

Avoid Catastrophe
Boggle Racial Power

Encounter
Immediate Interrupt **Personal**
Trigger: You are targeted by a burst or blast power.
Effect: You may shift up to 6 squares away from the area of effect for the attack. You must end your shift when you no longer have line of sight to the attack's area.

You may avoid area attacks entirely with supernatural deftness.

Silk Spray
Entobian (Larvite) Racial Power

Encounter
Minor Action **Ranged 5**
Target: One Creature
Attack: Str Con Dex +2 vs Reflex
Hit: Target creature of up to Large size is slowed (save ends). [] vs. Reflex
Special: You may expend this power to create a 40ft length of silk rope a number of times per day equal to one half your level, minimum 1. This rope grants a +2 circumstance bonus to Climb checks made using it. The rope is destroyed after you take an extended rest. 40' Rope per Day

You make sticky silk to use as either a weapon or as a rope.

Boggle Bomb
Demolisher Attack 11

Encounter ♦ Fire, Thunder
Standard Action **Area** burst 3 within 10
Targets: Each enemy in burst.
Attack: Intelligence +4 vs. Reflex
At level 21: Intelligence +6 vs. Reflex
Hit: 2d6 + Intelligence modifier fire and thunder damage, and the target is knocked prone.

Int +_ vs. Reflex
Damage

You unleash a powerful explosion upon your foes.

Surge of Flight
Entobian (Coleophite) Racial Power

Encounter
Minor Action **Personal**
Effect: Gain fly speed 5 (Clumsy) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

You can fly for a short burst.

Bear the Boom
Demolisher Utility 12

Daily
Immediate Interrupt **Personal**
Trigger: You are targeted by a burst or blast power.
Effect: You gain resist 15 to all damage until the end of your next turn.

You know how to weather a terrible blast and its aftermath.

Surge of Flight
Entobian (Farfalite or Eulite) Racial Power

Encounter
Minor Action **Personal**
Effect: Gain fly speed 5 (Hover) until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

You can fly for a short burst.

Mangle Mail
Demolisher Attack 20

Daily ♦ Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 2[W] + Intelligence modifier damage. The target takes a -4 penalty to AC and gains vulnerable 5 all (save ends both).
Aftereffect: If the target is a construct, it takes a -4 penalty to AC and gains vulnerable 5 all until the end of its next turn.

Int vs. Fortitude
Damage

With a precision strike, you eradicate the defenses of a single opponent.

Surge of Flight
Entobian (Moscanite) Racial Power

Encounter
Minor Action **Personal**
Effect: Gain fly speed 5 until the end of your next turn. You may sustain this effect with a minor action. This effect automatically ends if you are bloodied.

You can fly for a short burst.

Hard Shell
Entobian (Coleophite) Racial Power

Encounter
Move Action **Personal**
Effect: Forfeit all actions until the beginning of your next turn. You gain resist 10 to all damage until the beginning of next of your next turn. Increase to resist 15 at level 21.

[]
resist damage

You expose only layers of tough chitin, thus taking less damage.

Enlighten
Lightseeker Attack 11

Encounter ♦ **Radiant**
Standard Action **Close burst 4**
Targets: Each enemy in burst
Attack: Charisma +4 vs. Reflex
At level 21: Charisma +6 vs. Reflex
Hit: 2d8 + Charisma modifier radiant damage. In addition, until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

[]
Cha +__ vs. Reflex

[]
Damage

You channel radiant energy to alight your foes.

Flutter
Entobian (Farfalite) Racial Power

Encounter ♦ **Illusion**
Move Action **Personal**
Effect: You shift one square and the next targeted attack against you has a 50% chance of missing, unless it is a critical hit (which hits normally). You can sustain this effect as a free action. The miss effect ends if you use another move action.

Your colorful wings can deceive as to where you actually are.

See the Unseen
Lightseeker Utility 12

Daily
Minor Action **Personal**
Effect: Until the end of the encounter, you gain darkvision and truesight 6 (you can see invisible creatures and objects within six squares and within your line of sight.)

