its next turn, you can teleport it to a square adjacent to you as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 3

AT-WILL POWER

Harrier's Dance

Your successful attack empowers you, letting you slip the bonds of space in response to a foe's assault.

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage. Before the start of your next turn, if you take damage from any enemy that is not adjacent to you, you can teleport 2 squares as an immediate reaction.
Augment 1
Hit: 1[W] + Constitution modifier damage. Before the start of your next turn, if you take damage from any enemy that is not adjacent to you, you can teleport 2 squares as an immediate reaction.
Augment 2
Hit: 2[W] + Constitution modifier damage. **Effect:** Whenever you take damage before the start of your next turn, you can teleport 3 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 3

AT-WILL POWER

Lodestone Lure

As you raise your weapon, a foe lurches toward you against its will.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee 2
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: Constitution modifier damage, and you pull the target 1 square. Until the end of your next turn, the target can move only to squares that are adjacent to you.
Augment 1
 Melee 5
Hit: As above, but you pull the target 4 squares.
Augment 2
 Melee 5
Hit: 1[W] + Constitution modifier damage, and you pull the target 4 squares and knock it prone. Until the end of your next turn, the target can move only to squares that are adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 3

AT-WILL POWER

Momentum Swing

Your vicious attack lets you swing away from the target, ready to strike the next foe.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage.
Effect: You shift 2 squares to a square adjacent to any enemy other than the target.
Augment 1
Effect: You shift your speed to a square adjacent to any enemy other than the target.
Augment 2
Effect: Make a charge attack against a creature other than the target. Movement made as part of the charge does not provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 3

AT-WILL POWER

Aspect of Unspeakable Horror

Your attack heralds your transformation into a nightmare creature whose appearance cripples your enemies with fear.

Psionic, Polymorph, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage plus 1d12 psychic damage.
Miss: Half damage.
Effect: You assume the aspect of the unspeakable horror until the end of the encounter. While in this aspect, you gain a +5 power bonus to Intimidate checks and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effect that an at-will power might have; this augmentation doesn't supersede them.
Augment 1 (Fear)
Effect: Each target of the at-will attack takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

Empathic Feedback

Your counterattack sends foes reeling away from you while your vigor is temporarily replenished.

Psionic, Psychic, Weapon

KEYWORDS

Imm. Reaction		Close burst 3
ACTION	←	RANGE
CON vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: You take damage from an attack
Hit: 1[W] + Constitution modifier psychic damage, and you push the target 3 squares.
Miss: Half damage, and you push the target 1 square.
Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	5

DAILY POWER

Fated Confrontation

You warp fate to take the place of another creature on the battlefield, deliver a brutal attack against an unsuspecting enemy, and then return to your original position.

Psionic, Teleportation

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: You teleport yourself and the primary target, swapping positions. Make a secondary attack that is a melee weapon attack.
Secondary Target: One creature
Secondary Attack: Constitution vs. AC
Hit: 3[W] + Constitution modifier damage, and you mark the secondary target until the end of your next turn.
Miss: Half damage, and you mark the secondary target until the end of your next turn.
Effect: You teleport yourself and the primary target, swapping positions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	5

DAILY POWER

Inconstant Location

Your attack opens up ripples in space, letting you slip from place to place to stay one step ahead of your foes.

Psionic, Stance, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage.
Miss: Half damage.
Effect: You assume the inconstant location stance. Until the stance ends, you can teleport 2 squares as a free action.
Special: You can take this free action only as the first or the last action of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	5

DAILY POWER

Relentless Hostility

Even before your foe drops, you slip away in search of another victim.

Psionic

KEYWORDS

Free		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You reduce an enemy to 0 hit points during your turn
Effect: You shift 1 square.
Special: You can use this power once during each of your turns.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	6

UTILITY POWER

Energy Transformation

The force of an opponents attack is shunted through you as brilliant white light.

Psionic

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You take damage from an attack.
Effect: You take half damage from the triggering attack. Until the end of the encounter, you radiate bright light that fills your space and all squares within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	6

UTILITY POWER

Mental Triumph

By the power of your mind, you shrug off the most potent physical effects

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You cannot be slowed, immobilized, or restrained until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	6

UTILITY POWER

Warning Premonition

A premonition of danger flashes through your mind, letting you take the fight to a foe that thought it had the drop on you.

Psionic

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are surprised
Effect: You are no longer surprised. In addition, you shift half your speed and mark one creature adjacent to you at the end of the shift until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	UTILITY	6

UTILITY POWER

Body Double

You bend space to temporarily stand in two places at once, becoming a double threat to your enemies.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage, and choose a square adjacent to the target. You occupy that square in addition to your normal square until the start of your next turn. While you occupy multiple squares through this power, you can attack from either square. You can flank from either square and can flank with yourself. You can be targeted in either square, but close and area attacks that affect both squares target you only once.
Augment 1
Hit: As above, and when the effect ends, you choose whether to occupy your original square or your double's square.
Augment 2
Hit: 2[W] damage, and choose any square within 5 squares of you. You occupy that square in addition to your normal square until the start of your next turn. While you occupy multiple squares through this power, you can attack from either square. You can flank from either square and can flank with yourself. You can be targeted in either square, but close and area attacks that affect both squares target you only once. When the effect ends, you choose whether to occupy your original square or your double's square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	7

AT-WILL POWER

Flowing Weapon

As you swing your weapon, it ripples and flows to reach a distant foe.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon + 1 reach
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage.
Augment 1
Melee weapon +3 reach
Augment 2
Melee weapon +3 reach
Hit: 1[W] + Constitution modifier damage, and you pull the target 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BATLEMIND	ATTACK	7

AT-WILL POWER

Give Chase

Your attack keeps an enemy's attention on you as you stay in motion around it.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. If the target triggers your *blurred step* power before the end of your next turn, you shift 1 extra square with that power.

Augment 1

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
Effect: If the target triggers your *blurred step* power before the end of your next turn, you shift a number of extra squares equal to your Wisdom modifier with that power.

Augment 2 (Teleportation)

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.
Effect: If the target triggers your *blurred step* power before the end of your next turn, you can teleport 5 squares with that power instead of shifting.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
7

AT-WILL POWER

Violent Ubiquity

Your attack keeps the target off balance, as either it or one of your allies swap positions in a violent wrenching of reality.

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage. You teleport yourself and either the target or one ally adjacent to you, swapping positions.

Augment 1

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 3 squares of you, swapping positions.

Augment 2

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn. You then teleport yourself and one ally within 5 squares of you, swapping positions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
7

AT-WILL POWER

Baleful Teleport

A crippling strike shunts your foe across the battlefield, then leaves it dazed.

Psionic, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage, and you teleport the target 5 squares. The target is then dazed (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
9

DAILY POWER

Lion's Charge

You make springing charge attacks against two foes, even as you set your sights on a third.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Requirement: You must charge and use this power in place of a melee basic attack.

Hit: 1[W] + 1d6 + Constitution modifier damage.

Miss: Half damage.

Effect: If either attack hits, you can repeat the attack against a third creature, with a +2 bonus to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
9

DAILY POWER

Shattered Time

Your weapon attack disrupts the flow of time around you, allowing you to harry your foes' attempts to attack your allies.

Psionic, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage.
Miss: Half damage.

Effect: You create a zone in a close burst 2 that lasts until the end of your next turn. While you are within the zone, you can make the following secondary attack.

Opportunity Action Melee weapon

Trigger: An enemy within the zone makes an attack that does not include you as a target.
Effect: Before the attack, you shift to any unoccupied square adjacent to the triggering enemy that is within the zone.

Secondary Target: The triggering enemy

Secondary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and you mark the secondary target until the end of your next turn.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
9

DAILY POWER

Strength of My Enemy

When your attack weakens a foe, its fleeting strength drives your fury in battle.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: Constitution modifier damage, and the target is weakened (save ends).

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

Effect: While the target is weakened from this attack, your melee attacks deal 2d6 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
9

DAILY POWER

Uncanny Senses

Foes try in vain to hide from your heightened senses.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you can see invisible creatures and objects, and you gain a +5 power bonus to Insight checks and Perception checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
10

UTILITY POWER

Hone Weapon

You channel psionic power through your weapon, granting it a brutal advantage in battle.

Psionic

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One weapon

Effect: Until the end of the encounter, the weapon gains the brutal 1 property. In addition, critical hits with the weapon deal 1d10 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
10

UTILITY POWER

Subjective Gravity

By altering reality, you ignore the effects of gravity as you move.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you can move across any horizontal or vertical surface without having to climb. You can walk on walls and ceilings as if they were floors. You fall if you end the stance while on a surface on which you could not normally stand.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
10

UTILITY POWER

Ubiquitous Vision

Your entire body becomes an extension of your eyes.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, enemies cannot gain combat advantage by flanking you, and you gain a +5 power bonus to Perception checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
UTILITY

LEVEL
10

UTILITY POWER

Intellect Snap

Your weapon channels your psychic fury to distract and hinder your foe.

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: Constitution modifier psychic damage, and the target is dazed until the start of your next turn.

Augment 1

Hit: As above, and you are no longer dazed or marked.

Augment 4

Hit: 2[W] + Constitution modifier psychic damage, and the target is dazed until the end of your next turn. In addition, you or one ally within 5 squares of you can make a saving throw against an effect that dazes or stuns.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
13

AT-WILL POWER

Kinetic Shield

Your attack summons up a psionic shield that protects nearby allies.

Psionic, Augmentable, Force, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
CON vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits you or an ally with an attack
Hit: 1[W] + Constitution modifier force damage, and each ally adjacent to you gains a +2 power bonus to all defenses until the start of your next turn.
Effect: You don't have your normal standard action on your next turn.

Augment 1

Hit: As above, but the power bonus is +4.

Augment 4

Hit: 2[W] + Constitution modifier force damage, and each ally adjacent to you gains a +2 power bonus to all defenses until the end of your next turn.
Effect: You have your normal standard action on your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
13

AT-WILL POWER

Parting Shot

You move through your enemies like a shadow, striking hard with your weapon as you slip away.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You shift 2 squares and make the following attack against one enemy adjacent to you at any point during this movement.

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Augment 1

Close burst 1

Target: One or two creatures

Hit: 1[W] damage.

Augment 4

Effect: You shift your speed and can move through enemies' spaces during this movement. Make the following attack against one enemy adjacent to you at any point during this movement

Target: One creature

Attack: Constitution vs. AC

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
13

AT-WILL POWER

Unwavering Concentration

Your attack focuses your mind and body to shield you from counterattacks.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage. You gain a +2 power bonus to a defense of your choice until the start of your next turn.

Augment 1

Hit: 1[W] + Constitution modifier damage. You gain a +2 power bonus to all defenses until the end of your next turn.

Augment 4

Close burst 1
Hit: 2[W] + Constitution modifier damage. You gain a power bonus to all defenses equal to your Wisdom modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
13

AT-WILL POWER

Aspect of the Raging Tempest

Lightning flares around the creature you strike, feeding back to grant you the power of the raging tempest.

Psionic, Lightning, Polymorph, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
CON vs AC		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage, and ongoing 5 lightning damage (save ends).
Miss: Half damage.

Effect: You assume the aspect of the raging tempest until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them. Augment 1 (Thunder)

Effect: When you hit with the at-will attack, you slide one enemy marked by you 1 square. That enemy then takes lightning damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Crushing Wave Strike

Your weapon attack is followed up by a blast of psionic power that knocks creatures to the ground.

Psionic, Force, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage.
Miss: Half damage.

Effect: Make a secondary attack that is a close blast 5, and that must include the primary target as a target.

Secondary Target: Each creature in blast

Secondary Attack: Constitution vs. Fortitude

Hit: 10 + Constitution modifier force damage, and you push the secondary target 2 squares and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Precognitive Eye

Your attack inspires an enemy to focus on you in combat, and lets you use flashes of the future to distance yourself from your foes.

Psionic, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON +4 vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of the encounter. No other mark can supersede this mark unless you permit it.

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: You assume the precognitive eye stance. Until the stance ends, whenever any enemy marked by you moves, you can shift 1 square as a free action. In addition, you gain a +1 power bonus to attack rolls against enemies marked by you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Sonic Burst

You move with the speed of thunder, blasting your foes as you pass.

Psionic, Thunder, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You shift twice your speed and make the following attack at any point during the movement.

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 3[W] + Constitution modifier thunder damage, you push the target 3 squares, and the target is deafened (save ends).

Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
15

DAILY POWER

Instant Move

You blur across the battlefield to move into position for an attack, or to flee an enemy's retribution.

Psionic
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You shift your speed.
Special: You can use this power only as the first or the last action of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Inertial Barrier

An attack against you triggers a psionic barrier that shields you and your allies from harm.

Psionic, Zone
KEYWORDS

Imm. Interrupt		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You or an ally adjacent to you is hit by an attack
Effect: The burst creates a zone that lasts until the end of your next turn. You and your allies gain resist 5 to all damage while within the zone. Any enemy that starts or ends its turn within the zone is pushed 1 square from the center of the zone. The zone is difficult terrain for enemies.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Resolute Recovery

You shrug off a debilitating effect as you revitalize yourself in the midst of combat.

Psionic
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain temporary hit points equal to your Constitution modifier + one-half your level and remove one effect that a save can end. You then shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Teleport Trigger

You warp space around you, creating a means of quick escape for you and your allies.

Psionic, Conjunction, Teleportation
KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure four shimmering teleport triggers in unoccupied squares within range. Each teleport trigger lasts until the end of the encounter or until expended. When you or an ally enters a square containing a teleport trigger, that character can expend the trigger as a free action to teleport 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Cloud of Dancing Blades

A field of spectral blades fills the air around you, increasing your retribution against a foe that harms your allies.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1 [W] + Constitution modifier damage, and your *mind spike* power deals extra damage equal to your Constitution modifier until the end of your next turn.
Augment 1
Effect: Before the attack, you mark each enemy adjacent to you until the start of your next turn.
Augment 4 (Zone)
Close burst 2, Primary
Target: Each enemy in burst Primary
Attack: Constitution vs. AC
Effect: The burst creates a zone that lasts until the start of your next turn. While you are within the zone, you can make the following secondary attack.
Immediate Interrupt Melee weapon
Trigger: An enemy willingly leaves the zone
Effect: Before the attack, you shift 4 squares to an unoccupied square adjacent to the triggering enemy.
Secondary Target: The triggering enemy
Secondary Attack: Constitution vs. AC
Hit: The secondary target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Dancing Strike

In the aftermath of your attack, you deftly stay ahead of your foes' attempts to move around you.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage. When you use your *blurred step* power before the end of your next turn, you can shift a number of squares equal to your Charisma modifier instead of shifting 1 square.
Augment 1
Hit: As above, and you mark the target until the end of your next turn.
Augment 4 (Force, Psychic)
Hit: 3[W] + Constitution modifier damage. When you use your *blurred step* power before the end of your next turn, you can shift a number of squares equal to your Charisma modifier instead of shifting 1 square, and the creature that triggers your *blurred step* takes 5 force and psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Gravity Well

Your attack constrains a foe to its current location, hindering its ability to flee from you.

Psionic, Augmentable, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and the target is slowed until the end of your next turn.
Augment 1
Hit: 1[W] damage, and the target cannot move or be pulled, pushed, or slid more than 2 squares from its current space until the end of your next turn.
Augment 4
Hit: 3[W] + Constitution modifier damage, and the target cannot move or be pulled, pushed, or slid more than 2 squares from its current space until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Open the Way

Space ripples around you, letting you attack a foe beyond your reach, then drawing you to that enemy's side.

Psionic, Augmentable, Teleportation, Weapon
KEYWORDS

Standard	↓	Melee weapon + 2 reach
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] damage, and you teleport to a square adjacent to the target.
Augment 1
Hit: 1[W] damage, and you teleport one ally adjacent to you to a square adjacent to the target.
Augment 4
Effect: Before the attack, you teleport 5 squares.
Hit: 2[W] + Constitution modifier damage, and you teleport to a square adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Aspect of Squamous Horror

Your attack pushes your enemies back, wracking them with fear as you take on the form of a hideous scaled beast.

Psionic, Fear, Polymorph, Psychic, Weapon
KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
CON vs AC		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage, and you push the target 3 squares.
Miss: Half damage.
Effect: Each target takes 6 psychic damage. You then assume the aspect of squamous horror until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them.
Augment 2
Effect: Choose one creature hit by the at-will attack. That creature moves its speed away from you by the safest route possible as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Dimensional Ambush

Your power bends the space around you, letting you strike a distant foe, then forcing that foe back as you appear at its side to strike again.

Psionic, Psychic, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon + 3 reach
ACTION		RANGE

CON vs Reflex	One creature
ATTACK	DEFENSE
	TARGET

Hit: 5 + Constitution modifier psychic damage, and you slide the target 1 square.

Miss: Half damage, and you slide the target 1 square.

Effect: You teleport to a square adjacent to the space the target occupied before the slide. Make a secondary attack against the target.

Secondary Attack: Constitution vs. AC

Hit: 3[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: You teleport 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: ATTACK

LEVEL: 19

DAILY POWER

Focus Bind

You tempt an enemy's wrath as you focus your rage on it, setting up a confrontation that only one of you will survive.

Psionic, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CON vs AC	One creature
ATTACK	DEFENSE
	TARGET

Hit: 2[W] + Constitution modifier damage plus 3d10 psychic damage, and you mark the target until the end of the encounter. No other mark can supersede this mark unless you permit it.

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: Until the mark imposed by this power ends, you are treated as if you are marked by the target, and whenever you or the target moves, the other can move the same number of squares as a free action or shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: ATTACK

LEVEL: 19

DAILY POWER

Temporal Regression

You slip back through time to escape the fight around you, choosing a more advantageous position when you reappear.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CON vs AC	One creature
ATTACK	DEFENSE
	TARGET

Attack: Constitution vs. AC. Make the attack twice.

Hit: 2[W] + Constitution modifier damage.

Miss: Half damage.

Effect: At the start of your next turn, you are removed from play. At the start of your following turn, you reappear in an unoccupied space within 5 squares of the space you last occupied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: ATTACK

LEVEL: 19

DAILY POWER

Deaden Blow

You sense the attack coming even before you see it, transforming your body to protect it from harm.

