

Great Forge RPG System

Beta 0.75.1 Public Release

Where You Are The Hero!

Welcome to Paragon City. Hundreds of super-powered heroes battle here against aliens, cultists, paramilitary terrorists, and common street gangs in an effort to keep the streets safe. Every day, threats against the city, the world, and even the universe rise and fall to the might of superheroes. Supergroups such as the Freedom Phalanx and the Vindicators cooperate against threats from the mages of the Circle of Thorns, the endless ranks of the Fifth Column, and the otherworldly armies of the Rikti.

But this isn't their story. It's yours.

Chapter One: Welcome to Paragon City

The City of Tomorrow

Located on the coastline of Rhode Island, Paragon City is a shining example of progress, human ingenuity, and the American dream. Every day, new scientific and magical discoveries are made within the city limits.

Unfortunately, Paragon City is not without its troubles. In 2002, the world was invaded by the alien force known as the Rikti, and it was the City of Tomorrow that felt the worst of the invasion. Entire sections of the city were destroyed in the war, and the city had to be cordoned off by massive War Walls to protect its citizens.

The aftershocks of the Rikti War are still felt today. Much of the city's original hero population was wiped out by the alien menace, and the police force doesn't have the manpower to stop the criminal gangs that have risen from the ashes.

That's where you come in.

So You Want to be a Hero

Becoming a hero in Paragon City isn't difficult. Thanks to the Citizen Crime Fighting Act of 1937, masked heroes are legally empowered to bring villains to justice. It just requires registration with the Federal Bureau for Super-power Affairs. The hero license doesn't require divulging of your secret identity - only your hero name and your powers.

Registration brings with it a great deal of benefits. Registered heroes are linked into the Mediport system, which teleports them to a hospital before they sustain lethal injuries. They also have the use of the Ziggursky Prison teleportation system, allowing them to send apprehended criminals straight into the confines of the Zig.

Super Friends

Some heroes choose to form registered supergroups, getting licenses that allow them to deputize their members. The Freedom Phalanx is the most well-known, consisting of some of the Rikti War's greatest veterans. Those with more arcane sensibilities join the Midnight Squad, studying the mysteries of the cosmos and battling magical groups like the Circle of Thorns.

Are you part of a supergroup, teaming up to save your city? Or are you more the lone wolf, relying on only your own skills?

The Forces of Evil

Paragon City is home to more than just heroes. On the streets of Atlas Park, thugs in the Hellions and Skulls fight an endless turf war. Independence Port is constantly squeezed by the greedy hands of the Frost Family and the Tsoo. Every street corner is a soapbox for the fascist propaganda of the Fifth Column. The machinations of Nemesis hide in every shadow.

From simple muggings to global threats, you'll find that being a hero in Paragon City isn't easy. It's going to take all of your skill to stop megalomaniacs and supervillains. But, if you keep your wits about you, City Hall could decree that the next statue in Atlas Park is yours.

Chapter Two: Playing the Game

Combat Rolls

Most offensive powers (powers that you use to damage or incapacitate an enemy) require an Accuracy Roll. An Accuracy Roll is simply a d100 (2 d10s) roll, in which the attacker attempts to roll below a certain number, represented on a power's listing as its Accuracy Rating. The majority of powers' Accuracy Rating is based on whether it is a melee or a ranged power.

Example: Cold Glory attacks a Fifth Column soldier with his Frozen Fists, which has an Accuracy of 75. He rolls an 82, which is higher than his Accuracy, and so he misses. On his next turn, he tries again with an Ice Sword, which also has an Accuracy of 75, and rolls a 47 - lower than his Accuracy. A success! Cold Glory hits, and the fascist reels at the biting cold of his attack.

Hit Points and Endurance

Every player has a certain number of **Hit Points** and **Endurance**. Hit Points are a measure of a character's resilience and ability to weather villains' attacks. When a character's Hit Points reach zero, he is defeated, and is whisked away by the city's medical teleporters to have their wounds treated. A defeated character no longer participates in the current combat.

In addition, when a character is reduced to 50% of his total hit points, he is considered to be **Staggered**. When he is reduced to 25% of his total hit points, he is considered to be **Reeling**. The GM should inform the players when any given enemy is Staggered or Reeling.

Endurance is the energy that a hero uses to fuel their powers. Every hero, no matter the source of their powers, uses Endurance, be it their reservoir of magical energy, the power reserves of their advanced technology, or the amount of ammunition they have remaining. Every power costs a certain amount of Endurance, and if a hero does not have enough Endurance to activate a power, he cannot use it. The amount of Endurance a hero has available is dependant on his Level, as is the amount he regains at the beginning of each Round.

Hero Level	Max End	End Per Round
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1-4	10	3
5-8	13	3
9-12	16	4
13-16	19	4
17-20	22	4

NPCs do not have Endurance. They can always use any power they possess as long as it is not recharging.

Rounds and Initiative

Combat in the GreatForge system is comprised of Rounds. At the beginning of a combat, each player and NPC rolls for Initiative by rolling a D10. If any ties are rolled, the characters in conflict roll again to decide the tie; this continues until initiative order is established.

Example: Unblinking Watchman and Annie Axrial are fighting two Lost Scroungers. Annie Axrial rolls an 8, Unblinking Watchman rolls a 6, Scrounger A rolls a 6, and Scrounger B rolls a 3. Unblinking Watchman and Scrounger A must then roll again to decide who goes first. The Watchman rolls a 4, the Scrounger, another 6. Thus, the turn order is:

Annie Axrial (8)

Scrounger A (6.6)

Unblinking Watchman (6.4)

Scrounger B (3)

Once the last player in Initiative takes their turn, a new round begins, and the turn order starts from the beginning again. Many powers have durations; 1 is subtracted from the duration at the end of the user's turn.

Range and Movement

GreatForge RPG uses an abstract system to determine the movement of characters and their distance from one another. Any given hero, NPC, or object is always either Close, Mid-Range, or Far from every other hero, NPC, or object. The GM determines who is at what range from anyone else at any given time.

Close range is anything within arm's reach. If you only have to take one or two steps to reach

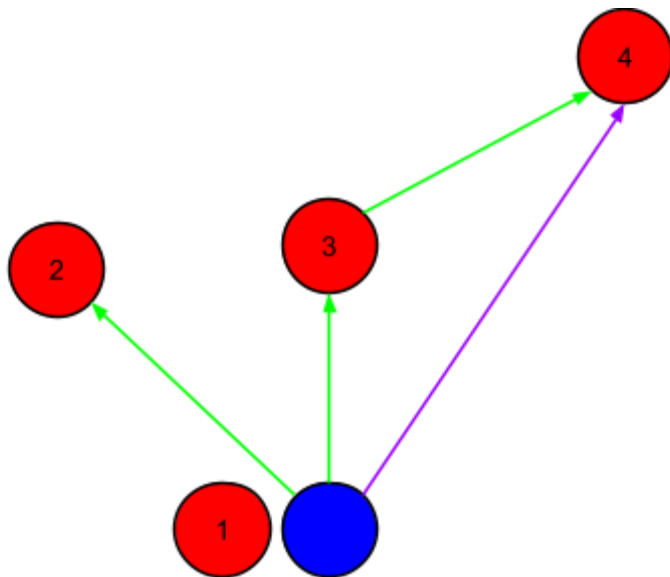
someone, that someone is in Close range. Melee attacks, like swords and punches, are Close range, and generally, a group of people all in melee combat with one another are all in Close range with each other.

Medium range is far enough away that you can't actually come to grips with someone. It is considered the optimal range at which to use a projectile attack like an energy blast or firing a gun. A Mid-Range power can attack an enemy in Close or one Range away from the user without difficulty, but beyond the first range increment, it takes a penalty to Accuracy. Most ranged attacks, like guns and energy blasts, are Mid-Range.

Far range is anything beyond Mid-Range. Mid-Range attacks can attempt to strike at Far range with a -10 penalty to Accuracy for each additional range, while Snipe attacks are one of the few types which can strike reach Far Range without suffering a penalty.

Moving from one range to another costs a single Half Action, and can be done more than once in a turn.

Example:



In this picture, the blue hero is in Close range with red enemy 1. He is at Medium range with enemies 2 and 3. He is at Far range to enemy 4. Enemy 3 is at Medium range to enemy 4. To reach either enemy 2 or enemy 3, the blue hero would have to spend one Half Action to move to them. To reach enemy 4, it would take two Half Actions.

Actions

When a player wishes to use a power, move, or interact with the environment, he needs to use

an Action. In a turn, each player can perform a single Full Action or two Half Actions, as well as however many Free Actions the GM allows in one turn.

Example: The Gentleman Phoenix uses his Conflagration to incinerate his nearby opponents. This power is a Full Action, and thus takes up his entire turn. On his next turn, he moves one Range to engage another assailant (using one Half Action) and then attacks with his Scorch power (using a second Half Action). To add some additional panache to his attack, he activates his Blazing Aura. Blazing Aura is a Free Action, so he can use it even though he has already spent the equivalent of a Full Action.

Additionally, as another Free Action, Gentleman Phoenix taunts his opponents about their unchivalrous ways. The GM allows this, as it only takes a moment. The GM would not, on the other hand, allow him to recite several pages from his novel manuscript as a Free Action.

Every power has to 'recharge' before it can be used - a power's recharge time is equivalent to whatever Action it requires. A Half Action power takes a Half Action to recharge, which means that it cannot be used twice in the same turn. A Full Action power cannot be used two turns in a row. A Free Action power simply cannot be used more than once in a turn.

If a player wishes to take an action that is not explicitly laid out in the rules, like disarming a bomb or deciphering a mystical inscription, it is up to the GM to decide what kind of Action will be required.

Boosting

Some powers can be Boosted. When a player Boosts a power, they spend additional Endurance in order to supercharge one of their powers beyond the norm, allowing it to hit more targets, deal more damage, or even add entirely new secondary effects! Boosting a power also usually increases the amount of time it takes to activate it, turning Half Action powers into Full Action ones.

Mitigation Math

At first glance, the math required to calculate damage and mitigation looks daunting, especially if math isn't your strong suit. In order to facilitate the more art-brain, we've adopted a very loose, quick system for working out the numbers.

Most of the math is simple addition and subtraction. If you have 100 Hit Points, and an attack does 25 damage, you are left with 75 Hit Points. Nothing too difficult.

The real complication comes in Resistance, which allows you to ignore a percentage of an attack's damage. To keep things simple, follow this methodology:

- 1.) Divide the attack's damage by 10. This is easy - just move the decimal one place to the left. So 25 becomes 2.5.
- 2.) Round up or down, depending on the first number after the decimal. If it's 0 through 4, round down; if 5 through 9, round up. So that 2.5 is now 3.
- 3.) Multiply that number by the tens place of your Resistance. So, if you have 30% Resistance, you multiply that 3 by 3 to get 9.

That final number, 9 in our example, is how much damage you resist. So, with 30% Resistance against that 25 damage attack, you take only 16 damage.

Mitigation

To protect themselves from enemy attacks, characters use defensive attributes, such as **Resistance** and **Defense**. Resistance is a percentage reduction of any damage that the character takes. Once you have subtracted the character's Resistance from the damage of an attack, round down.

Example: Brawling with a Hellion thug, the strapping Jack MacGregor is hit with a sledgehammer, dealing 14 damage. As a sturdy Tanker, Jack has 40% resistance to Smashing Damage thanks to his Dark Embrace power, so he reduces the damage by 4. Thus, Jack only takes 10 damage, and thus the hammer blow does little more than force him to straighten his bowler hat.

Defense makes the character harder to hit; essentially, it reduces the attacker's Accuracy for the purposes of attacking the target.

Example: Defeating the first 5th Columnist, Cold Glory is then confronted with a second foe, who levels an assault rifle at him and opens fire! Fortunately, Cold Glory is protected by his Frozen Armor, which provides him 30 Defense against Lethal Damage. The villain, who would normally need to roll a 65 or lower to hit, now has to roll lower than 35. The rifleman's Accuracy roll of 40 would be sufficient to hit most heroes, but Cold Glory's icy powers cause the bullets to ricochet off and miss!

Mez

"Mez" effects, also called control effects, are power effects that somehow incapacitate a target or prevent it from harming the user. The following are the mez effects that can be found in the game:

Hold: A Held target is totally restrained. It cannot act in any way.

Immobilize: An Immobilized target is rooted to the spot in some way. It can use powers, but cannot take Move Actions.

Stun: A Stunned target has been knocked silly, and while it can stumble about, it cannot focus enough to take offensive or defensive action. It can take Move Actions, but cannot use powers.

Sleep: A sleeping target has been subdued in some subtle way. The effects are potent, but easily disrupted. The target cannot act in any way, but will immediately awaken if damaged, moved, or healed.

Knockdown: A target that is Knocked Down is thrown to the ground. It cannot act until it uses a Half Action to get to its feet.

Knockback: A power that causes Knockback sends the target flying. It pushes the target one Range away from the user of the power. This need not be directly backwards, but it is up to the GM whether an enemy can be pushed in a given direction. Once it lands, the target is Knocked Down.

Knock Away: Knock Away sends the target hurtling through the air. It functions as Knockback, but pushes the target two Ranges.

Confuse: A Confused target is befuddled, his actions uncoordinated and unable to tell friend from foe. Each turn he is Confused, a d100 must be rolled at the start of his turn. On a roll of 1-33, he does nothing. On a roll of 34-66, he attacks himself. On a roll of 67-100, he attacks one of his allies. It is up to the GM what powers the Confused entity uses in case of the latter two results.

Debilitate: A Debilitated target has been afflicted with some crippling effect, that may overwhelm it completely. It has a certain chance to be unable to act, based on the power being used. At the beginning of its turn, a Debilitated character must roll a d100. If the result is higher than their Debilitate chance, the target cannot act. There are two kinds of Debilitate: Half and Full. Half Debilitate, if not resisted, removes one of the target's Half Actions on that turn. Full Debilitate removes the target's action entirely (essentially, it is Held). Debilitate will always be displayed as Debilitate(x,y), where x is the strength of the Debilitate and y is whether it is a Half or Full Debilitate.

Example: Cold Glory uses his Winter's Frost power on a Circle of Thorns mage, inflicting Debilitate 30 on him. When the mage's turn begins, the GM rolls a d100, getting a 17. Despite his voluminous robes, the mage shivers violently at the freezing temperatures imposed by Cold Glory's attack, and he fails to muster the strength to act in his turn. If the GM had rolled a 31 or higher, the mage would have fought off the cold and been able to strike back at Cold Glory.

Fear functions the same way as Debilitate, but is a separate effect for the purposes of resisting

it.

Fatigue: When a power that causes Fatigue is used on a target, the target gains a certain amount of Fatigue. If the target's Fatigue reaches a total of 100 at any time, it is immediately mezzed and cannot act (essentially, it is Held) until the target's Fatigue drops below 100. Fatigue will always be displayed as Fatigue(x,y), where x is the strength of the Fatigue and y is the duration of the Fatigue.

Example: Ashley Raincloud summons powerful bolts of lightning to defend herself from a Tsoo Ink Man. In her turn, she strikes with her Charged Bolts power, which inflicts Fatigue 30 on the gangster, and then uses a Lightning Bolt, which inflicts Fatigue 50 on top of the damage she deals. Both of these effects last for three turns. On her next turn, after weathering the Ink Man's retaliation, Ashley strikes with another Charged Bolts attack, which inflicts a further 30 Fatigue, putting the Ink Man at 100. The villain is overcome by the electrical charges overloading his nervous system, and slumps to the ground, twitching. The first two powers Ashley used now have two rounds remaining on their duration, so two rounds from now, they will wear off. The Ink Man will still be affected by the last Charged Bolts, which will still have one turn remaining at this time, but the 30 Fatigue left over will not be enough to keep him subdued, so he will recover in two turns.

Repel moves a target away from the source of the repel. Unlike Knockback, it does not also Knockdown the target; however, it is not resisted by Knockback protection.

Taunt prevents a target from attacking anything other than that which taunted it on its next turn.

Provoke is a weaker version of Taunt; if the affected target attacks a target other than the one which Provoked it, it suffers a 14 Accuracy debuff.

Magnitude

Magnitude, or **Mag**, is a measure of how powerful the effects of a mez are. The standard application of a power's mag is to determine what kind of enemy it may effect. To mez a Minion, only a mag of 1 is required. To mez a Lieutenant, a mag of 2 is needed, and to affect a Captain, a mag of 3 is generally needed. Powerful unique enemies higher than the rank of Captain may demand even more magnitude to restrain them. This target number is the character's mez protection. Most ordinary mezzes have a magnitude of 2.

Mez effects of the same type stack with each other. If more than one is applied to the same target, the magnitudes are added to one another.

Example: Psykera attempts to use her Dominate power to stop a rampaging Freakshow Tank. Dominate applies a magnitude 2 Hold for two turns. The Tank is a Captain, so her mental attack fails to hold him in check. Fortunately for Psykera, her teammates keep the Tank sufficiently

distracted, and on her next turn she uses a second Dominate, applying an additional 2 magnitude of Hold. There is still one round remaining on the first Dominate's duration, so, adding the two together, for a single round the Tank will be affected by a mag 4 Hold. This exceeds his mez protection of 3, and so the Tank will be Held for a single round. On Psykera's next turn, the first Dominate will wear off, once again leaving only Hold 2 on the Tank, and he will be able to act again. But even one round in which a Tank Freak is not trying to tear your head off is something to be thankful for!

The above rules for magnitude and mez protection apply to Hold, Stun, Sleep, Immobilize, and Confuse effects. Other types of mez have differing rules.

Debilitate and Fear have no real magnitude; if a character fails his roll to resist the effect, he loses his action, no matter what. However, a character can have Debilitate or Fear Protection, which directly subtracts from the power of the effect. A power that inflicts 30 Debilitate, when used on a target that has 25 Debilitate Protection, will only have a 5% chance to Debilitate (meaning that the target will only be mezzed if he rolls 5 or lower).

Fatigue also has no magnitude; if the Fatigue applied to the target reaches 100, the target is disabled. Instead, Fatigue Resistance 'absorbs' a certain amount of Fatigue, effectively raising the amount required to disable a character above 100.

Taunt and Provoke are automatic effects which do not have a magnitude, but it is possible for an enemy to have protection from these effects.