Your eyes become keenly aware of everything.

Acid Spit
Entobian (Moscanite) Racial Power

Encounter ♦ **Acid**
Minor Action **Range 10 squares**
Attack: ☐Con ☐Dex + 4 vs. Reflex
Hit: 2d8 + ☐Con ☐Dex modifier acid damage. [] vs. Reflex
Increase to +6 and 3d8 + ☐Con ☐Dex modifier acid damage at 21st level.
Special: Choose either Dexterity or Constitution to use for the attack and damage rolls when using this power. This choice is permanent.

[]
Damage

You can spit a stream of acid at a single foe.

Appeal to the Heart
Lightseeker Attack 20

Daily ♦ **Charm**
Standard Action **Ranged 20**
Target: One enemy
Attack: Charisma+8 vs. Will
At level 21: Charisma+10 vs. Will
Hit: The target is stunned (save ends).
Miss: The target is dazed (save ends).
Aftereffect: (for hit only) The target is dazed until the end of your next turn.

[]
Cha+__ vs. Will

Your words strike confusion into the heart of an enemy.

Electric Burst
Entobian (Eulite) Racial Power

Encounter ♦ **Lightning**
Minor Action **Close burst 1**
Attack: ☐Str ☐Wis + 4 vs. Reflex
Target: Each creature in burst
Hit: 2d8 + ☐Str ☐Wis modifier acid damage. [] vs. Reflex
Increase to +6 and 3d8 + ☐Str ☐Wis modifier acid damage at 21st level.
Special: Choose either Strength or Wisdom to use for the attack and damage rolls when using this power. This choice is permanent.

[]
Damage

You generate a crackling bioelectric burst that harms those nearby.

Leap
Mogogol Racial Power

Encounter
Minor Action **Personal**
Effect: You may fly up to 6 squares and then land.

Your powerful legs have granted you incredible jumping distance.

Claws of the Meek
Mogogoldin Attack 11

Encounter ♦ **Invigorating, Weapon**
Standard Action **Melee weapon**

Targets: One or two creatures

Attack: Charisma vs. AC, two attacks

Hit: 1[W] + Charisma modifier damage per attack.

Weapon: If you're wielding a light blade or improvised weapon, the attacks deal extra damage equal to your Constitution modifier.

Cha vs. AC

Damage

Bonus Damage

You unleash a ferocious assault, doing more damage than expected.

Thorn Spray
Oakling Feat Power

Encounter
Free Action **Close burst 2**

Attack: ☐Str ☐Con ☐Dex vs. Reflex

Hit: 2d8 damage + 1 per level.

[] vs. Reflex

Damage

You can eject thorns in a painful burst.

Face the Fear
Mogogoldin Utility 12

Daily
Minor Action **Close burst 5**

Targets: You and all allies in burst.

Effect: Negate any fear effects affecting the target.

Your fearlessness inspires courage in nearby allies.

Strangling Root
Reverent of Spring Attack 11

Encounter
Standard Action **Ranged 5**

Target: One creature

Attack: ☐Str ☐Wis vs. Reflex

Level 21: ☐Str ☐Wis +2 vs. Reflex

Hit: 2d8 + ☐Str ☐Wis modifier damage, and the target is restrained until the end of your next turn.

Effect: You gain combat advantage for this attack unless the target has tremorsense.

[] vs. Reflex

Damage

You send a constrictive root sprawling after your foe.

Leap of Fury
Mogogoldin Attack 20

Daily ♦ **Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Constitution vs. Reflex

Effect: Before the attack, you fly up to 5 squares to a space adjacent to the target and gain combat advantage against it until the end of your turn.

Hit: 4[W] + Constitution modifier damage.

Miss: Half damage.

Con vs. Reflex

Damage

You unexpectedly launch yourself through the air at your opponent.