Psionic

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Trigger: You take damage from an attack
Effect: You are insubstantial until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: UTILITY

LEVEL: 22

UTILITY POWER

Fearless Mindset

Your strength of mind lets you shrug off fear and your foes' attempts to draw you into combat.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
----------------------------------	------------------------------------	---

Effect: You are no longer marked, and you assume the fearless mindset stance. Until the stance ends, you gain a +4 power bonus to Will, a +5 power bonus to saving throws against fear effects, and you cannot be marked.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: UTILITY

LEVEL: 22

UTILITY POWER

Mental Haven

By opening a portal into your own mind, you are temporarily shunted out of the world, then invigorated on your return.

Psionic, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Effect: You are removed from play. At the end of your next turn, you regain hit points equal to your bloodied value or you regain the use of an encounter power you have already used in this encounter. You then reappear in any unoccupied space within 5 squares of the space you last occupied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: UTILITY

LEVEL: 22

UTILITY POWER

Wings of Elevated Thought

Your power of thought lifts you free of the battlefield.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Effect: Until the stance ends, you gain fly 6 (altitude limit 3). If you end your turn flying, you descend to the ground without taking falling damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: UTILITY

LEVEL: 22

UTILITY POWER

Crushing Vortex

The power of your attack manifests as a force vortex that lashes out against another foe.

Psionic, Augmentable, Force, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CON vs AC	One creature
ATTACK	DEFENSE
	TARGET

Hit: 1[W] + Constitution modifier damage, and one enemy adjacent to the target takes force damage equal to your Constitution modifier.

Augment 2

Hit: 2[W] + Constitution modifier damage, and one enemy marked by you takes force damage equal to your Constitution modifier.

Augment 6 (Zone)

Hit: 3[W] + Constitution modifier damage.
Effect: Your space and each square adjacent to you becomes a zone that lasts until the end of your next turn. When a creature within the zone takes damage from an attack, each enemy within the zone takes force damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: ATTACK

LEVEL: 23

AT-WILL POWER

Double Vision

Your attack leaves a foe reeling, and lets you channel psionic power to fling yourself or the enemy across the battlefield.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE

CON vs AC	One creature
ATTACK	DEFENSE
	TARGET

Hit: 1[W] + Constitution modifier damage. Until the end of your next turn, the target grants combat advantage while within 5 squares of you.
Augment 2 (Teleportation)

Hit: As above, and when an ally hits the target, you can teleport 3 squares as a free action.

Augment 6 (Teleportation)

Hit: 2[W] + Constitution modifier damage, and the target is dazed until the end of your next turn. Also until the end of your next turn, when you or any ally hits the target, you can teleport yourself or the target 3 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND

POWER TYPE: ATTACK

LEVEL: 23

AT-WILL POWER

Iron Presence

A vicious strike magnifies your presence in your enemy's mind, compelling it to focus on your threat.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage.
Effect: Until the end of your next turn, your *battlemind's demand power* targets two creatures in the burst.

Augment 2

Close burst 1

Target: Each enemy you can see in burst

Hit: 1[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

Augment 6

Close burst 2

Target: Each enemy you can see in burst

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of the encounter, until you use this power again, or until you use your *battlemind's demand power*.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
23

AT-WILL POWER

Reality Shuffle

The force of your attack warps reality, leaving you and your enemy in different positions in the blink of an eye.

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon + 1 reach
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage.
You teleport yourself and the target, swapping positions.

Augment 2

Melee weapon + 3 reach

Augment 6

Hit: 3[W] + Constitution modifier damage.
You teleport the target 3 squares and then teleport 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
23

AT-WILL POWER

Blazing Offensive

You become a streak of flame that blurs across the battlefield, devastating your foes with psionic fire.

Psionic, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: You shift three times your speed and make the following attack against one, two, or three creatures during this movement.

Target: One creature

Attack: Constitution vs. Reflex

Hit: Ongoing 40 fire damage (save ends). Each time you hit the same target with this attack, the ongoing damage increases by 5.

Miss: Ongoing 20 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Stolen Vigor

Your weapon attack leaves a foe weakened, its stolen strength replenishing your own vigor.

Psionic, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Constitution modifier damage. In addition, the target is weakened, and you regain 10 hit points at the start of each of the target's turns (save ends both). While the target is adjacent to you, it takes a -2 penalty to saving throws against this effect.

Miss: Half damage, and the target is weakened until the end of your next turn. At the start of the target's next turn, you regain 10 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Sublime Fury

Your attack incites a frenzy for battle that lets you lay waste to your foes.

Psionic, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 6[W] + Constitution modifier damage.
Miss: Half damage.

Effect: You assume the sublime fury stance. Until the stance ends, you take a -2 penalty to attack rolls and your unaugmented battlemind at-will melee attacks deal 2d6 extra damage. In addition, whenever you reduce a nonminion creature to 0 hit points, you make a melee basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Temporal Reiteration

Your strike pulls an enemy toward you, then forces it back to its previous location to relive your attack.

Psionic, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage, and you teleport the target to a square adjacent to you.

Miss: Half damage.

Effect: As a free action at either the start or the end of the target's next turn, you teleport the target to the space it occupied when you targeted it with this power. Make a secondary attack against the target, even if you are no longer within melee reach.

Secondary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Brandished Promise

You lash out at foes close by, hoping to draw their ire and their attacks to you.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
CON vs Will		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Hit: Constitution modifier damage, and you mark the target until the end of your next turn.

Augment 2

Hit: 1[W] + Constitution modifier damage, and you mark the target and one other enemy within 2 squares of the target until the end of your next turn.

Augment 6

Close burst 2

Hit: 2[W] + Constitution modifier damage, and you mark the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
27

AT-WILL POWER

Elusive Ghost

You strike, then teleport away to deny your enemies an easy counterattack.

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and you teleport 1 square.

Augment 2

Hit: 2[W] + Constitution modifier damage, and you teleport 2 squares.

Augment 6

Close burst 1

Target: Each enemy you can see in burst

Hit: 2[W] + Constitution modifier damage.

Effect: You teleport 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
27

AT-WILL POWER

Imprisoned Mind

Your attack binds your enemy's thoughts, limiting its tactical movement.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and the target cannot shift until the end of your next turn.

Augment 2

Hit: 2[W] + Constitution modifier damage, and the target is marked and cannot shift until the end of your next turn.

Augment 6

Hit: 3[W] + Constitution modifier damage, and the target cannot shift until the end of your next turn. In addition, you gain a +3 power bonus to opportunity attack rolls against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLEMIND

POWER TYPE
ATTACK

LEVEL
27

AT-WILL POWER

Obsidian Shield



A shadowy shield presses your foes and can hinder their movement.

Psionic, Augmentable, Necrotic, Psychic, Weapon

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CON vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 1[W] necrotic and psychic damage.

Augment 2

Hit: 1[W] + Constitution modifier necrotic and psychic damage, and you mark the target until the end of your next turn.

Augment 6

Hit: 3[W] + Constitution modifier necrotic and psychic damage. In addition, if the target moves more than 2 squares away from you on its next turn, it takes 10 necrotic and psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND | POWER TYPE: ATTACK | LEVEL: 27

AT-WILL POWER

Darting Grace Strike



You flit across the battlefield, avoiding your enemies as your attacks grant you a lethal grace.

Psionic, Stance, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Constitution modifier damage, and the target is dazed (save ends). If the target is already dazed, the attack deals 5 extra damage.

Miss: Half damage.

Effect: You shift 3 squares after each attack. After making the last attack, you assume the stance of darting grace. Until the stance ends, you gain a +2 power bonus to AC and Reflex, and you can take the following action.

Free Action Personal

Trigger: An enemy misses you with an attack

Effect: You shift 4 squares, and the triggering enemy grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Killing Wind Assault



You vanish before your enemies' eyes, becoming the unseen wind that unleashes death on the battlefield.

Psionic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you become invisible and then shift a number of squares equal to your speed. You remain invisible until the start of your next turn.

Hit: 5[W] + Constitution modifier damage, and you knock the target prone.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a +4 power bonus to speed, and you are invisible while moving.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Many Doors Curse



Your attack binds the target to you, wracking it with pain as you fling it across the battlefield.

Psionic, Psychic, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Constitution modifier damage.

Miss: Half damage.

Effect: The target is subject to your many doors curse (save ends). While the target is affected by your many doors curse, whenever the target takes damage from an attack, you can teleport it to a square adjacent to you or an ally you can see as a free action. When you teleport the target this way, it takes 10 psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Omniscient Strike



As your chosen foe prepares to strike, you sabotage its attack by making a vicious attack of your own.

Psionic, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
CON vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Attack: Constitution vs. AC. You have combat advantage for this attack.

Trigger: An enemy marked by you targets you with a melee attack

Effect: Before the attack, you shift 4 squares.

Hit: 4[W] + Constitution modifier damage, and the target is stunned (save ends).

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

Effect: If you have no power points remaining, you regain 2 power points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BATTLEMIND | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

Iron Soul Flurry of Blows

You follow up an initial assault with a quick strike that disorients your enemy, curtailing its combat options.

Psionic

KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
vs		. Level 11: One or two creatures. Level 21: Each enemy adjacent to you
ATTACK	DEFENSE	TARGET

Trigger: You hit with an attack during your turn
Effect: The target takes damage equal to 2 + your Constitution modifier, and it cannot shift until the start of your next turn. If the target was not a target of the triggering attack, it also can't make opportunity attacks until the end of your turn.
Special: You can use this power only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: FEATURE LEVEL: 1

AT-WILL POWER

Lion's Den

You jab, step to the side, then assume an offensive posture from which you can sting any foe that draws near.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 1d6 + Dexterity modifier damage. Until the start of your next turn, as a free action, you can deal damage equal to your Constitution modifier to any enemy that enters a square adjacent to you.
 Level 21: 2d6 + Dexterity modifier damage.

Movement Technique
Move Action Personal
Effect: You shift 1 square and gain a +1 power bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Steel Wind

You streak across the battlefield, then channel a multiple assault against foes that thought themselves out of your reach.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX	vs Reflex	Each enemy you can see in blast
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Close blast 2
Hit: 1d8 + Dexterity modifier damage.
 Level 21: 2d8 + Dexterity modifier damage.

Movement Technique
Move Action Personal
Effect: You are no longer marked. You move your speed +2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

Eagle Claw Strike

Your leap is so graceful that you seem to hang in the air for a short period. When you land, you deliver a shattering strike.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX	vs Fort	One creature or unattended object
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action
Hit: 2d8 + Dexterity modifier damage, and the target takes a penalty to AC equal to your Strength modifier until the end of your next turn. Against an unattended object, this attack deals 2d8 extra damage.

Movement Technique
Move Action Personal
Effect: You fly your speed. If you don't land at the end of this movement, you fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Laughing Wind

Your attack summons a laughing wind that drags your foes across the battlefield.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d8 + Dexterity modifier damage. Until the start of your next turn, as a free action, you slide any enemy that ends its turn in a square adjacent to you a number of squares equal to your Wisdom modifier.

Movement Technique
Move Action Personal
Effect: Until the start of your next turn, you gain a +2 power bonus to all defenses against opportunity attacks. You then move your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Scattering of Leaves

You drive two enemies back with quick strikes, then use the momentum of your attacks to scatter other foes.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 1d10 + Dexterity modifier damage, and you push the primary target 1 square. You then shift 1 square and make a secondary attack.
Secondary Target: One creature other than the primary target.
Secondary Attack: Dexterity vs. Fortitude
Hit: 1d10 + Dexterity modifier damage, and you slide the secondary target 1 square. You then push each enemy adjacent to the secondary target 1 square from the secondary target.

Movement Technique
Move Action Personal
Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Stinging Nettles

Your attack sets you into an optimal defensive position, allowing you to punish any foe with the temerity to strike at you.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d10 + Dexterity modifier damage. Until the start of your next turn, as a free action, you deal damage equal to your Constitution modifier to any enemy adjacent to you that hits you with a melee attack.
Iron Soul: If you make the attack using a light blade or a spear, the target also cannot make opportunity attacks until the end of your next turn.

Movement Technique
Move Action Personal
Effect: You swap places with one creature adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Swift River Floods

Your crashing attack throws your foe off balance to hinder its movement, letting you slip away like fast-flowing water.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d8 + Dexterity modifier damage, and the target is slowed until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the target takes extra damage equal to your Constitution modifier.

Movement Technique
Move Action Personal
Effect: You shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Cacophonous Shout

You summon a wall of sound that slams into your foes like a battering ram.

Psionic, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
DEX	vs Fort	Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Dexterity modifier thunder damage, and you push the target to the nearest unoccupied square outside the blast. The target is deafened until the end of the encounter.
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Lashing Rain

Your savage strike draws an enemy close, leaving you in an aggressive stance that lets you punish any foe that approaches you.

Psionic, Implement, Stance

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Dexterity modifier damage, and you slide the target 2 squares to a square adjacent to you.
Effect: You assume the lashing rain stance. Whenever an enemy you can see enters a square adjacent to you while you are able to make opportunity attacks, you deal 5 damage to that enemy and slide it 2 squares to any unoccupied square adjacent to you. You are slowed while you are in this stance. You can end the stance as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

DAILY POWER

Steel Avalanche

You unleash a wave of psionic power that cuts through your foes like steel.

Psionic, Implement

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
DEX vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls (save ends).
Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Effect: You shift 4 squares to any square adjacent to the blast.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

DAILY POWER

Stunning Palm

Your psionic energy keeps you focused in combat, and can be released in a stunning blow that knocks a foe senseless.

Psionic, Implement, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, you cannot be dazed or stunned, and you can make the following attack.
Standard Action Melee touch
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: Dexterity modifier damage, and the target is stunned (save ends).
Miss: 2d8 + Dexterity modifier damage.
Effect: The stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 1

DAILY POWER

Fall of Wind

You have meditated on the nature of the air around you and can control it to cushion your fall.

Psionic

KEYWORDS

Free		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You fall
Effect: You reduce the damage you take from falling by 5 + one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Swift Flight

Channeling psionic energy through palms pointed at the ground, your simple leap becomes a smooth glide across the battlefield.

Psionic

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You fly a number of squares equal to your speed + your Wisdom modifier. If you don't land at the end of this movement, you fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Fighting Fury

Your discipline and control let you channel your anger into each blow.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, your unarmed melee attacks deal extra damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Inner Eye Opened

By blocking out the impermanence of the visual world, you shunt the psychic energy of your inner eye into a lethal attack.

Psionic, Full Discipline, Implement, Psychic

KEYWORDS

ACTION		RANGE
DEX vs Will		One creature.
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Effect: You are blinded and gain blindsight 5 until the start of your next turn.
Hit: 1d8 + Dexterity modifier damage plus 1d8 psychic damage.

Movement Technique
Move Action Personal
Effect: You swap places with one creature adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Resounding Strike

Your strike sets up subtle vibrations in a foe, so that a subsequent blow triggers a disruptive burst of thunder.

Psionic, Full Discipline, Implement, Thunder

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d10 + Dexterity modifier damage. The next time the target takes damage before the start of your next turn, it takes extra thunder damage equal to 3 + your Strength modifier.

Movement Technique
Move Action Personal
Effect: You move your speed + 2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Springing Drake Assault

You can leap over a foe with no fear of reprisal, then deliver an attack whose momentum drives an enemy wherever you want it to go.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d10 + Dexterity modifier damage, and you slide the target 2 squares.
Iron Soul: If you make the attack using a light blade or a spear, you slide the target a number of squares equal to your Constitution modifier.

Movement Technique
Move Action Personal
Target: One creature adjacent to you
Effect: You jump to any square adjacent to the target. This movement does not provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Undeniable Incitement

Your psionic summons pulls an enemy to you, then the immovable force of your presence sends it hard to the ground.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION	RANGE	
DEX vs Will	One creature	
ATTACK DEFENSE	TARGET	

Attack Technique
Standard Action Melee 2
Hit: You pull the target 1 square. If the target ends that movement adjacent to you, it takes 2d6 + Dexterity modifier damage and falls prone. You gain a +2 power bonus to AC until the end of your next turn.
Iron Soul: If you make the attack using a mace or a staff, the power bonus to AC equals your Constitution modifier.

Movement Technique
Move Action Personal
Effect: You move your speed. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Disrupting Fist

You channel psionic energy to empower your attacks, and you can discharge this energy through a blow that disorients your foe.

Psionic, Implement, Stance

KEYWORDS

Minor	Personal	
ACTION	RANGE	
vs		
ATTACK DEFENSE	TARGET	

Effect: Until the stance ends, you gain a +2 power bonus to melee damage rolls, and you can make the following attack.
Standard Action Melee touch
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 3d6 + Dexterity modifier damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.
Effect: The stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Freeze the Life Blood

Ice rimes your hands and feet, so that your next attack binds the foe in a freezing embrace.

Psionic, Cold, Implement

KEYWORDS

Standard	Melee touch	
ACTION	RANGE	
DEX vs Reflex	One creature	
ATTACK DEFENSE	TARGET	

Hit: 2d8 + Dexterity modifier cold damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed (save ends).
Effect: While the target is immobilized or slowed by this power, any enemy that ends its turn adjacent to the target takes cold damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Resonating Fist

Your strike reverberates through the enemy, so that each time it faces a new attack, it recalls the pain you wrought.

Psionic, Implement

KEYWORDS

Standard	Melee touch	
ACTION	RANGE	
DEX vs Fort	One creature	
ATTACK DEFENSE	TARGET	

Hit: 2d6 + Dexterity modifier damage, and the target gains vulnerability to all damage equal to your Strength modifier (save ends). Whenever you hit the target with an attack, it takes a -2 penalty to its next saving throw against this power's effect.
Miss: 2d6 + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Thunderbolt Surge

You hurl a ball of roiling thunder into the thick of combat, blasting one foe and knocking nearby creatures to the ground.

Psionic, Implement, Thunder

KEYWORDS

Standard	Ranged 5	
ACTION	RANGE	
DEX vs Reflex	One creature	
ATTACK DEFENSE	TARGET	

Hit: 2d10 + Dexterity modifier thunder damage, and each creature adjacent to the target falls prone.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Abundant Step

Tapping into the momentum of an enemy's errant strike, you slip through space to appear where your foe least expects.