Bufs and Debufs

The Great Forge system has a wide variety of effects that help or hinder their targets. Bufs, positive effects, and debufs, negative effects, appear all throughout the game.

All buf s and debufs tick down at the end of the user's turn.

+Accuracy and -Accuracy: These increase or decrease the Accuracy of all of the target's powers while in effect.

+Damage and -Damage: These increase or decrease the damage of all powers the target uses while in effect.

+Defense and -Defense: These increase or decrease the Defense of the target while in effect.

+Defense will always tell which Defense types it improves, while -Defense applies to all of the target's Defense types. The target's Defense can be debuffed below zero, which makes all attacks against the target easier to hit; -3 Defense works like applying +3 Accuracy to any attack made against that target.

+Resistance and -Resistance: These increase or decrease the Resistance of the target while in effect. +Resistance will always tell which Resistance types it improves, while -Resistance applies to all of the target's Resistance types. The target's Resistance can be debuffed below zero, which makes all attacks against the target do more damage. -10% Resistance makes all incoming attacks do 10% more damage.

Ignite: All powers that inflict Ignite are Fire powers. While Ignite is on a target, the next Fire damage made against the target explodes the debuff, doing 10% more damage. This destroys the debuff.

Absorption: Absorption is a temporary shield that blocks a certain amount of damage. Functionally, it works like a heal that can extend beyond a character's maximum Hit Points.

Damage Types

Smashing powers are usually blunt attacks, like punches. They hit foes with crushing force.

Lethal powers are either slashing or piercing blows. Blades and bullets are Lethal attacks.

Fire powers burn their foes with overwhelming heat. Most Fire attacks inflict Ignite.

Cold powers chill their targets, freezing them solid. Cold attacks often inflict Debilitate, leaving their foes utterly helpless.

Energy powers include radiation, lightning, and cosmic force. Zapping or blasting foes with strange energy can cripple them completely.

Negative powers strike their enemies with horrible darkness. They are terrifying, leaving their victims cowering in fear or unable to see clearly.

Psionic powers are displays of incredible mental prowess. Mind control or mental blasts count as Psionic attacks.

Toxic powers are corrosive acid attacks. They eat through their foes, bypassing most normal defenses.

Attack Types/Keywords

Powers in the Great Forge system are incredibly varied; in order to keep track of them all, they've been assigned keywords that describe what they are and what they do.

Melee powers can only be used in Close range. They include attacks like punches or kicks, as well as swinging a weapon like a sword.

Mid-range powers can be used at Medium range. Throwing a fireball, firing a gun, or blasting someone with eye beams are all Mid-range powers. **Mid-range** powers can be used beyond Medium range; this reduces the accuracy of the power by 7 for every range extended. For example, trying to shoot a bolt of lightning with 65 accuracy at Far range drops the accuracy to 58.

Snipe powers are attacks specialized at hitting distant targets for massive damage. They do not lose accuracy when attacking at Far range, but they require concentration and thus cannot be used if an enemy is in Close range.

Targeted Area of Effect powers, or AoEs, hit multiple targets in one attack. A frag grenade or a ball of radiation count as AoEs. Targeted AoEs can usually hit up to 5 targets, as long as all of those targets are in Close range to each other.

Full Encounter powers are AoEs with an extraordinary range. They can hit anything on the entire field, regardless of positioning.

Point Blank Area of Effect powers, or PBAoEs, are AoEs focused around the user. A spinning kick would be a PBAoE. PBAoE attacks can usually hit up to 5 targets as long as all of those targets are in Close range of the user.

Cones are special types of AoEs, designed to spread out to hit targets in both Close and Medium range. Cones can always hit 3 targets, with Close range targets taking priority over Medium range ones. If the attack hits targets in Close range, any spread out to Medium range loses 7 accuracy.

Example 1: Sergeant Ward is faced with three Family goons. Two of them are up in his face at Close range, while one is hanging back with his pistol. Ward pulls out his riot shotgun and fires. The blast has an accuracy of 65. Against the two mooks in Close range, he has to roll a 65 or below to hit. The blast loses strength as it spreads out, so against the Button Man at Medium range, he has to roll a 58 or below.

Example 2: Sergeant Ward is once again facing the Family. This time, there are two Button Men in Close range and two at Medium range. Because cones prefer Close range targets, he can only hit the two in his face and one target of the Medium range.

Piercing attacks are similar to Cones, but they always hit two targets, one in Close range and one at Medium range.

Split attacks can hit two targets, regardless of their range or positioning. Split attacks could be a ball of ice that shatters in mid-flight, bouncing out to hit two different targets. The accuracy does not change based on the target's range.

Focused attacks start at Close range, but they can be pushed out to Medium range at a -7 Accuracy penalty. Most Focused attacks are single-target, but some PBAoE attacks are Focused as well. They follow the same rules: standard accuracy if they want to hit Close range attacks, -7 accuracy to hit Medium range targets.

Nukes are incredibly devastating powers. They deliver tremendous punishment, but they take a toll on their user. Nukes do not follow normal recharge rules; instead, they take a full three turns before they can be used again.

Splash powers affect one target and then explode outward. Splashes hit all targets in Close range of the initial target, but they do not hit the initial target.

Patch powers are placed abilities that affect an area, generally a single Range, for a certain number of turns. An ice slick or a freezing rainstorm count as patches. Any enemies that are in the patch at the start of their turn are affected by the patch's effects. **Patches** tick their duration down at the start of the round, not at the start of the user's turn.

Blindside powers are incredibly fast attacks that can be used even if it is not the user's turn. They always cost a Half Action from the user's next turn, unless the user chose not to use a Half Action on their previous turn.

Execute powers are carefully aimed to do crippling damage to injured foes. If the target is Staggered, the Execute does 10% more damage. If the target is Reeling, the Execute does 30% more damage.

Channeled powers require constant focus to maintain. They can be used over multiple turns without recharged, as the power hasn't ended yet. Keeping a powerful beam of energy blasting a foe would be a Channeled power. All Channeled powers have a maximum duration, but they can canceled before that if the user so chooses.

Self powers are powers that only affect the user. These represent the character drawing on some kind of inner strength to temporarily enhance their abilities. They do not require an accuracy check.

Toggle powers are special types of Self powers. They are powers that the character can keep up with only minimal effort. Toggle powers are considered to always be active unless the user is **Held, Stunned, Slept, or Fatigued**. If so, all toggle powers are turned off, and the user must spend a half action in order to turn all of their toggles back on.

Auto powers are special types of Toggle powers. They are powers that the character can keep up without any effort at all. Auto powers are always in effect, even when the user is mezzed. They do not need to be activated.

Cages create a barrier of some sort that encloses an area large enough for two characters. Characters inside a Cage cannot leave Close range with one another until the Cage dissipates.

Walls create a barrier at a certain point on the battlefield that divides two Ranges, as determined by the user and the GM. Any enemy that crosses between these two Ranges is subject to the effects of the Wall.

Pets are semi-sentient helpers that a hero can call to his aid. Pets always act immediately after the summoner, using their own actions. All pets have a set number of actions they can perform before they lose strength and dissipate. Pets are able to act on the same turn that they are summoned.

Inspirations

Inspirations are a representation of a hero's gumption. They provide temporary boosts to the user's capabilities, letting dig deep inside themselves to find sudden strength.

The team as a whole is able to store eight Inspirations at once. Using an Inspiration is a Free Action, which must be done at the start of the user's turn.

Inspirations can be gained in several different ways. Defeating a Lieutenant gives a 50% chance to earn an Inspiration, while defeating a Captain always earns one. Additionally, the GM can reward players for clever play or lucky rolls at his discretion.

When the team earns an Inspiration, they roll a D10. The resulting roll gives them the choice between two Inspirations.

A 1 or 2 earns:

Enrage: +15 Damage for 1 turn or +1 Duration to the next debuff or mez

Insight: +7 Accuracy for 1 turn

A 3 or 4 earns:

Luck: +7 Defense(All) for 1 turn

Sturdy: +10% Resistance(All) for 1 turn

A 5 or 6 earns:

Respite: 20% of the user's maximum health is healed

Catch a Breath: 3 Endurance to the user

A 7 or 8 earns:

Break Free: The user is immediately freed of all mezzes. This can be used while under the

effects of a mez.

Awaken: The user is revived with 30% health and 5 Endurance

A 9 or 10 earns:

Wild Card: The team can decide which of the other eight Inspirations they want.

Chapter Three: Character Creation

Before you can begin your adventure in Paragon City, you need a hero! Creating a character in the GreatForge RPG is very easy. To create a new hero, you need to:

1. Choose an Archetype.
2. Choose a primary Powerset and a secondary Powerset.
3. Choose your starting two Powers.
4. Assign your starting Skill Points.
5. Choose your Demeanors.

Provided you know what kind of hero you want to play, this should only take you a few minutes, then you're ready to play!

Archetypes

A hero's Archetype determines their primary role in a battle. It is the most important decision you will make in terms of how your character will function in gameplay. Your Archetype determines what powersets you can choose from and how quickly you gain powers from those sets.

Tanker

Hit Points: 160

Primary Powersets: Defensive

Secondary Powersets: Melee

The Tanker is an irresistible force combined with an immovable object. This Archetype possesses innate durability, strong melee attacks, and powerful disabling abilities. Their primary purpose is to protect their allies from harm, by attracting enemy attention and disrupting their actions.

Scraper

Hit Points: 125

Primary Powersets: Melee

Secondary Powersets: Defensive

Scrappers are deadly and agile fighters, adept at quickly navigating through a brawl and dishing out massive punishment in hand to hand combat. A Scraper can take a punch, and resist mez

effects fairly well, but can't shrug off damage like a Tanker.

Blaster

Hit Points: 125

Primary Powersets: Ranged Attack

Secondary Powersets: Manipulation

The Blaster is an offensive powerhouse. They are most comfortable at range, but they are capable of inflicting serious damage in most any situation. Blasters are also armed with an arsenal of close-range disabling effects and other dirty tricks, to help defend themselves and their teammates.

Defender

Hit Points: 115

Primary Powersets: Support

Secondary Powersets: Ranged Attack

If it prevents the heroes from taking damage, it's the Defender's domain. They are powerful buffers and debuffers - the exact means depend on the Defender in question. Many Defenders have strong healing capabilities. Defenders are also passable ranged combatants, though more often than not these powers are just a means to deliver even more debuffs and stifling effects to the enemy.

Controller

Hit Points: 105

Primary Powersets: Control

Secondary Powersets: Support

The Controller is at the same time the weakest and yet the most powerful of the archetypes. They have few offensive attacks and possess the fewest hit points. But the Controller has access to a range of powers that no one else has: the Control power sets. Armed with these powers, a Controller can affect the behavior of villains — from freezing them in place to routing them away.

Powersets

Powersets are a grouping of abilities that describe what your hero can do. Cold Glory has Ice Armor, covering himself with frost to deflect incoming blows. The Key Monk is a master of

Martial Arts; his kicks can smash through a Sky Skiff with ease. Super-Ego uses Psychic Blasts to subdue the criminals of Paragon City.

Every hero has two powersets, which define how they battle crime. The powers in the hero's primary unlock earlier and are the key method in which they fulfill their team role. Secondary powersets aid in that role indirectly, by providing other abilities that supplement the primary set.

Blaster Primary Sets

Archery - Master of the bow and arrow, you can hit any target with ease. Archery attacks tend to pin their targets to the ground.

Assault Rifle - You are armed with a rifle equipped to deliver a multitude of payloads. Explosives, napalm, and an underbarrel grenade launcher all protrude from your custom-built gun.

Dual Pistols - You carry a pair of pistols, which you wield with grace and panache. Your pistols can be loaded with a variety of ammo types, changing the effects of your shots.

Electrical Blast - You zap your foes with bolts of lightning. Electrical attacks cause Fatigue, overloading their targets' senses.

Energy Blast - The power of the cosmos flows through you. The force of your blast flings enemies off their feet.

Fire Blast - Thousand-degree heat flies from your fingertips. Fire blasts cause Ignite, setting targets up for a powerful combo attack.

Ice Blast - Your frozen blasts bombard your foes, inflicting Debilitate to lock them in place.

Psychic Blast - Channelling your prodigious psyche, you can crush your enemies' minds with mental attacks. Psychic Blast attacks often Stun their targets.

Radiation Blast - Protons, neutrons, and electrons are your weapons of choice. Your beams of radiation can cut through enemy defenses.

Sonic Attack - You hit your foes with waves of sound. Sonic blasts shatter their target's armor.

Blaster Secondary Sets

Devices - A vast array of gadgets and tools are at your disposal. Devices is not the most damaging set, but its tricks can leave enemies utterly helpless.

Electricity Manipulation - You can control electrical currents, letting you jolt targets senseless.

Energy Manipulation - Your control over energy lets you throw empowered punches or boost your own abilities.

Fire Manipulation - Flames dance at your whim. Fire Manipulation lets you strike many foes at once.

Ice Manipulation - You can freeze anything with a snap of your fingers. Ice Manipulation Blasters are masters of lockdown.

Mental Manipulation - Your mental powers explode out from you, crushing lesser minds. Mental Manipulation has a strong balance between offense and defense.

Tanker Primary Sets

Dark Armor - You shield yourself in otherworldly darkness, blocking attacks. Dark Armor is not as immediately hardy as other sets, but its tricks make it more than capable of facing any onslaught.

Electric Armor - By wrapping yourself in lightning, you can weather any storm. Electric Armor is nearly immune to Fatigue and possess several potent offensive tools.

Fiery Aura - Flames burn away any incoming attacks, keeping you safe. Fiery Aura fully embraces the idea that the best defense is a good offense.

Ice Armor - A sheet of ice covers your body, deflecting assaults. Being covered in frost protects you from Debilitate, and Ice Armor provides a great deal of extra Absorption.

Invulnerability - Your skin is strong enough that bullets just bounce off. While it possess little in the way of offensive, an Invulnerable Tanker is hard to take down.

Shield Defense - You carry a mighty shield on your arm, allowing you to block all kinds of attacks. Shield Defense also provides extra protection to your allies as well.

Stone Armor - The very earth engulfs you, shielding you from harm. Stone Armor can be the hardest set, if you're willing to sacrifice some offense to do it.

Willpower - Rather than impervious skin or elemental defenses, you stand up to punishment through nerves of steel. Willpower Tankers impress both friends and foes with their determination.

Tanker Secondary Sets

Battle Axe - With a heavy axe or other bladed weapon, you hack your way through the criminals of Paragon City. Battle Axe attacks often knock their targets off their feet.

Dark Melee - Pure darkness empowers your punches, blinding your foes. Dark Melee possesses many crippling effects.

Electrical Melee - Your attacks crackle with electricity. Electrical Melee attacks tend to hit lots of targets, jumping from foe to foe.

Fiery Melee - You can ignite your attacks with the heat of a sun. Fiery Melee attacks Ignite their targets, weakening them for a further strike.

Ice Melee - With the chill of the tundra you subdue your foes. Ice Melee Tankers are very capable of controlling their foes with potent Debilitates and Knockdowns.

Stone Melee - You smash your enemies with the power of the earth. Giant mallets of rock and stone spikes let you bash your foes into submission.

Super Strength - Your brute force is unmatched. Devastating punches aren't the only

thing you throw; you can pick someone up and toss them wherever you please.

War Mace - You wield a mace, hammer, or some other blunt object to deliver savage beatings. The force of your attacks leaves your enemies dazed.

Defender Primary Sets

Cold Domination - Your mastery of arctic temperatures makes you a formidable force. With a combination of buffs and debuffs, Cold Domination is a versatile set.

Dark Miasma - You control the forces of darkness in protecting your team. Dark Miasma's ability to drop enemy accuracy is unmatched.

Empathy - Your sensitive ways let you soothe your friends' wounds and inspire them to new heights.

Force Field - You can create bubbles of energy around your teammates, blocking incoming blows. These fields can also seal enemies away or even catch projectiles.

Kinetics - Your mastery of the laws of physics lets you draw force away from your foes and give it to your team.

Radiation Emission - Through precise use of subatomic particles, you can cripple your enemies and strengthen your allies.

Sonic Resonance - Your sound waves encompass your team in protective barriers. They can also shatter your enemies' defenses.

Storm Summoning - You control the weather. Hurricanes, tornadoes, and thunderstorms jump at your call.

Thermal Radiation - You manipulate flames to accelerate your allies healing and overheat your enemies.

Defender Secondary Sets

Archery - Master of the bow and arrow, you can hit any target with ease. Archery attacks tend to pin their targets to the ground.

Assault Rifle - You are armed with a rifle equipped to deliver a multitude of payloads. Explosives, napalm, and an underbarrel grenade launcher all protrude from your custom-built gun.

Dark Blast - Pure darkness flows from your fingertips. This darkness can blind your targets and even explode outward.

Dual Pistols - You carry a pair of pistols, which you wield with grace and panache. Your pistols can be loaded with a variety of ammo types, changing the effects of your shots.

Electrical Blast - You zap your foes with bolts of lightning. Electrical attacks cause Fatigue, overloading their targets' senses.

Energy Blast - The power of the cosmos flows through you. The force of your blast flings enemies off their feet.

Fire Blast - Thousand-degree heat flies from your fingertips. Fire blasts cause Ignite,

setting targets up for a powerful combo attack.

Ice Blast - Your frozen blasts bombard your foes, inflicting Debilitate to lock them in place.

Psychic Blast - Channelling your prodigious psyche, you can crush your enemies' minds with mental attacks. Psychic Blast attacks often Stun their targets.

Radiation Blast - Protons, neutrons, and electrons are your weapons of choice. Your beams of radiation can cut through enemy defenses.

Sonic Attack - You hit your foes with waves of sound. Sonic blasts shatter their target's armor.

Scrapper Primary Sets

Broadsword - You swing a mighty sword, capable of cleaving opponents in half. Broadsword attacks inflict grievous wounds, which linger on to the next turn.

Claws - With claws of metal, nail, or bone, you slash into your foes. Claws Scrappers are fast and gain a bonus to their Initiative.

Dark Melee - Pure darkness empowers your punches, blinding your foes. Dark Melee possesses many crippling effects.