Tame the Mind
Reverent of Spring Utility 12

Daily
Free Action **Personal**

Trigger: You are affected by a charm or fear power that a save can end.

Effect: You automatically succeed your saving throw versus this power.

You can shake off charm and fear affects.

Sun Heal
Oakling Racial Power

Encounter
Standard Action **Personal**

Special: You must be in bright light to use this power.

Effect: You can spend a healing surge and gain an additional number of hit points equal to your level plus your Wisdom modifier.

HP Gained

You can channel bright light into vitalizing energy.

Blood Heal
Reverent of Spring Attack 20

Daily ♦ **Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: ☐Str ☐Wis vs. Fortitude

Hit: 3[W] + ☐Str ☐Wis modifier

Miss: Half damage

Effect: You can spend a healing surge and gain an additional number of hit points equal to half of your level plus your Wisdom modifier.

[] vs. Fortitude

Damage

HP Gained

You crush the blood from your foe, so that you may drink it and heal.

Alacrity of the Dead

Obitu Racial Power

Encounter
Free Action **Personal**
Effect: When making an opportunity attack, you gain a +2 bonus to the attack roll and deal an extra 1d6 damage. Increase to 2d6 damage at 11th level, and 3d6 damage at 21st level.

Damage

You can make vicious lunges at an unpredictable and unnatural speed.

Circle of Balance

Grim Reaper Attack 20

Daily ♦ **Radiant**
Standard Action **Close burst 5**
Targets: Each enemy in burst
Attack: Strength+4 vs. Fortitude
At level 21: Strength+6 vs. Fortitude
Hit: 4d8 + Strength modifier radiant damage.
Effect: Your allies in the burst regain 5 hit points, plus an additional 5 hit points for each undead hit by this attack.

Str + vs. Fort

Damage

You expel a powerful radiant burst; harming enemies, and healing allies.

Deathbane Touch

Obitu Feat Power

Encounter
Standard Action **Melee touch**
Target: One undead creature
Attack: ☐ Str ☐ Con ☐ Dex +4 vs. Fortitude
Hit: Target takes ongoing 10 damage (save ends).
Effect: Whenever the target takes 10 damage as a result of this attack, you gain 5 hit points. Increase hit-points gained to 10 at 21st level. If this attack kills a target, it rises as fledgling obitu in three rounds.

[]+4 vs. Fort.

HP Gained

Your touch drains the life from undead foes.

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Key to Symbols

| Related Race: | Range: |
|---------------|----------|
| Haggla | Personal |
| Entobian | Melee |
| Mogogol | Ranged |
| Oakling | Close |
| Obitu | Area |

Bring new life to your game!

Deathbane Strike

Grim Reaper Attack 11

Encounter ♦ **Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and ongoing 10 damage (save ends). If this attack kills an undead target, it rises as a fledgling obitu in three rounds.

Str vs. AC

Damage

You make a death-infused strike laden with obitu virus.

Death's Visage

Grim Reaper Utility 12

Daily ♦ **Fear**
Minor Action **Close burst 5**
Targets: Each humanoid enemy in burst that can see you.
Effect: You throw back your hood, and the targets take a -2 penalty to attack rolls against you until the end of the encounter. If you're trained in Intimidate, you additionally gain combat advantage against the targets until the end of your next turn.

You suddenly reveal that death has entered the battlefield.

Flames of Judgement
Pharaoh Attack 11

Encounter ♦ Radiant
Standard Action Ranged 20

Target: One enemy
Attack: Strength +6 vs. Reflex
At level 21: Strength +8 vs. Reflex.
Hit: 3d6 + Strength modifier radiant damage, and until the end of the encounter, each subsequent time you hit the target with an attack, it takes additional radiant damage equal to your Strength modifier.

Str +__ vs. Reflex

Damage

You blast an enemy with beam of holy fire which flares up when you hit him.