Psionic, Teleportation

KEYWORDS

Imm. Reaction	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An adjacent enemy misses you with an attack
Effect: You teleport to any square adjacent to the target. The target grants combat advantage to you for your next attack roll made before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Iron Heart Endurance

The pain of your injuries lets you clear your mind of all distractions, fortifying your fighting spirit.

Psionic

KEYWORDS

Minor	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must be bloodied.
Effect: You gain temporary hit points equal to twice your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Quicksilver Motion

You surge through combat in the blink of an eye.

Psionic

KEYWORDS

Free	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You move your speed.
Special: You can use this power only as the first or the last action of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Airborne Form

You meditate on the wind, assuming a measure of its free flowing formlessness.

Psionic, Stance

KEYWORDS

Minor	Personal	
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +2 power bonus to speed, you are insubstantial while moving, and you can move through enemies' spaces.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MONK	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Arc of the Flashing Storm

You can flash across the battlefield, lightning wrapping around you as you slam your foe back and disrupt its counterattacks.

Psionic, Full Discipline, Implement, Lightning, Teleportation

KEYWORDS

ACTION		RANGE	
DEX	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	

Attack Technique
Standard Action
Hit: 2d10 + Dexterity modifier lightning damage, you push the target 2 squares, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Iron Soul: If you make the attack using a mace or a staff, the target's penalty to attack rolls against you instead equals your Constitution modifier.

Movement Technique
Move Action Personal
Effect: You teleport your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Feeding the Doves

You can race into combat unhindered before using a series of quick strikes to punish and scatter your foes like a flock of birds.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE	
DEX	vs Reflex	Each enemy you can see in burst	
ATTACK	DEFENSE	TARGET	

Attack Technique
Standard Action Close burst 1
Hit: 1d8 + Dexterity modifier damage.
Effect: Make a secondary attack that is a close burst 2.
Secondary Target: Each enemy you can see in burst other than the primary target
Secondary Attack: Dexterity vs. Reflex
Hit: Dexterity modifier damage, and you push the secondary target 2 squares.

Movement Technique
Move Action Personal
Effect: You move your speed + 2. During this movement, you ignore difficult terrain.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Mountainfall Stomp

The earth buckles around you as you drive into your enemy, a vicious kick sending it to the ground and keeping it there.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE	
vs		One creature	
ATTACK	DEFENSE	TARGET	

Attack Technique
Standard Action Melee touch
Attack: Dexterity vs. Fortitude
Hit: 2d6 + Dexterity modifier damage, and you knock the target prone. If the target stands up before the end of your next turn, that action provokes an opportunity attack from you.

Movement Technique
Move Action Personal
Effect: You shift 1 square. Squares adjacent to you then become difficult terrain until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Unity of Steel

Allies who press in against a foe grant you some of their strength, increasing the effectiveness of your own attack.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE	
DEX	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	

Attack Technique
Standard Action Melee touch
Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.
Hit: 2d8 + Dexterity modifier damage plus 2 damage for each ally adjacent to the target.

Movement Technique
Move Action Personal
Effect: You swap places with one ally adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

Finishing Move

Your crippling attack can drop a badly injured foe with the devastating finishing move. If the foe falls, other enemies lose their resolve.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch	
ACTION		RANGE	
DEX	vs Fort	One creature	
ATTACK	DEFENSE	TARGET	

Hit: 3d8 + Dexterity modifier damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both). If the target has 10 hit points or fewer after this attack is resolved, you reduce it to 0 hit points.
Miss: Half damage.
Effect: If this attack reduces the target to 0 hit points, each enemy within 5 squares of you takes a -2 penalty to attack rolls against you (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Flying Tiger Assault

Your flying kick batters your enemy, driving it back as the recoil of your strike lets you dance away.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch	
ACTION		RANGE	
DEX	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	

Effect: Before the attack, you fly your speed. You must land at the end of this movement.
Hit: 3d10 + Dexterity modifier damage, and you push the target 5 squares.
Miss: Half damage, and you push the target 2 squares.
Effect: You shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Immolating Fist

Fire blazes within your clenched fists to burn those you strike, culminating in an explosive attack that wraps your foes in a shroud of flames.

Psionic, Fire, Implement, Stance

KEYWORDS

Minor	Personal	
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, you gain resist 5 fire. In addition, whenever you hit an enemy with a melee attack, it takes 5 extra fire damage. You can also make the following attack.
Standard Action Melee touch
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 1d8 + Dexterity modifier damage plus 1d12 fire damage, and each enemy adjacent to the target takes 5 fire damage.
Miss: Half damage.
Effect: The stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Uncommon Clarity

You attune yourself to your foe's thoughts, granting you increased accuracy with your attack.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch	
ACTION		RANGE	
DEX +2	vs Reflex	One creature	
ATTACK	DEFENSE	TARGET	

Attack: Dexterity +2 vs. Reflex. You can score a critical hit with this attack on a roll of 19-20.
Hit: 2d12 + Dexterity modifier damage.
Miss: Repeat the attack using Dexterity -2 instead of Dexterity +2. You are then dazed until the start of your next turn. Do not repeat the attack again if it misses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Adamant Soul

You coordinate body, mind, and soul to protect you from the energy of your foes' attacks.

Psionic

KEYWORDS

Imm. Interrupt	Personal	
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An attack that deals at least one specific damage type hits you
Effect: Until the end of your next turn, you gain resistance equal to 3 + your Wisdom modifier to all damage types dealt by the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Adamantine Bones

Your ki energy strengthens you from the inside out, reducing the effectiveness of your enemies' attacks.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Confirmation of Spirit

The aftermath of a successful attack confirms your discipline and focus, granting you the strength to fight on.

Psionic, Healing

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You hit an enemy with a melee attack

Effect: You regain hit points equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Iron Heart Resilience

You visualize the essence of determination, anchoring yourself against the worst of what your enemies impose upon you.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you make saving throws at the start of your turn in addition to the end of your turn. You take a -3 penalty to the saving throws granted by this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

As the Arrow Flies

You can fly like an arrow over other combatants, ready to deliver an attack that pins an enemy where it stands.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
Dexterity vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 3d6 + Dexterity modifier damage, and the target is immobilized until the end of your next turn.
Iron Soul: If you make the attack using a light blade or a spear, whenever the target takes damage before the end of your next turn, you can slide the target 1 square to a square adjacent to you as a free action.

Movement Technique
Move Action Personal
Effect: You fly your speed. If you don't land at the end of this movement, you fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Resounding Fist

Resounding energy from your powerful strike disrupts your foe and grants your allies an opening.

Psionic, Full Discipline, Force, Implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature or unattended object
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d8 + Dexterity modifier force damage, and any ally's attack made against the target deals extra damage equal to 2 + your Strength modifier until the end of your next turn. Against an unattended object, this attack deals 2d10 extra force damage.

Movement Technique
Move Action Personal
Effect: You shift 2 squares and gain resist 3 to all damage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Storm's Wake

You read the flow of combat to better anticipate attacks as you move, then buttress your own strike with a ki shout that jolts your enemies back.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d10 + Dexterity modifier damage, and you push the target and each enemy adjacent to you a number of squares equal to your Wisdom modifier.

Movement Technique
Move Action Personal
Effect: You move your speed +2. During this movement, you gain a bonus to all defenses equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Thundering Waterfall

You undertake a devastating rush through the thick of combat that makes you harder to hit.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d10 + Dexterity modifier damage, and you push the primary target 3 squares.
Effect: You shift 3 squares and make a secondary attack that is a close burst 1.
Secondary Target: Each enemy in burst
Secondary Attack: Dexterity vs. Fortitude
Hit: The secondary target is dazed until the start of your next turn.
Iron Soul: If you make the attack using a mace or a staff, the secondary target also takes damage equal to your Constitution modifier.

Movement Technique
Move Action Personal
Effect: You move your speed. Each time any enemy misses you with an opportunity attack provoked by this movement, you gain a cumulative +1 power bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Booming Shout

Amplified by psionic power, your voice booms across the battlefield, scattering and disorienting creatures before you.

Psionic, Implement, Thunder

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
DEX vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Dexterity modifier damage, and the target takes ongoing 10 thunder damage and is deafened (save ends both). In addition, you push the target to the nearest unoccupied square outside the blast.
Aftereffect: The target is dazed until the end of your next turn.
Miss: Half damage, you push the target 1 square, and the target takes ongoing 5 thunder damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Falcon's Rent

You lash out with a psionic strike at foes around you, leaving those enemies reeling and unable to properly defend themselves.

Psionic, Implement

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
DEX vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Dexterity modifier damage, and the target takes ongoing 10 damage and a -2 penalty to all defenses (save ends both).
Miss: Half damage, and ongoing 5 damage (save ends).
Effect: Before or after the attack, you fly your speed. If you don't land at the end of this movement, you fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Mithral Tornado

Twinned attacks send you hurtling across the battlefield, your enemies reeling from a whirlwind of blows.

Psionic, Implement

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
DEX vs Reflex		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Effect: You gain a +2 power bonus to all defenses until the end of your next turn.
Hit: 1d10 + Dexterity modifier damage, and the primary target is dazed (save ends).
Miss: Half damage, and the primary target is dazed until the end of your next turn.
Effect: You move your speed. Any enemy that misses you with an opportunity attack provoked by this movement takes 5 damage. When you end this movement, you make a secondary attack that is a close burst 1.
Secondary Target: Each enemy you can see in burst other than the primary target
Secondary Attack: Dexterity vs. Reflex
Hit: 1d10 + Dexterity modifier damage, and the secondary target is dazed (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	15

DAILY POWER

Quickening Assault

With careful aim and precise movement, you use one devastating attack to setup another.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Dexterity modifier damage.
Miss: Half damage.
Effect: The next monk at-will attack power you use before the end of your next turn deals 1d10 extra damage and deals half damage to one creature it misses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	15

DAILY POWER

Still Waters Strike

The physical and mental pain of your strike knocks a foe back, then places you into a waiting posture that invites enemies to attack you at their peril.

Psionic, Implement, Psychic

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Dexterity modifier damage plus 2d10 psychic damage, and you push the target 2 squares.
Miss: Half damage, and you push the target 2 squares.
Effect: You grant combat advantage to the target until the start of your next turn. While you grant combat advantage to the target from this power, you can make the following attack.
Immediate Interrupt Melee touch
Trigger: An adjacent enemy hits you with a melee attack
Target: The triggering enemy
Attack: Dexterity +2 vs. Reflex
Hit: 2d10 + Dexterity modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	15

DAILY POWER

Altered Awareness

Your successful attack lets you touch a foe's mind, then fade from its sight.

Psionic, Illusion

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The enemy you hit
Trigger: You hit an enemy with a melee attack
Effect: You are invisible to the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

Sundered Chains

With the power of your mind, you free your body from constraint.

Psionic

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You start your turn immobilized, restrained, or slowed
Effect: The triggering condition ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

Pearl of Black Doubt

As the enemy's attack goes wide, you plant doubt's bitter seed in its mind to hamper its fight against you.

Psionic, Stance

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: An adjacent enemy misses you with an attack
Effect: Until the stance ends, you gain a +2 power bonus to all defenses against the triggering enemy's attacks. In addition, whenever the triggering enemy misses you with an attack, you gain a +2 power bonus to attack rolls for any attack that includes the triggering enemy made before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

Unfailing Resolve

Your focus and discipline lets you stay on your feet even though you are at death's door.

Psionic, Stance

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You drop to 0 hit points or fewer
Effect: Until the stance ends, while you are dying but not dead, dying causes you to be slowed and weakened instead of unconscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	16

UTILITY POWER

A Feather's Weight

A powerful strike leaves your enemy off balance, so that any attack will send it to the ground.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Hit: 2d12 + Dexterity modifier damage, you slide the target 2 squares, and the target is dazed until the end of your next turn. The next time the target takes damage before the start of your next turn, the target takes extra damage equal to your Strength modifier and falls prone.
Movement Technique
Move Action Personal
Effect: You move your speed +2. You can use the attack technique at any point during this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	17

ENCOUNTER POWER

Feigned Opening

You give your enemy a false opening to lure it close, then lash out with brutal force that leaves it reeling.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee 3
Hit: You pull the target 2 squares. If you pull the target to a square adjacent to you, it takes 3d6 + Dexterity modifier damage and grants combat advantage until the end of your next turn.
Iron Soul: If you make the attack using a mace or a staff, the target takes extra damage equal to your Constitution modifier.
Movement Technique
Move Action Personal
Effect: You move your speed +2. You do not provoke opportunity attacks when moving away from enemies adjacent to you at the start of this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	17

ENCOUNTER POWER

Glare of the Inner Eye

Your senses expand beyond sight as the power of your inner eye lets you project a mental assault against a distant foe.

Psionic, Full Discipline, Implement, Psychic

KEYWORDS

ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee 5
Effect: You are blinded and gain blindsight 10 until the start of your next turn.
Hit: 3d8 + Dexterity modifier psychic damage.

Movement Technique
Move Action Melee 1
Target: One creature
Effect: You shift 1 square and swap places with the target or swap places with the target and shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	17

ENCOUNTER POWER

Leaping Dragon Strike

You leap into the air to jump over your enemy. When you land, you follow up with a vicious strike that drives the foe back.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action Melee touch
Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.
Hit: 3d8 + Dexterity modifier damage, and you can use your movement technique as a free action. You then push the target 2 squares.

Movement Technique
Move Action Melee 1
Target: One creature
Effect: You jump to any square adjacent to the target. This movement does not provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	17

ENCOUNTER POWER

Crushing Reprisal

Your enemy's failed attack lets you slip in quickly to deliver a crushing counterstrike.

Psionic, Implement

KEYWORDS

Imm. Reaction	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy misses you with a melee attack
Effect: Before the attack, you shift 2 squares.
Hit: 2d6 + Dexterity modifier damage, and the target is stunned (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	19

DAILY POWER

Hare's Panicked Retreat

The power of your forceful strike fills your foe with dread, causing it to knock down other enemies as you control its feeble attempts to escape from you.

Psionic, Fear, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Dexterity modifier damage, and the target is slowed (save ends). Until this effect ends, whenever the target starts its turn, you can push it 2 squares as a free action. Each enemy adjacent to the target at the end of the push falls prone.
Miss: Half damage, and you push the target its speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	19

DAILY POWER

Loud Fist Strike

Your fast attack sends a foe careening into other enemies, which are blasted back by an explosive clap of thunder.

Psionic, Implement, Thunder

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift your speed.
Hit: 3d10 + Dexterity modifier damage, and you push the target 5 squares and knock it prone.
Miss: Half damage, and you push the target 5 squares.
Effect: Make a secondary attack that is an area burst 2 centered on the primary target.
Secondary Target: Each enemy in burst other than the primary target
Secondary Attack: Dexterity vs. Fortitude
Hit: 2d10 + Dexterity modifier thunder damage, and you push the secondary target 3 squares from the primary target.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	19

DAILY POWER

Twin Fountain Strike

As you tumble past your enemies, your astack draws forth a blood-red mist that shrouds them and fills other foes with fear.

Psionic, Fear, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You shift your speed +2 and make the following attack against one or two creatures during this movement.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 2d10 + Dexterity modifier damage, and ongoing 10 damage (save ends). Until this ongoing damage ends, the target's space and each square adjacent to it are lightly obscured. Any enemy not immune to fear takes a -2 penalty to attack rolls while it can see squares lightly obscured by this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	ATTACK	19

DAILY POWER

Empty Body

You exchange the limits of the body for the embrace of pure spirit. In this form, nothing can contain you.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must be bloodied.
Effect: Until the stance ends, you are insubstantial and phasing.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	22

UTILITY POWER

Meditative Vanishing

You extend your will to overpower the senses of your enemies, excising your presence from their minds.

Psionic, Illusion

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each enemy in burst
Effect: You are invisible to the target until you make an attack against it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	22

UTILITY POWER

Supreme Parry

Your weapon blurs as you spin it around you in an impenetrable barrier.

Psionic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you add the proficiency bonus of any melee weapon you wield to your AC and Reflex.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MONK	UTILITY	22

UTILITY POWER

Thousand World Stride

By elevating your consciousness over your physical limitations, you are able to reach the far side of the battle in a single step.

Psionic, Stance, Teleportation

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you can teleport your speed as a free action.
Special: You can take this free action only as the first action of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: UTILITY	LEVEL: 22
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UTILITY POWER

Iron Cascade

You capture your allies' spiritual strength, focusing it into an attack whose iron fury crushes your enemy.

Psionic, Full Discipline, implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action — Melee touch
Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.
Hit: 4d8 + Dexterity modifier damage plus 4 damage for each ally adjacent to the target.

Movement Technique
Move Action — Melee 1
Target: One creature
Effect: You swap places with the target, then shift a number of squares equal to your Constitution modifier. If the target is an ally, he or she can shift the same number of squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 23
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ENCOUNTER POWER

Lightning Throw

You can flash through the air to land with explosive force, your melee attack summoning the power of lightning that you hurl at a distant foe.

Psionic, Full Discipline, Implement, Lightning

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action — Melee touch
Hit: 3d10 + Dexterity modifier damage, and you make a secondary attack that is a ranged 10 attack. This attack does not provoke opportunity attacks.
Secondary Target: One creature other than the primary target
Secondary Attack: Dexterity vs. Reflex
Hit: 2d12 + Wisdom modifier lightning damage, and the secondary target is blinded until the end of your next turn.

Movement Technique
Move Action — Personal
Effect: You fly your speed +2. If you don't land at the end of this movement, you fall. Enemies adjacent to you when you land take lightning damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 23
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ENCOUNTER POWER

Shattered Earth Fall

Your vicious strike can knock a foe down, and grants you the power to sweep other nearby enemies to the ground.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action — Melee touch
Hit: 3d10 + Dexterity modifier damage, and you knock the primary target prone.
Effect: Make a secondary attack that is a close burst 1.
Secondary Target: Each enemy you can see in burst
Secondary Attack: Dexterity vs. Fortitude
Hit: You knock the secondary target prone.