Electrical Melee - Your attacks crackle with electricity. Electrical Melee attacks tend to hit lots of targets, jumping from foe to foe.

Fiery Melee - You can ignite your attacks with the heat of a sun. Fiery Melee attacks Ignite their targets, weakening them for a further strike.

Katana - You wield a balanced katana with grace. Your attacks slice through enemy defense.

Martial Arts - You need no weapon other than your hands and feet. Martial Arts offers many different effects for subduing foes.

Spines - Sharp spines protrude from your skin, letting you pierce your enemies. Your spines contain a neurotoxin that slows their targets.

Scrapper Secondary Sets

Dark Armor - You shield yourself in otherworldly darkness, blocking attacks. Dark Armor is not as immediately hardy as other sets, but its tricks make it more than capable of facing any onslaught.

Electric Armor - By wrapping yourself in lightning, you can weather any storm. Electric Armor is nearly immune to Fatigue and possess several potent offensive tools.

Fiery Aura - Flames burn away any incoming attacks, keeping you safe. Fiery Aura fully embraces the idea that the best defense is a good offense.

Invulnerability - Your skin is strong enough that bullets just bounce off. While it possess little in the way of offensive, an Invulnerable Scrapper is hard to take down.

Regeneration - Rather than dodging or blocking attacks, you simply take them and heal

them off. Regeneration Scrappers fear burst attacks, but they win any war of attrition.

Shield Defense - You carry a mighty shield on your arm, allowing you to block all kinds of attacks. Shield Defense also provides extra protection to your allies as well.

Super Reflexes - Your speed is the stuff of legends, letting you simply avoid any attack. That speed also provides you considerable offensive benefits.

Willpower - Rather than impervious skin or elemental defenses, you stand up to punishment through nerves of steel. Willpower Scrappers impress both friends and foes with their determination.

Controller Primary Sets

Earth Control - You seal your foes in stone, using the ground as your greatest weapon. Earthquakes, quicksand, and stalagmites are just some of your tools.

Mind Control - With your incredible brain, you can shut down your enemies' thoughts. Their simple psyches are yours to command.

Fire Control - Rings of flame, choking cinders, and explosions are the perfect way for you to lock down your foes.

Gravity Control - The forces of physics are at your beck and call. Lifting and slamming criminals ensures that they won't be fighting back anytime soon.

Ice Control - Encasing enemies in blocks of ice and freezing them with chilly winds are just a few of the skills you bring to bear.

Plant Control - You direct the fury of nature at your foes, tangling them in vines and calling upon toxic mushrooms to incapacitate them.

Controller Secondary Sets

Cold Domination - Your mastery of arctic temperatures makes you a formidable force. With a combination of buffs and debuffs, Cold Domination is a versatile set.

Empathy - Your sensitive ways let you soothe your friends' wounds and inspire them to new heights.

Force Field - You can create bubbles of energy around your teammates, blocking incoming blows. These fields can also seal enemies away or even catch projectiles.

Kinetics - Your mastery of the laws of physics lets you draw force away from your foes and give it to your team.

Radiation Emission - Through precise use of subatomic particles, you can cripple your enemies and strengthen your allies.

Sonic Resonance - Your sound waves encompass your team in protective barriers. They can also shatter your enemies' defenses.

Storm Summoning - You control the weather. Hurricanes, tornadoes, and thunderstorms jump at your call.

Thermal Radiation - You manipulate flames to accelerate your allies healing and

overheat your enemies.

Skills

Once you've picked out your powers, it's time to round out your character. Heroes do more than just blast criminals; sometimes stopping a villain's plot requires hacking a computer, understanding a spell, or recognizing a priceless painting. These skills can also be used in the middle of combat - maybe you can turn a Superadine lab into a makeshift bomb.

At character creation, you have 15 Skill Points to distribute. Any Skill can have up to five points in it.

Science: You are a scientific dynamo. You understand the laws of motion, probability, and energy, whether this corresponds to performing a scientific investigation - or the trajectory of an incoming projectile.

Occultism: You are a master magician, a practitioner of the dark arts, or just read too much of Tobin's Spirit Guide. Things beyond the veil are not a mystery to you.

Mechanics: You are an engineering genius. You have a strong grasp of all things mechanical, allowing you to better create devices, pick locks, and recognize odd contraptions.

Perception: You are a one-man CSI team. You notice every last detail and can easily find things your enemies try to hide.

Computers: You are a computer whiz. You know a great deal about computers and their workings, making you more adept at retrieving information and dealing with all things digital.

Nature: You are in tune with the natural world. You may have a true bond with nature, or you may have just spent time honing your survival skills.

Medicine: You are a medical professional. You can judge the severity of an injury and treat it competently, and you also know a great deal about the human body.

Navigation: You have an acute sense of direction. Whether you know an area intimately or not, you are generally capable of finding your way.

Culture: You are a learned scholar, or perhaps just up to date on all the latest gossip. Whether its fine art and classical music, or fashion tips and celebrities, you know what's what.

All characters also have a separate skill:

Heroism: You've become adept at using your powers in clever ways.

Points cannot be point into Heroism. Instead, every character starts with one point in Heroism and gains an additional one every four levels, capping out at five points.

Skill Checks

Using a hero's skills is very easy. The player declares that they want to make a skill check using a particular skill. They then roll as many dice as they have points in that skill - 3 points means 3 rolls.

The GM then compares those rolls to the difficulty of the check. This could be written out in the campaign, or the GM might have to decide on the difficulty right then and there. Based on how well the player rolls, better or worse things may happen. If the player wants to hack the Crey mainframe and rolls a 7, a 9, and a 10 on his Computers skill, the GM might decide that such a great roll deserves extra information. In addition to the file he wanted, the hero also finds a program to turn off the base's security systems.

Heroism checks are unique skill checks that don't fall under any of the other skills. Usually, this involves the players trying to use their powers in creative ways. If the Super Strength Tanker wants to lift a car over his head, he might have to roll a 3 or better. If the Fire Blaster wants to lift the car by lighting a fire in the engine and blowing it into the air, it would be more difficult - a 6.

Skill Specializations

The nine skills listed are very broad - they can cover a wide variety of knowledges and talents. Some heroes prefer to focus on one aspect of a skill, making themselves experts in that one field.

Skill specializations represent a hero being better at one aspect of a skill. These are invented by the players rather than chosen from a list. They should represent the specific knowledge of that player's hero.

For example, Cold Glory knows quite a bit about Science, but his real proficiency is in cold fusion. Thus he would take the specialization Science: Cold Fusion.

Specializations act as an extra skill point in checks related to that particular area. If Cold Glory was examining a cold fusion reactor, he would use his specialization to get an extra roll. If he was looking over a biological diagram, however, his specialization wouldn't apply.

Demeanors

Beating up villains and investigating criminal hideouts are only part of being a superhero. Every hero has to talk to people - either their contacts giving them clues about their mission or the villains they just apprehended.

When a hero wants to talk to someone, they can choose a Demeanor for that conversation. Demeanors fall among three axes:

Honorable vs. Deceptive
Empathetic vs. Frightening
Logical vs. Absurd

Talking to an NPC is a two step process. First, the player declares what Demeanor they

want to use and roll a D10. Then, they roleplay out the conversation, doing their best to convey the Demeanor they are picking.

The GM takes the die roll and applies bonuses or penalties based on the player's performance. This is then compared to the NPC's Demeanor stats, and the GM declares the conversation either a success or a failure.

Levelling Up

As your hero continues fighting crime and protecting Paragon City, he will become better at using his powers. A heroine who just put on her mask will eventually become the epitome of truth and justice.

At the end of every mission, the team will earn Experience (XP), which starts them on the path to greatness. How much XP they earn is up to the GM, but in general one mission should provide between 2 and 4 XP. At the end of a full campaign, the team might get an entire level's worth as a bonus. Once they achieve enough XP, they will gain a level, earning new powers or skills. The amount of XP required to level changes every four levels:

1-4: 5 XP per level

5-8: 10 XP per level

9-12: 15 XP per level

13-16: 20 XP per level

17-20: 25 XP per level

What a hero unlocks depends on what level they reach:

Level 1: One Primary (Tier 1 or Tier 2), One Secondary(Tier 1), Tier 1 Travel Power

Level 2: One Power

Level 3: One Skill Point

Level 4: One Power (Unlocks Primary 3, Secondary 2)

Level 5: One Power (Unlocks Primary 4, Secondary 3)

Level 6: One Power (Unlocks Primary 5, Secondary 4)

Level 7: One Skill Point

Level 8: One Power (Unlocks Secondary 5)

Level 9: One Power (Unlocks Travel Power 2)

Level 10: One Power

Level 11: One Skill Point, One Specialization

Level 12: One Power

Level 13: One Power

Level 14: One Power (Unlocks Primary 6)

Level 15: One Skill Point

Level 16: One Power (Unlocks Primary 7, Secondary 6)

Level 17: One Power (Unlocks Secondary 7)

Level 18: One Skill Point

Level 19: One Power

20: COMING SOON

Blaster Primaries

Archery

Snap Shot (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 35 Lethal Damage

Secondary Effects: 15% chance of Immobilize 2 for 2 turns

Targets: 1 -> 5

Endurance Cost: 2 -> 5

Action: Half -> Full

You snap off a quick shot, letting the arrow fly as it may.

"I could hit an Oscillator in midair with my eyes closed!" - The Unblinking Watchman

Aimed Shot (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 53 Lethal Damage

Secondary Effects: 25% chance of Immobilize 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

You draw back on your bow, taking careful aim at the target.

Marker Arrow (P3, L4)

Level: 4

Type: Mid-Range

Accuracy: 65

Damage: 18 Fire Damage

Secondary Effects: -14 Defense for 1 turn

Targets: 1

Endurance Cost: 4

Action: Half

You fire a flare-tipped arrow, marking an enemy and ensuring even the blindest of heroes can take aim at them.

"Attack the weak point for massive damage!" - The Unblinking Watchman

Sniper Shot (P4, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 106 Lethal Damage

Secondary Effects: 40% chance of Immobilize 2 for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You draw firmly back on your bow, nearly all the way out. You're going to make this one really count.

Teleport Arrow (P5, L6)

Level: 6

Type: Split

Accuracy: 65

Damage: 58 Lethal Damage

Secondary Effects: N/A

Targets: 2

Endurance Cost: 5

Action: Full

Through clever use of the Mediport system, you teleport an arrow right at the moment of impact, letting you hit two targets.

"Arrow in two places at same time? That not fair!" - Trollkin Bruiser.

Stunning Shot (P6, L14)

Level: 14

Type: Mid-range

Accuracy: 65

Damage: 35 Smashing Damage

Secondary Effects: Stun 2 for 1 turn

Targets: 1

Endurance Cost: 5

Action: Full

You fire a blunt-tipped arrow, slamming a target with incapacitating force.

Rain of Arrows (P7, L16)

Level: 16

Type: Targeted AoE, Nuke

Accuracy: 65

Damage: 115 Lethal Damage

Secondary Effects: 50% chance of Immobilize 2 for 3 turns

Targets: 5

Endurance Cost: 10

Action: Full

You notch a handful of arrows and pull back on your bow harder than you ever have before, spraying arrows into the sky and letting them plummet back down.

"What goes up, must come down. Basic physics." - The Unblinking Watchman

Assault Rifle

Burst (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 35 Lethal Damage

Secondary Effects: -7 Defense for 1 turn

Targets: 1 -> 5

Endurance Cost: 2 -> 5

Action: Half -> Full

You squeeze off a few quick shots, peppering the target with bullets.

Slug (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 53 Lethal Damage

Secondary Effects: 15% chance of Knockdown

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

You fire a heavy lead slug. Your weapon can also be loaded with buckshot, allowing it to hit multiple targets.

Scope (P3, L4)

Level: 4

Type: Self

Secondary Effects: +7 Accuracy and Execute on the next attack

Endurance Cost: 4

Action: Free

You take aim through the scope on your rifle, making your shot extra accurate and sure to put down the target but good.

Sniper Round (P4, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 106 Lethal Damage

Secondary Effects: 40% chance of Knockdown

Targets: 1

Endurance Cost: 6

Action: Full

You carefully line up a shot with a high-caliber bullet, cleanly picking off a target.

"Steady your arms. Hold your breath. And hope the wind doesn't pick up." - Sergeant Wembley

Napalm (P5, L6)

Level: 6

Type: Patch

Accuracy: 90

Damage: 69 Fire Damage

Duration: 3 turns

Targets: 3

Endurance Cost: 7

Action: Half

You flood an area with napalm and ignite it, ensuring that any who pass through are torched.

"AAAGH! WHO EVER HEARD OF A FLAMETHROWER BUILT INTO A RIFLE?!" - Wing Raider

Full Auto (P6, L14)

Level: 14

Type: Channeled Cone

Accuracy: 65

Damage: 46 Lethal Damage

Secondary Effects: N/A
Targets: 3
Endurance Cost: 3 per turn
Action: Full

You pull the trigger and never let go, firing wild streams of bullets at your foes.
"There is no overkill. There is only 'open fire' and 'I need to reload.'" - PPD Sergeant Ward

RPG Barrage (P7, L16)

Level: 16
Type: Targeted AoE, Nuke
Accuracy: 65
Damage: 115 Lethal Damage
Secondary Effects: 50% chance of Knockback
Targets: 5
Endurance Cost: 10
Action: Full

You load up your trump card - a rifle-mounted RPG - and let it loose.

Dual Pistols

Pistols (P1, L1)

Level: 1
Type: Mid-Range -> Targeted AoE
Accuracy: 65
Damage: 35 Lethal/Fire/Cold/Toxic Damage
Secondary Effects: -3 Defense for 1 turn if Lethal Ammo; Ignite for 1 turn if Incendiary Ammo; 10 Debilitate for 1 turn if Cryo Ammo; -10% Damage for 1 turn if Chemical Ammo
Targets: 1 -> 5
Endurance Cost: 2 -> 5
Action: Half -> Full

You pop off a single shot from one of your pistols.

Dual Wield (P2, L1)

Level: 1
Type: Mid-Range -> Cone
Accuracy: 65

Damage: 53 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: -3 Defense for 1 turn if Lethal Ammo; Ignite for 1 turn if Incendiary Ammo; 10 Debilitate for 1 turn if Cryo Ammo; -10% Damage for 1 turn if Chemical Ammo

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You whip out both of your pistols and squeeze off two shots at once.

"Two bloody great handfuls!" - Sophia Heraldson

Swap Ammo (P3, L4)

Level: 4

Type: Self

Damage: N/A

Secondary Effects: Swaps the Ammo Type to Lethal, Incendiary, Cryo, or Chemical Ammo

Endurance Cost: 0

Action: Half

You quickly reload your pistols with a new type of ammunition, changing the damage type and secondary effects of your attacks.

Quick Draw (P4, L5)

Level: 5

Type: Blindside, Mid-Range

Accuracy: 65

Damage: 35 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: N/A

Targets: 1

Endurance Cost: 4

Action: Half

With trained reflexes, you draw your gun faster than lightning and fire from the hip.

"You think you can take me? Just go ahead on. It's your move." - Jack Damuro

Trick Shot (P5, L6)

Level: 6

Type: Split

Accuracy: 65

Damage: 58 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: N/A

Targets: 2
Endurance Cost: 5
Action: Full

Through reckless application of ricochet, you hit two targets in one shot.

Executioner Shot (P6, L14)

Level: 14
Type: Melee
Accuracy: 75
Damage: 59 Lethal/Fire/Cold/Toxic Damage
Secondary Effects: -7 Defense for 1 turn if Lethal Ammo; Ignite for 2 turns if Incendiary Ammo; 15 Debilitate for 1 turn if Cryo Ammo; -20% Damage for 1 turn if Chemical Ammo; Execute
Targets: 1
Endurance Cost: 5
Action: Full

You level one of your pistols squarely at an enemy and pull the trigger.

Hail of Bullets (P7, L16)

Level: 16
Type: Focused PBAoE, Nuke
Accuracy: 75
Damage: 100 Lethal/Fire/Cold/Toxic Damage
Secondary Effects: Knockdown if Lethal Ammo; Ignite for 2 turns if Incendiary Ammo; 15 Debilitate for 1 turn if Cryo Ammo; -20% Damage for 1 turn if Chemical Ammo
Targets: 5
Endurance Cost: 10
Action: Full

You perform a danse macabre, firing bullets off in every direction there is until there are no more bullets to fire or no more targets to hit.

Electricity Blast

Charged Bolts (P1, L1)

Level: 1
Type: Mid-Range -> Targeted AoE
Accuracy: 65
Damage: 35 Energy Damage

Secondary Effects: 20 Fatigue for 3 turns

Targets: 1 -> 5

Endurance Cost: 2 -> 5

Action: Half -> Full

You zap an enemy with static bolts from your fingers.

Lightning Bolt (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 53 Energy Damage

Secondary Effects: 40 Fatigue for 3 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

The air crackles as you shock a target with lightning.

Tesla Cage (P3, L4)

Level: 4

Type: Mid-Range

Accuracy: 65

Damage: 35 Energy Damage

Secondary Effects: 100 Fatigue for 1 turn

Targets: 1

Endurance Cost: 5

Action: Full

You enclose the target in a web of electricity, overwhelming them with volts.

"Like a taser, but more stylish." - Ashley Raincloud

Zapp (P4, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 106 Energy Damage

Secondary Effects: 50 Fatigue for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You charge up a massive lightning strike and let it rip.

Strike Twice (P5, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 35 Energy Damage

Secondary Effects: If this attack hits, the user's next Electric attack automatically hits.

Targets: 1

Endurance Cost: 5

Action: Half

You sizzle a foe, leaving them charged with ions and ready for a second strike.

"Urban myth." - The Enquirer

Voltaic Sentinel (P6, L14)

Level: 14

Type: Pet, Mid-Range

Accuracy: Auto

Duration: 2 full actions

Endurance Cost: 4

Pet Abilities:

Lightning Field: PBAoE, half, 65 Acc, 16 Energy Damage

Voltaic Conduit: self, full, Any of the summoner's Electricity Blast powers can be used from the

Voltaic Sentinel's position instead of the summoner's position.

Action: Half

You summon a semi-sentient orb of ball lightning to aid you.