Pummel the Earth
Caveman Attack 11

Encounter ♦ Weapon
Standard Action Close burst 3

Targets: Each enemy in burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you either knock the target prone or push it 2 squares.
Weapon: If you are wielding an improvised weapon or a mace, the number of squares you can push the target equals 1 + your Con or Wis modifier (whichever is higher).

Strength vs. AC

Damage

You savagely beat the ground causing waves of destruction.

Crook and Flail
Pharaoh Attack 12

Encounter ♦ Teleportation
Move Action Close burst 10

Target: One ally and one enemy in burst
Attack: (enemy only) Strength + 4 vs. Fortitude
Level 21: Strength + 6 vs. Fortitude
Hit: Target enemy is teleported up to 3 squares.
Effect: Target ally is teleported to a space adjacent to you.

Str +__ vs. Fort.

You bring an ally close and put an enemy in harm's way.

Beast Within
Caveman Utility 12

Daily ♦ Stance
Minor Action Personal

Effect: Until the stance ends, you gain a +2 bonus to damage rolls and gain resist 5 to all damage.

You unleash your inner animal.

Divine Decree
Pharaoh Attack 20

Daily ♦ Charm, Radiant
Standard Action Close burst 5

Target: Each enemy in burst
Attack: Strength +4 vs. Will
At level 21: Strength +6 vs. Will
Hit: The target chooses either to be dazed and immobilized until the end of your next turn, or to take ongoing 20 radiant damage (save ends).
Miss: The target chooses either to be slowed until the end of your next turn, or to take ongoing 10 radiant damage (save ends).

Str +__ vs. Will

You command obedience or torment, opponent's choice.

Savage Whomping
Caveman Attack 20

Daily ♦ Weapon
Standard Action Melee Weapon

Target: One enemy
Attack: Strength vs. AC
Hit: 4[W] + Str modifier damage, and you push enemies adjacent to the target 1 square and knock them prone.
Weapon: If you're wielding an improvised weapon or a mace the attack deals extra damage equal to your Con or Wis modifier
Miss: Half damage, and you push enemies adjacent to the target 1 square.

Strength vs. AC

Damage

You wallop your foe into his allies, bowling them over.

Mahra's Preservation
Mahra Channel Divinity Feat Power

Encounter ♦ Divine
Immediate Interrupt Personal

Trigger: You suffer an effect that has the Charm, Fear, or Polymorph descriptors that a save can end.
Effect: You make a saving throw against the effect with a bonus equal to your wisdom or constitution modifier (whichever is higher).

Bonus to Save

Mahra's will allows you to shake off any effect that would alter you.

Breath of Steam
Relluk Racial Power

Encounter ♦ Fire, Zone
Move Action Close burst 1

Effect: Hot steam fills a close burst 1 until the end of your next turn. This zone of steam provides concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 1d4 fire damage. Increase to 2d4 damage at 11th level, and 3d4 damage at 21st level.

Damage

Steam pours from your mouth, scalding enemies & obscuring vision.

Primeval Strike
Archeovitus Attack 11

Encounter ♦ **Weapon**

Standard Action **Melee** weapon

Special: This power can be used as an opportunity attack.

Target: One creature

[] vs. Reflex

Attack: Constitution, Wisdom, or Intelligence vs. Reflex

Hit: 3[W] + Constitution, Wisdom, or Intelligence modifier damage.

[]
Damage

You channel ancient wisdom and knowledge into one deadly strike.

Twin Attack
Battletwin Attack 11

Encounter ♦ **Reliable, Weapon**

Standard Action **Melee** weapon

Special: Your twin loses his next standard action.

Targets: One or two creatures

Strength vs. AC

Attack: Strength vs. AC, two attacks

Hit: 2[W] + Strength and Intelligence modifier damage per attack.

[]
Damage

You borrow your twin's action to make a ferocious assault.

Eyes of the Ancients
Archeovitus Utility 12

Daily

Minor Action **Personal**

Effect: Until the end of the encounter, you gain the ability to perceive invisible creatures and objects as if they were visible. In addition, while this power is active, creatures and objects in total concealment you may regard as lightly concealed and normally concealed creatures are not treated as concealed.