Movement Technique
Move Action — Personal
Effect: You shift 3 squares. You can ignore forced movement until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 23
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ENCOUNTER POWER

Dragon Fist Strike

You end your prodigious leap with a blow that smashes your enemy to the ground, all other opponents recoiling before you.

Psionic, Fear, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you fly your speed +2. If you don't land at the end of this movement, you fall.
Hit: 4d12 + Dexterity modifier damage, and the target falls prone and cannot stand up (save ends).
Each Failed Saving Throw: The target is dazed until the end of its next turn.
Miss: Half damage, and the target falls prone.
Effect: Until the start of your next turn, any creature that can see you takes a -2 penalty to attack rolls for any attack that includes you as a target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 25
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DAILY POWER

Fate's Judgment

An enemy strikes and you make a savage counterattack. If your opponent attacks again, it is punished by the lingering resonance of your fury.

Psionic, Implement

KEYWORDS

Imm. Reaction	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An adjacent enemy hits you with an attack
Hit: 3d10 + Dexterity modifier damage, and the target takes 10 damage the first time each turn it makes an attack (save ends).
Miss: Half damage, and the target takes 5 damage the first time each turn it makes an attack (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 25
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DAILY POWER

Four Hidden Sounds

You center your mind on the four hidden sounds of the natural world. When you speak each sound, you release a potent blast of elemental energy.

Psionic, Implement, Stance; Varies

KEYWORDS

Standard		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, you can make the following attack.
Minor Action (1/round) Close blast 5
Target: Each creature in blast
Attack: Dexterity vs. Reflex
Hit: 1d10 + Wisdom modifier damage. Choose a damage type: acid, cold, fire, or lightning. The attack deals damage of this type to each target. You can choose each damage type only once in an encounter.
Effect: The fourth time you use this attack in an encounter, the stance ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 25
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DAILY POWER

Glacier's Mantle

Frost flares around you as an icy mist, adding lethal cold to your attacks and chilling any foe that comes too close.

Psionic, Cold, Implement, Stance

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Dexterity modifier damage plus 2d12 cold damage.
Miss: Half damage.
Effect: You can enter the glacier's mantle stance. Until the stance ends, your melee attacks deal 5 extra cold damage. In addition, any enemy that enters a square adjacent to you takes cold damage equal to 5 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 25
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DAILY POWER

Strike of Perfect Clarity

Your attack is delivered with such masterful balance and form that your foe's mind turns on itself for daring to challenge you.

Psionic, Implement, Psychic

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Dexterity modifier damage plus 2d12 psychic damage.
Miss: Repeat the attack against the same target or a different one. Do not repeat the attack again if it misses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK	POWER TYPE: ATTACK	LEVEL: 25
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DAILY POWER

From Earth to Heaven

Your grace and focus flow through your attacks, driving back your enemies and lifting you to safety above the fray.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack Technique

Standard Action

Close burst 2

Hit: 3d6 + Dexterity modifier damage, and you push the target 1 square. The target is immobilized until the end of your next turn.

Movement Technique

Move Action

Personal

Effect: You fly your speed +2. You gain a power bonus to all defenses equal to your Wisdom modifier during this movement. If you don't land at the end of this movement, you fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Part the Seas

Foes that try to stop you are knocked aside as you surge through combat, ready to unleash a blow that stuns an enemy in its tracks.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Standard Action

Melee touch

Hit: 1d12 + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Iron Soul: If you make the attack using a mace or a staff, the target also falls prone.

Movement Technique

Move Action

Personal

Effect: You move your speed +6. Any enemy that misses you with an opportunity attack provoked by this movement takes damage equal to your Constitution modifier and falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Shatter the Mountain

An unshakable concentration girds your body as your rock-shattering strike overwhelms a foe.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature or unattended object
ATTACK	DEFENSE	TARGET

Attack Technique

Standard Action

Melee touch

Hit: 3d12 + Dexterity modifier damage, and you push the target a number of squares equal to 3 + your Strength modifier. If this attack bloodies the target, it takes 1d12 extra damage. If the target is an unattended object, this attack deals 2d12 extra damage.

Movement Technique

Move Action

Personal

Effect: You shift 4 squares and gain resist 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Weight of the Anchor

Your attack hits with the force of iron, pinning an enemy in place as you race across the battlefield.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Standard Action

Melee touch

Iron Soul: If you make the attack using a light blade or a spear, you gain a +2 power bonus to the attack roll.

Hit: 4d8 + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Movement Technique

Move Action

Personal

Effect: You move your speed +6.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Adamantine Hurricane

You are a blur as you move and attack, laying into foes around you with a destructive force equal to that of the mightiest weapons.

Psionic, Implement

KEYWORDS

Standard		Close burst 1
DEX vs Reflex		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

Effect: You gain a +2 power bonus to all defenses until the end of your next turn.

Hit: 2d10 + Dexterity modifier damage, and the primary target takes ongoing 10 damage (save ends). If the primary target is already taking ongoing damage, that ongoing damage increases by 10.

Effect: You move your speed +2. Any enemy that misses you with an opportunity attack provoked by this movement takes 10 damage and falls prone. Make a secondary attack that is a close burst 1.

Secondary Target: Each enemy you can see in burst other than the primary targets

Secondary Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage, and the secondary target takes ongoing 10 damage (save ends). If the secondary target is already taking ongoing damage, that ongoing damage increases by 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

Falling Star Strike

You streak into the air, trailing fire and light. When you land, the impact staggers, blinds, and burns your foes.

Psionic, Fire, Implement, Radiant, Teleportation, Thunder, Zone

KEYWORDS

Standard		Close burst 2
DEX vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you teleport your speed, appearing up to 50 feet in the air above your destination space. You then fall without taking damage.

Hit: 3d10 + Dexterity modifier fire, radiant, and thunder damage, and the target is blinded (save ends).

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes fire damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

Titan's Mighty Grasp

You rock your enemy with a devastating attack, then wrap it in a steely, unbreakable embrace.

Psionic, Implement

KEYWORDS

Standard		Melee touch
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d12 + Dexterity modifier damage, and you grab the target. The target takes a penalty to checks to escape the grab equal to your Strength modifier.

Miss: Half damage, and you grab the target.

Effect: Until the grab ends, you can make the following secondary attack against the target.

Standard Action Melee touch

Secondary Attack: Dexterity +2 vs. Fortitude

Hit: 3d10 + Strength modifier damage. The target cannot attempt to escape the grab until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MONK POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

Minor Creation

You create something from nothing.

Psionic, Conjunction

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a nonliving, nonmagical object that appears within range, either in an unoccupied square, in your hand, or in an ally's hand. The object lasts until the end of the encounter or until you dismiss it as a free action. The object you conjure is a single weapon or an item listed under "Adventuring Gear," page 222 of the *Player's Handbook*. At the Dungeon Master's discretion, you can create some other nonmagical object no larger than one that a Medium creature can carry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	FEATURE	

ENCOUNTER POWER

Shaped Consciousness

You shape a fragment of your consciousness, bringing it into existence to extend your scope on the battlefield.

Psionic, Conjunction

KEYWORDS

Minor	↖	Close burst 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a fragment of your consciousness in an unoccupied square in the burst. The fragment lasts until the end of the encounter or until you dismiss it as a minor action. The fragment occupies its square, and you and your allies can move through it. When you take a move action, you can also move your fragment a number of squares equal to your speed. You can see, hear, and use psion powers as if you were in your fragment's space. Your fragment can be attacked. If it takes any damage, it disappears. It is immune to your attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	FEATURE	

ENCOUNTER POWER

Dimensional Scramble

Your attack causes space to jumble and fragment, scattering creatures into different positions.

Psionic, Augmentable, Implement, Teleportation

KEYWORDS

Standard	✳	Area burst 1 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Hit: 1d6 Intelligence modifier damage, and you teleport the target to a square adjacent to the burst.

Augment 1
Target: Each enemy in burst

Augment 2
Target: Each enemy in burst
Hit: 2d6 + Intelligence modifier damage, and you teleport the target to another square in or adjacent to the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

AT-WILL POWER

Force Shard

A shard of pure force appears in the air at your mental command, creating a hazard for your foes.

Psionic, Augmentable, Conjunction, Force, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a force shard in an unoccupied square within range. The shard lasts until the end of your next turn or until expended. Any enemy that enters the shard's space or ends its turn there takes force damage equal to your Charisma modifier. In addition, you can make the following attack using the shard.

Minor Action Ranged 5
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier force damage.
Effect: The force shard is expended.

Augment 1
Effect: You conjure a force shard as above, and you can also move the force shard 5 squares as a move action.

Augment 2
Hit: 2d8 + Intelligence modifier force damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

AT-WILL POWER

Mind Lock

Your attack locks down an enemy's ability to focus, hindering its movement.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT	vs Will	One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and the target is slowed until the end of your next turn.

Augment 1
Hit: As above, and the target also cannot shift until the end of your next turn.

Augment 2
Area burst 1 within 10 squares
Target: Each creature in burst

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

AT-WILL POWER

Static Mote

A mote of roiling lightning hinders your foes before exploding in a devastating burst.

Psionic, Augmentable, Conjunction, Implement, Lightning

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a static mote in an unoccupied square within range. The mote lasts until the start of your next turn. Any creature that starts its turn adjacent to the mote is slowed until the end of its turn. After the mote ends, you make the following attack.

No Action (Special) Close burst 3 centered on the square the mote occupied
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier lightning damage.
Special: You can take this free action only as the first action of your turn.

Augment 1
Hit: As above, and one target is pulled 1 square toward the center of the burst.

Augment 2
Hit: 2d6 + Intelligence modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

AT-WILL POWER

Living Missile

You bind an enemy with a thought; then hurl it into another foe.

Psionic, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: The target is immobilized (save ends).
Miss: The target is slowed (save ends).
Effect: While the target is immobilized or slowed by this power, you can make the following secondary attack.

Minor Action (1/round) Ranged 10
Effect: Before the secondary attack, you slide the primary target 10 squares.
Secondary Target: One creature adjacent to the primary target at any point during the slide
Secondary Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier damage, and the secondary target falls prone. The primary target takes half damage and falls prone.
Miss: Half damage, and the primary target falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Psychic Dissolution

A psychic wind scours your foe, shredding it to a dark haze.

Psionic, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier damage, and ongoing 5 damage (save ends).
Miss: Half damage, and ongoing 5 damage (save ends).
Effect: When the target takes ongoing damage from this power, each square adjacent to the target becomes lightly obscured until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Summon Thought Servant

The power of your mind summons an obedient servant that can fight with you or come to an ally's aid.

Psionic, Augmentable, Implement, Psychic, Summoning

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Small thought servant in an unoccupied square within range. The servant has speed 8. You can give the servant the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence vs. AC; 1d10 + Intelligence modifier psychic damage.
Opportunity
Attack: Melee 1; targets one creature; Intelligence vs. AC; 1d10 + Intelligence modifier psychic damage.

Augment 1
Effect: As above, and you can give the thought servant the following additional command.
Opportunity Action: Triggered when a dying ally adjacent to the servant starts its turn; targets the triggering ally; the servant makes a Heal check to stabilize the target or to allow the target to use his or her second wind.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Telepathic Projection

You force your own will into an enemy's mind, manipulating the foe like a puppet under your control.

Psionic, Charm, Implement, Psychic

KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence modifier psychic damage, and the target is subject to your telepathic projection (save ends). While the target is affected by your telepathic projection, when you start your turn, the target makes a melee basic attack as a free action against a target you choose.

Miss: Half damage, and the target makes a melee basic attack against a random creature. If this attack targets one of your allies, the target takes a -2 penalty to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	1

DAILY POWER

Borrow Training

You reach into an ally's mind to borrow the knowledge you need.

Psionic

KEYWORDS

Minor	⤴	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally

Effect: Choose one skill in which the target is trained and you are not. Until the end of your next turn, you gain a +5 power bonus to skill checks with the chosen skill.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Buoyancy of Thought

Your mind catches you whenever you might fall.

Psionic

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You take falling damage or an attack knocks you prone

Effect: You reduce any falling damage by a number of points equal to your level, and you are not knocked prone by the triggering attack or the triggering fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Dimensional Stowaway

You establish a psychic connection to an ally, bringing it with you when you teleport.

Psionic, Teleportation

KEYWORDS

Free	⤴	Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally adjacent to you before the teleport

Trigger: You teleport or a creature teleports you

Effect: You teleport the target to a square adjacent to your destination.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Mind Shroud

You slow your movement to shroud yourself in a shimmering haze, clouding all creatures' minds against your presence.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you have superior cover and you are slowed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	2

UTILITY POWER

Crushing Turmoil

Your attack crushes your enemy's confidence and resolve, hindering its ability to shrug off debilitating effects.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to the next saving throw it makes before the end of your next turn.

Augment 1

Hit: As above, and the target also takes a -2 penalty to attack rolls until the end of your next turn.

Augment 2

Hit: 2d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls and saving throws until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Fuse Form

The energy of your mind scours your foe to hinder its movement, and it can bind multiple enemies together with unbreakable psychic bonds.

Psionic, Augmentable, Implement

KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier damage, and if the target moves more than 2 squares on its next turn, it takes 5 damage.

Augment 1 (Fear)

Hit: As above, and enemies take a -2 penalty to attack rolls while adjacent to the target until the end of your next turn.

Augment 2, Primary

Target: One creature Primary

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage, and if the primary target moves more than 2 squares on its next turn, it takes 5 damage. You make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each enemy in burst

Secondary Attack: Intelligence vs. Reflex

Hit: 5 + Intelligence modifier damage. Until the end of your next turn, the secondary target cannot move to a square that is not adjacent to the primary target, and the primary target cannot move to a square that is not adjacent to one or more secondary targets.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Kinetic Trip

Your attack constrains your enemy, bowling it over unless it stands its ground.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier force damage. On its next turn, if the target moves more than half its speed, it falls prone.

Augment 1

Hit: 1d8 + Intelligence modifier force damage. On its next turn, if the target makes a move other than a shift, it falls prone.

Augment 2

Target: One, two, or three creatures

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Psychic Anomaly

You conjure a shimmering anomaly of pure psionic energy, which disrupts the minds of nearby foes.

Psionic, Augmentable, Conjunction, Implement, Psychic

KEYWORDS

Standard	⤴	Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a psychic anomaly in an unoccupied square within range. The anomaly lasts until the end of your next turn. You can make the following attack using the anomaly.

Opportunity Action Melee 1

Trigger: An enemy starts its turn in a square adjacent to the anomaly

Target: The triggering enemy

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and you slide the target 3 squares to a square adjacent to the anomaly.

Augment 1

Effect: As above, and your allies can flank with the psychic anomaly.

Augment 2

Hit: 1d8 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	3

AT-WILL POWER

Force Spheres

Your power focuses into protective spheres of shimmering force that can be hurled at your enemies with a thought.

Psionic, Force, Implement

KEYWORDS

Standard		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You set four force spheres spinning around you in your space until the end of the encounter or until you expend them. While you have at least one force sphere, you gain a +2 bonus to all defenses, and you can make the following attack.

Minor Action (1/round) Ranged 20
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier force damage, and the target falls prone.
Effect: You expend one force sphere.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Inflicted Mindscape

As you reach into your enemies' minds, the ground beneath their feet becomes a clutching mire of madness.

Psionic, Implement, Psychic, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT	vs Reflex	Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier psychic damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed (save ends).
Effect: The burst creates a zone that lasts until the end of your next turn. Any enemy that ends its turn within the zone is slowed until the end of your next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Summon Ebony Stinger

Wisps of black shadow coalesce to form a monstrous scorpion under your control.

Psionic, Augmentable, Implement, Poison, Summoning

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Medium ebony stinger in an unoccupied square within range. The stinger has speed 7 and climb 3. The stinger has a +4 bonus to AC and a +2 bonus to Reflex. You can give the stinger the following special commands.

Standard Action: Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the stinger grabs the target.

Opportunity
Attack: Melee 1; targets one creature; Intelligence vs. Reflex; 1d6 + Intelligence modifier damage, and ongoing 5 poison damage (save ends).
Augment 1
Effect: As above, and any creature grabbed by the ebony stinger takes a -4 penalty to checks to escape the stinger's grab.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Thunderous Exit

A blast of thunder rocks your enemies, allowing you to escape in its booming wake.

Psionic, Implement, Teleportation, Thunder

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
INT	vs Fort	Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier thunder damage.
Miss: Half damage.
Effect: You teleport 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	5

DAILY POWER

Explosive Force

Your force attack releases a pulse of energy that leaves nearby creatures vulnerable to follow-up attacks.

Psionic

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each creature adjacent to the enemy you hit
Trigger: You hit an enemy within 10 squares of you with an unaugmented psion at-will force attack power
Effect: The target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	6

UTILITY POWER

Mental Void

When an enemy strikes at your mind, the attack only boosts your resilience.

Psionic

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An enemy attack targets your Will
Effect: You gain a +4 bonus to Will until the end of your next turn. If the triggering attack misses, the attacker grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	6

UTILITY POWER

Shared Recovery

You tap into the mind of a ally, letting us or her recovery grant a temporary boost to your own vitality.

Psionic

KEYWORDS

Free		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An ally within 5 squares of you regains hit points or succeeds on a saving throw
Effect: You gain temporary hit points equal to twice your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	6

UTILITY POWER

Intellect Prism

Notes of light swirl to form a crystalline prism in the air, sharpening your senses and extending your presence on the battlefield.

Psionic, Conjunction

KEYWORDS

Minor		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure an intellect prism in an unoccupied square within range. The prism lasts until the end of the encounter or until you dismiss it as a minor action. You can use your attack powers as if you were in the prism's space. As a move action, you can move the prism a number of squares equal to your Intelligence modifier. While the prism is adjacent to you, you gain a +3 bonus to Perception checks. The prism can be targeted by melee and ranged attacks. It has a +4 bonus to all defenses and hit points equal to your healing surge value. If the prism drops to 0 hit points, it is destroyed and you are dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	6

UTILITY POWER

Ectoplasmic Servant

A conjured shower of glistening slime takes humanoid shape at your command, spraying your foes with caustic acid.