Thunderous Blast (P7, L16)

Level: 16

Type: Targeted AoE, Nuke

Accuracy: 65

Damage: 100 Energy Damage

Secondary Effects: 45 Fatigue for 3 turns

Targets: 5

Endurance Cost: 10

Action: Full

You draw up all of your power into one massive discharge, the air roaring with thunder as you release the destructive burst.

Energy Blast

Power Bolt (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 35 Energy Damage

Secondary Effects: 15% chance of Knockdown

Targets: 1 -> 5

Endurance Cost: 2 -> 5

Action: Half -> Full

You fire a quick burst of energy at a target.

Power Blast (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 53 Energy Damage

Secondary Effects: 25% chance of Knockback

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

You put your weight into it and force a large pulse of energy at the target.

Power Push (P3, L4)

Level: 4

Type: Mid-Range

Accuracy: 65

Damage: 35 Energy Damage

Secondary Effects: Knockback

Targets: 1

Endurance Cost: 5

Action: Full

You project a sweeping wave of energy at a target, knocking them clear off their feet and away from you.

Sniper Blast (P4, L5)

Level: 5
Type: Snipe
Accuracy: 75
Damage: 106 Energy Damage
Secondary Effects: 40% chance of Knockback
Targets: 1
Endurance Cost: 6
Action: Full

You build up a focused bolt of energy and release it, sending it screaming across the battlefield.

Wavelength Shift (P5, L6)

Level: 6
Type: Self
Secondary Effects: The next attack is Ethereal(14,20%).
Endurance Cost: 4
Action: Half

You modulate your wavelength to one able to bypass the enemy's armor.

Focused Beam (P6, L14)

Level: 14
Type: Channeled Mid-Range
Accuracy: 65
Damage: 71 Energy Damage
Secondary Effects: N/A
Targets: 1
Endurance Cost: 3 per turn
Action: Full

You spray a single target down with a continuous stream of energy.

Nova (P7, L16)

Level: 16
Type: Focused PBAoE, Nuke
Accuracy: 75
Damage: 100 Energy Damage
Secondary Effects: Knockback
Targets: 5
Endurance Cost: 10
Action: Full

You turn yourself into a living supernova, rocking the area with a massive explosion of pure energy.

Fire Blast

Flares (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 35 Fire Damage

Secondary Effects: Ignite for 1 turn

Targets: 1 -> 5

Endurance Cost: 2 -> 5

Action: Half -> Full

You shoot streaks of flame at the target, leaving them singed.

Fire Blast (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 53 Fire Damage

Secondary Effects: Ignite for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

You blast your target with a ball of flame, leaving them burned.

Thermal Updraft (P3, L4)

Level: 4

Type: Mid-Range

Accuracy: 65

Damage: 18 Fire Damage

Secondary Effects: Knockdown

Targets: 1

Endurance Cost: 4

Action: Half

You use the heat of your flames to kick up a thermal updraft, knocking the target off their feet.

Blazing Bolt (P4, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 106 Fire Damage

Secondary Effects: Ignite for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You channel all of your might and fury into a single solid white-hot jet of fire.

Spontaneous Combustion (P5, L6)

Level: 6

Type: Blindside, Mid-Range

Accuracy: 65

Damage: 35 Fire Damage

Secondary Effects: N/A

Targets: 1

Endurance Cost: 4

Action: Half

You snap your fingers, sparking a fire quicker than anything.

Melt (P6, L14)

Level: 14

Type: Cone

Accuracy: 65

Damage: 51 Fire Damage

Secondary Effects: -10% Resistance for 1 turn

Targets: 3

Endurance Cost: 5

Action: Full

You send out a wave of super-heated plasma, leaving the targets' armor melted.

Inferno (P7, L16)

Level: 16

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 100 Fire Damage

Secondary Effects: Ignite for 3 turns

Targets: 5
Endurance Cost: 10
Action: Full

You make yourself the epicenter of a fiery cataclysm, blasting all nearby foes with a massive eruption of fire.

Ice Blast

Ice Bolt (P1, L1)

Level: 1
Type: Mid-Range -> Targeted AoE
Accuracy: 65
Damage: 35 Cold Damage
Secondary Effects: Debilitate(15,Half) for 1 turn
Targets: 1 -> 5
Endurance Cost: 2 -> 5
Action: Half -> Full

You fire a loose cluster of icicles at the target.

Ice Blast (P2, L1)

Level: 1
Type: Mid-Range -> Cone
Accuracy: 65
Damage: 53 Cold Damage
Secondary Effects: Debilitate(25,Half) for 1 turn
Targets: 1 -> 3
Endurance Cost: 3 -> 4
Action: Half -> Full

You send forth a large chunk of ice straight at the target.

Bitter Freeze Ray (P3, L4)

Level: 4
Type: Mid-Range
Accuracy: 65
Damage: 35 Cold Damage
Secondary Effects: Sleep 2 for 2 turns, Debilitate(20,Half) for 2 turns
Targets: 1
Endurance Cost: 5

Action: Full

You encase the target in a fragile clutch of ice and chill them to the bone.

Ice Shards (P4, L5)

Level: 5

Type: Split

Accuracy: 65

Damage: 58 Cold Damage

Secondary Effects: N/A

Targets: 2

Endurance Cost: 5

Action: Full

You let loose two shards of ice that seek out their targets.

Bitter Ice Blast (P5, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 106 Cold Damage

Secondary Effects: Debilitate(20,Full) for 2 turns

Targets: 1

Endurance Cost: 7

Action: Full

You blast a single target with a near-zero burst of pure ice, leaving them devastated.

Frost Powder (P6, L14)

Level: 14

Type: Cone

Accuracy: 65

Damage: 51 Cold Damage

Secondary Effects: -7 Accuracy for 1 turn

Targets: 3

Endurance Cost: 5

Action: Full

You send out a wave of powdery frost, obscuring the targets' vision.

Blizzard (P7, L16)

Level: 16

Type: Targeted AoE, Nuke
Accuracy: 65
Damage: 100 Cold Damage
Secondary Effects: Debilitate(35,Full) for 2 turns
Targets: 5
Endurance Cost: 10
Action: Full

You channel all of the blustery fury of a blizzard into a single spot, leaving anyone foolish enough to be caught in it nearly frozen solid.

Psychic Blast

Psionic Dart (P1, L1)

Level: 1
Type: Mid-Range -> Targeted AoE
Accuracy: 65
Damage: 35 Psionic Damage
Secondary Effects: 15% chance of Stun 2 for 1 turn
Targets: 1 -> 5
Endurance Cost: 2 -> 5
Action: Half -> Full

With but a stray thought, you fire a small dart of psychic energy at the target.

Mental Blast (P2, L1)

Level: 1
Type: Mid-Range -> Cone
Accuracy: 65
Damage: 53 Psionic Damage
Secondary Effects: 25% chance of Stun 2 for 1 turn
Targets: 1 -> 3
Endurance Cost: 3 -> 4
Action: Half -> Full

Focusing your thoughts, you lash out at your target with a mental punch.

Psionic Projection (P3, L4)

Level: 4
Type: Split
Accuracy: 65

Damage: 58 Psionic Damage

Secondary Effects: N/A

Targets: 2

Endurance Cost: 5

Action: Full

You mentally lock onto two targets on the battlefield and send out mind-seeking projectiles.

Psionic Lance (P4, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 106 Psionic Damage

Secondary Effects: 40% chance of Stun 2 for 1 turn

Targets: 1

Endurance Cost: 6

Action: Full

You sharpen your focus into a single pin-point lance of psionic energy.

Telepathy (P5, L6)

Level: 6

Type: Self

Secondary Effects: The user's next Psychic Blast power can be made from an ally's location.

Targets: 1

Endurance Cost: 5

Action: Half

You use your telepathic prowess to channel your psychic powers through one of your teammates.

"Don't mind me, just passing through!" - Assembled Girl

Will Domination (P6, L14)

Level: 14

Type: Mid-Range

Accuracy: 65

Damage: 35 Psionic Damage

Secondary Effects: Sleep 2 for 2 turns, -10% Damage for 2 turns

Targets: 1

Endurance Cost: 5

Action: Full

You latch onto the mind of an enemy and shut down their thoughts for a short time.

Psychic Wail (P7, L16)

Level: 16

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 100 Psionic Damage

Secondary Effects: Stun 2 for 2 turns

Targets: 5

Endurance Cost: 10

Action: Full

You unleash a roaring tornado of pure mental force, shocking the minds of all caught in it.

Radiation Blast

Neutrino Bolt (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 35 Energy Damage

Secondary Effects: -7 Defense for 1 turn

Targets: 1 -> 5

Endurance Cost: 2 -> 5

Action: Half -> Full

You fire a single, quick bolt of radiation at the target.

X-Ray Beam (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 53 Energy Damage

Secondary Effects: -11 Defense for 1 turn

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

You zap the target with a concentrated beam of X-rays.

"I don't mean to alarm you, but did you know your rib is broken?" - Elizabeth Hidachi

Opposing Force (P3, L4)

Level: 4

Type: Mid-Range

Accuracy: 65

Damage: 35 Energy Damage

Secondary Effects: Irresistible Knockback to target and user

Targets: 1

Endurance Cost: 4

Action: Full

You unleash a powerful burst of radiation strong enough to knock both you and your target away from the epicenter.

Proton Volley (P4, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 106 Energy Damage

Secondary Effects: -14 Defense for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You draw a bead on a target and bombard them with a steady stream of protons.

Half-Life (P5, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 72 Energy Damage, 36 Energy Damage on the next turn, 18 Energy Damage on the following turn

Secondary Effects: -11 Defense on the first turn, -7 Defense on the next turn, -3 Defense on the next turn

Targets: 1

Endurance Cost: 8

Action: Full

You strike a target with an unstable burst of isotopes that will decay over time.

Atomize (P6, L14)

Level: 14

Type: Mid-Range

Accuracy: 65

Damage: 18 Energy Damage

Secondary Effects: Attacks made against the target become Executes for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You bathe a target so completely in radiation so as to begin pulling apart their very atomic structure.

"OW, MY ATOMS!" - Tank Smasher

Atomic Blast (P7, L16)

Level: 16

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 100 Energy Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 5

Endurance Cost: 10

Action: Full

You set off an atomic bomb - you.

Sonic Attack

Shriek (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 35 Energy Damage

Secondary Effects: -10% Resistance for 1 turn

Targets: 1 -> 3

Endurance Cost: 2 -> 5

Action: Half -> Full

You spike a target with a quick, shrill shriek.

Scream (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65
Damage: 53 Energy Damage
Secondary Effects: -10% Resistance for 2 turns
Targets: 1 -> 3
Endurance Cost: 3 -> 4
Action: Half -> Full

You blast a target with a loud and lengthy scream.

Mimic (P3, L4)

Level: 4
Type: Mid-Range
Accuracy: 65
Damage: 18 Energy Damage
Secondary Effects: Confuse 2 for 1 turn
Targets: 1
Endurance Cost: 4
Action: Full

You mimic the voice of one of the target's allies (or perhaps the target's own voice), badly confusing it for a moment.

"...Mommy?" - Trollkin Gunner

Echo (P4, L5)

Level: 5
Type: Split
Accuracy: 65
Damage: 58 Energy Damage
Secondary Effects: N/A
Targets: 2
Endurance Cost: 5
Action: Full

With perfect control of sound you ping one target and then hit another with the echo.

Supersonic (P5, L6)

Level: 6
Type: Blindside, Mid-Range
Accuracy: 65
Damage: 35 Energy Damage
Secondary Effects: N/A
Targets: 1

Endurance Cost: 3

Action: Half

Faster than the speed of sound, you strike with a supersonic burst.

Siren's Song (P6, L14)

Level: 14

Type: Cone

Accuracy: 65

Damage: 15 Energy Damage

Secondary Effects: Sleep 2 for 2 turns

Targets: 3

Endurance Cost: 5

Action: Full

You carefully sing with pitch-perfect control, lulling the targets to sleep.

Dreadful Wail (P7, L16)

Level: 16

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 100 Energy Damage

Secondary Effects: Stun 2 for 2 turns

Targets: 5

Endurance Cost: 10

Action: Full

You unleash the full power of sound in a massive pressure wave, leaving the targets with a headache they will never forget.

Blaster Secondary

Devices

N2 Bomb (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 53 Cold Damage

Secondary Effects: Debilitate(20,Half) for 1 turn

Targets: 1

Endurance Cost: 3

Action: Half

You throw a liquid nitrogen grenade, sure to give the unlucky recipient the shivers.

Taser Shot (S2, L4)

Level: 4

Type: Cone

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: Stun 2 for 1 turn

Targets: 4

Endurance: 5

Action: Full

You fire a custom three-barreled taser shotgun into the crowd, jolting anyone or anything caught in its path.

Smoke Grenade (S3, L5)

Level: 5

Type: Patch

Accuracy: 90

Damage: 0 Smashing Damage

Secondary Effects: -7 Accuracy for 1 turn

Duration: 3 turns

Targets: 3

Endurance Cost: 3

Action: Full

You throw a smoke grenade, obscuring the vision of anything caught in the cloud.

Adaptive Armor (S4, L6)

Level: 6

Type: Auto

Defense: 10% Resistance(Special)

Secondary Effects: Gains Resistance to the damage type of the last attack made against the user.

You don a vest of chameleon armor that can quickly adapt to any damage type.

Grappling Hook (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Damage: 0 Lethal Damage

Secondary Effects: Pulls the target into close range of the user; Debilitate(15, Full) for one turn.

Targets: 1

Endurance: 4

Action: Half

You fire off a gas-powered grapnel, tying up a target and dragging them towards you.

"Yoink!" - The Unblinking Watchman

Targeting Drone (S6, L16)

Level: 16

Type: Pet, Mid-Range

Accuracy: Auto

Duration: 2 full actions

Endurance Cost: 4

Pet Abilities:

Surveillance: Mid-range, 65 Accuracy, Half Action, 0 Energy Damage, -7 Defense for 1 turn, -10% Resistance for 1 turn, Allows owner to see the target's powers

Special Delivery: Full action. Allows the use of Device powers from its current position.

Action: Half

You release your custom-built floating drone onto the battlefield.

"You can run, but you can't hide..." - The Unblinking Watchman

Time Bomb (S7, L17)

Level: 17

Type: Close Patch

Accuracy: Auto

Damage: 93 Fire Damage, Cannot take effect on the turn it is placed

Duration: 3 turns, Is destroyed when it does damage

Targets: 5

Endurance Cost: 7

Action: Half

You place a time bomb where you stand, quickly setting the countdown and getting the heck out of there.

"Abort! Abort! Call the bomb sq-" - Malta Gunslinger

Electricity Manipulation

Havoc Punch (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 46 Energy Damage

Secondary Effects: 20 Fatigue for 3 turns

Targets: 1

Endurance Cost: 3

Action: Half

You deck a nearby target with a fist encased in electricity.

Power Sink (S2, L4)

Level: 4

Type: PBAoE

Accuracy: 90

Damage: 0 Energy Damage

Secondary Effects: +1 Endurance to user per target hit; 25 Fatigue to target for 3 turns

Targets: 5

Endurance Cost: 1

Action: Full

You draw out the electrical potential from nearby targets and into yourself, recharging your batteries.

Jolting Chain (S3, L5)

Level: 5

Type: Mid-Range

Accuracy: 65

Damage: 16 Energy Damage

Secondary Effects: Knockdown; If the attack hits, it can jump to another target in Close range of the initial target with the same 65 Accuracy.

Targets: 1

Endurance Cost: 4

Action: Full

You let loose a speeding chain of electricity that can jump from one target to another, knocking foes off their feet.

Thunder Strike (S4, L6)

Level: 6

Type: Melee

Accuracy: 75

Damage: 106 Energy Damage

Secondary Effects: 50% chance of Knockdown; Splashes for 31 Energy damage

Targets: 1

Endurance Cost: 8

Action: Full

You leap into the air and come crashing back down, unleashing a blast of electricity.

Lightning Clap (S5, L8)

Level: 8

Type: PBAoE

Accuracy: 75

Damage: 0 Energy Damage

Secondary Effects: Stun 2 for 1 turn; 50% chance of Knockback

Targets: 3

Endurance Cost: 4

Action: Full

You clap your hands together, creating a burst of lightning all around you.

Static Field (S6, L16)

Level: 16

Type: Self, Blindside

Secondary Effects: If the incoming attack is a Melee attack, the user takes no damage; If the incoming attack is a Melee attack that does Energy damage, it is reflected back at the attacker using the same Accuracy.

Endurance Cost: 5

Action: Half

You protect yourself in a cloak of static, absorbing an incoming melee attack and returning any Energy damage.

"I'm rubber, you're glue. I think you know the rest." - The Enquirer

Shocking Grasp (S7, L17)

Level: 17

Type: Melee

Accuracy: 75

Damage: 89 Energy Damage
Secondary Effects: 100 Fatigue for 2 turns
Targets: 1
Endurance Cost: 9
Action: Full

You strike a target with the palm of your hand and fill 'em full of volts.
"Good thing I'm wearing sneakers." - The Enquirer

Energy Manipulation

Bonesmasher (S1, L1)

Level: 1
Type: Melee
Accuracy: 75
Damage: 46 Energy Damage
Secondary Effects: 20% chance of Stun 2 for 1 turn
Targets: 1
Endurance Cost: 3
Action: Half

You thrust an energy-encased fist straight into a target's sternum.

Power Thrust (S2, L4)

Level: 4
Type: Melee
Accuracy: 75
Damage: 15 Energy Damage
Secondary Effects: Knockback
Targets: 1
Endurance Cost: 3
Action: Half

You wind-up into a clobbering blow that sends the target flying.

Boost Range (S3, L5)

Level: 5
Type: Self
Secondary Effects: The next attack gains one range category.
Endurance Cost: 5
Action: Half

You supercharge your next attack, allowing it to hit farther than normal.

Bright Flare (S4, L6)

Level: 6

Type: PBAoE

Accuracy: 75

Damage: 0 Energy Damage

Secondary Effects: -7 Accuracy for 1 turn, 50% chance of Stun 2 for 1 turn

Targets: 5

Endurance Cost: 5

Action: Full

You unleash a dazzling flash of energy, leaving all around you stunned and seeing spots.