Your eyes can see through veils both magical and mundane.

Watch My Back
Battletwin Utility 12

Daily ♦ **Stance**

Minor Action **Personal**

Effect: Until the stance ends, you cannot be flanked for the rest of this encounter.

You use your twin's perception to gain all-around sight.

Mists of Time
Archeovitus Attack 20

Daily ♦ **Necrotic, Radiant, Zone**

Standard Action **Close** burst 2

Effect: A thick gray mist fills a close burst 2 until the end of your next turn. This zone of mist provides total concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 4d8 necrotic and radiant damage.

[]
Damage

Mists pour from your mouth, scalding enemies & obscuring vision.

One Heart
Battletwin Attack 20

Daily ♦ **Weapon**

Immediate Reaction **Melee** weapon

Trigger: An adjacent enemy bloodies your twin with a melee attack.

Target: The triggering enemy

Strength vs. AC

Attack: Strength vs. AC

Hit: 3[W] + Strength or Intelligence modifier damage and the target is knocked prone.

Miss: Half damage, and not knocked prone.

Effect: Your twin gains a +2 bonus to hit the triggering enemy on his next turn.

[]
Damage

You smite an opponent who has hurt your twin.

Crystal Gore
Relluk Racial Power

Encounter ♦ **Fire**

Standard Action **Melee** 1

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

Target: One creature.

Str +__ vs. Reflex

Attack: Str + 2 vs. Reflex. Increase to +4 at 11th level, +6 at 21st level.

Hit: 1d8 + Con modifier fire damage. Increase 2d8 + Con modifier fire damage at 11th level and 3d8 + Con modifier fire damage at 21st level.

[]
Damage

You charge an enemy and gore it with your crystal head.

Retract into Shell
Zif Racial Power

Encounter



Standard Action **Personal**

Effect: You gain resist 8 to all damage. While using this effect, you are considered blinded, immobilized and cannot take any actions, except to sustain (standard action) or end this effect (free action). Increase to resist 13 at 11th level, and 18 at 21st level.

Special: You cannot activate this power if you are immobilized, being grabbed, or taking on-going damage.

[]
Resist Damage

You can pull your body into your shell to avoid most damage.

Mind Cracker

Flayer Slayer Attack 11



Encounter ♦ Psychic
Standard Action Close burst 3
Targets: Each enemy in burst
Attack: Int +4 or Wis +4 versus Will.
At level 21: Increase to Int +6 or Wis +6 versus Will.

___+___ vs. Will

Hit: 2d6 + Int modifier or Wis modifier psychic damage, and the target is dazed until the end of your next turn. The target cannot use a power that has the psychic keyword until the end of your next turn.

Damage

You deal psychic damage and debilitate those who do the same.

Gaze of Elders

Flayer Slayer Attack 20



Daily ♦ Psychic
Standard Action Ranged 10
Targets: One enemy
Attack: Int +4 or Wis +4 vs. Fortitude
At level 21: Int +4 or Wis +6 vs. Fortitude.

___+___ vs. Fort

Hit: 4d10 + Int modifier or Wis modifier psychic damage, and the target is dazed (save ends). If the target is an aberrant creature, it is instead stunned (save ends).
Miss: Half damage and no daze or stun effect.

Damage

Your eyes project mental scorn that sears the mind of an enemy.






See the Darkness

Flayer Slayer Utility 12










Daily
Minor Action Personal
Effect: Until the end of the encounter, you gain darkvision and tremorsense 10.

You become keenly aware of your surroundings.

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Key to Symbols

| Related Race | Range |
|--|--|
|  Anumus |  Personal |
|  Mahrog |  Melee |
|  Rolluk |  Ranged |
|  Teddol |  Close |
|  Zif |  Area |

Bring new life to your game!