Psionic, Acid, Augmentable, Conjunction, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure an ectoplasmic servant in an unoccupied square within range. The servant lasts until the end of your next turn or until expended. Any enemy that enters the servant's space or ends its turn there takes acid damage equal to your Charisma modifier. In addition, you can make the following attack using the servant.

Minor Action Close burst 1
Target: Each enemy in burst
Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier acid damage, and the target is slowed until the end of your next turn.
Effect: The ectoplasmic servant is expended.

Augment 1
Effect: You conjure an ectoplasmic servant as above, and any enemy that starts its turn in or adjacent to the servant's space is slowed until the end of your next turn.

Augment 2
Hit: 2d6 + Intelligence modifier acid damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	7

AT-WILL POWER

Ego Whip

Your psychic attack hits like the crack of a whip, flooding your foe with feelings of crushing worthlessness.

Psionic, Augmentable, Fear, Implement, Psychic

Standard		Ranged 10
ACTION		
INT vs Will	One creature	
ATTACK	DEFENSE	TARGET

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

Augment 1

Hit: As above, and the target also takes a -2 penalty to saving throws until the end of your next turn.

Augment 2

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls, all defenses, and saving throws until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 7

AT-WILL POWER

Kinetic Buffer

A burst of force protects you even as it slams into your enemies and knocks them back.

Psionic, Augmentable, Force, Implement

Standard		Close burst 1
ACTION		
INT vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier force damage, and you push the target 1 square. In addition, you gain a +2 power bonus to all defenses until the start of your next turn.

Augment 1

Target: Each enemy in burst

Augment 2

Close burst 2

Target: Each enemy in burst

Hit: 2d6 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier. In addition, you gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 7

AT-WILL POWER

Matter Dissipation

Your attack leaves an area of ghostly transience that tears at creatures lingering within it.

Psionic, Augmentable, Implement, Zone

Standard		Area burst 1 within 10 squares
ACTION		
INT vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn within the zone takes damage equal to your Charisma modifier.

Augment 1

Effect: As above, but any enemy that ends its turn within the zone takes the damage.

Augment 2

Hit: 2d8 + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 7

AT-WILL POWER

Echoing Boom

You unleash a burst of devastating thunder whose booming echo lets you scatter foes across the battlefield.

Psionic, Implement, Thunder

Standard		Area burst 1 within 10 squares
ACTION		
INT vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier thunder damage.

Miss: Half damage.

Effect: Until the end of your next turn, you can make the following secondary attack.

Immediate Reaction Ranged 10

Trigger: An enemy within 10 squares of you is hit by an attack

Secondary Target: The triggering enemy

Effect: The secondary target takes 5 thunder damage, and you slide the secondary target 1 square.

Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 9

DAILY POWER

Inflict Pain

Your thoughts work their way into a foe's mind like razor-sharp needles, crippling it with excruciating pain.

Psionic, Implement, Psychic

Standard		Area burst 2 within 10 squares
ACTION		
INT vs Will	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier psychic damage, and the target is slowed and takes ongoing 5 psychic damage (save ends).

Miss: Half damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 9

DAILY POWER

Malicious Lightning

A burst of lightning lingers as four sizzling motes, each of which erupts at your command.

Psionic, Conjunction, Implement, Lightning

Standard		Area burst 1 within 10 squares
ACTION		
INT vs Reflex	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: You conjure four lightning motes in unoccupied squares in the burst. Each mote lasts until the end of the encounter or until expended. Any creature that starts its turn in a square adjacent to a lightning mote takes lightning damage equal to your Intelligence modifier. Starting on your next turn, you can make the following attack using a lightning mote.

Minor Action (1/round) Close burst 1

Secondary Target: Each creature in burst

Secondary Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage, and the lightning mote pushes the secondary target 1 square.

Effect: The mote is expended.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 9

DAILY POWER

Summon Phantasmal Killer

Your foe's worst fears are manifested as a nightmarish monster that it cannot shake off.

Psionic, Augmentable, Illusion, Implement, Psychic, Summoning

Minor		Ranged 10
ACTION		
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Medium phantasmal killer in an unoccupied square within range. Choose one enemy adjacent to the killer to become its prey until the end of the encounter. The killer has speed 8, phasing, and gains a +4 bonus to AC and Reflex against opportunity attacks. The killer is insubstantial to all attacks from creatures other than its prey.

When its prey drops to 0 hit points or at the end of the encounter, the killer disappears. You can give the killer the following special commands.

Standard Action: Melee 1; targets one creature that is the killer's prey; Intelligence vs. Will; 2d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls (save ends).

Opportunity

Attack: Melee 1; targets one creature; Intelligence vs. Will; 1d6 + Intelligence modifier psychic damage, and the phantasmal killer pushes the target 1 square. If the target is the killer's prey, it takes 2d6 extra damage and is not pushed.

Augment 1

Effect: As above, but you choose two enemies adjacent to the phantasmal killer as its prey. When both creatures chosen as the killer's prey drop to 0 hit points, the killer disappears.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 9

DAILY POWER

Energy Mitigation

You summon all your mental strength to diminish the effect of a foe's attacks.

Psionic

Imm. Interrupt		Personal
ACTION		
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Trigger: You are hit by a close or an area attack

Effect: You take half damage from the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Trace Teleport

You teleport by stealing the residual traces of another creature's power.

Psionic, Teleportation

Imm. Reaction		Personal
ACTION		
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Trigger: A creature within 10 squares of you teleports

Effect: You teleport the same number of squares as the triggering creature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Dimensional Shortcut

Your psionic power connects two points in space, allowing you to slip from one location to the other

Psionic, Teleportation

KEYWORDS

Move		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Choose a square within 20 squares of you. Each target can teleport to a square within 3 squares of the square you choose as a free action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Force Barricade

A shimmering wall of force blocks attacks and movement.

Psionic, Conjunction, Force

KEYWORDS

Standard		Area wall 5 within 10 squares
ACTION	✳	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a solid, transparent wall of psionic force that lasts until the end of your next turn. The wall can be up to 3 squares high. The wall blocks line of effect and movement. No creature can enter a wall square and phasing creatures cannot move through it. The wall can be attacked, and attacks against it hit automatically. The wall has 50 hit points and an attack on any square deals damage to the entire wall. If the wall drops to 0 hit points, the effect ends and each creature within 2 squares of the wall takes 10 force damage and falls prone.
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Brilliant Thought

The power of your mind flares brilliant white blasting an enemy and clouding its vision.

Psionic, Augmentable, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier radiant damage. Until the end of your next turn, creatures more than 2 squares away from the target have concealment against the target.
Augment 1
Hit: As above, but creatures also have concealment against any enemy adjacent to the target.
Augment 4
Area burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude. Make the attack twice.
Hit: 1d12 + Intelligence modifier radiant damage. If both attacks hit the target is also blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 13

AT-WILL POWER

Inexplicable Attraction

Against its will, an enemy is drawn close to another creature in the aftermath of your attack.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and you slide the target 3 squares to a square adjacent to any creature.
Augment 1
Hit: As above, but you slide the target and one creature adjacent to the target.
Augment 4
Target: One or two creatures
Hit: 2d8 + Intelligence modifier psychic damage, and you slide the target 5 squares to a square adjacent to any creature. If the target doesn't end its next turn adjacent to that creature, it takes damage equal to your Wisdom modifier

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 13

AT-WILL POWER

Kinetic Wave

A wave of psionic force pulse out to drive nearby creatures away from you.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
INT vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier force damage, and you push the target 4 squares.
Augment 1 (Zone)
Effect: The blast creates a zone that lasts until the start of your next turn. The zone is difficult terrain.
Augment 4 (Zone)
Close blast 5
Hit: 3d6 + Intelligence modifier force damage, and you push the target a number of squares equal to your Wisdom modifier
Effect: The blast creates a zone that lasts until the start of your next turn. The zone is difficult terrain and any creature that ends its turn within the zone takes damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 13

AT-WILL POWER

Void Shard

A shard of nothingness holds fast any creature that slips too close.

Psionic, Augmentable, Conjunction, Force, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a void shard in an unoccupied square within range. The shard lasts until the start of your next turn. Any creature that ends its turn in or adjacent to the void shard's space is immobilized until the end of its next turn. After the shard ends, you make the following attack.
No Action (Special) Close burst 3 centered on the square the shard occupied
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier force damage, and the target falls prone.
Special: You can take this free action only as the first action of your turn.
Augment 1
Effect: As above, and when the void shard is conjured, it makes the following attack.
Free Action Close burst 3
Target: Each enemy in burst
Attack: Intelligence vs. Reflex
Hit: The void shard pulls the target 3 squares.
Augment 4
Hit: 2d8 + Intelligence modifier force damage, and the target is both dazed and slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 13

AT-WILL POWER

Forced Serenity

Your attack imbues your foe with lingering psychic energy, crippling it with pain at any sign of aggression.

Psionic, Charm, Implement, Psychic

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Intelligence modifier psychic damage, and the target takes 10 psychic damage whenever it hits with an attack (save ends).
Miss: Half damage, and the target takes 5 psychic damage whenever it hits with an attack (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Living Barrage

You ensnare your enemies with a thought, then hurl them about like living weapons.

Psionic, Force, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳	RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier force damage, and the primary target is immobilized (save ends).
Miss: Half damage, and the primary target is slowed (save ends).
Effect: While at least one primary target is immobilized by this power, you can make the following secondary attack.
Minor Action (1/round) Ranged 10
Secondary Target: One or two primary targets immobilized or slowed by the attack
Effect: You slide the secondary target 5 squares and make the following tertiary attack against one creature adjacent to the secondary target during the shift. You cannot attack the same tertiary target more than once per round with this power.
Tertiary Target: One creature
Tertiary Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier damage, and the secondary target and tertiary target fall prone. The secondary target takes 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Summon Thought Warrior

An idealized warrior formed of thought energy fights alongside you.

Psionic, Augmentable, Implement, Psychic, Summoning

KEYWORDS

Minor		Ranged 10
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Medium thought warrior in an unoccupied square within range. The warrior has speed 7. It has a +4 bonus to AC and a +2 bonus to Reflex. The thought warrior lasts until the end of the encounter. You can give the warrior the following special commands.
Standard Action: Before the attack, the warrior shifts 1 square; melee 1; targets one creature; Intelligence +2 vs. AC; 1d10 + Intelligence modifier psychic damage, the target is slowed until the end of your next turn, and the warrior marks the target until the end of your next turn.
Immediate Interrupt: Triggered when a target marked by the warrior moves or shifts; melee 1; targets the triggering creature; Intelligence +2 vs. AC; 1d10 + Intelligence modifier psychic damage, and the warrior shifts 1 square.
Opportunity
Attack: Melee 1; targets one creature; Intelligence +2 vs. AC; 1d10 + Intelligence modifier psychic damage.
Augment 1
Effect: As above, and the warrior also has a +2 power bonus to opportunity attack rolls.
Standard Action: As above, and the warrior marks the target (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Thought of Unmaking

You reach deep into an enemy's mind and past to undo its existence.

Psionic, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: Ongoing 25 damage (save ends). If the target is bloodied or becomes bloodied while taking this ongoing damage, the ongoing damage increases by 10.
Aftereffect: The target is dazed until the end of your next turn.
Miss: Ongoing 15 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Kinetic Grasp

You quickly create a psychic connection to another creature that allows it to hold fast where it stands.

Psionic

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering creature
Trigger: A creature within 10 squares of you is pulled, pushed, slid, or knocked prone
Effect: The target is unaffected by the forced movement or is not knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Subjective Reality

You reshape the reality around you as you move freely through it.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You ignore the effects of difficult terrain, challenging terrain, hindering terrain, obscured terrain, and cover until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Dream Traveler

By taking on the form of a creature of dreams, you bypass the barriers of the material world.

Psionic, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the form of the dream traveler until the end of the encounter or until you resume your normal form as a minor action. While you are in this form, you are insubstantial and phasing, you gain a +5 power bonus to Stealth checks, and you are weakened.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Mind Blank

Swirling psychic energy surrounds you and your allies, wiping your presence from your enemies' minds.

Psionic, Illusion, Zone

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. While within the zone, you and your allies are invisible to enemies within the zone.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Cerulean Cage

Ghostly shards of glowing blue surround your foe, threatening it if it attempts to move.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier force damage. If the target leaves its space before the end of your next turn, it takes force damage equal to your Wisdom modifier.
Augment 1
Target: One or two creatures adjacent to one of your allies in range
Augment 4 (Zone)
Area burst 1 within 10 squares
Target: Each creature in burst
Hit: 3d8 + Intelligence modifier force damage.
Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that leaves the zone takes force damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Manifested Horror

Your enemy looks on you and sees its own worst nightmare, compelling it to flee or be crippled by fear.

Psionic, Augmentable, Fear, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage. If the target ends its next turn within 3 squares of you, it takes psychic damage equal to your Intelligence modifier.
Augment 1
Hit: As above, and choose one ally. The target takes the psychic damage if it ends its next turn within 3 squares of you or that ally.
Augment 4
Area burst 1 within 10 squares
Target: Each enemy in burst
Hit: 2d8 + Intelligence modifier psychic damage. If the target ends its next turn within 3 squares of you, it takes psychic damage equal to 5 + your Intelligence modifier and you slide the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Telekinetic Haze

A haze of psionic energy shrouds you from your enemies' sight.

Psionic, Augmentable, Implement

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
INT vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier damage.
Effect: You have concealment until the start of your next turn.
Augment 1
Hit: As above, and you slide the target 1 square.
Augment 4
Hit: 2d10 + Intelligence modifier damage, and you are invisible to the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Thought Guardian

You scour your enemies thoughts to hinder their tactics and can conjure a guardian in their midst to threaten them.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -4 penalty to attack rolls against you until the end of your next turn.
Augment 1
Hit: As above, and whenever the target attacks you before the end of your next turn, it takes psychic damage equal to your Charisma modifier.
Augment 4 (Conjuration)
Effect: You conjure a thought guardian in an unoccupied square in the burst. The guardian lasts until the end of your next turn. You can make the following secondary attacks using the guardian.
Opportunity Action Melee 3
Trigger: Any creature within 3 squares of the guardian attacks you or willingly moves away from the guardian
Secondary Target: The triggering creature
Secondary Attack: Intelligence vs. Will
Hit: 5 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSION POWER TYPE: ATTACK LEVEL: 17

AT-WILL POWER

Cerebral Phantasm

A horrid apparition fills your enemy's mind, letting you follow up on your allies' attacks against that foe with a psychic barrage.

Psionic, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Intelligence modifier psychic damage.
Effect: The target is affected by your cerebral phantasm (save ends). While the target is affected by the phantasm, you can make the following secondary attack against the target.

Immediate Reaction Ranged 10

Trigger: The target takes damage from an ally's attack while within 10 squares of you
Secondary Attack: Intelligence vs. Will
Hit: 10 + Intelligence modifier psychic damage, and each enemy adjacent to the target takes 5 psychic damage. You then slide the target a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Flowing Terrain

The surface beneath your feet flows at your command, crashing into your foes like a lethal wave.

Psionic, Implement

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
INT vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier damage, and you knock the target prone. The target is then restrained (save ends).

Miss: Half damage, and you push the target to the nearest unoccupied square outside the blast.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Force Cube

You trap your foe within six impenetrable walls, then hurl this force cube across the battlefield as a weapon.

Psionic, Conjunction, Force, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Intelligence modifier force damage.
Effect: You conjure a cube of force that surrounds and constrains the primary target in its space until the end of your next turn. The primary target and any other creature in its space cannot leave that space by any means, including teleportation or phasing. Other creatures cannot enter the primary target's space. The cube blocks line of effect. The cube can be attacked, and attacks against it hit automatically. The cube has 50 hit points. If the cube drops to 0 hit points, it explodes and is destroyed, dealing 15 force damage to any creature inside or adjacent to the cube. Once before the cube ends, you can make the following secondary attack using the cube.

Standard Action Ranged 5
Requirement: The cube must be within 10 squares of you.
Effect: You slide the cube and all creatures trapped in the cube 5 squares. Any creature in the cube takes 5 damage and falls prone. The cube takes 10 damage.
Secondary Target: Each creature adjacent to the cube at the end of the slide
Secondary Attack: Intelligence vs. Reflex
Hit: 2d10 + Intelligence modifier force damage, and the target falls prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Summon Mind Weirds

You call forth shadowy creatures that attack your foes with their own worst fears.

Psionic, Augmentable, Implement, Psychic, Summoning

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You summon three Medium mind weirds in unoccupied squares within range. Choose one enemy adjacent to each weird to become the weird's prey until the end of the encounter. Each weird must have a different creature as its prey. A weird has speed 8 and phasing, and is insubstantial to creatures other than its prey. Until all the weirds summoned by this power are reduced to 0 hit points, you do not lose the healing surge lost when a creature you summon drops to 0 hit points. When a weird's prey drops to 0 hit points, the weird disappears. When you use a standard action or a minor action to issue a command to a weird, all summoned weirds can take that action. You can give a weird the following special commands.

Standard Action: Melee 1; targets the weird's prey; Intelligence vs. Will; 3d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls (save ends).

Opportunity
Attack: Melee 1; targets one creature; Intelligence vs. Will; 1d6 + Intelligence modifier psychic damage, and the weird pushes the target 1 square. If the target is the weird's prey, it takes 2d6 extra damage and is not pushed.

Augment 1 (Teleportation)
Effect: As above, and you can teleport any two weirds, swapping their positions, as a minor action. In addition, you can teleport yourself and one weird as a move action, swapping positions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	19

DAILY POWER

Forceful Repositioning

Shimmering bands of force surround you and your allies, moving you into better positions on the battlefield.

Psionic

KEYWORDS

Move		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: You slide the target a number of squares equal to your Wisdom modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	22

UTILITY POWER

Interdicting Thoughts

The power of your mind forms a shield protecting you and your allies from attack, even as it slows your foes.

Psionic, Zone

KEYWORDS

Minor		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. While within the zone, allies gain a +3 power bonus to all defenses. The zone is difficult terrain for your enemies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	22

UTILITY POWER

Summon Fleeting Thoughts

Your quick thinking summons birdlike guardians that let you and your allies soar across the battlefield.

