









ALPHA ALPHA

You draw on random ambient dark energy in the area and blast it from your hands.

STANDARD ACTION CLOSE BLAST 3

TARGET: Each creature in blast ATTACK: Level + 3 vs. Reflex HIT: 4d8 + twice your level damage. Roll a d6 to determine the damage type. 1–2: electricity; 3-4: fire; 5-6: radiation.

When you use this power, you

- can roll a d20. The attack deals 2d8 extra damage of the
- same type.
- **OR LESS:** After the attack, you are stunned until the end of your next turn.

Yes, you have to touch the body. And yes, it is pretty creepy.

STANDARD ACTION MELEE TOUCH TARGET: One corpse

EFFECT: You learn the target's name, how it died, and one thing it thought was important.

When you use this power, you can roll a d20.

- ••• You also animate the corpse for 1 hour. It carries your stuff and obeys your commands, but it won't fight and it dies if it takes any damage.
- **OR LESS:** You mentally experience the target's death (save ends). While under the effect, you fall prone and are dazed. You can't save against this effect during the turn you overcharge it.

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POWER: Encounter

ALVAGE 2: A 2nd-level character can salvage the *inertial armor*. It becomes light armor: +3 armor bonus to AC; +1 armor bonus to Reflex.

25 120

You can read psychic impressions within objects that have been handled by a creature.

MELEE TOUCH MINOR ACTION TARGET: One object

EFFECT: You gain a mental image of the last living creature to own or carry the target, if that creature handled the target for at least an hour. You also learn the creature's name (if it has one), and how the creature lost or gave away the object. You can use this power each turn while this card is readied.





PERSONAL

POWER: Encounter & Physical STANDARD ACTION RANGED 10 TARGET: One creature ATTACK: Level + 6 vs. Fortitude TRIGGER: You take damage from an attack EFFECT: You instead take no damage from the triggering attack, and you can shift 1 square.

HIT: 3d6 physical damage, and the target is slowed until the end of your next turn.

SALVAGE 3: A 3rd-level character can salvage the mass pistol. It becomes a light 1-hand ranged 10 weapon: Dex/Int; +3 accuracy; 2d6 physical damage, and the target is slowed until the end of your next turn.

ACTE.



As this tiny silver drone circles your head, it continually yammers on about what those around you are thinking. It can get pretty annoying.

HEAD

POWER: Encounter
Psychic
STANDARD ACTION RANGED 20 TARGET: One creature ATTACK: Level + 6 vs. Will HIT: 4d6 + Intelligence modifier + twice your level psychic damage.

SALVAGE 4: A 4th-level character can salvage the *mindbore orbiter*. It becomes a head item with the following property: You can communicate telepathically with any creature within 5 squares of you.

• <u>31</u> 120 OMEGA

The Ancients formed duralloy into wondrous shapes. One good use you've found for it is to keep angry mutants from beating on your head.

ARMS

POWER: Encounter IMMEDIATE INTERRUPT **EFFECT:** You gain a +2 power bonus to all defenses until the start of your next turn. In addition, until the end of the encounter, you gain a +2 shield bonus to AC and Reflex. PERSONAL

SALVAGE 2: A 2nd-level character can salvage the *duralloy shield*. It becomes a shield: +1 shield bonus to AC; +2 shield bonus to Reflex.

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OMEGA This footwear is a miracle of cross-time design.

FEET

PROPERTY: You ignore difficult terrain while shifting. POWER: Encounter

MINOR ACTION

PERSONAL EFFECT: Roll a d4 and apply the following effect

1: You are immobilized until the start of your next turn.

next turn. 2-3: Your speed increases by the number you rolled (2 or 3) until the start of your next turn. 4: You can teleport 8 squares as a move action before the start of your next turn. Until the end of the encounter, at the start of each of your turns, roll a d4 again and apply the new effect. You can end this effect by taking off the boots as a standard action.