Bloodbond
Deathseeker Attack 11

Encounter ♦ Necrotic, Radiant
Standard Action Ranged 5
Targets: One creature
Attack: Dexterity +4 or Wisdom +4 vs. Reflex
Reflex
At level 21: Increase to Dexterity +6 or Wisdom +6 vs. Reflex
Hit: 2d6 + Dexterity modifier or Wisdom modifier necrotic and radiant damage. Until the end of your next turn, when you take damage, the target takes half that amount of necrotic and radiant damage.

[] vs. Reflex

Damage

You spit entropic blood which flares up whenever you are injured.

Golden Strike
Golden Muse Attack 11

Encounter ♦ Radiant, Reliable, Weapon
Standard Action Melee weapon
Targets: One Creature
Attack: Charisma or Intelligence vs. AC
Hit: 2[W] + Charisma modifier or Intelligence modifier radiant damage.
Each ally within 2 squares of the target gains a bonus to his or her next attack roll against that target equal to 1 + your Charisma modifier.

[] vs. AC

Damage

Your weapon sends shards of inspiration to your allies on a successful strike.

Fountain of Doom
Deathseeker Utility 12

Daily ♦ Stance
Immediate Reaction Personal
Trigger: An enemy bloodies you with a melee attack.
Effect: Your *entropic blood* racial power has an area of close burst 1 until the stance ends.

Your corrupting blood sprays in all directions.

Touch of Gold
Golden Muse Utility 12

Daily
Standard Action Melee touch
Target: One adjacent ally
Effect: The target can regain the use of one daily power with the radiant or divine keyword.

Your touch can replenish an ally's divine power.

Reckless Spite
Deathseeker Attack 20

Daily ♦ Weapon
Standard Action Melee weapon
Target: One creature
Attack: Dexterity or Wisdom vs. AC
Hit: 7[W] + Dexterity modifier or Wisdom modifier damage.
Effect: After the attack, the target may make a basic melee attack against you as a free action.

[] vs. AC

Damage

You put yourself in harm's way to make a devastating attack.

Let it Shine
Golden Muse Attack 20

Daily ♦ Radiant
Minor Action Personal
Effect: You shine with brilliant light until the end of the encounter, illuminating the area like a bonfire. While this power is active and you are able to take actions, any enemy that starts its turn adjacent to you is dazed until the end of your next turn and takes radiant damage equal to your Charisma modifier plus your Intelligence modifier.

Damage

You glow with brilliant radiant light.

Touch of the Muse
Muse Racial Power

Encounter
Standard Action Melee touch
Target: One adjacent ally
Effect: The target can regain the use of a racial encounter power or their second wind.

Your touch can replenish an ally's power.

Bribe Fate
Numistian Racial Power

Encounter
Free Action Personal
Effect: When you fail a saving throw, you may lose half your level in hit points to reroll that saving throw.

With a small sacrifice, you may acquire a new chance to avoid a bad fate.

Preservative Damage
Entrepreneur Attack 11

Encounter ♦ Cold, Poison, or Thunder
Standard Action Close burst 3
Targets: Each enemy in burst
Attack: Cha +4 or Wis +4 vs. Reflex
At level 21: Increase to Cha +6 or Wis +6 vs. Reflex
Effect: All physical damage on target is healed, yet no hit points are gained or restored.
Hit: Choose the cold, poison, or thunder damage type. Enemies in burst take 2d8 + Cha modifier or Wis modifier damage of the chosen type.
Miss: Half damage.

[] vs. Reflex

Damage

You release a wave of damaging energy that leaves no visible wounds.

Amorphous Body
Slime Lord Utility 12

Encounter
Move Action Personal
Effect: You shift your speed, including through squares occupied by enemies. For the rest of the encounter, you gain a +5 bonus to checks to escape a grab.

You become amorphous and can move like ooze.

Ask and Receive
Entrepreneur Attack 12

Daily ♦ Charm
Standard Action Range 10
Target: One creature
Attack: Charisma +4 or Wisdom +4 vs. Will
At level 21: Increase to Charisma +6 or Wisdom +6 vs. Will
Hit: The target is dominated until the beginning of your next turn.