Psionic, Augmentable, Summoning

KEYWORDS

Minor		Close burst 1
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You summon three Tiny fleeting thoughts in unoccupied squares in the burst. Each thought has speed 2 and fly 8 (hover). Until all the thoughts summoned by this power are reduced to 0 hit points, you do not lose the healing surge lost when a creature you summon drops to 0 hit points. When you use a minor action to issue a command to a thought, all thoughts can take that action. You can give a thought the following special commands.

Move Action: Melee 1; targets you or one ally; the thought and the target both fly 4 squares to adjacent squares.

Immediate Interrupt: Triggered when an ally adjacent to the fleeting thought is hit by a melee or a ranged attack; the attack hits the fleeting thought instead.

Augment 1
Effect: When a fleeting thought drops to 0 hit points, one ally within 2 squares of the thought can fly 4 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	UTILITY	22

UTILITY POWER

Mind Trap

You ensnare your foe's mind and instincts, hindering its ability to react in combat.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Intelligence modifier psychic damage. If the target makes an opportunity attack or takes an immediate action before the end of your next turn, it takes psychic damage equal to your Charisma modifier.

Augment 2

Target: One or two creatures
Hit: As above, and until the end of your next turn, the target takes a -4 penalty to attack rolls whenever it makes an attack not on its turn.

Augment 6

Area burst 2 within 10 squares
Target: Each enemy in burst
Hit: 2d10 + Intelligence modifier psychic damage. Until the end of the target's next turn, it cannot shift, make opportunity attacks, or take immediate actions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	23

AT-WILL POWER

Mindfire Explosion

An explosion of psionic fire scours your enemies and shrouds their sight.

Psionic, Augmentable, Fire, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier fire damage, and creatures more than 5 squares away from the target are invisible to it until the end of your next turn.

Augment 2

Hit: 2d8 + Intelligence modifier fire damage, and creatures more than 3 squares away from the target are invisible to it until the end of your next turn.

Augment 6

Area burst 2 within 10 squares
Hit: 2d8 + Intelligence modifier fire damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSION	ATTACK	23

AT-WILL POWER

Phantom Burden

You crush your enemies under the weight of their own uncertainty, hindering their movement.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.
Augment 2 (Zone)

Area burst 2 within 10 squares
Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain for your enemies.

Augment 6

Area burst 2 within 10 squares
Hit: 4d6 + Intelligence modifier force damage. If the target moves more than 1 square on its next turn, it falls prone at the end of the move and takes 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 23

AT-WILL POWER

Prismatic Swarms

You leave your foe surrounded by swirling motes of psionic energy that hinder its attacks.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard	✶	Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier force damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Augment 2

Area burst 1 within 10 squares
Target: Each creature in burst
Hit: As above, and you also slide the target 1 square.

Augment 6

Area burst 1 within 10 squares
Target: Each creature in burst
Hit: 3d8 + Intelligence modifier force damage, and you slide the target 3 squares or knock it prone. The target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 23

AT-WILL POWER

Far Realm's Embrace

You tear aside the veil to the Far Realm, forcing forth phantasmal tentacles that attack and ensnare all creatures in their reach.

Psionic, Implement, Psychic, Zone

KEYWORDS

Standard	✱	Area burst 3 within 10 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier damage, and the primary target is restrained and takes ongoing 10 psychic damage (save ends both).

Miss: Half damage, and the primary target is slowed and takes ongoing 10 psychic damage (save ends both).
Effect: The burst creates a zone that lasts until the end of your next turn. Until the zone ends, you can make the following secondary attack using the zone.

Opportunity Action Melee 1

Trigger: A creature starts its turn in a square adjacent to or within the zone.

Secondary Target: The triggering creature

Secondary Attack: Intelligence vs. Reflex

Hit: 10 + Intelligence modifier damage, the zone pulls the secondary target 1 square toward the zone's origin, and the secondary target is immobilized (save ends).

Sustain Minor: You take 5 psychic damage and the zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 25

DAILY POWER

Recall Agony

An enemy's suffering allows you to twist its mind to an even greater state of agony.

Psionic, Implement, Psychic

KEYWORDS

Imm. Reaction	✶	Ranged 10
ACTION		RANGE
INT vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 10 squares of you takes damage from an attack

Hit: 6d6 + Intelligence modifier psychic damage. If this attack deals less damage than the triggering attack, the target takes ongoing psychic damage equal to the difference (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 25

DAILY POWER

Summon Emerald Terror

Your foes' greatest fears come to life as a hulking emerald terror, its glistening skin reflecting the nightmares of its victims.

Psionic, Augmentable, Fear, Implement, Summoning

KEYWORDS

Minor	✶	Ranged 10
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You summon a Large emerald terror in unoccupied squares within range. The terror has speed 8. It has a +4 bonus to AC and Fortitude. Enemies take a -2 penalty to attack rolls while adjacent to the terror. You can give the terror the following special commands.

Standard Action: Melee 2; targets one creature; Intelligence vs. Reflex; 2d8 + Intelligence modifier damage, and the terror slides the target 4 squares to a square adjacent to the terror.

Standard Action: Close burst 2; targets each enemy in burst; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the terror pushes the target 3 squares and knocks it prone.

Opportunity

Attack: Melee 1; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the terror slides the target 4 squares to a square adjacent to the terror.

Augment 2

Effect: As above, and the terror also has a +2 power bonus to damage rolls. In addition, any creature the terror hits with a melee attack takes a -2 penalty to its next saving throw made before the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 25

DAILY POWER

Thought Hammer

Your thoughts become a wave of force that hammers foes to the ground.

Psionic, Force, Implement

KEYWORDS

Standard	✶	Ranged 20
ACTION		RANGE
INT vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 4d12 + Intelligence modifier force damage, and you knock the target prone.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 25

DAILY POWER

Decerebrate

Your attack burns out your enemy's mind and can leave it reeling in pain.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard	☹	Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Intelligence modifier psychic damage.
Special: You can use this power unaugmented as a ranged basic attack.

Augment 2

Area burst 1 within 10 squares

Target: One creature in burst

Hit: 1d10 + Intelligence modifier psychic damage, and the target cannot take move actions on its next turn.

Augment 6

Area burst 3 within 10 squares

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Hail of Crystals

Your psionic power manifests as a cloud of crystal shards, obscuring the senses and slashing at creatures that move within it.

Psionic, Augmentable, Implement, Zone

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is lightly obscured. Any creature that enters or moves within the zone on its turn without shifting takes damage equal to your Charisma modifier. When the zone ends, each creature within the zone takes 5 damage.

Augment 2

Effect: As above, and you can move the zone a number of squares equal to your Charisma modifier as a move action.

Augment 6

Effect: As above, and you can move the zone a number of squares equal to your Intelligence modifier as a move action. When the zone ends, each creature within the zone takes 15 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Kinetic Detonation

A pulse of force explodes in the midst of combat, scattering victims in all directions.

Psionic, Augmentable, Force, Implement

KEYWORDS

Standard	✱	Area burst 2 within 10 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: Intelligence modifier force damage, and you push the target 2 squares from the center of the burst.

Augment 2

Hit: 1d10 + Intelligence modifier force damage, and you push the target 2 squares from the center of the burst.

Augment 6

Area burst 3 within 10 squares

Hit: 2d12 + Intelligence modifier force damage, and you push the target a number of squares from the center of the burst equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Reality Meltdown



A shimmering orb of molten psionic essence sears foes that linger too close.

Psionic, Augmentable, Conjunction, Fire, Implement

KEYWORDS

Standard			Ranged 10
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

Effect: You conjure a molten orb in an unoccupied square within range. The orb lasts until the end of your next turn. Any creature that enters the orb's space or starts its turn there takes fire damage equal to your Intelligence modifier. In addition, you can make the following attack using the orb.

Opportunity Action Melee 3

Trigger: An enemy starts its turn within 3 squares of the molten orb

Target: The triggering enemy

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier fire damage, and you move the orb 3 squares to a square adjacent to the target.

Augment 2

Hit: 1d6 + Intelligence modifier fire damage, and you move the orb 3 squares to a square adjacent to the target. If the target doesn't end its next turn at least 3 squares away from the orb, the target takes 5 fire damage.

Augment 6

Trigger: An enemy starts its turn within 5 squares of the molten orb

Hit: 2d6 + Intelligence modifier fire damage, and you move the orb 5 squares to a square adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 27

AT-WILL POWER

Consuming Psychosis



A burst of psychic energy inflicts a pain so potent that your foes lash out blindly in their madness.

Psionic, Implement, Psychic

KEYWORDS

Standard			Area burst 1 within 10 squares
ACTION			RANGE
INT	vs	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Hit: 3d8 + Intelligence modifier psychic damage, and ongoing 10 psychic damage (save ends).

Miss: Half damage, and ongoing 5 psychic damage (save ends).

Effect: When the target takes ongoing psychic damage from this attack, it makes a melee basic attack against a random creature as a free action. If it cannot make a melee attack against any creature, it targets itself with a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Hurl into Heaven



You cast your enemies into the air, then drop them with lethal results.

Psionic, Implement

KEYWORDS

Standard			Area burst 2 within 10 squares
ACTION			RANGE
INT	vs	Fort	Each enemy in burst
ATTACK	DEFENSE	TARGET	

Hit: You lift the target 5 to 50 feet into the air, where it is restrained until the start of your next turn. At the start of your next turn, the target drops to the ground in the space it last occupied, taking 3d10 + Intelligence modifier damage and dealing 20 damage to any creature on the ground beneath it.

Miss: You lift the target 5 feet into the air, where it is restrained until the start of your next turn. At the start of your next turn, the target drops to the ground, taking 1d10 + Intelligence modifier damage and dealing 10 damage to any creature on the ground beneath it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Ravenous Singularity



A dark vortex appears on the battlefield at your command, hindering movement as it draws all creatures toward it.

Psionic, Conjunction, Implement

KEYWORDS

Standard			Area burst 5 within 10 squares
ACTION			RANGE
INT	vs	Fort	Each creature in burst
ATTACK	DEFENSE	TARGET	

Hit: The target is immobilized (save ends).

Miss: The target is slowed (save ends).

Effect: You conjure a ravenous singularity in the burst's origin square. The singularity lasts until the end of your next turn. Any creature that ends its turn within 5 squares of the singularity is pulled 2 squares toward the singularity. Until the singularity ends, when a creature fails a saving throw against the immobilized or slowed condition imposed by this power, that creature is pulled into the singularity, takes 20 damage, and is removed from play (save ends). When the target saves, it reappears in any unoccupied space of its choice within 3 squares of the singularity.

Sustain Minor: The singularity persists, and it pulls you 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Summon Thought Champion



You call forth an ideal champion from your allies' minds, granting it access to their powers.

Psionic, Augmentable, Implement, Summoning

KEYWORDS

Minor			Ranged 10
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

Effect: You summon a Large thought champion in unoccupied squares within range. The champion has speed 8. It has a +4 bonus to AC and Fortitude. You can give the champion the following special commands.

Standard Action: The thought champion uses an at-will attack power of one conscious ally you can see. It uses the ally's ability modifiers for the attack.

Opportunity

Attack: Melee 1; targets one creature; Intelligence +2 vs. Reflex; 2d8 + Intelligence modifier damage.

Augment 2

Effect: As above, and the champion also has a +3 power bonus to damage rolls. Its standard action special command can use at-will attack powers from any conscious or unconscious ally within 20 squares of the champion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSION POWER TYPE ATTACK LEVEL 29

DAILY POWER

Fiery Lash

A whip of fire lashes a foe and surrounds it with a burning halo.

Psionic, Fire, Implement

KEYWORDS

Standard	↓	Melee 2
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d12 + Intelligence modifier fire damage, and each enemy adjacent to the target takes fire damage equal to your Intelligence modifier.
Level 21: 2d12 + Intelligence modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIRESTARTER

POWER TYPE: FEATURE

LEVEL: 11

AT-WILL POWER

Anarchic Strike

Raw chaos flows into your weapon as you strike, inflicting your foe with a temporary battle madness.

Psionic, Augmentable, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. You slide the target 1 square, and it makes a melee basic attack as a free action against an enemy you choose. The attack gains a +2 power bonus to the attack roll.

Augment 2

Hit: 2[W] + Charisma modifier damage. You slide the target 3 squares, and it makes a melee basic attack as a free action against an enemy you choose. The attack gains a +2 power bonus to the attack roll and the damage roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANARCHIC ADEPT

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Blackstone Curse

Your weapon attack inflicts a vicious curse on your foe, which appears to turn to cracked black stone as it is held fast.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier damage, and the target is immobilized until the end of your next turn.

Augment 2

Hit: 1[W] + Constitution modifier damage, and the target is petrified until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLACKSTONE GUARDIAN

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Cunning Abduction

You appear next to your enemy to deliver a blow that whisks you both to your ally's side.

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you teleport 5 squares.

Hit: 2[W] + Constitution modifier damage. Choose one ally within 10 squares of you that you can see. You teleport yourself and the target to squares adjacent to that ally.

Augment 2

Hit: As above, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNBOUND NOMAD

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Discorporate Retaliation

Your body responds to attack by slipping the bonds of the material world, then unleashing a vicious psychic counterstrike.

Psionic, Augmentable, Psychic

KEYWORDS

Imm. Interrupt		Close blast 3
ACTION	←	RANGE
INT, WIS, or CHA vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Attack: Intelligence, Wisdom, or Charisma + vs. Will. Level 21: Intelligence, Wisdom, or Charisma +9 vs. Will

Trigger: You are hit by an attack

Effect: You are insubstantial until the end of the triggering attacker's turn.

Hit: 3d6 + Intelligence, Wisdom, or Charisma psychic damage.

Augment 2

Close blast 5

Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PSIONIC INCARNATE

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Eyes of the Basilisk

You drive your enemy back, then bind it in place with a gaze.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Standard Action — Melee touch

Hit: 2d12 + Dexterity modifier damage, and you push the target 3 squares. The target is then marked and immobilized until the end of your next turn. If the target is already slowed or immobilized, it is restrained until the end of your next turn.

Movement Technique

Move Action — Personal

Effect: You move your speed +2, ignoring difficult terrain. Any enemy that misses you with an opportunity attack provoked by this movement is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BASILISK'S FURY ADEPT

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Far Realm's Gift

You bestow the horror of the Far Realm on your foe, transforming it into a creature of nightmare.

Psionic, Augmentable, Implement, Polymorph, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d12 + Intelligence modifier psychic damage, and the target assumes the form of a Far Realm horror until the end of your next turn. While in this form, the target is slowed, takes a -2 penalty to attack rolls, and cannot make opportunity attacks. Any enemy that enters a square adjacent to the horror or ends its turn there takes 5 psychic damage.

Augment 2

Area burst 1 within 10 squares

Target: Each creature in burst

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ALIENIST

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Four Winds Assaut

Psychic winds can carry you to your opponents, gusting hard when you strike to scatter your foes.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Standard Action — Melee touch

Hit: 1d8 + Dexterity modifier damage. You lift the target 10 feet into the air, where it is immobilized until the end of your next turn. At the end of your next turn, the target drops safely to the ground in the space it last occupied or in the nearest unoccupied space.

Aftereffect: You slide each creature within 5 squares of the target 5 squares.

Movement Technique

Move Action — Personal

Effect: You fly your speed +2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FOUR WINDS MASTER

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Hungry Flames

Motes of living flame manifest in the midst of your foes.

Psionic, Augmentable, Fire, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
	vs	
ATTACK	DEFENSE	TARGET

Effect: You conjure two hungry flames in unoccupied squares within range. The hungry flames last until the end of your next turn. You can make the following attack using the flames.

Opportunity Action — Melee 1

Trigger: An enemy starts its turn in a square adjacent to a hungry flame

Target: The triggering enemy

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier fire damage, and you move the flame 2 squares.

Augment 2

Effect: As above, except you conjure four hungry flames in unoccupied squares within range.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIRESTARTER

POWER TYPE: ATTACK

LEVEL: 11

ENCOUNTER POWER

Incandescent Strike

When you strike, intense light pours from your weapon, leaching all color from the area and blinding your foe.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.

Augment 2

Hit: 2[W] + Charisma modifier damage, and the target is blinded until the end of your next turn.

Effect: Each enemy within 3 squares of you takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: INCANDESCENT CHAMPION POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Insidious Distraction

Your weapon attack lets you sink psychic fangs into your foe's mind, crippling its ability to think and act.

Psionic, Augmentable, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier psychic damage, and the target is dazed and slowed until the end of your next turn.

Augment 2

Hit: 1[W] + Charisma modifier psychic damage, and the target is dazed and immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SIPHON POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Iron-Hewed Smash

You imbue your weapon with your own fury, striking hard to send your foes flying.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Constitution modifier damage, and you push the target 5 squares.

Augment 2

Close blast 3

Target: Each enemy you can see in blast

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TALARIC IRONJACK POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Lightning Strikes Twice

Living lightning wraps your body, letting you surge from one target to the next.

Psionic, Augmentable, Lightning, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CON vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Constitution modifier lightning damage. **Effect:** You teleport 5 squares and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier lightning damage.

Augment 2

Effect: You teleport 5 squares and make a secondary attack as above, then teleport 5 squares and make the secondary attack again against a different creature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STORM DISCIPLE POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Otherworldly Pulse

You channel the corruption of the Far Realm to attack the minds of nearby creatures and leave them reeling.

Psionic, Augmentable, Psychic

KEYWORDS

Standard	←	Close burst 2
ACTION		RANGE
CON, INT, or CHA vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Constitution, Intelligence, or Charisma + vs. Will. Level 21: Constitution, Intelligence, or Charisma +9 vs. Will

Hit: 4d6 + Constitution, Intelligence, or Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn. If the target is aberrant, it takes 2d6 extra psychic damage.

Level 21: 6d6 + Constitution, Intelligence, or Charisma modifier psychic damage.

Augment 2

Close burst 3

Target: Each enemy in burst
Special: When you gain this power, choose Constitution, Intelligence, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: IMPURE SCION POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Phrenic Strike

You fight past your enemy's attack to deliver a punishing blow to its body and mind.

Psionic, Augmentable, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
CHA vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits you with a melee attack

Effect: Before the attack, you shift 1 square.