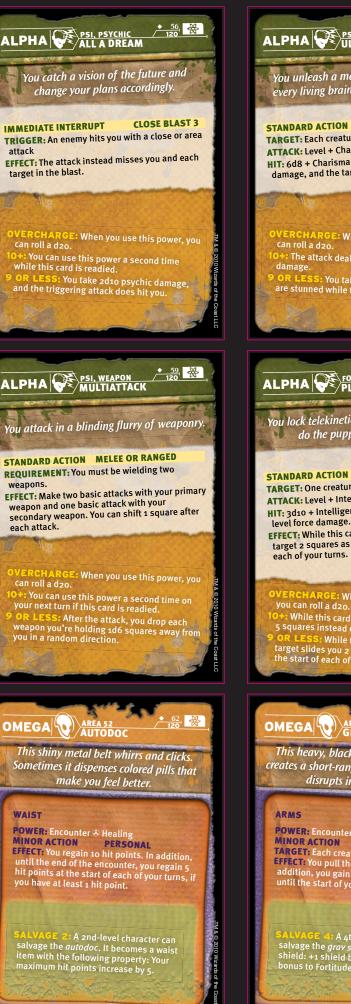
OR LESS: You target each ally in the burst instead of each enemy.

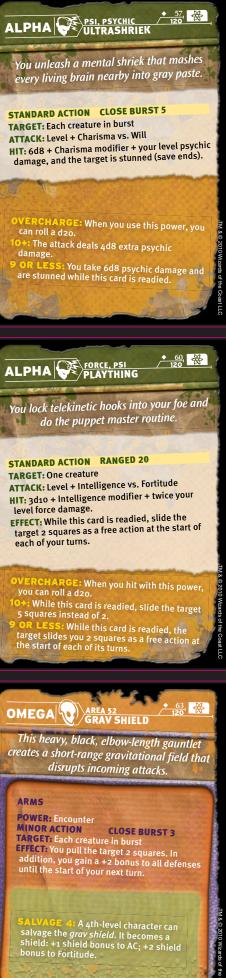
You divide your consciousness to allow yourself to do two things at once. NO ACTION BENEFIT: You gain an extra action during each of your turns. You can only use this action to make a basic attack or to move. triggering use. GE: When you start your turn, you can roll a d20. You gain two extra actions instead of one. **OR LESS:** You develop a nasty split personality named Spike. While this card is readied, roll a d6 at the start of each of your turns. On a 1–3, Spike is in charge and he attacks your nearest ally during your turn. ◆ <u>50</u> 120 You surround yourself with a shimmering shield of electromagnetic force. BENEFIT: You gain resist 10 physical. prone. VERCHARGE: When you start your turn, you can roll a d20. While this card is readied, whenever you take electricity damage, you instead regain that many hit points. You slide toward the largest The last you stude toward the targest metallic object (if any) within 20 squares of you and slam into it; you take 3d8 physical damage and are immobilized (save ends). (save ends). ALPHA ALPHA ALPHA Talk about a walking bomb! STANDARD ACTION PERSONAL EFFECT: Until the end of your next turn, any living creature that starts its turn within 3 squares of you takes 10 radiation damage. In addition, it gains vulnerable 10 radiation and is weakened to Fortitude. When you use this power, you While the effect exists, you can spend a minor action at the start of your turn to make the effect persist until the end of your next can roll a d20. **OR LESS:** After the effect, you take 10 radiation damage. In addition, you gain vulnerable 10 radiation and are weakened for the both. increases to +5. (save ends both). You can't save against this effect during the turn you overcharge it.



SS: You are weakened (save ends).









This silver drone hovers in front of your forehead, telepathically imparting targeting data to your mind.

HEAD

POWER: Encounter FREE ACTION PERSONAL TRIGGER: You deal damage with an attack EFFECT: The triggering attack deals 2dso + your Wisdom modifier extra damage to the target.

SALVAGE 5: A 5th-level character can salvage the gunsight orbiter. It becomes a head item with the following property: You gain a power bonus to damage rolls with ranged attacks equal to your Wisdom modifier.