Conserve Power (S5, L8)

Level: 8

Type: Self

Secondary Effects: The next attack costs one less endurance to use, the attack after that gains +20 Damage.

Endurance Cost: 4

Action: Half

You conserve some of the energy from one attack, then release it with another.

Power Vacuum (S6, L16)

Level: 16

Type: Focused PBAoE

Accuracy: 85

Damage: 0 Energy Damage

Secondary Effects: Pulls enemies at Mid-Range into Close range

Targets: 5

Endurance Cost: 6

Action: Half

You create an unstable power vacuum, sucking in nearby targets.

Radial Strike (S7, L17)

Level: 16

Type: Melee

Accuracy: 75

Damage: 106 Energy Damage

Secondary Effects: 50% chance of Knockdown; Splashes for 31 Energy damage

Targets: 1

Endurance Cost: 8

Action: Full

You leap into the air and come crashing back down, creating a shockwave of energy around your target.

Fire Manipulation

Fiery Embrace (S1, L1)

Level: 1

Type: Self

Secondary Effects: The next single target attack Splashes for 17 Fire damage.

Endurance Cost: 4

Action: Half

You infuse your next attack with fire, causing it to explode on impact.

Consume (S2, L4)

Level: 4

Type: PBAoE

Accuracy: 90

Damage: 17 Fire Damage

Secondary Effects: +2 Recovery for 2 turns to user per target hit

Targets: 5

Endurance Cost: 2

Action: Full

You sap the heat from all nearby targets and transfer it to yourself.

Smoke (S3, L5)

Level: 5

Type: Targeted AoE

Accuracy: 65

Damage: 0 Fire Damage

Secondary Effects: -7 Accuracy for 1 turn

Targets: 3

Endurance Cost: 2

Action: Half

You churn up a cloud of thick smoke, obscuring the vision of anyone it clings to.

Fire Sword Circle (S4, L6)

Level: 6

Type: PBAoE

Accuracy: 75

Damage: 64 Fire Damage

Secondary Effects: Ignite for 2 turns

Targets: 5

Endurance Cost: 6

Action: Full

You sweep in a large circle with a sword of pure fire.

Burn (S5, L8)

Level: 8

Type: Patch

Accuracy: Auto

Damage: 93 Fire Damage

Duration: 3 turns

Targets: 3

Endurance Cost: 7

Action: Half

You start a stationary blaze; woe be to anyone standing inside it.

Flame Trap (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 0 Fire Damage

Secondary Effects: If the targets takes any action (movement or power) on the next turn, they take 99 Fire Damage.

Targets: 1

Endurance Cost: 5

Action: Half

You trap a target with rings of fire. Then it's up to them if they want to take the risk of getting toasted.

"What's the matter? Getting hot under the collar?" - Sophia Heraldson

Plasma Punch (S7, L17)

Level: 17
Type: Melee
Accuracy: 75
Damage: 46 Fire Damage
Secondary Effects: Ethereal(14,20%)
Targets: 1
Endurance Cost: 5
Action: Full

You encase your fists in super-heated plasma, allowing you to melt straight through the target's armor.

Ice Manipulation

Frozen Fists (S1, L1)

Level: 1
Type: Melee
Accuracy: 75
Damage: 46 Cold Damage
Secondary Effects: Debilitate(20,Half) for 1 turn
Targets: 1
Endurance Cost: 3
Action: Half

You encase your fists in thick blocks of ice and deliver a few punches to their jaw.

Chilling Embrace (S2, L4)

Level: 4
Type: Aura
Accuracy: 85
Damage: 0 Cold Damage
Secondary Effects: Debilitate(15,Half) for 1 turn, -10% Damage for 1 turn
Endurance Cost: 2
Action: Free

You chill the air around you, slowing attackers to a crawl.

Ice Sword Circle (S3, L5)

Level: 5
Type: PBAoE
Accuracy: 90

Damage: 64 Cold Damage
Secondary Effects: 25 Debilitate for 1 turn
Targets: 5
Endurance Cost: 6
Action: Full

You lash out with a sword made of ice, striking anyone around you.

Ice Patch (S4, L6)

Level: 6
Type: Close Patch
Accuracy: 85
Damage: 0 Cold Damage
Secondary Effects: Knockdown
Duration: 3 turns
Targets: 3
Endurance Cost: 5
Action: Half

You place a slippery ice patch at your feet, causing nearby foes to trip.

Ice Spike (S5, L8)

Level: 8
Type: Focused
Accuracy: 75
Damage: 20 Lethal Damage
Secondary Effects: Knockdown
Targets: 1
Endurance Cost: 4
Action: Half

You fire off a line of icicles along the ground, knocking the first thing it hits onto the ground.

Frost Mirror (S6, L16)

Level: 16
Type: Self / Reactive
Secondary Effects: An incoming mez is reflected back onto the attacker. Any damage is not reflected.
Endurance Cost: 5
Action: Half

You form a near-perfect mirror out of ice, reflecting a mez effect back at the attacker.

Freezing Touch (S7, L17)

Level: 17

Type: Melee

Accuracy: 75

Damage: 89 Cold Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 1

Endurance Cost: 9

Action: Full

With just a touch you freeze a target completely solid in ice.

Mental Manipulation

Mind Probe (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 46 Psionic Damage

Secondary Effects: 15% chance of Stun 2 for one turn.

Targets: 1

Endurance Cost: 3

Action: Half

You reach straight into the target's mind and attack it, potentially leaving them dazed.

Telekinetic Thrust (S2, L4)

Level: 4

Type: Melee

Accuracy: 75

Damage: 15 Psionic Damage

Secondary Effects: Knockback

Targets: 1

Endurance Cost: 3

Action: Half

You focus your mental energy into a telekinetic pulse, knocking away a target.

Premonition (S3, L5)

Level: 5

Type: Self, Blindside

Mitigation: +7 Defense(All) against an incoming attack.

Targets: 1

Endurance Cost: 4

Action: Half

With your mental prowess, you see an attack coming ahead of time and take precautions against it.

Drain Psyche (S4, L6)

Level: 6

Type: PBAoE

Accuracy: 90

Damage: 0 Psionic Damage

Secondary Effects: +1 Endurance to user per target hit; -10% Damage to targets for 1 turn

Targets: 5

Endurance Cost: 1

Action: Full

You drain the mental energy from nearby targets and transfer it to yourself, giving you a mental boost.

World of Confusion (S5, L8)

Level: 8

Type: Close Patch

Accuracy: 85

Damage: 0 Psionic Damage

Secondary Effects: Confuse 2

Duration: 3 turns

Targets: 3

Endurance Cost: 5

Action: Half

You create a bubble of pure confusion around yourself, waylaying would-be attackers.

Scare (S6, L16)

Level: 16

Type: Melee

Accuracy: 75

Damage: 46 Psionic Damage

Secondary Effects: 50 Fear for 1 turn

Targets: 1

Endurance Cost: 5

Action: Half

You read a target's mind and project an image of their very worst fear, scaring them stiff.

Psychic Shockwave (S7, L17)

Level: 17

Type: PBAoE

Accuracy: 75

Damage: 64 Psionic Damage

Secondary Effects: 25% chance of Stun 2 for 1 turn

Targets: 5

Endurance Cost: 6

Action: Full

You shake off lingering, built-up psychic energy from your mind, resulting in a potent shockwave.

Tanker Primary

Dark Armor

Dark Embrace (P1, L1)

Level: 1

Type: Toggle

**Mitigation: 40% Resistance(Smashing, Lethal, Toxic); 10% Resistance(Negative);
Protection from Ethereal**

Action: Half

You allow the embrace of darkness to cover your body, protecting you from harm.

Umbral Shift (P2, L1)

Level: 1

Type: Self

Secondary Effects: The user's next attack is Ethereal(14,20%); -16 health on user

Endurance Cost: 0

Action: Free

You partially shift yourself outside of normal space, sacrificing your own well-being to striking through a portion of a foe's armor.

Murky Cloud (P3, L4)

Level: 4

Type: Toggle

Mitigation: 40% Resistance(Fire, Cold, Negative); 30% Resistance(Energy); 20 Protection(Fatigue)

Action: Free

You coat yourself in a murky coating of darkness, reducing damage taken from elemental attacks.

Obsidian Shield (P4, L5)

Level: 5

Type: Toggle

Mitigation: 40% Resistance(Psionic); +3 Protection(Hold, Sleep, Stun, Immobilize, Knockback); 30 Protection(Fear)

Action: Half

You harden a great obsidian shield around your mind, protecting it from assault and guarding you from incapacitating effects.

Dark Regeneration (P5, L6)

Level: 6

Type: PBAoE

Accuracy: 75

Damage: 24 Negative Damage

Secondary Effects: 40 heal to user per target hit

Targets: 5

Endurance Cost: 7

Action: Full

You enact a dark ritual, using your foes as a sacrifice in order to heal yourself.

Oppressive Gloom (P6, L14)

Level: 14

Type: PBAoE

Accuracy: 85

Damage: 0 Negative Damage

Secondary Effects: Stun 1 for 1 turn; -8 health on user

Targets: 5
Endurance Cost: 0
Action: Free

You expend some of your own health in order to suffuse the area around you with an oppressive gloom, stunning weaker foes.

Eclipse (P7, L16)

Level: 16
Type: PBAoE
Accuracy: 90
Damage: 0 Negative Damage
Secondary Effects: +10% Resistance(All) for 2 turns per target hit
Targets: 5
Endurance Cost: 6
Action: Full

You use nearby foes to empower yourself far beyond the norm, eclipsing them in durability.

Electric Armor

Charged Armor (P1, L1)

Level: 1
Type: Toggle
Mitigation: 40% Resistance(Smashing, Lethal); 10% Resistance(Energy)
Action: Half

You charge yourself with electrical energy, blunting incoming physical attacks.

Energize (P2, L1)

Level: 1
Type: Self
Secondary Effects: 32 heal on user; the user's next attack applies Fatigue(25,2)
Endurance Cost: 3
Action: Half

You energize yourself with a burst of electricity, healing yourself and charging your next attack with extra volts.

Conductive Shield (P3, L4)

Level: 4

Type: Toggle

Mitigation: 40% Resistance(Fire, Cold, Energy); 40% Resistance(Negative)

Action: Half

You clad yourself in a conductive shield of electrical energy, protecting yourself from elemental attacks.

Static Shield (P4, L5)

Level: 5

Type: Toggle

Mitigation: 40% Resistance(Psionic); +3 Protection(Hold, Sleep, Stun, Immobilize, Knockback); 50 Protection(Fatigue)

Action: Half

You coat your mind in a thin field of static, guarding against psionic attacks and protecting you from disabling effects.

Power Sink (P5, L6)

Level: 6

Type: PBAoE

Accuracy: 90

Damage: 0 Energy Damage

Secondary Effects: +1 Recovery for as many turns as targets hit; 25 Fatigue to target for 3 turns

Targets: 5

Endurance Cost: 1

Action: Full

You draw out the electrical potential from nearby targets and into yourself, recharging your batteries.

Gigawatt (P6, L14)

Level: 14

Type: Self

Mitigation: N/A

Secondary Effects: The user's next single target attack will, on the turn after the attack, jump to another target in Close range of the initial target, using the same Accuracy. On the following turn, it will jump again. Each hit will apply 25 Fatigue for 2 turns.

Endurance Cost: 5

Action: Free

You infuse your next attack with a whole gigawatt of power, allowing it to chain from target to target.

Power Surge (P7, L16)

Level: 16

Type: Self

Mitigation: +20% Resistance(All) for 2 turns

Secondary Effects: After the Resistance buff expires, Splash Sleep 2 & 50 Fatigue for 2 turns

Endurance Cost: 8

Action: Full

You build up an overwhelming surge of power, taking your resistances to new heights. After a short time, the surge violently dissipates, jolting enemies.

Fiery Aura

Fire Shield (P1, L1)

Level: 1

Type: Toggle

Mitigation: 40% Resistance(Smashing, Lethal); 10% Resistance(Fire); +3 Protection(Knockback, Stun)

Action: Half

You encase yourself in a burning shield, hot enough to shrug off physical attacks.

Blazing Aura (P2, L1)

Level: 1

Type: Blindside

Secondary Effects: When struck by a Melee attack, deal 12 Fire Damage to the attacker

Endurance Cost: 1

Action: Free

Anyone dumb enough to punch someone who's on fire suffers the consequences.

Plasma Shield (P3, L4)

Level: 4

Type: Toggle

Mitigation: 40% Resistance(Fire, Energy, Negative); 30% Resistance(Cold); +3 Protection(Hold, Sleep)

Action: Half

You protect yourself with a plasma-hot shield of flame, offering protection to elemental attacks.

Healing Flames (P4, L5)

Level: 5

Type: Self

Secondary Effects: 32 heal on user; 25 Protection(Debilitate) for 2 turns

Endurance Cost: 4

Action: Half

You draw up soothing, cauterizing flames to heal yourself.

Burn (P5, L6)

Level: 6

Type: Melee Patch

Damage: 25 Fire Damage

Secondary Effects: 30% chance to remove a Mez from friendly targets standing in the patch.

Targets: 5

Endurance Cost: 5

Action: Full

You start a stationary blaze; woe be to anyone standing inside it.

Convection (P6, L14)

Level: 14

Type: Self

Mitigation: +21 Defense(Smashing, Lethal, Fire, Cold, Energy, Negative) for 1 turn

Endurance Cost: 5

Action: Half

You use the heat of your flames to create a convection current around you, temporarily offering some deflection.

Conflagration (P7, L16)

Level: 16

Type: Focused PBAoE

Accuracy: 75

Damage: 36 Fire Damage

Secondary Effects: Places a Burn patch on every target it hits

Endurance Cost: 9

You erupt in an annihilating conflagration, setting fire to all nearby foes.

Ice Armor

Frozen Armor (P1, L1)

Level: 1

Type: Toggle

Mitigation: +35 Defense(Smashing, Lethal, Toxic); 30% Resistance(Cold); 10% Debilitate Protection

Action: Half

You guard yourself with a thick shell of ice, tough enough to absorb physical blows.

Deflective Ice (P2, L1)

Level: 1

Type: Blindside

Mitigation: N/A

Secondary Effects: Upon an enemy attack missing the character, the user can immediately redirect that attack back at the enemy. The attack's original target, range, and accuracy are used.

Targets: Variable

Endurance Cost: 3

Action: Half

You shape a shield of ice to catch and ricochet any missed attack back at the attacker.

Permafrost (P3, L4)

Level: 4

Type: Auto

Mitigation: 20% Resistance(Fire, Cold); +20 Defense(Psionic); 20 Protection(Debilitate)

Your constant exposure to cold has built up your resistances.

Wet Ice (P4, L5)

Level: 5

Type: Toggle

Mitigation: +3 Protection(Hold, Sleep, Immobilise, Stun, Knockback); 20 Protection(Debilitate)

Action: Half

You coat yourself in a slippery layer of ice, making it harder to for foes to trap you.

Deep Freeze (P5, L6)

Level: 6

Type: PBAoE

Accuracy: 90

Damage: 0 Cold Damage

Secondary Effects: Deep freezes enemies, turning them brittle. For two turns, all incoming attacks against them apply a one turn bonus -7 Defense and -10% Resistance debuff.

Targets: 5

Endurance Cost: 4

Action: Half

You exert a powerful field of subzero temperatures, enough to turn the armor of your foes brittle.

Energy Absorption (P6, L14)

Level: 14

Type: PBAoE

Accuracy: 75

Damage: 0 Cold Damage

Secondary Effects: Grants the user 16 Absorb for each enemy hit(cannot grant more than 80 Absorb).

Targets: 5

Endurance Cost: 6

Action: Half

You absorb the thermal energy of your enemies in order to convert it to an extra layer of protection.

Hibernate (P7, L16)

Level: 16

Type: Channel

Mitigation: 100 Defense(Smashing, Lethal, Fire, Cold, Energy, Negative, Psionic, Toxic)

Secondary Effects: 16 heal to self per turn.

Targets: Self

Endurance Cost: 1 per turn

You place your body in a deep state of hibernation within an impenetrable glacier, slowly healing your wounds over time.

Invulnerability

Invulnerability (P1, L1)

Level: 1

Type: Toggle

Mitigation: 50% Resistance(Smashing, Lethal)

Action: Half

Just by puffing out your chest you can absorb the most brutal of physical blows.

Brick Wall (P2, L1)

Level: 1

Type: Reactive

Mitigation: N/A

Secondary Effects: If hit by a Melee attack, the attacker takes -20% Damage for 1 turn

Endurance Cost: 4

Action: Half

Your resilience is potent enough to blunt an attacker's weapon for a time.

Dull Pain (P3, L4)

Level: 4

Type: Self

Mitigation: N/A

Secondary Effects: 32 Absorb

Targets: Self

Endurance Cost: 4

Action: Half

You push beyond the pain, dulling it for a short time.

Unyielding (P4, L5)

Level: 5

Type: Toggle

Mitigation: 30% Resistance(Fire, Cold, Energy, Negative); +3 Protection(Hold, Sleep, Immobilise, Stun, Knockback)

Action: Half

Your tempered form cannot yield to elemental and disabling attacks.

Invincibility (P5, L6)

Level: 6

Type: PBAoE

Accuracy: Auto

Mitigation: +7 Defense(Smashing, Lethal, Fire, Cold, Energy, Negative, Toxic) per target for one turn; +3 Accuracy per target for one turn

Targets: 3

Endurance Cost: 4

Action: Free

In a brawl, your invulnerability only swells, reaching further heights for each foe in range.

Iron Skin (P6, L14)

Level: 14

Type: Reactive

Mitigation: N/A

Secondary Effects: If hit with a Ranged attack, convert the damage into Smashing damage and ignore any debuffs.

Endurance Cost: 5

Action: Half

Your skin is toughened enough to completely shrug off ranged attacks.

Unstoppable (P7, L16)

Level: 16

Type: Self

Mitigation: +20% Resistance(All) for two turns.

Secondary Effects: The secondary effects on all of the user's powers are Unresistible for two turns.

Endurance Cost: 9

Action: Half

For a time, you become an unstoppable juggernaut, becoming even harder to kill and dish out potent disabling effects.