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

Augment 2

Hit: 1[W] + Charisma modifier damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PHRENIC INVADER POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Rebounding Dance

You become a silver blur as you speed through your foes, striking so fast that they cannot retaliate.

Psionic, Augmentable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You have concealment until the end of your next turn, and you shift a number of squares equal to your speed + your Charisma modifier. You make the following attack against one or two creatures during this movement.

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage.

Augment 2

Hit: 2[W] + Constitution modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: QUICKSILVER DEMON POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Riddle of Motion

Solving the riddle of motion lets you control your foe's movement and keeps your enemies from doing the same to you.

Psionic, Full Discipline, Implement, Psychic

KEYWORDS

ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Attack Technique

Standard Action Melee touch

Hit: 3d6 + Dexterity modifier psychic damage, and the target is either immobilized until the end of your next turn or you slide the target a number of squares equal to its speed.

Movement Technique

Move Action Personal

Effect: Choose one of the following effects. You move twice your speed and gain a +2 power bonus to all defenses against opportunity attacks provoked by this movement; or you can ignore forced movement until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TRANSCENDENT PERFECTION POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Scattered Discorporation

Your foe's form is rendered incoherent and unstable, dealing pain to other creatures as you force it across the battlefield.

Psionic, Augmentable, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d12 + Intelligence modifier damage, and the target is insubstantial until the start of your next turn. In addition, you slide the target 4 squares. If you slide the target into another creature's space, that creature takes psychic damage equal to your Intelligence modifier. A creature can take this damage only once per round.

Augment 2

Hit: As above, but the attack deals 3d12 + Intelligence modifier damage and you slide the target 8 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANATHEMA POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Serve Me Well

You drive your thrall into battle to unleash a vicious attack.

Psionic, Augmentable, Fear, Implement

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
INT vs AC		One creature adjacent to the thrall
ATTACK	DEFENSE	TARGET

Requirement: Your thrall must be within 10 squares of you.
Effect: The thrall moves its speed, then you make an attack through the thrall.
Hit: 2[W] + Intelligence modifier damage, and the target takes a -2 penalty to attack rolls against the thrall until the start of your next turn.
Augment 2
Target: Each enemy adjacent to the thrall

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
THRALLHERD	ATTACK	11

ENCOUNTER POWER

Sustaining Harvest

Your attack hinders nearby foes as it lets you steal an enemy's life force for your own needs.

Psionic, Augmentable, Implement, Necrotic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence modifier necrotic damage, and each enemy adjacent to the target takes a -2 penalty to all defenses until the end of your next turn. In addition, you or one summoned creature you control gains temporary hit points equal to your Intelligence modifier.
Augment 2
Hit: 3d8 + Intelligence modifier necrotic damage, and each enemy adjacent to the target takes a -2 penalty to all defenses until the end of your next turn. In addition, you or one summoned creature you control gains temporary hit points equal to twice your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MASTER SUMMONER	ATTACK	11

ENCOUNTER POWER

Sword Fall Leap

You leap across the field of combat. When you attack, your blade work cuts one enemy deeply and slashes all foes nearby.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action — Melee touch
Requirement: You must make this attack using a heavy blade.
Hit: 3d8 + Dexterity modifier damage, and each enemy adjacent to you takes damage equal to your Constitution modifier.
Movement Technique
Move Action — Personal
Effect: You make an Acrobatics check to jump with a +10 power bonus. You are considered to have a running start, and the distance of the jump isn't limited by your speed.
Level 21: You make the Acrobatics check with a +20 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SOARING BLADE	ATTACK	11

ENCOUNTER POWER

Tiger Claw Rake

You sprint across the battlefield, and your tiger claw tears your foe and leaves it in debilitating agony.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action — Melee touch
Hit: 3d10 + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. If the target moves more than 2 squares on its next turn, it takes 5 damage.
Special: When charging, you can use this power in place of a melee basic attack.
Movement Technique
Move Action — Personal
Effect: You move your speed +2, ignoring difficult terrain. Any enemy that hits you with an opportunity attack provoked by this movement takes damage equal to your Strength modifier, and you mark the enemy until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
TIGER CLAW MASTER	ATTACK	11

ENCOUNTER POWER

Unseen Hunter's Pounce

Darting from the shadows, you strike your foe hard as your power twists its mind and clouds its senses.

Psionic, Full Discipline, Implement

KEYWORDS

ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack Technique
Standard Action — Melee touch
Hit: 2d10 + Dexterity modifier damage, and you are invisible to the target until the end of your next turn. If you use a weapon other than your monk unarmed strike to make this attack, the attack deals extra damage equal to your Constitution modifier.
Movement Technique
Move Action — Personal
Effect: You have concealment until the end of your next turn, and you shift your speed. At the end of this movement, you can make a Stealth check to hide.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
UNSEEN HAND	ATTACK	11

ENCOUNTER POWER

Violent Impulse

You temporarily dismiss the limitations within your allies' minds, allowing them to undertake a coordinated violent assault.

Psionic, Augmentable, Psychic

KEYWORDS

Standard	↖	Close burst 5
ACTION		RANGE
vs		One, two, or three allies in burst
ATTACK	DEFENSE	TARGET

Effect: Each target can make a basic attack as a free action, each against a different creature. If only one target hits, his or her attack deals 2d6 extra psychic damage. If only two targets hit, each of their attacks deals 1d6 extra psychic damage.
Augment 2
Effect: As above, and each target deals 3 extra psychic damage with his or her basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CATALYST	ATTACK	11

ENCOUNTER POWER

Yawning Portals

Your attack binds your enemy to myriad doorways only you can see. If it seeks to escape, you alter its path to control its destination.

Psionic, Augmentable, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and you mark the target until the end of your next turn. If the target moves on its next turn, you can teleport the target 2 squares as a free action at the end of that turn.
Augment 2
Hit: 3[W] + Charisma modifier damage, and you mark the target until the end of your next turn. If the target moves on its next turn, you can teleport the target a number of squares equal to your Wisdom modifier as a free action at the end of that turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
AWAKENED VISIONARY	ATTACK	11

ENCOUNTER POWER

Breath of the Four Winds

You anticipate imminent danger and call the four winds to whisk you to safety.

Psionic

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: You are insubstantial until the start of your next turn. After the triggering attack is resolved, you fly your speed +2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FOUR WINDS MASTER	UTILITY	12

UTILITY POWER

Charge the Clouds

You soar above the fight, avoiding your foes' attacks as you pass.

Psionic

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You fly your speed. This movement does not provoke opportunity attacks. If you don't land at the end of this movement, you fall.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SOARING BLADE	UTILITY	12

UTILITY POWER

Clear Horizon

You and an ally swap places through hidden portals to confuse your enemies.

Psionic, Teleportation

KEYWORDS

Move		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: You teleport yourself and the target, swapping positions. Each enemy adjacent to you at the end of the teleport grants combat advantage to your allies until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
AWAKENED VISIONARY	UTILITY	12

UTILITY POWER

Elan Recovery

You focus mind and body to better shake off the afflictions imposed by your enemies.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a +5 power bonus to saving throws until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PSIONIC INCARNATE	UTILITY	12

UTILITY POWER

Feast of Death

You draw on the psychic energy of a dying creature to grant yourself and your allies a surge of vigor.

Psionic

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: A creature within 10 squares of you that you can see drops to 0 hit points or fewer
Effect: You gain temporary hit points equal to your Charisma modifier. Each ally adjacent to you gains temporary hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SIPHON	UTILITY	12

UTILITY POWER

Fire Walk

Fire follows in your footsteps, creating an inferno as you pass.

Psionic, Fire, Zone

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You move your speed +4. Each square you leave during that movement becomes a zone that lasts until the start of your next turn. Any creature that enters the zone takes 5 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIRESTARTER	UTILITY	12

UTILITY POWER

Restore Thrall

Your psionic power alleviates your thrall's injuries, readying it to fight again.

Psionic, Healing

KEYWORDS

Minor		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Your obedient thrall in range
Effect: Your thrall regains hit points equal to your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
THRALLHERD	UTILITY	12

UTILITY POWER

Riddle of Health

Your knowledge lets you cleanse the body of injury and incapacitation.

Psionic, Healing

KEYWORDS

Minor		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You or one ally
Effect: The target spends a healing surge and makes a saving throw. If the saving throw is against a poison effect, it gains a +5 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
TRANSCENDENT PERFECTION	UTILITY	12

UTILITY POWER

Stormwalker

The winds of the immortal storm carry you into battle.

Psionic

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a fly speed equal to your speed and can hover. This effect lasts until an attack hits you or until the end of the encounter. When the effect ends, you descend to the ground without taking falling damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
STORM DISCIPLE	UTILITY	12

UTILITY POWER

Strange Anatomy

The corruption of your body absorbs the worst of an attack.

Psionic

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You take damage from an attack
Effect: You take half damage from the triggering attack. If the triggering attack is a critical hit, it turns into a normal hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
IMPURE SCION	UTILITY	12

UTILITY POWER

Unseen Scrutiny

You erase yourself from a foe's mind, invisibly shadowing its movements.

Psionic

KEYWORDS

Minor		Ranged sight
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature you are hidden from
Effect: You are invisible to the target until you attack it or until the end of the encounter. While this invisibility lasts, whenever the target moves, you can shift a number of squares equal to your Dexterity modifier as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
UNSEEN HAND	UTILITY	12

UTILITY POWER

Absorb Momentum

An enemy's attempt to force you across the battlefield only increases your mobility.

Psionic
KEYWORDS

Imm. Interrupt			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Trigger: An enemy's attack pulls, pushes, or slides you
Effect: You negate the forced movement and gain a +4 power bonus to speed until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
QUICKSILVER DEMON	UTILITY	12

UTILITY POWER

Basilisk Nature Defense

The power of your mind transforms your body into stone.

Psionic, Healing
KEYWORDS

Imm. Interrupt			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Trigger: An attack makes you unconscious or stuns you
Effect: You are instead petrified for as long as you would be unconscious or stunned by the triggering attack. You can spend a healing surge. If you do so, you gain a +2 power bonus to saving throws until you are no longer petrified.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BASILISK'S FURY ADEPT	UTILITY	12

UTILITY POWER

Chaos Unbound

As you are pressed in combat, you channel chaos to infect all those around you.

Psionic, Zone
KEYWORDS

Imm. Reaction			Close burst 2
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Trigger: You are bloodied by an attack
Effect: The burst creates a zone that lasts until the end of your next turn. The zone moves with you, remaining centered on you. When any creature within the zone makes an attack roll, a skill check, an ability check, or a saving throw, roll a d4. If you roll an odd number, subtract the result from the triggering die roll. If you roll an even number, add the result.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ANARCHIC ADEPT	UTILITY	12

UTILITY POWER

Enduring Body

As combat takes its toll on you, the power of your mind protects your body from additional harm.

Psionic, Healing
KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Requirement: You must be bloodied.
Effect: Until the end of the encounter, while you are bloodied you have regeneration 5 and resist 5 to all damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
TALARIC IRONJACK	UTILITY	12

UTILITY POWER

Mad Certainty

Your vision of the Far Realm fuels your psionic power, at a price.

Psionic
KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: You regain 2 power points. Until the end of the encounter, you take a -2 penalty to all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ALIENIST	UTILITY	12

UTILITY POWER

Magical Disruption

Your will to destroy means that even magic crumbles away to nothing at your command.

Psionic, Implement
KEYWORDS

Minor			Ranged 10
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Target: One conjuration or zone
Attack: Intelligence +4 vs. the Will of the target's creator
Hit: The target is destroyed. All its effects end, including those that a save can end. Until the end of your next turn, whenever the target's creator attacks, it can use only basic attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ANATHEMA	UTILITY	12

UTILITY POWER

Mind's Bitter Betrayal

Your focused concentration lets you bolster your allies with energy drawn from your enemies' uncertainty.

Psionic, Zone
KEYWORDS

Minor			Close burst 3
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: The burst creates a zone that lasts until the end of the encounter or until you end the effect as a free action during your turn. The zone moves with you, remaining centered on you. While within the zone, enemies grant combat advantage to you, and allies gain a +2 power bonus to all defenses. Until the zone ends, you are slowed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PHRENIC INVADER	UTILITY	12

UTILITY POWER

Monolithic Blessing

The monolith's power grants you the resilience of ageless stone.

Psionic
KEYWORDS

Minor			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Effect: Until the end of your next turn, you have tremorsense 5 and resist 10 to all damage.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BLACKSTONE GUARDIAN	UTILITY	12

UTILITY POWER

One Hundred Doors

An enemy's missed attack lets you escape through a temporary portal, which remains open for a time.

Psionic, Conjuration, Teleportation
KEYWORDS

Imm. Reaction			Personal
ACTION			RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

Trigger: An enemy misses you with an attack
Effect: You teleport 5 squares and conjure a hole in reality in the square you last occupied. Any creature in the conjuration's space on its turn can teleport 5 squares as a free action, and the conjuration is pushed 1d6 squares away from the creature's destination square. The conjuration lasts until the end of the encounter or until it is pushed into a solid object.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
UNBOUND NOMAD	UTILITY	12

UTILITY POWER

Serene Mind

You clear away an ally's doubts so that nothing can deter him or her from finding success.

Psionic, Healing

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: Until the end of the encounter, the target has resist 10 psychic, gains a +2 power bonus to untrained skill checks, and gains a +2 power bonus to opportunity attack rolls. As a minor action, the target can end this effect and regain hit points as if he or she had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CATALYST	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Tiger Frenzy

Pain clarifies your mind, letting you strike with ease at foes that come too close.

Psionic, Stance

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are bloodied by an attack
Effect: Until the stance ends, any enemy that ends its turn adjacent to you takes damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TIGER CLAW MASTER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Unbearable Countenance

The perfection of your soul burns so brightly that your terrified enemies cannot bear to look upon you.

Psionic, Fear, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, any enemy that makes an attack that includes you as a target takes a -2 penalty to its attack rolls for that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INCANDESCENT CHAMPION	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Warded Summons

Your connection to a creature you've summoned allows it to turn back even the deadliest attack.

Psionic

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering creature
Trigger: A summoned creature you control within 10 squares of you takes damage from an attack
Effect: The target takes no damage from the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER SUMMONER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Appalling Transformation

You call forth the contamination of the Far Realm, transforming an enemy into a creature too awful to behold.

Psionic, Polymorph, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CON. INT. CHA +9 VS Fort One creature

ATTACK	DEFENSE	TARGET
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Attack: Constitution, Intelligence, or Charisma +9 vs. Fortitude. If the target is aberrant, you have combat advantage for this attack.
Hit: 2d6 + Constitution, Intelligence, or Charisma modifier damage.
Effect: The target assumes the form of the appalling transformation (save ends). While in this form, the target is dazed, slowed, and takes ongoing 15 psychic damage. Creatures not immune to fear take a -2 penalty to attack rolls for attacks that include the target.
Aftereffect: The target takes 10 damage.
Special: When you gain this power, choose Constitution, Intelligence, or Charisma as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS IMPURE SCION	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Aspect of Quicksilver Strides

Your foe suffers with each failed attack it makes against you, even as you attain maximum mobility in battle.

Psionic, Polymorph, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CON vs AC One creature

ATTACK	DEFENSE	TARGET
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Effect: Before the attack, you shift your speed.
Hit: 5[W] + Constitution modifier damage. In addition, the target is marked and takes 5 psychic damage whenever it misses you with an attack (save ends both).
Miss: Half damage.
Effect: After the attack, you shift your speed. You then assume the aspect of quicksilver strides until the end of the encounter. While in this aspect, you gain a +2 power bonus to speed and you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them. **Augment 1**
Effect: After the at-will attack, you shift half your speed. In addition, one creature hit by the attack takes extra damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS QUICKSILVER DEMON	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Aspect of the Blackstone Gaoler

Your attack wracks an enemy's mind and binds its body in stone as you channel the blackstone monolith's forbidding power.

Psionic, Polymorph, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CON vs AC One creature

ATTACK	DEFENSE	TARGET
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Hit: 2[W] + Constitution modifier damage, and ongoing 10 psychic damage (save ends).
First Failed Saving Throw: The target is restrained until it saves against the ongoing damage.
Second Failed Saving Throw: The target is petrified instead of restrained and takes a 2 penalty to saving throws against the ongoing damage. The ongoing damage from this power ignores the resistance granted by the petrified condition.
Miss: Half damage, and ongoing 10 psychic damage (save ends).
Effect: You push each creature adjacent to you 1 square. You then assume the aspect of the blackstone gaoler until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them. **Augment 2**
Effect: You gain resistance to all damage equal to your Constitution modifier until the end of your next turn. In addition, one creature you hit with the at-will power is restrained until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLACKSTONE GUARDIAN	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Aspect of the Infinite Storm

When you strike, you summon the transformative power of the infinite storm.

Psionic, Lightning, Polymorph, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CON vs AC Each enemy you can see in burst

ATTACK	DEFENSE	TARGET
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Hit: 1[W] + Constitution modifier lightning damage, and ongoing 10 lightning damage (save ends).
Effect: You assume the aspect of the infinite storm until the end of the encounter. While in this aspect, you can use the following augmentation with your battlemind at-will attack powers that are augmentable. This augmentation is in addition to the effects that an at-will power might have; this augmentation doesn't supersede them. **Augment 2**
Effect: After the attack, you become the tempestuous storm, occupying a 7-square by 7-square area centered on your space. While in this form, you are insubstantial, you can occupy other creatures' spaces, and you cannot attack. When any creature starts its turn in your new space, you slide that creature 2 squares. In addition, one creature hit by the at-will attack takes 5 extra lightning damage and is dazed until the end of your next turn. At the start of your next turn, you return to your normal form in any unoccupied space in the area of the tempestuous storm.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STORM DISCIPLE	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Awaken the Celestial Tiger

As you spring at your enemy, your body transforms into the celestial tiger - a relentless force of unearthly fury.

