

ALPHA DARK DARK MATTER SHROUD 1/10

At your command, motes of dark matter settle on your body.

MINOR ACTION PERSONAL

EFFECT: You gain concealment until you are bloodied or until the end of the encounter.

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

10+: While this card is readied, you gain total concealment until you are damaged by an attack.

9 OR LESS: You are blinded and dazed (save ends both). You can't save against this effect during the turn you overcharge it.

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ALPHA PSI EVOLVED EQUILIBRIUM 2/10

You can stand on one foot, rub your belly, and tap your head all at the same time.

BENEFIT: You can't be knocked prone, pulled, pushed, or slid unless you want to be.

OVERCHARGE: When you start your turn, you can roll a d20.

10+: When you move, you don't provoke opportunity attacks while this card is readied.

9 OR LESS: While this card is readied, if you move more than half your speed with a single action on your turn, you lose the normal benefit of this power during this turn and fall prone at the end of the movement.

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ALPHA BIO. POISON GAS EMISSION 3/10

The mutant who smelt it dealt it!

STANDARD ACTION CLOSE BURST 2

TARGET: Each creature in burst

ATTACK: Level + 3 vs. Fortitude

HIT: Roll a d6 for each hit:

1-2: The target takes a -2 penalty to attack rolls (save ends).

3: The target is immobilized (save ends).

4: The target is blinded (save ends).

5: The target takes 15 poison damage.

6: The target is dazed (save ends).

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

10+: Instead of rolling for each hit, you choose the result for each hit.

9 OR LESS: You also hit yourself with the attack.

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ALPHA DARK MIRROR BODY 4/10

Your body becomes covered with a mirror finish, so you can show your enemy just how ugly it is.

IMMEDIATE INTERRUPT RANGED 5

TRIGGER: An attack hits you

TARGET: One creature

ATTACK: Level + 3 vs. Reflex

HIT: The triggering attack also hits the target.

OVERCHARGE: When you hit with this power, you can roll a d20.

10+: You take one-half damage from the triggering attack.

9 OR LESS: Until the end of your next turn, whenever you attack, you automatically hit yourself, in addition to any targets you hit normally.

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ALPHA BIO. ELECTRICITY. ZONE RAIN CALLER 5/10

"Feel the power of RAIN!"

STANDARD ACTION CLOSE BURST 5

EFFECT: The burst creates a zone of rain that lasts until the end of your next turn. Any creature within the zone has concealment, and fire attacks deal one-half damage to targets within the zone. While the zone exists, you can spend a minor action at the start of your turn to make the zone persist until the end of your next turn.

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

10+: You call down a lightning bolt. Make an attack against one creature within the zone: Level + 3 vs. Fortitude; on a hit, 4d6 + twice your level electricity damage.

9 OR LESS: You take 20 electricity damage as a lightning bolt strikes you.

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OMEGA AREA 52 MK III SCOUT ARMOR 6/10

Lightweight but durable, this armor helps you cover a lot of ground quick.

ARMOR: Heavy

PROPERTY: You gain a +6 armor bonus to AC, a +1 armor bonus to Fortitude and Reflex, and a +1 armor bonus to speed.

POWER: Encounter

MOVE ACTION

PERSONAL

EFFECT: You make an Athletics check to jump with a +10 bonus. The distance jumped is not limited by your speed.

SALVAGE 4: A 4th-level character can salvage the scout armor. It becomes heavy armor: +6 armor bonus to AC; +1 armor bonus to Fortitude and Reflex; +1 armor bonus to speed.

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OMEGA ISHTAR DIMENSIONAL SHUNTSHIELD 7/10

Shunt kinetic, electromagnetic, and heat energies into other dimensions for fun and profit!

ARMOR: Light

PROPERTY: You gain a +4 armor bonus to AC, and a +1 armor bonus to Fortitude and Reflex.

POWER: Encounter

IMMEDIATE INTERRUPT

PERSONAL

TRIGGER: You take damage from an attack

EFFECT: Reduce the damage you take from the triggering attack by 10.

SALVAGE 6: A 6th-level character can salvage the shuntshield. It becomes light armor: +4 armor bonus to AC; +1 armor bonus to Fortitude and Reflex.

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OMEGA AREA 52 FLAME THROWER 8/10

When you trigger the nozzle, it sprays liquid fire that immolates your enemies.

WEAPON: Two-handed

POWER: At-Will ☹ Fire

STANDARD ACTION CLOSE BLAST 5

TARGET: Each creature in blast

ATTACK: Level + 6 vs. Reflex

HIT: 2d6 + Constitution modifier + your level fire damage, and ongoing 5 fire damage (save ends).

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OMEGA AREA 52 FLAREGUN 9/10

Step 1: Point. Step 2: Shoot. Got it?

WEAPON: One-handed

POWER: Consumable ☹ Zone

STANDARD ACTION AREA BURST 10 WITHIN 20

EFFECT: The burst creates a zone of bright light that lasts until the end of the encounter. In addition, the flaregun's other power is expended.

POWER: Consumable ☹ Fire

STANDARD ACTION RANGED 5

ATTACK: Level + 6 vs. Reflex

HIT: 1d6 + Dexterity modifier + twice your level fire damage, and the target is blinded (save ends). While the target is blinded, its space and each adjacent square is filled with bright light.

EFFECT: The flaregun's other power is expended.

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OMEGA  **AREA 52**  **MATTER BOMB PRIME**

Pushing the candy-apple-red button causes the device to begin flashing. You better start running. Now.

POWER: Consumable ☼ Fire, Radiation
STANDARD ACTION PERSONAL
EFFECT: You activate the matter bomb. You can place the bomb in your square or a square adjacent to you as a minor action. At the start of each of your turns, roll a d6. On a 6, the matter bomb detonates and you make the following attack centered on the bomb's square.
NO ACTION CLOSE BURST 5
TARGET: One creature
ATTACK: Level + 6 vs. Reflex
HIT: 6d6 + twice your level fire and radiation damage.
MISS: Half damage.

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