Shield Defense

You carry a mighty shield on your arm, allowing you to deflect all kinds of attacks. Using the shield requires strength, so you are hardier than most, and you can use your shield to help defend your allies as well.

Deflection (P1, L1)

Level: 1

Type: Toggle

Mitigation: +28 Defense(Melee); 30% Resistance(Smashing, Lethal)

Action: Half

You know where and how to hold a shield, allowing you to easily deflect most melee strikes.

Grant Cover (P2, L1)

Level: 1

Type: PBAoE

Mitigation: +14 Defense(AoE) to each ally in Close range (not the user); 15% Protection(Debilitate) to user and each ally in Close range

Targets: 5

Endurance Cost: 1

Action: Free

Your shield allows you to provide cover for your teammates, the morale boost also preventing you from being debilitated.

Battle Agility (P3, L4)

Level: 4

Type: Toggle

Mitigation: +28 Defense(Ranged, AoE); 3 Resistance(-Defense)

Action: Half

Your shield, along with a healthy amount of agility, allows you to defend against ranged attacks.

Active Defense (P4, L5)

Level: 5

Type: Self

Mitigation: +4 Protection(Hold, Sleep, Immobilise, Stun, Knockback) for 5 turns; 3 Resistance(-Defense) for 5 turns

Endurance Cost: 1

Action: Half

You put your vigor to the test, completely dodging most disabling effects for some time.

True Grit (P5, L6)

Level: 6

Type: Auto

Mitigation: 30% Resistance(Fire, Cold, Energy, Negative, Toxic); +16 Maximum Health

You possess true grit, allowing you to take more punishment than the average person.

Shield Charge (P6, L14)

Level: 14

Type: Targeted AoE

Accuracy: 65

Attack Type: Physical

Damage: 36 Smashing Damage

Secondary Effects: 80% chance of Knockdown; teleports user into close range of primary target even if it misses

Targets: 3

Endurance Cost: 6

You become a living missile, battering ahead with your shield held forward.

Shield Wall (P7, L16)

Level: 16

Type: Channeled

Mitigation: 100 Defense(Melee, Ranged, AoE)

Secondary Effects: 16 heal to user each turn

Endurance Cost: 1 per turn

You turtle up behind you shield, catching your breath and rejuvenating yourself over time.

Stone Armor

Rock Armor (P1, L1)

Level: 1

Type: Toggle

Mitigation: +35 Defense(Smashing, Lethal, Toxic); 3 Protection(-Defense)

Action: Half

You encase yourself in rocky growths, allowing you to deflect most physical attacks.

Mudpots (P2, L1)

Level: 1

Type: PBAoE

Accuracy: 75

Damage: 0 Fire Damage

Secondary Effects: Debilitate(10,Half), 20% chance of Immobilize 2 for 1 turn.

Endurance: 4

Action: Free

You generate bubbling mudpots around your feet, easily ensnaring anyone foolish enough to come too close.

Crystal Armor (P3, L4)

Level: 4

Type: Toggle

Mitigation: +25 Defense (Fire, Cold, Negative, Energy); Protection from Ethereal

Action: Half

You coat yourself in spiky crystals able to absorb elemental blasts.

Brimstone (P4, L5)

Level: 5

Type: Toggle

Mitigation: +3 Protection(Hold, Immobilize, Sleep, Stun, Knockback)

Action: Half

You channel pure lava into your earthen armor, allowing you to melt clean through disabling effects.

Sandstone Barrier (P5, L6)

Level: 6

Type: PBAoE Buff

Mitigation: N/A

Secondary Effects: Blocks a single incoming attack, lasts for two turns.

Targets: 3

Endurance Cost: 5

Action: Full

You shield you and your allies with a sandstone barrier, a barrier potent enough to completely block one attack before falling to pieces.

Rooted (P6, L14)

Level: 14

Type: Self

Mitigation: 32 heal

Secondary Effects: Taunt to all enemies in Close for 1 turn, Unresistible Immobilize to

user for 1 turn, user is completely immune to Knockback effects.

Endurance Cost: 6

Action: Full

You root yourself to the ground, drawing strength from Mother Earth herself and willingly drawing the attention of nearby foes.

Granite Armor (P7, L16)

Level: 16

Type: Self

Mitigation: +14 Defense(Smashing, Lethal, Fire, Cold, Energy, Negative) for 3 turns; 20% Resistance(Smashing, Lethal, Fire, Cold, Energy, Negative) for 3 turns; -10% Damage dealt by user for 3 turns

Endurance Cost: 7

Action: Half

You completely cover yourself in a monstrous shell of granite, greatly boosting your protection to damage but hindering your ability to dish it out.

Willpower

Mind Over Body (P1, L1)

Level: 1

Type: Toggle

Mitigation: 40% Resistance(Smashing, Lethal, Psionic, Toxic); 20 Protection(Fear)

Action: Half

You put mind over matter and dull your senses to physical damage.

Glare (P2, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Psionic Damage

Secondary Effects: -11 Defense for 3 turns; Provoke for 3 turns

Targets: 1

Endurance Cost: 4

Action: Half

You shoot a foe a piercing glare, distracting them and potentially drawing their attention.

Indomitable Will (P3, L4)

Level: 4

Type: Toggle

Mitigation: +3 Protection(Hold, Sleep, Stun); +7 Defense(Psionic)

Action: Half

Your indomitable will prevents you from being disabled and grants some protection from mental assaults.

High Pain Tolerance (P4, L5)

Level: 5

Type: Auto

Mitigation: 10% Resistance(Smashing, Lethal, Fire, Cold, Energy, Negative, Toxic, Psionic); +16 Maximum Health

Your tolerance for pain is above and beyond that of a normal person's, easily letting you take more punishment.

Rise to the Challenge (P5, L6)

Level: 6

Type: PBAoE

Accuracy: 75

Mitigation: N/A

Secondary Effects: 8 Absorb per target

Targets: 4

Endurance Cost: 3

Action: Free

In a brawl, you rise to the challenge, pushing yourself to go beyond the normal limits of human endurance.

Heightened Senses (P6, L14)

Level: 14

Type: Blindside

Mitigation: +11 Defense(Fire, Cold, Energy, Negative)

Endurance Cost: 4

Action: Half

You always keep an ear open for incoming fireballs.

Inspiring Words (P7, L16)

Level: 16

Type: PBAoE

Mitigation: 10% Resistance(Smashing, Lethal, Fire, Cold, Energy, Negative, Psionic, Toxic) to user for 2 turns; 20% Resistance(Smashing, Lethal, Fire, Cold, Energy, Negative, Psionic, Toxic) to allies for 2 turns

Targets: 5

Endurance Cost: 7

Action: Full

With a mighty shout you instill you and your teammates with an unbreakable spirit, reducing the damage you all take for a short time.

Tanker Secondary

Battle Axe

Beheader (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 24 Lethal Damage

Secondary Effects: 15% chance of Knockdown -> 15% chance of Knockdown, and Taunt for two turns.

Targets: 1

Endurance Cost: 2 -> 3

Action: Half

You swing your axe horizontally in a beheading slice.

Chop (S2, L4)

Level: 4

Type: Melee -> PBAoE

Accuracy: 75

Damage: 36 Lethal Damage

Secondary Effects: 20% chance of Knockdown -> 20% chance of Knockdown, and Provoke for one turn.

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You bring your axe falling down in a powerful chop.

Swoop (S3, L5)

Level: 5

Type: Melee

Accuracy: 75

Damage: 60 Lethal Damage

Secondary Effects: 50% chance of Knockdown

Targets: 1

Endurance Cost: 5

Action: Full

You wind up and uppercut a foe with your axe.

Chain (S4, L6)

Level: 6

Type: Self

Secondary Effects: Turns the user's next Battle Axe attack into a Focused attack.

Targets: Self

Endurance Cost: 3

Action: Free

You attach a chain to your axe, allowing you to throw it for one attack.

Shockwave (S5, L8)

Level: 8

Type: PBAoE

Accuracy: 75

Damage: 45 Lethal Damage

Secondary Effects: 20% chance of Knockdown

Targets: 3

Endurance Cost: 5

Action: Full

You swing your axe with enough force to create a shockwave, bringing punishment to anyone nearby.

Frightful Blow (S6, L16)

Level: 16

Type: Melee

Accuracy: 75

Damage: 36 Lethal Damage
Secondary Effects: 35 Fear (Full)
Targets: 1
Endurance Cost: 6
Action: Full

You strike a target with such force so as to terrify them out of their wits.

Devastate (S7, L17)

Level: 17
Type: Melee
Accuracy: 75
Damage: 36 Lethal Damage, 6 Damage per turn for the next 2 turns
Secondary Effects: -15% Resistance(All) for 2 turns.
Targets: 1
Endurance Cost: 8
Action: Full

You slam your axe straight into a target, causing them to bleed and rending their armor for a short time.

Dark Melee

Shadow Punch (S1, L1)

Level: 1
Type: Melee
Accuracy: 75
Damage: 24 Negative Damage
Targets: 1
Secondary Effects: -3 Accuracy for 1 turn -> -3 Accuracy for 1 turn, Taunt for two turns.
Endurance: 2 -> 3
Action: Half

You strike a target with a shadow-covered fist.

Smite (S2, L4)

Level: 4
Type: Melee -> PBAoE
Accuracy: 75
Damage: 36 Negative Damage
Targets: 1 -> 5

Secondary Effects: -7 Accuracy for 1 turn -> -7 Accuracy and Provoke for one turn.

Endurance: 3 -> 5

Action: Half -> Full

You lash out with a powerful, darkness-infused blow.

Dark Mark (S3, L5)

Level: 5

Type: Melee

Accuracy: 75

Damage: 0 Negative Damage

Targets: 1

Secondary Effects: Until the end of the user's next turn, attacks made against the target gain the Ethereal (7,10%) quality.

Endurance: 5

Action: Half

You mark a target with darkness, drawing them into the netherworld and allowing all attacks to bypass their armor for a short time.

Touch of Fear (S4, L6)

Level: 6

Type: Melee

Accuracy: 75

Damage: 0 Negative Damage

Secondary Effects: Fear (30, Full) for 1 turn, -21 Accuracy for 2 turns.

Targets: 1

Endurance Cost: 5

Action: Half

With but a touch, you draw out the primal fear of the target, completely terrifying them for a short time and leaving them too shaky to aim well.

Dark Consumption (S5, L8)

Level: 8

Type: PBAoE

Accuracy: 75

Damage: 0 Negative Damage

Targets: 4

Secondary Effects: +1 Recovery for one turn, with one additional turn for each target hit.

Endurance: 5

Action: Full

You devour pieces of the souls of nearby foes, using them to empower yourself for a time.

Heart of Darkness (S6, L16)

Level: 16

Type: PBAoE

Accuracy: 75

Damage: 0 Negative Damage

Targets: 4

Secondary Effects: Stun 2 for 1 turn

Endurance: 7

Action: Full

You turn yourself into a heart of darkness, disorienting nearby enemies in a shadowy fog.

Midnight Grasp (S7, L17)

Level: 17

Type: Melee

Accuracy: 75

Damage: 30 Negative Damage per turn for 2 turns

Secondary Effects: Immobilize 2 for 2 turns

Targets: 1

Endurance: 8

Action: Full

You pull free a pack of demonic tentacles from the netherworld, immobilizing a target and damaging them over time.

Electricity Melee

Charged Brawl (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 24 Energy Damage

Secondary Effects: 20 Fatigue for 3 turns -> 20 Fatigue for three turns and Taunt for two turns.

Targets: 1

Endurance Cost: 2 -> 3

Action: Half

You jab a foe with an electrical fist.

Havoc Punch (S2, L4)

Level: 4

Type: Melee -> PBAoE

Accuracy: 75

Damage: 36 Energy Damage

Secondary Effects: 30 Fatigue for 3 turns -> 30 Fatigue for three turns and Provoke for one turn.

Targets: 1 -> 5

Endurance Cost: 3 -> 5

Action: Half -> Full

You deck a nearby target with a fist encased in electricity.

Jacob's Ladder (S3, L5)

Level: 5

Type: Cone

Accuracy: 75

Damage: 54 Energy Damage

Secondary Effects: 30 Fatigue for two turns.

Targets: 3

Endurance Cost: 6

Action: Full

You create a loud, zapping Jacob's ladder between your outstretched arms, sending a ribbon of electricity at your foes.

Volt Chain (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 14 Energy Damage

Secondary Effects: Sleep 2 and 20 Fatigue for one turn; If the attack hits, it can jump to another target in Close range of the initial target with the same 65 Accuracy.

Targets: 1

Endurance Cost: 4

Action: Half

You fry a target with a heavy dosage of volts, potent enough to freely jump to another nearby target.

Static Charge (S5, L8)

Level: 8

Type: Melee

Accuracy: 75

Damage: 28 Energy Damage

Secondary Effects: For two turns, all attacks made against the target Splash for 25 Energy Damage and apply 20 Fatigue for 2 turns.

Targets: 1

Endurance Cost: 5

Action: Full

You charge up a target with static, causing incoming attacks to discharge it into nearby enemies.

Thunder Strike (S6, L16)

Level: 16

Type: Melee

Accuracy: 75

Damage: 96 Energy Damage

Secondary Effects: 50% chance of Knockback 1; If the attack hits, Splashes for 48 Energy Damage at 75 Accuracy.

Targets: 1

Endurance Cost: 8

Action: Full

You leap into the air and come crashing back down, unleashing a blast of electricity.

Lightning Rod (S7, L17)

Level: 17

Type: Self Teleport, PBAoE

Accuracy: 65

Damage: 81 Energy Damage

Secondary Effects: User teleports to a location at mid-range, followed by PBAoE damage and a 15% chance of Knockdown.

Targets: 5

Endurance Cost: 9

Action: Full

You momentarily disappear from sight, striking nearby as a living bolt of lightning.

Fiery Melee

Scorch (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 24 Fire Damage

Secondary Effects: Combust for 1 turn -> Combust for 1 turn, Taunt for two turns.

Targets: 1

Endurance Cost: 2 -> 3

Action: Half

You reach out and scorch a foe with fiery hands.

Fire Sword (S2, L4)

Level: 4

Type: Melee -> PBAoE

Accuracy: 75

Damage: 36 Fire Damage

Secondary Effects: Combust for 2 turns -> Combust for two turns, and Provoke for one turn.

Targets: 1 -> 5

Endurance Cost: 3 -> 5

Action: Half -> Full

You wield a sword made of pure fire, slicing at a target.

Melting Touch (S3, L5)

Level: 5

Type: Melee

Accuracy: 75

Damage: 48 Fire Damage

Secondary Effects: -15% Resistance for 1 turn

Targets: 1

Endurance Cost: 5

Action: Half

You superheat your hands, briefly melting a foe's armor with a touch.

Backdraft (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 14 Fire Damage

Secondary Effects: Knocks the target towards the user (Knockback)

Targets: 1

Endurance Cost: 4

Action: Half

You create a localized explosion of flame behind a target, knocking them towards you.

Smoke Clap (S5, L8)

Level: 8

Type: PBAoE

Accuracy: 75

Damage: 0 Fire Damage

Secondary Effects: 25 Debilitate for two turns

Targets: 5

Endurance Cost: 5

Action: Full

You clap your hands together, spraying out a choking cloud of smoke.

Flaming Glare (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 83 Fire Damage

Secondary Effects: Fear (30, Full) for one turn.

Targets: 1

Endurance Cost: 7

Action: Full

You stare into an enemy's soul with burning eyes, scaring them silly.

Flame Dance (S7, L17)

Level: 17

Type: Channeled/PBAoE

Accuracy: 75

Damage: 54 Fire Damage per turn

Secondary Effects: 20% chance for Knockdown

Maximum Duration: 3 turns

Targets: 5

Endurance Cost: 5 per turn

Action: Full

You perform a twirling flame dance, continuously striking nearby foes and threatening to knock them over.

Ice Melee

Frozen Fists (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 24 Cold Damage

Secondary Effects: 15 Debilitate for 1 turn -> 15 Debilitate for 1 turn and Taunt for two turns.

Targets: 1

Endurance Cost: 2 -> 3

Action: Half

You encase your fists in thick blocks of ice and deliver a few punches to their jaw.

Ice Sword (S2, L4)

Level: 4

Type: Melee -> PBAoE

Accuracy: 75

Damage: 36 Cold Damage

Secondary Effects: 20 Debilitate for 1 turn -> 20 Debilitate and Provoke for one turn.

Targets: 1 -> 5

Endurance Cost: 3 -> 5

Action: Half -> Full

You slash at a foe with a sword made of sharpened ice.

Winter's Frost (S3, L5)

Level: 5

Type: Cone

Accuracy: 75

Damage: 27 Cold Damage

Secondary Effects: 30 Debilitate for 1 turn; Sleep 2 for 2 turns

Targets: 3

Endurance Cost: 5

Action: Full

You blast your foes with a wave of wintry frost.

Ice Patch (S4, L6)

Level: 6

Type: Melee/Patch

Accuracy: Auto

Damage: 0 Cold Damage

Secondary Effects: 20% chance of Knockdown; 10 Debilitate, Half

Duration: 2 turns

Targets: 3

Endurance Cost: 5

Action: Half

You place a slippery ice patch at your feet, causing nearby foes to trip.

Cold Shoulder (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Attack Type: Physical

Damage: 83 Cold Damage

Secondary Effects: Dashes the Tanker into Close range of the target; Knockdown

Targets: 1

Endurance Cost: 6

Action: Full

You dash forward with an icy shoulder, slamming into an unfortunate foe.

Ice Skate (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 14 Cold Damage

Secondary Effects: Forces the target to make a movement action on their next turn.

Targets: 1

Endurance Cost: 4

Action: Half

You ice up a target's feet, causing them to slide uncontrollably.

Freezing Touch (S7, L17)

Level: 17
Type: Melee
Accuracy: 75
Damage: 96 Cold Damage
Secondary Effects: Hold 2 for two turns.
Targets: 1
Endurance Cost: 8
Action: Full

You focus all of your strength in order to flash-freeze a target solid.

Stone Melee

Stone Fist (S1, L1)

Level: 1
Type: Melee
Accuracy: 75
Damage: 24 Smashing Damage
Secondary Effects: 15% chance of Stun 2 for 1 turn -> 15% chance of Stun 2 for 1 turn and Taunt for two turns.
Targets: 1
Endurance Cost: 2-> 3
Action: Half

You encase your hands in stone and give 'em a good wallop.