Psionic, Implement, Polymorph

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

DEX vs Reflex One creature

ATTACK	DEFENSE	TARGET
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Attack: Dexterity vs. Reflex. Make the attack twice.
Requirement: You must charge and use this power in place of a melee basic attack.
Hit: 4d10 + Dexterity modifier damage, and you knock the target prone. If you hit with both attacks, the target takes 2d10 extra damage.
Miss: Half damage.
Effect: You assume the form of the celestial tiger until the end of the encounter. While in this form, you are immune to fear effects, your Flurry of Blows power deals extra damage equal to your Strength modifier, and you gain a +2 power bonus to speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TIGER CLAW MASTER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Chaos Breach

You fling a creature through a chaos breach in the aftermath of your attack, temporarily shunting it off the battlefield, then controlling its movement once it returns.

Psionic, Teleportation, Weapon

KEYWORDS

Standard			Close burst 1
ACTION	←		RANGE
CHA vs Fort			Each enemy in burst
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Charisma modifier damage.
Miss: Half damage.

Effect: You choose one creature hit by the attack, then fling that creature through a chaos breach. That creature is removed from play. At the start of your next turn, it reappears in an unoccupied space within 5 squares of you that isn't hindering terrain. In addition, the target is subjected to a chaos distortion (save ends). Until the distortion ends, when the target ends its turn within 5 squares of you, you can teleport it 5 squares to another square within 5 squares of you as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ANARCHIC ADEPT POWER TYPE ATTACK LEVEL 20

DAILY POWER

Emotion Leech

Your weapon slips through an opponent's defenses and opens a conduit to its mind. As long as the conduit remains open, you can feast on your foe's misfortune.

Psionic, Healing, Psychic, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
CHA vs Will			One creature
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Charisma modifier psychic damage.
Miss: Half damage.

Effect: The target is affected by your emotion leech (save ends). While the target is affected by the leech, the target is slowed and weakened. In addition, at the start of its turn if you have line of sight to the target, you and each ally adjacent to you regain hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SIPHON POWER TYPE ATTACK LEVEL 20

DAILY POWER

Four Winds Tempest

You take to the air to lash out with a vicious attack, then call on the four winds that hold you aloft to batter your foe.

Psionic, Implement, ; Varies

KEYWORDS

Standard	↓		Melee touch
ACTION			RANGE
DEX vs Fort			One creature
ATTACK	DEFENSE		TARGET

Effect: Before the attack, you fly a number of squares equal to your speed +2. If you do not land at the end of this movement, you hover until the start of your next turn, at which point you land safely in the space below you or in the nearest unoccupied space.

Hit: 4d10 + Dexterity modifier damage.
Miss: Half damage.

Effect: The target is affected by the four winds tempest (save ends). While the target is affected by the tempest, whenever the target starts its turn, roll a d4 to determine the effect.

1. The target takes 10 lightning damage, and you push it 4 squares.
2. The target takes 10 cold damage and is slowed until the end of its turn.
3. The target takes 10 force damage, and you pull it 4 squares.
4. The target takes 10 thunder damage, and you slide it 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FOUR WINDS MASTER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Hidden Reserves

You draw psionic energy from your body to power a single devastating attack.

Psionic, Psychic

KEYWORDS

Standard			Personal
ACTION			RANGE
VS			
ATTACK	DEFENSE		TARGET

Effect: Make an attack using an augmentable at-will power. You can use any of the power's augmentations without spending power points, and the power deals 5 extra psychic damage and deals half damage on a miss.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PSIONIC INCARNATE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Ideal Champion

You summon the ideal champion to fight at your side.

Psionic, Implement, Summoning

KEYWORDS

Standard	↗		Ranged 10
ACTION			RANGE
VS			
ATTACK	DEFENSE		TARGET

Effect: You summon a Huge ideal champion in unoccupied squares within range. The champion has speed 5 and threatening reach. It has a +2 bonus to all defenses and gains one extra trait from your Evolved Form feature. You can give the champion the following special commands.

Standard Action: Melee 3; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the champion pushes the target 5 squares.

Standard Action (1/encounter): Close burst 3; targets each enemy in burst; Intelligence vs. AC; 2d8 + Intelligence modifier damage, and the champion pushes the target 5 squares and knocks it prone.

Opportunity

Attack: Melee 3; targets one creature; Intelligence vs. AC; 2d8 + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER SUMMONER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Loosen the Chain

You loosen your hold on your thrall, letting it fight indepenly alongside you.

Psionic

KEYWORDS

Standard	↗		Ranged 10
ACTION			RANGE
VS			Your obedient thrall in range
ATTACK	DEFENSE		TARGET

Effect: Until the end of the encounter, your thrall gains a standard action and a move action during each of your turns. You can use your standard action to give the thrall an extra action over and above its own standard action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THRALLHERD POWER TYPE ATTACK LEVEL 20

DAILY POWER

Oblivion Sphere

A shimmering sphere of energy encloses your foe, whose ongoing agony is felt by creatures nearby.

Psionic, Implement, Necrotic

KEYWORDS

Standard	↗		Ranged 20
ACTION			RANGE
INT vs Reflex			One creature
ATTACK	DEFENSE		TARGET

Hit: You lift the target 15 feet into the air, where it is restrained and takes ongoing 15 necrotic damage (save ends both). If the target is bloodied or becomes bloodied while under this effect, the ongoing damage increases to 30. When the target takes ongoing damage from this power, each creature or unattended object within 3 squares of the target takes the same amount of damage. When this effect ends, the target falls to the ground.

Miss: Ongoing 10 necrotic damage (save ends). If the target is bloodied or becomes bloodied while under this effect, the ongoing damage increases to 20. When the target takes ongoing damage from this power, each enemy within 3 squares of the target takes the same amount of damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ANATHEMA POWER TYPE ATTACK LEVEL 20

DAILY POWER

Overwhelming Force

You channel the inherent violence of the world into a blow that freezes a foe in its tracks.

Psionic, Force, Weapon

KEYWORDS

Standard	↓		Melee weapon
ACTION			RANGE
CON vs AC			One creature
ATTACK	DEFENSE		TARGET

Hit: 4[W] + Constitution modifier force damage, and the target is immobilized (save ends).

Each Failed Saving Throw: The target takes 10 force damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TALARIC IRONJACK POWER TYPE ATTACK LEVEL 20

DAILY POWER

Perfect Incandescence

As you attack, your soul's perfection spills forth, transforming you into a being of pure radiance.

Psionic, Polymorph, Radiant, Weapon

KEYWORDS

Standard	←		Close burst 1
ACTION			RANGE
CHA vs Fort			Each enemy you can see in burst
ATTACK	DEFENSE		TARGET

Hit: 2[W] + Charisma modifier radiant damage, and the target is blinded (save ends).
Miss: Half damage, and the target takes a -2 penalty to attack rolls (save ends).

Effect: Until the end of the encounter, you are insubstantial and gain fly 8 (hover). You emit light from your Incandescent Presence feature out to a number of squares equal to your Charisma modifier (minimum 3).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INCANDESCENT CHAMPION POWER TYPE ATTACK LEVEL 20

DAILY POWER

Riddle of Invulnerability

A pulse of psychic power tears at your enemies, exploiting the weakness of their flesh and enhancing your resilience.

Psionic, Implement, Psychic, Stance

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Dexterity modifier psychic damage, and the target gains vulnerable 5 to all damage (save ends).

Miss: Half damage.

Effect: You can enter the riddle of invulnerability stance. Until the stance ends, you gain resist 5 to all damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TRANSCENDENT PERFECTION

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Spontaneous Combustion

Your psychic spark burns a foe from the inside, then detonates.

Psionic, Fire, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: You place a psychic spark inside the target. The spark lasts until the end of the encounter or until expended. Until the spark ends, the target has vulnerable 10 fire and you can make the following attack. If you drop to 0 hit points or fewer before the spark ends, you make this attack as an immediate interrupt.

Minor Action Ranged 10

Target: The creature with your psychic spark

Attack: Intelligence vs. Fortitude

Hit: 4d10 + Intelligence modifier fire damage, the spark is expended, and the target takes ongoing 5 fire damage (save ends).

Each Failed Saving Throw: The ongoing fire damage increases by 5, and each enemy adjacent to the target takes fire damage equal to your Intelligence modifier.

Miss: The target takes fire damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIRESTARTER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Stone-Shatter Strike

Your attack freezes a foe, rendering it vulnerable to your follow-up strike and threatening to transform it to living stone.

Psionic, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
DEX vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Dexterity modifier psychic damage, and the target is immobilized (save ends).

First Failed Saving Throw: The target is instead petrified (save ends). The target takes a -2 penalty to saving throws against this effect.

Miss: Half damage, and the target is immobilized until the end of your next turn.

Effect: Once during the encounter while the target is immobilized or petrified by this power, you can make the following attack against the target.

Standard Action Melee 1

Secondary Attack: Dexterity +2 vs. Reflex

Hit: 3d8 + Dexterity modifier damage, and the target falls prone and cannot stand up (save ends). If the target is petrified, this attack ignores the resistance granted by that condition and deals 4d8 extra damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BASILISK'S FURY ADEPT

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Storm of Raining Blades

You are carried aloft by your psionic power, touching down three times to hack through and scatter your foes.

Psionic, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must make this attack using a heavy blade. **Effect:** Until the end of your turn, your movement does not provoke opportunity attacks. Before the attack, you fly 3 squares. If you don't land at the end of this movement, you fall.

Hit: 1d8 + Dexterity modifier damage.

Effect: You fly 3 squares. If you don't land at the end of this movement, you fall. You then make a secondary attack that is a melee touch attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity vs. Reflex

Hit: 2d8 + Dexterity modifier damage.

Effect: You fly 3 squares. If you don't land at the end of this movement, you fall. You then make a tertiary attack that is a close burst 1.

Tertiary Target: Each enemy you can see in burst

Tertiary Attack: Dexterity vs. Reflex

Hit: 15 + Dexterity modifier damage, and you slide the tertiary target 2 squares.

Miss: Half damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SOARING BLADE

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Summon Far Realm Abomination

Your power tears the fabric of reality, summoning a tentacled horror from the Far Realm that lays waste to your foes.

Psionic, Fear, Implement, Psychic, Summoning

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: You summon a Large Far Realm abomination in unoccupied squares within range. The abomination has speed 5. Any enemy not immune to fear that starts its turn within 3 squares of the abomination takes a -2 penalty to attack rolls until the start of the enemy's next turn. You can give the abomination the following special commands:

Standard Action: Melee 2; targets one creature: Intelligence vs. Reflex; 2d10 + Intelligence modifier damage, and the abomination grabs the target. The abomination can grab up to two creatures at once.

Standard Action: Melee 2; targets a creature grabbed by the abomination; Intelligence vs. Fortitude; 5d6 + Intelligence modifier damage, and the target is knocked prone.

Instinctive Effect: If you haven't given the abomination any commands by the end of your turn, it makes the following attack: Close burst 3; targets each creature in burst; Intelligence vs. Will; 1d12 + Intelligence modifier psychic damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ALIENIST

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Thought Interloper

You lay open your opponent's mental barriers, ravaging its mind and reading its every move in combat.

Psionic, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage.

Effect: The target is affected by your thought interloper (save ends). While the target is affected by the interloper, it takes ongoing 5 psychic damage and its attacks provoke opportunity attacks from you.

Each Failed Saving Throw: One ally adjacent to the target can make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PHRENIC INVADER

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Unleash the Power Within

Your chosen ally's form flares brightly, then settles into a coruscating pattern of light that boosts his or her prowess in combat.

Psionic, Polymorph

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		One ally
ATTACK	DEFENSE	TARGET

Effect: The target assumes the form of unleashed power until the end of the encounter. While in this form, the target gains a +2 power bonus to speed, opportunity attack rolls, and all defenses.

When the target hits with an unaugmented at-will attack power, he or she can choose to end this effect as a free action. By doing so, the attack deals 3d8 extra damage, and the target of the attack is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CATALYST

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Unseen Ambush

You slip through space to cut down a foe with a crippling attack, then step away to vanish in the shadows.

Psionic, Implement, Teleportation

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Dexterity vs. Reflex. If you use a weapon other than your monk unarmed strike to make this attack, you gain combat advantage for the attack.

Effect: Before the attack, you teleport your speed.

Hit: 3d6 + Dexterity modifier damage, and the target is stunned and gains vulnerable 10 to your attacks (save ends).

Miss: Half damage.

Effect: After the attack, you teleport your speed. If you teleport to a square that grants you concealment or cover, you can make a Stealth check to hide.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNSEEN HAND

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Unstable Nexus

Your sweeping attack draws your enemies into a dimensional void, then spits them out, leaving an unstable vortex behind.

Psionic, Psychic, Weapon, Zone

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
CON vs AC		Each enemy
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Constitution modifier damage, and the target is removed from play. At the start of your next turn, the target reappears in the space it last occupied or in the nearest unoccupied space. Roll a d4 to determine an effect imposed on the target.

1. The target is removed from play again until the start of your next turn, reappearing in the last space it occupied, or the nearest unoccupied space.

2. The target takes 10 psychic damage.

3. The target is dazed (save ends).

4. The target falls prone.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that starts its turn within the zone teleports 1d8 squares in a random direction.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNBOUND NOMAD

POWER TYPE: ATTACK

LEVEL: 20

DAILY POWER

Warping Landscape



You warp reality to flip yourself, your allies, and your foe across the battlefield.

Psionic, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you teleport yourself and one ally within 5 squares of you, swapping positions.

Hit: $4[W] + \text{Charisma modifier}$ damage, and you mark the target (save ends).

Aftereffect: You teleport the target and one ally within 5 squares of you, swapping their positions.

Miss: Half damage, and you mark the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AWAKENED VISIONARY	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

A Scattering of Petals

You brush aside a ranged attack with practiced ease, redirecting its energy toward other targets.

Psionic
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: A ranged attack hits you
Effect: You take half damage from the triggering attack, and the attack also hits one or two creatures you choose within 10 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
GRANDMASTER OF FLOWERS	UTILITY	26

UTILITY POWER

Demiurge Resistance

Your connection to destiny allows you to shrug off the most potent effects imposed on you.

Psionic
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Requirement: You must not be bloodied.
Trigger: You are subjected to an effect that a save can end
Effect: You make a saving throw against the effect.
Special: If you roll a 15 or higher on the saving throw, you regain the use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DEMIURGE	UTILITY	26

UTILITY POWER

Call Forth the Seven Keys

Seven watchful guardians drenched in blue light lend aid to you and your allies.

Psionic, Conjunction
KEYWORDS

Standard		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure seven keybearers in unoccupied squares within range. Each keybearer lasts until the end of the encounter or until expended. A keybearer occupies its square, and you and your allies can move through it. A keybearer can be attacked. It has resist 20 to all damage and 1 hit point. When reduced to 0 hit points, it is destroyed. You can expend a keybearer as a free action during your turn to gain one of the following benefits. You can gain each benefit only once for each use of this power.

- + You and each ally within 3 squares of the keybearer can spend a healing surge.
- + You gain resist 15 to all damage until the end of your next turn.
- + You gain a +5 power bonus to all defenses until the end of your next turn.
- + You and each ally within 3 squares of the keybearer gain a +2 power bonus to attack rolls until the end of your next turn.
- + You and each ally within 5 squares of the keybearer gain a +5 power bonus to damage rolls until the end of your next turn.
- + You teleport 5 squares. Each ally within 5 squares of the keybearer can teleport 5 squares as a free action.
- + You and each ally who can see you or the keybearer are no longer dazed, dominated, or stunned.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
EIGHTH SEAL	UTILITY	26

UTILITY POWER

Freeze Time

Your attack freezes a foe in a timeless void.

Psionic
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The enemy you hit
Effect: You freeze the target in time until the end of your next turn. While frozen in time, the target cannot take actions, does not have a start or an end of turn, is not aware of its surroundings, and is immune to all damage and effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MASTER OF MOMENTS	UTILITY	26

UTILITY POWER

Merge with the Cosmos

Your body temporarily fades, replenishing you and granting you the advantage over your foes.

Psionic, Healing, Zone
KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You drop to 0 hit points or fewer
Effect: You are removed from play, creating a zone in a burst 10 centered on the space you last occupied and that lasts until you reappear. At the start of your next turn, you regain hit points equal to your level, and one ally within the zone can take a standard action as a free action. At the end of your next turn, you reappear in any unoccupied space within the zone. Each enemy within the zone when you reappear grants combat advantage to you until the end of the encounter.
Sustain No Action: You can choose to not reappear at the end of your turn, sustaining the effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
COSMIC SOUL	UTILITY	26

UTILITY POWER

Topaz Corona

You surround yourself and your allies with a shroud of swirling blue light, replenishing your strength and fueling your attacks against the creatures of the Far Realm.

Psionic, Healing, Psychic, Zone
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone that lasts until the end of the encounter. The zone moves with you, remaining centered on you. While within the zone, you and your allies gain a +2 power bonus to all defenses and regeneration equal to 10 + your highest ability modifier. In addition, whenever you or an ally within the zone makes an attack against an aberrant creature, the attack deals 10 extra psychic damage. If the attack roll is 18-20, the target is also stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
TOPAZ CRUSADER	UTILITY	26

UTILITY POWER

Elan Resilience



Psionic energy flares around you, limiting the effect of an attack.

Psionic

KEYWORDS

Imm. Interrupt

Personal

ACTION

RANGE

VS

ATTACK DEFENSE

TARGET

Trigger: You take damage from an attack
Effect: Reduce the triggering attack's damage by your Intelligence modifier.
 Level 11: 3 + Intelligence modifier.
 Level 21: 6 + Intelligence modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE
FEAT

LEVEL

ENCOUNTER POWER

Unbalanced Mind



Your connection to the Far Realm unleashes psychic pain in response to attack.

Psionic, Psychic

KEYWORDS

Imm. Reaction

Personal

ACTION

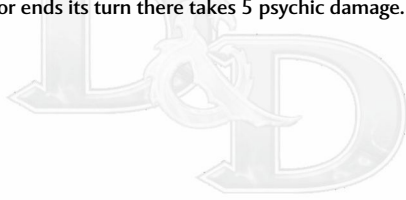
RANGE

VS

ATTACK DEFENSE

TARGET

Trigger: You take damage from an attack
Effect: Until the end of your next turn, any creature that enters a square adjacent to you or ends its turn there takes 5 psychic damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

POWER TYPE
FEAT

LEVEL

ENCOUNTER POWER