[] vs. Will

Your words afflict a target, making it impossible for it to disobey.

Summon Purple Ooze
Slime Lord Attack 20

Daily ♦ Summoning
Minor Action Ranged 20
Effect: You summon a Large purple ooze in an unoccupied 2-square-by-2-square space within range. The purple ooze has reach 2 and a speed of 4. It has a bonus to AC equal to your Con modifier or Str modifier. You can give the purple ooze the following commands.

Standard Action: Close blast 3; Con +4 vs. Fortitude (At level 21: Increase to Con +6 vs. Fortitude); 2d8 + Con modifier acid damage, and the target is grabbed.
Sustain Standard: The purple ooze sustains the grab, and the target takes 2d8 acid damage and loses a healing surge. A target that has no healing surges instead takes damage equal to its level.
Opportunity Attack: Melee reach 2; targets one creature; Str +4 vs. AC (At level 21: Increase to Str +6 vs. AC); 2d8 + Str modifier damage, and ongoing 10 acid damage (save ends). The purple ooze can make this opportunity attack against a creature that attacks you.
Move Action: The purple ooze shifts 4 squares.

You summon a terrible purple ooze to attack your foes.

Frozen Assets
Entrepreneur Attack 20

Daily ♦ Cold, Gaze
Standard Action Ranged 20
Target: One creature
Attack: Charisma +4 or Wisdom +4 vs. Reflex
At level 21: Increase to Charisma +6 or Wisdom +6 vs. Reflex.
Effect: Target takes ongoing cold damage equal to your Charisma modifier or Wisdom modifier (save ends).
Hit: 4d10 + Charisma modifier or Wisdom modifier cold damage and the target is immobilized (save ends).

[] vs. Reflex

Damage

Your stare freezes an enemy in his tracks, literally.

Slime Shot
Slime Lord Attack 11

Encounter ♦ Acid, Cold, Fire, or Lightning
Standard Action Ranged 5
Targets: One creature
Attack: Constitution +4 or Strength +4 vs. Reflex
At level 21: Increase to Constitution +6 or Strength +6 vs. Reflex
Hit: The target is slowed and takes ongoing 10 damage (save ends both). This damage is of the same type as your elemental oozing racial feature.

[] vs. Reflex

You squirt elemental ooze at a foe, slowing him down.

⚙️

Forceful Strike

Warrior Philosopher Attack 11
⬅️

Encounter ♦ Invigorating, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a superior weapon.

Target: One creature

Attack: Constitution or Intelligence vs. Fortitude

Hit: 2[W] + Constitution modifier or Intelligence modifier damage, and you push the target a number of squares equal to your Intelligence modifier.

[] vs. Fort

Damage

Use a superior weapon to drive foes away.

⚙️

Awaken Experience

Warrior Philosopher Attack 20
⬆️

Daily ♦ **Reliable, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Constitution or Intelligence vs. AC

Hit: 3[W] + Constitution modifier or Intelligence modifier damage, and you gain an action point. The action point disappears if it's not used by the end of the encounter. You can use this action point regardless of whether or not you have spent one during this encounter.

[] vs. AC

Damage

With an expert hit, you awaken more potential within yourself.

⚙️

Impossible Odds

Warrior Philosopher Utility 12
⬤

Daily
Free Action **Personal**

Trigger: You roll a natural 1 to hit.

Effect: The roll is considered to be a natural 20.

You can turn a catastrophic miss into a spectacular hit.

⚙️

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Key to Symbols
⚙️

| Released Race | Races |
|---------------|------------|
| ⚙️ Kval | ⬤ Personal |
| ⚙️ Muse | ⬆️ Melee |
| ⚙️ Numistian | ⚡ Ranged |
| ⚙️ Squole | ⬅️ Close |
| ⚙️ Kat | ⚙️ Area |

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