Stone Mallet (S2, L4)

Level: 4
Type: Melee -> PBAoE
Accuracy: 75
Damage: 36 Smashing Damage
Secondary Effects: 20% chance of Stun 2 for 1 turn
Targets: 1 -> 5
Endurance Cost: 3 -> 5
Action: Half -> Full

You form a mighty stone mallet and bring it crashing down onto your target.

Stalagmites (S3, L5)

Level: 5
Type: Piercing

Accuracy: 75
Damage: 36 Smashing Damage
Secondary Effects: 20% chance of Knockdown
Targets: 2
Endurance Cost: 4
Action: Half

You send a line of stalagmites up from the ground, bowling over anyone standing in their way.

Tremor (S4, L6)

Level: 6
Type: PBAoE
Accuracy: 75
Damage: 60 Smashing Damage
Secondary Effects: 15% chance of Knockback
Targets: 3
Endurance Cost: 5
Action: Full

You shake the very Earth with a shattering of stone, potentially knocking foes down.

Volcanic Gases (S5, L8)

Level: 8
Type: PBAoE
Accuracy: 75
Damage: 0 Fire Damage
Secondary Effects: 25 Debilitate for two turns
Targets: 5
Endurance Cost: 5
Action: Full

You exude a choking cloud of volcanic gases, debilitating anyone caught within.

Heavy Handed (S6, L16)

Level: 16
Type: Toggle
Secondary Effects: Adds an additional 15% chance to stun and +10% damage to every attack.
Endurance Cost: 4 per attack
Action: Half

You encase your fists in heavy gauntlets of stone, ensuring every blow is intense.

Seismic Smash (S7, L17)

Level: 17

Type: Melee

Accuracy: 75

Damage: 96 Cold Damage

Secondary Effects: Stun 2 for two turns.

Targets: 1

Endurance Cost: 8

Action: Full

You bring the full weight of your Earthen might down on a foe, completely disorienting them for a time.

Super Strength

Jab (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 24 Smashing Damage

Secondary Effects: 15% chance of Stun 2 for 1 turn -> 15% chance of Stun 2 for 1 turn and Taunt for two turns.

Targets: 1

Endurance Cost: 2 -> 3

You suckerpunch your target with a quick jab.

Slam (S2, L4)

Level: 4

Type: Melee -> PBAoE

Accuracy: 75

Damage: 36 Smashing Damage

Secondary Effects: 20% chance of Knockback 1 -> 20% chance of Knockdown and Provoke for one turn.

Targets: 1 -> 5

Endurance Cost: 3 -> 5

You slam into your target with a falling elbow.

Piledriver (S3, L5)

Level: 5

Type: Melee

Accuracy: 75

Damage: 48 -> 60 Smashing Damage

Secondary Effects: Strikes a target hard enough to embed them into the floor. Immobilize 2 for two turns -> Hold 2 for two turns.

Targets: 1

Endurance Cost: 4 -> 6

You smash your victim hard enough to embed them into the ground.

Fastball Special (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 54 Smashing Damage

Secondary Effects: User picks up an ally or enemy at Melee range and and throws them into a target at Mid-Range. Only enemies take damage.

Targets: 1

Endurance Cost: 6

Action: Full

You make use of your incredible strength and turn an ally or enemy into a projectile.

Hand Clap (S5, L8)

Level: 8

Type: PBAoE

Accuracy: 75

Damage: 0 Smashing Damage

Secondary Effects: 20% chance to Stun for two turns

Targets: 5

Endurance Cost: 5

Action: Full

You clap your hands with such force so as to create a shockwave that disorients nearby foes.

Rage (S6, L16)

Level: 16

Type: Self

Secondary Effects: For two turns, all of the user's attacks apply Provoke and deal an additional +10% damage.

Endurance Cost: 6

Action: Half

You enter a berserker rage for a brief time, dishing out more damage and drawing the attention of anyone you attack.

Knockout Blow (S7, L17)

Level: 17

Type: Melee

Accuracy: 75

Damage: 96 Smashing Damage

Secondary Effects: Hold 2 for two turns

Targets: 1

Endurance Cost: 8

Action: Full

You wind up and give 'em what for, completely knocking them senseless for a time.

War Mace

Bash (S1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 24 Smashing Damage

Secondary Effects: 15% chance of Stun 2 for 1 turn -> 15% chance of Stun 2 for 1 turn and Taunt for two turns.

Targets: 1

Endurance Cost: 2 -> 3

Action: Half

You bash a foe over the head with your mace.

Pulverize (S2, L4)

Level: 4

Type: Melee -> PBAoE

Accuracy: 75

Damage: 36 Smashing Damage

Secondary Effects: 20% chance of Stun 2 for 1 turn -> 20% chance of Stun 2 and Provoke for 1 turn

Targets: 1 -> 5

Endurance Cost: 3 -> 5

Action: Half -> Full

You brutally swing your mace into a target's chest.

Flail (S3, L5)

Level: 5

Type: Self

Secondary Effects: Turns the user's next War Mace attack into a Focused attack.

Targets: Self

Endurance Cost: 3

Action: Free

You turn your mace into a flail for a short time, allowing you to hit foes from farther away.

Unbalance (S4, L6)

Level: 6

Type: Melee

Accuracy: 75

Damage: 48 Smashing Damage

Secondary Effects: Unresistable Knockdown if the target attempts a movement action on its next turn.

Targets: 1

Endurance Cost: 4

Action: Half

You slam your mace into a target's legs, making them unsteady on their next turn and liable to fall over.

Shatter Armor (S5, L8)

Level: 8

Type: Melee

Accuracy: 75

Damage: 60 Smashing Damage

Secondary Effects: -10% Resistance, -7 Defense for 1 turn

Targets: 1

Endurance Cost: 5

Action: Full

You strike a foe hard enough to crumple their armor for a short time.

Mighty Swing (S6, L16)

Level: 16
Type: Melee
Accuracy: 75
Damage: 72 Smashing Damage
Secondary Effects: Knockaway
Targets: 1
Endurance Cost: 6
Action: Full

You wind up and swing your mace strong enough to send a foe flying.

Clobber (S7, L17)

Level: 17
Type: Melee
Accuracy: 75
Damage: 96 Smashing Damage
Secondary Effects: Stun 2 for two turns
Targets: 1
Endurance Cost: 8
Action: Full

You bring all of your strength and the full weight of your mace down on a foe, stunning them for a time.

Defender Primary

Cold Domination

Infrigidate (P1, L1)

Level: 1
Type: Mid-Range
Accuracy: 65
Damage: 0 Cold Damage
Secondary Effects: -11 Defense for 2 turns, Debilitate(25,Full) for 2 turns
Targets: 1
Endurance Cost: 3
Action: Half

You launch a frigid blast of ice at a target, chilling them to their core.

Ice Shield (P2, L1)

Level: 1

Type: Mid-Range

**Mitigation: +14 Defense(Melee, Smashing, Lethal, Toxic) for 3 turns; 20%
Resistance(Cold,Fire) for 3 turns**

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You coat an ally in a protective layer of ice that can help them shrug off incoming attacks.

Glacial Shield (P3, L1)

Level: 1

Type: Mid-Range

**Mitigation: +14 Defense(Ranged, AoE, Energy, Negative, Psionic) for 3 turns; 30%
Resistance(Cold) for 3 turns**

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You coat an ally in a protective layer of frosted ice that can help them shrug off incoming attacks.

Snow Storm (P4, L5)

Level: 5

Type: Targeted AoE

Accuracy: 90

Damage: 0 Cold Damage

Secondary Effects: Debilitate(50,Full) for 2 turns

Targets: 5

Endurance Cost: 5

Action: Full

You summon a bitter flurry of snow, chilling your foes.

Arctic Fog (P5, L6)

Level: 6

Type: Patch

Accuracy: Auto

Duration: 3 turns

Mitigation: 35 Protection(Debilitate), 10% chance to ignore an incoming mez

Targets: 5

Endurance Cost: 4

Action: Half

You summon a cloud of arctic fog capable of dissipating the freezing effects of villainous cold powers.

Benumb (P6, L14)

Level: 14

Type: Mid-Range

Accuracy: 65

Damage: 0 Cold Damage

Secondary Effects: -30% Damage for 2 turns, -50% Healing on target for 2 turns, 25% chance of Sleep 2 for 2 turns

Targets: 1

Endurance Cost: 5

Action: Full

You utterly benumb a target, drastically halting their metabolism for a short time.

Heat Loss (P7, L16)

Level: 16

Type: Targeted AoE

Accuracy: 65

Damage: 0 Cold Damage

Secondary Effects: Debilitate(35,Half) for 2 turns, 50% chance of Immobilize 3 for 2 turns, +2 Endurance per target hit to allies in Close range

Targets: 5

Endurance Cost: 4

Action: Full

You massively drain the body heat of a group of foes and channel it into your allies.

Dark Miasma

Twilight Grasp (P1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: N/A

Secondary Effects: -7 Accuracy to target for 1 turn; 60 heal on allies in Close range and self

Targets: 1

Endurance Cost: 4

Action: Full

You suck out part of a target's soul, using it to heal yourself and your allies.

Darkest Night (P2, L1)

Level: 1

Type: Targeted AoE

Accuracy: 65

Damage: N/A

Secondary Effects: -14 Accuracy for 2 turns; -10% Damage for 2 turns

Targets: 5

Endurance Cost: 3

Action: Full

You envelop targets in cloying darkness, hindering their ability to see.

Shadow Vessel (P3, L4)

Level: 4

Type: Pet, Close

Duration: 3 Full Actions

Pet Abilities:

HP: 20

Drain Vitality - mid-range, full, 65 Acc, -10% Damage for 1 turn, Stores 1 charge, Ignores recharge

Restore Vitality - auto; Upon death, returns 1 Endurance per charge stored to the summoner

Targets: N/A

Endurance Cost: 1

Action: Half

You summon a small shadow vessel to drain the life force of your foes, eventually transferring it to yourself.

Petrifying Gaze (P4, L5)

Level: 5

Type: Mid-Range

Accuracy: 65

Damage: N/A

Secondary Effects: Hold 2 for 2 turns, Heals on the target are reduced by 50% for 2 turns

Targets: 1
Endurance Cost: 3
Action: Half

You freeze a foe solid with a terrifying gaze.

Shadow Fall (P5, L6)

Level: 6
Type: Mid-Range
Mitigation: N/A
Secondary Effects: The target cannot be the primary target of attacks for 1 turn (Breaks Taunt effects)
Targets: 1
Endurance Cost: 6
Action: Half

You shroud an ally in shadow, preventing them from being seen for a short time.

Tar Patch (P6, L14)

Level: 14
Type: Patch
Accuracy: 90
Duration: 3 turns
Damage: 0 Negative Damage
Secondary Effects: 50% chance of Immobilize 3; -30% Resistance
Targets: 3
Endurance Cost: 5
Action: Full

You summon a murky pit of raw negative energy, entrapping and weakening anyone caught inside it.

Dark Servant (P7, L16)

Level: 16
Type: Mid-Range
Accuracy: 80
Damage: N/A
Secondary Effects: Turns the target into a Dark Servant for 3 turns, giving control of the target to the user and replacing its powers with the following:
Chill of the Night - PBAoE, half, 75 Accuracy, 5 Negative Damage, -3 Accuracy for 1 turn
Gloom - Mid-Range, half, 65 Accuracy, 30 Negative Damage, -10 Accuracy for 1 turn
Targets: 1

Endurance Cost: 6

Action: Full

You perform a dark ritual, summoning a netherwordly entity inside the body of a foe.

Empathy

Heal Other (P1, L1)

Level: 1

Type: Mid-Range -> PBAoE

Mitigation: 30 heal

Targets: 1 -> 5

Endurance Cost: 2 -> 3

Action: Half -> Full

You send out soothing waves to heal an ally.

Guilt (P2, L1)

Level: 1

Type: Mid-Range

Secondary Effects: On the next turn, the target cannot attack the same foe it attacked the previous turn.

Targets: 1

Endurance Cost: 4

Action: Full

You instill a target with guilt, preventing them from attacking the same target twice.

Recovery Aura (P3, L4)

Level: 4

Type: PBAoE

Secondary Effects: Recover 1 extra Endurance per turn for 4 turns

Targets: 5

Endurance Cost: 6

Action: Half

You send out rejuvenating waves to replenish your allies' endurance.

Absorb Pain (P4, L5)

Level: 5

Type: Far Range, Blindside

Secondary Effects: If an ally is hit by an attack, the user takes the damage instead.

Targets: 1

Endurance Cost: 0

Action: Half

You make the ultimate sacrifice, completely absorbing the pain of an ally in danger.

Bolster Willpower (P5, L6)

Level: 6

Type: PBAoE Toggle

Secondary Effects: Grants nearby teammates 10% Psionic Resistance and 10% chance to ignore Mez.

Targets: 5

Endurance Cost: 0

Action: Half

You and your nearby allies are naturally protected from mental effects and disabling effects by your empathic nature.

Gusto (P6, L14)

Level: 14

Type: Self

Mitigation: 16 Heal per turn for 3 turns.

Secondary Effects: Taunt for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You empower yourself with a great ardor, shrugging off damage even as you goad a foe into a fight.

Fortitude (P7, L16)

Level: 16

Type: Mid-range

Duration: 2 turns

Secondary Effects: Grants targeted ally 20% Resistance(All) and a 10% chance to ignore damage.

Targets: 1

Endurance Cost: 7

Action: Full

You greatly boost an ally's fortitude, letting them ignore the worst of damage for a time.

Force Field

Force Fields allow you to encase both allies and enemies in shells of energy to shield the former from harm or incapacitate the latter. A Force Field character can drastically reduce the amount of damage his allies take and has a number of ways to control the battlefield.

Force Bolt (P1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 5 Smashing Damage

Secondary Effects: Knockback -> Knockback, -10% Resistance for 1 turn

Targets: 1

Endurance Cost: 2 -> 3

Action: Half

You blast a target with a missile made of forcefields, knocking them clear off their feet.

Deflection Shield (P2, L1)

Level: 1

Type: Mid-Range

Mitigation: +14 Defense(Melee, Smashing, Lethal, Toxic) to targeted ally for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You encase an ally in a protective forcefield primarily attuned to physical attacks.

Insulation Shield (P3, L1)

Level: 1

Type: Mid-Range

Mitigation: +14 Defense(Ranged, AoE, Energy, Negative, Fire, Cold) to targeted ally for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You encase an ally in a protective forcefield primarily attuned to elemental attacks.

Soap Bubble (P4, L5)

Level: 5

Type: Mid-Range

Accuracy: 65

Damage: 0 Smashing Damage

Secondary Effects: For three turns, target suffers 25% chance of Knockdown and deals 10% less damage.

Targets: 1

Endurance Cost: 5

Action: Half

You trap a target in a slippery, frictionless force field, making it difficult for them to land strong blows and threatening to trip them up.

Stasis Pocket (P5, L6)

Level: 6

Type: Blindside, Self

Secondary Effects: Absorbs an incoming ranged attack and stores it, allowing it to be used later at the same accuracy.

Targets: 1

Endurance Cost: 7

Action: Half/Half

You create a pocket in space out of forcefields that allows you to catch an enemy's attack and throw it right back at them!

Detention Field (P6, L14)

Level: 14

Type: Mid-Range

Accuracy: 65

Damage: 0 Smashing Damage

Secondary Effects: Encases target in impenetrable force field for one turn, target cannot take action and can not be affected by any outside actions. If Detention Field is cast on an ally, it requires no accuracy roll.

Targets: 1

Endurance Cost: 6

Action: Half

You can completely seal an ally or foe in an impenetrable forcefield, locking them away from combat for better or for worse.

Force Bubble (P7, L16)

Level: 16

Type: Channeled PBAoE

Accuracy: 100

Damage: 0 Smashing Damage

Secondary Effects: Moves all enemies at Close range out to Medium range and prevents all enemies from entering Close range with the user.

Targets: 5

Endurance Cost: 8

Action: Full

You construct a semi-permeable bubble that keeps foes from entering Close range with you.

Kinetics

Transfusion (P1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: -11 Defense for 2 turns; 25 heal to allies in Close range of the target

Targets: 1

Endurance Cost: 3

Action: Half

You drain kinetic energy from a target and release it in healing waves.

Siphon Power (P2, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: -20% Damage for 2 turns; +24 Damage to user and allies in Close range of user for 2 turns -> -20% Damage for 2 turns; +24 Damage per target hit to user and allies in Close range of user for 2 turns

Targets: 1 -> 5

Endurance Cost: 4 -> 7

Action: Half -> Full

You pull raw power from a target and transfer it straight to your allies.

Speed Boost (P3, L4)

Level: 4

Type: Mid-Range

Mitigation: N/A

Secondary Effects: The targeted ally is able to make one power action in place of the user. The target can still make all available actions on their turn as well.

Targets: 1

Endurance Cost: 4

Action: Full

You infuse an ally with pure speed, allowing them to act in your stead.

Increase Density (P4, L5)

Level: 5

Type: Mid-range

Secondary Effects: The targeted ally becomes totally immune to knockback, and their melee attacks gain a 15% chance to inflict Stun 2 for 1 turn when they hit.

Targets: 1

Duration: 2

Endurance Cost: 5

Action: Half

You saturate an ally with extra density, making them impossible to knock over and granting their Melee attacks additional inertia.

Inertial Charge (P5, L6)

Level: 6

Type: Mid-Range

Secondary Effects: The targeted ally's next attack gains an additional range category.

Targets: 1

Endurance Cost: 4

Action: Half

You grant an ally extra kinetic force on their next attack, allowing it to travel further than normal.

Opposite Reaction (P6, L14)

Level: 14

Type: Mid-Range, Blindside

Accuracy: 65

Secondary Effects: When an enemy deals damage with an attack, you may activate this power; the enemy will then take the same amount of damage that they dealt.

Targets: 1

Endurance Cost: 9

Action: Full

You punish a foe with an exaggerated demonstration of physics, copying their attack's kinetic force and reflecting it back at them.