OMEGA AREA 52 407 120 BRAV MORTAR

"It's called the 'G-force' game. Now try to stay on your feet!"

WEAPON: 2-hand ranged

POWER: Encounter ® Physical STANDARD ACTION AREA BURST 2 WITHIN 20 TARGET: Each creature in burst ATTACK: Level + 6 vs. Fortitude HIT: 2d8 damage + Constitution modifier + twice your level physical damage. In addition, you knock the target prone, and the target is immobilized (save ends). MISS: Half damage, and target is slowed (save ends).

SALVAGE 8: An 8th-level character can salvage the grav mortar. It becomes a heavy 2-hand ranged 15 weapon: Str/Con; +2 accuracy; 3d8 physical damage, and you knock the target prone.

OMEGA SERVO-ASSIST ARMOR

This form-fitting armor jerks you out of harm's way. Occasionally, it will jerk you around for no reason, usually when you're holding a drink.

ARMOR: Light

POWER: Encounter IMMEDIATE INTERRUPT PERSONAL TRIGGER: You are hit by an attack EFFECT: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

SALVAGE 4: A 4th-level character can salvage the *servo-assist armor*. It becomes light armor: +4 armor bonus to AC; +1 bonus to speed. M & © 2010 Wiza









OR LESS: You fizzle and the attack deals only 1d8 fire damage. (You are still blown to bits.)

E: When you use this power, you **OR LESS:** You become overcharged with energy while this card is readied. While you're under this effect, if you don't end your turn at least 5 squares away from the square you started in, you take 10 psychic damage.

ALPHA ALPHA

You cause molecular bonds in whatever you touch to fall apart.

STANDARD ACTION MELEE TOUCH

TARGET: One creature or object ATTACK: Level + Constitution vs. Reflex HIT: 4d10 + twice your level physical damage, and ongoing 10 physical damage (save ends). SPECIAL: Objects protected by force fields are immune to disintegration.

When you use this power, you

can roll a d20. The target takes a –5 penalty to saving throws against this power.

Coast LLC

- You also take 2d10 physical
- damage.

OMEGA * 103

This long, metallic, barbell-shaped rod amplifies your psychic potential.

WEAPON: 1-hand melee

POWER: Encounter & Psychi STANDARD ACTION MELEE 2 TARGET: One creature ATTACK: Level +6 vs. Will HIT: 4d6 + Charisma modifier + twice your level psychic damage, and the target is dazed MISS: Half damage.

ALVAGE 4: A 4th-level character can salvage the *neural baton*. It becomes a special 1-hand melee 2 weapon: Wis/Cha; +0 accuracy; attacks Will; 2d8 psychic

106 120 OMEGA ON AREA 52

"Yes, I was here the whole time. And I heard everything you said about me!'

ARMOR: Light

POWER: Encounter **MINOR ACTION** PERSONAL EFFECT: You become invisible until the end of your next turn.

SALVAGE 6: A 6th-level character can salvage the *inviso armor*. It becomes light armor with the following property: You gain concealment against any creature not adjacent to you.





NECK

- **POWER:** Encounter
- MINOR ACTION PERSONAL
- **MINOR ACTION PERSONAL EFFECT:** Until the end of your next turn, you can move through walls and other blocking terrain, as well as through squares occupied by enemies. If you end this movement inside a solid object or creature, you return to the last unoccupied square you came from and are stunned until the end of your next turn.







You're too cool for school with these styling shades built by the machine AI designer known only as "HAL."

HEAD

POWER: Encounter STANDARD ACTION RANGED 10 TARGET: One robot creature ATTACK: Level + 6 vs. Will HIT: The target is dominated (save ends). MISS: The target gains a +5 bonus to attack rolls and damage rolls against you until the end of the encounter.

SALVAGE 6: A 6th-level character can salvage the *interface goggles*. It becomes a head item with the following property: You gain a +4 bonus to Interaction checks against robots, computers, and other sentient machines.

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