Inertial Reduction (P7, L16)

Level: 16

Type: PBAoE

Secondary Effects: Grants an ally an additional Half Action on their turn.

Targets: 1

Endurance Cost: 10

Action: Full

You greatly reduce the inertia of your allies, letting them move or attack more than normal.

Radiation Emission

Radiation Infection (P1, L1)

Level: 1

Type: Targeted AoE

Accuracy: 90

Damage: 0 Energy Damage

Secondary Effects: -11 Accuracy for 2 turns, -11 Defense for 2 turns

Targets: 4

Endurance Cost: 4

Action: Half

You infect your foes with a lingering radiation, degrading their ability to accurately hit or dodge.

Enervating Field (P2, L1)

Level: 1

Type: Targeted AoE

Accuracy: 90

Damage: 0 Energy Damage

Secondary Effects: -20% Damage for 2 turns, -20% Resistance for 2 turns

Targets: 4

Endurance Cost: 4

Action: Half

You drop a crippling field of radiation on your foes, hindering their strength and weakening their

armor.

Accelerate Metabolism (P3, L4)

Level: 4

Type: PBAoE

Mitigation: N/A

Secondary Effects: +1 Recovery for 3 turns, 10% chance to ignore debuffs, 15 Protection(Debilitate) for 3 turns

Endurance Cost: 7

Action: Full

You accelerate the metabolisms of your allies, quickening their recovery and making them difficult to debuff.

Atomic Wait (P4, L5)

Level: 5

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: Immobilize 1 and -10% Damage on the the first turn, Immobilize 2 and -20% Damage on the second turn, Immobilize 3 and -30% Damage on the third turn

Targets: 1

Endurance Cost: 4

Action: Half

You contaminate a target with a form of radiation that grows stronger over time before dissipating.

Decay (P5, L6)

Level: 6

Type: Melee

Mitigation: N/A

Secondary Effects: Removes one mez or debuff from the target. -> Removes all debuffs or mezzes from the target.

Targets: 1

Endurance Cost: 6 -> 8

Action: Half -> Full

You speed up the decay of a lingering effect on an ally, completely dissipating it in no time at all.

Fallout (P6, L14)

Level: 14

Type: Blindside, Targeted AoE

Accuracy: 65

Damage: 56 Energy Damage

Secondary Effects: Fallout can only be used to target a recently fallen enemy which was under the effect(s) of a Radiation Emission debuff.

Targets: 4

Endurance Cost: 7

Action: Full

You trigger a miniature atomic blast from any remaining radiation contaminating a fallen foe.

Fusion (P7, L16)

Level: 16

Type: Full Encounter

Accuracy: Auto

Secondary Effects: Move all of the user's active Radiation Emission debuffs onto a single target for 1 turn; Affects all enemies regardless of positioning.

Targets: All

Endurance Cost: 9

Action: Full

You perform the feat of nuclear fusion, collapsing all active particles of radiation onto a single, unlucky target.

Sonic Resonance

Sonic Siphon (P1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: -20% Resistance for 2 turns -> -20% Resistance for 2 turns, -10% Damage for 2 turns

Targets: 1

Endurance Cost: 2 -> 3

Action: Half

You project a waveform that weakens a target's armor.

Sonic Barrier (P2, L1)

Level: 1

Type: Mid-Range

Mitigation: +30% Resistance(Smashing,Lethal,Toxic) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You envelop an ally in a protective barrier harmonized to physical attacks.

Sonic Haven (P3, L1)

Level: 1

Type: Mid-Range

Mitigation: +30% Resistance(Energy, Negative, Fire, Cold) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You envelop an ally in a protective barrier harmonized to elemental attacks.

Tonal Shift (P4, L5)

Level: 5

Type: Mid-Range

Secondary Effects: The target's next attack is Ethereal(14,20%).

Targets: 1

Endurance Cost: 4

Action: Half

You deharmonize an ally's next attack from normal space, allowing it to bypass armor.

Metronome (P5, L6)

Level: 6

Type: Mid-Range

Secondary Effects: Target ally receives +7 Accuracy for one turn, followed by +10% damage for one turn, followed by +7 Accuracy for one turn, followed by +10% damage for one turn. Total duration of four turns.

Targets: 1

Endurance Cost: 5

Action: Half

You place a rhythm onto an ally that allows them to keep in time during combat, honing their focus.

Disruption Field (P6, L14)

Level: 14

Type: Mid-Range, Targeted AoE

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: Targets an ally, reducing nearby enemies' resistances by -15% for two turns.

Targets: 4

Endurance Cost: 4

Action: Full

You activate a disrupting soundwave from an ally, weakening all surrounding foes.

Liquefy (P7, L16)

Level: 16

Type: Patch

Accuracy: 75

Duration: 3 Turns

Damage: 0 Energy Damage

Secondary Effects: 50% chance of Knockback 1, -40% Resistance

Targets: 3

Endurance Cost: 8

Action: Full

You create a localized sonic field powerful enough to turn your foes' legs (and anything else) to jelly.

Storm Summoning

O2 Boost (P1, L1)

Level: 1

Type: Mid-Range

Mitigation: +2 Protection(Sleep,Stun) for 2 turns, +30 Protection(Fatigue) for 2 turns, 25 heal

Targets: 1

Endurance Cost: 3

Action: Half

You soothe an ally with a rush of fresh air, healing them and protecting them from incapacitating effects for a short time.

Snow Storm (P2, L1)

Level: 1

Type: Targeted AoE

Accuracy: 90

Damage: 0 Cold Damage

Secondary Effects: 60 Debilitate for 2 turns

Targets: 4

Endurance Cost: 4

Action: Half

You summon a bitter flurry of snow, chilling your foes.

Freezing Rain (P3, L4)

Level: 4

Type: Patch

Accuracy: Auto

Damage: 10 Cold Damage

Secondary Effects: 25% chance of Knockback 1, -7 Defense, -10% Resistance

Duration: 3 turns

Targets: 4

Endurance Cost: 6

Action: Full

You summon a storm of freezing rain, covering your foes in sleet.

Barometric Shift (P4, L5)

Level: 5

Type: PBAoE

Accuracy: Auto

Damage: N/A

Secondary Effects: For one turn, the targets' abilities cost one less Endurance.

Targets: 5

Endurance Cost: 6

Action: Full

You fundamentally alter the barometric pressure around your allies, making it easier for them to use their abilities.

Hurricane (P5, L6)

Level: 6

Type: Channeled PBAoE

Accuracy: 90
Damage: 0 Cold Damage
Secondary Effects: -21 Accuracy, 50% chance to Repel
Targets: 5
Endurance Cost: 5
Action: Full

You unleash the full fury of a hurricane around yourself.

Tornado (P6, L14)

Level: 14
Type: Pet, Mid-Range
Duration: 3 Full Actions
Pet Abilities:
Funnel of Love - PBAoE, 3 targets, full action. 50% chance to knockdown, 15 Smashing damage
Targets: N/A
Endurance Cost: 7
Action: Full

You summon a tempestuous tornado to tear through the battlefield.

The Gathering Storm (P7, L16)

Level: 16
Type: Self
Effects: Grants the ability to cast an additional Storm Summoning power in the same turn regardless of action cost.
Targets: 1
Endurance Cost: 8
Action: Free

You call upon all your control over the elements to quickly summon multiple storm fronts.
"I call it a Freezing TorSnowlcane. (TM.)" - Ashley Raincloud

Thermal Radiation

Cauterize (P1, L1)

Level: 1
Type: Mid-Range -> PBAoE
Mitigation: N/A
Secondary Effects: 25 heal

Targets: 1 -> 5

Endurance Cost: 2 -> 5

Action: Half -> Full

You cauterize an ally's wounds with carefully applied heat.

Thermal Shield (P2, L1)

Level: 1

Type: Mid-Range

Mitigation: +30% Resistance(Smashing, Lethal, Toxic) for 3 turns; +20% Resistance(Fire) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You encase an ally in a shield of heat strong enough to protect from physical blows.

Plasma Shield (P3, L1)

Level: 1

Type: Mid-Range

Mitigation: +30% Resistance(Fire, Energy, Negative) for 3 turns; +20% Resistance(Cold) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You encase an ally in a shield of heat strong enough to protect from elemental blows.

Forge (P4, L5)

Level: 5

Type: Mid-Range

Mitigation: N/A

Secondary Effects: Grants target ally +14 Accuracy and a 25% chance to inflict 36 Fire Damage with their attacks for two turns.

Targets: 1

Endurance Cost: 4

Action: Full

You forge an ally into a powerful weapon, letting them cut through armor with ease and potentially deal extra fire damage.

Hot Spot (P5, L6)

Level: 6

Type: Mid-Range Patch

Mitigation: 10 heal per turn

Secondary Effects: 10% chance to ignore a mez

Targets: 5

Endurance Cost: 5

Action: Full

You create a sizzling hot spot, a zone where lingering heat soothes your allies for a time and protects them from lockdown.

Melt Armor (P6, L14)

Level: 14

Type: Targeted AoE

Accuracy: 65

Damage: 20 Fire Damage, Ethereal(14,20%)

Secondary Effects: -20% Resistance for 2 turns, -14 Defense for 2 turns

Targets: 5

Endurance Cost: 6

Action: Full

You blast your foes with incredible heat, melting their armor.

Heat Exhaustion (P7, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 0 Fire Damage

Secondary Effects: -20% Damage for 3 turns; 30 Fatigue for 3 turns; for 3 turns, 25% chance that the target's attacks instead do 20 Fatigue for 2 turns to himself.

Targets: 1

Endurance Cost: 7

Action: Half

You overwhelm a foe with draining, exhausting levels of heat.

Trick Arrow

Entangling Arrow (P1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Lethal Damage

Secondary Effects: Immobilize 2 for 2 turns, 30 Debilitate for 2 turns

Targets: 1

Endurance Cost: 2

Action: Half

You fire a net-tipped arrow, entangling a target.

Glue Arrow (P2, L1)

Level: 1

Type: Patch

Accuracy: Auto

Damage: 0 Smashing Damage

Secondary Effects: 75% chance of Immobilize 3, 50 Debilitate (Half Action)

Duration: 3 turns

Targets: 4

Endurance Cost: 5

Action: Half

You fire an arrow that explodes with a strong chemical glue, hindering your foes.

Flash Arrow (P3, L4)

Level: 4

Type: Targeted AoE

Accuracy: 90

Damage: 0 Energy Damage

Secondary Effects: -11 Accuracy for 2 turns

Targets: 5

Endurance Cost: 3

Action: Half

You let loose a flashbang-tipped arrow, blinding targets for a short time.

Acid Arrow (P4, L5)

Level: 5

Type: Targeted AoE

Accuracy: 65

Damage: 0 Toxic Damage

Secondary Effects: -30% Resistance, -21 Defense

Duration: 2 turns

Targets: 3

Endurance Cost: 5

Action: Full

You fire an arrow that with a payload of acid, greatly nullifying foes' armor for a time.

Shock Mine Arrow (P5, L6)

Level: 6

Type: Wall

Accuracy: Auto

Secondary Effects: Places an electrical fence at a targeted point between two ranges. All enemies passing through the wall take 48 Energy Damage and have a 15% chance to be stunned.

Duration: 3 turns

Targets: N/A

Endurance Cost: 6

Action: Half

You launch two arrows that create an electrical wall between them, blockading enemies.

Poison Gas Arrow (P6, L14)

Level: 14

Type: Targeted AoE

Accuracy: 65

Damage: 0 Toxic Damage

Secondary Effects: 50 Debilitate (Full Action), -10% damage

Targets: 4

Endurance Cost: 7

Action: Full

You launch an arrow tipped with a poisonous gas bomb, choking enemies with noxious gas.

Oil Slick Arrow (P7, L16)

Level: 16

Type: Patch

Accuracy: Auto

Damage: 0 Toxic Damage

Secondary Effects: 30% chance for Knockdown, if exposed to any Fire or Energy attack (even those which do no damage), adds 64 Fire damage to affected targets per turn.

Duration: 3 turns

Targets: 4

Endurance Cost: 8

Action: Full

You launch an arrow that sprays out an easily-ignited oil slick, tripping up foes and potentially trapping them in an inferno.

Defender Secondary

Archery

Snap Shot (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Lethal Damage

Secondary Effects: 30% chance of Immobilize 2 for 2 turns

Targets: 1

Endurance Cost: 2

Action: Half

You snap off a quick shot, letting the arrow fly as it may.

Aimed Shot (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Lethal Damage

Secondary Effects: 50% chance of Immobilize 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

You draw back on your bow, taking careful aim at the target.

Sniper Shot (S3, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 64 Lethal Damage

Secondary Effects: 80% chance of Immobilize 2 for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You draw firmly back on your bow, nearly all the way out. You're going to make this one really count.

Marker Arrow (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 12 Fire Damage

Secondary Effects: -17 Defense for 1 turn

Targets: 1

Endurance Cost: 4

Action: Half

You fire a flare-tipped arrow, marking an enemy and ensuring even the blindest of heroes can take aim at them.

Teleport Arrow (S5, L8)

Level: 8

Type: Split

Accuracy: 65

Damage: 40 Lethal Damage

Secondary Effects: N/A

Targets: 2

Endurance Cost: 5

Action: Full

Through clever use of the Mediport system, you teleport an arrow right at the moment of impact, letting you hit two targets.

Stunning Shot (S6, L16)

Level: 16

Type: Mid-range

Accuracy: 65

Damage: 25 Smashing Damage

Secondary Effects: Stun 2 for 1 turn

Targets: 1

Endurance Cost: 5

Action: Full

You fire a blunt-tipped arrow, slamming a target with incapacitating force.

Rain of Arrows (S7, L17)

Level: 17

Type: Targeted AoE, Nuke

Accuracy: 65

Damage: 72 Lethal Damage

Secondary Effects: 75% chance of Immobilize 2 for 3 turns

Targets: 5

Endurance Cost: 9

Action: Full

You notch a handful of arrows and pull back on your bow harder than you ever have before, spraying arrows into the sky and letting them plummet back down.

Assault Rifle

Burst (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Lethal Damage

Secondary Effects: -14 Defense for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

You squeeze off a few quick shots, peppering the target with bullets.

Slug (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Lethal Damage

Secondary Effects: 30% chance of Knockback 1

Targets: 1 -> 3

Endurance Cost: 3 -> 4

Action: Half -> Full

You fire a heavy lead slug. Your weapon can also be loaded with buckshot, allowing it to hit multiple targets.

Suppressing Fire (S3, L5)

Level: 5

Type: Mid-Range

Accuracy: 65

Damage: 25 Lethal Damage

Secondary Effects: 20 Fear, Full for 1 turn, -7 Accuracy for 1 turn

Targets: 1

Endurance Cost: 5

Action: Half

You let loose with a wild spray of suppressive fire, sure to dissuade foes from attacking.

Sniper Round (S4, L6)

Level: 6

Type: Snipe

Accuracy: 75

Damage: 74 Lethal Damage

Secondary Effects: 80% chance of Knockback 1

Targets: 1

Endurance Cost: 6

Action: Full

You carefully line up a shot with a high-caliber bullet, cleanly picking off a target.

Napalm (S5, L8)

Level: 8

Type: Patch

Accuracy: 90

Damage: 48 Fire Damage

Duration: 3 turns

Targets: 3

Endurance Cost: 6

Action: Half

You flood an area with napalm and ignite it, ensuring that any who pass through are torched.

“AAAGH! WHO EVER HEARD OF A FLAMETHROWER BUILT INTO A RIFLE?!” - Wing Raider

Full Auto (S6, L16)

Level: 16
Type: Channeled Cone
Accuracy: 65
Damage: 28 Lethal Damage
Secondary Effects: 45% chance of Stun 3 for 1 turn
Targets: 3
Endurance Cost: 3 per turn
Action: Full

You pull the trigger and never let go, firing wild streams of bullets at your foes.

RPG Barrage (S7, L17)

Level: 17
Type: Targeted AoE, Nuke
Accuracy: 65
Damage: 72 Lethal Damage
Secondary Effects: 50% chance of Knockback
Targets: 5
Endurance Cost: 9
Action: Full

You load up your trump card - a rifle-mounted RPG - and let it loose.

Dark Blast

Dark Blast (S1, L1)

Level: 1
Type: Mid-Range
Accuracy: 65
Damage: 25 Negative Damage
Secondary Effects: -7 Accuracy for 1 turn
Targets: 1
Endurance Cost: 2
Action: Half

You use Dark Blast.

Gloom (S2, L4)

Level: 4
Type: Mid-Range -> Cone
Accuracy: 65

Damage: 37 Negative Damage
Secondary Effects: -7 Accuracy for 2 turns
Targets: 1 -> 3
Endurance Cost: 3 -> 5
Action: Half -> Full

You project a visceral, semi-physical wave of gloom at your foes.

Moonbeam (S3, L5)

Level: 5
Type: Sniper
Accuracy: 75
Damage: 64 Negative Damage
Secondary Effects: -14 Accuracy for 2 turns
Targets: 1
Endurance Cost: 6
Action: Full

You channel netherworldly forces into a beam of negative light and fire.

Life Drain (S4, L6)

Level: 6
Type: Mid-Range
Accuracy: 65
Damage: 62 Negative Damage
Secondary Effects: Heals the user for 22 health
Targets: 1
Endurance Cost: 5
Action: Half

You snatch away a piece of a target's soul, using it to heal yourself.

Tenebrous Tentacles (S5, L8)

Level: 8
Type: Cone
Accuracy: 65
Damage: 24 Negative Damage
Secondary Effects: Immobilize 2 for two turns
Targets: 3
Endurance Cost: 4
Action: Full

You summon vexing tentacles from the ground to hinder your foes.

Dark Pit (S6, L16)

Level: 16

Type: Targeted AoE

Accuracy: 65

Damage: 16 Negative Damage

Secondary Effects: Stun 2 for 2 turns

Targets: 5

Endurance Cost: 5

Action: Full

You create a churning pit of despair so powerful it completely disorients all who become trapped within it.

Living Bomb (S7, L17)

Level: 17

Type: Mid-Range

Accuracy: 65

Damage: 98 Negative Damage

Secondary Effects: If the target is defeated in the next two turns, enemies in Close range of the target take 33 Negative Damage

Targets: 1

Endurance Cost: 8

Action: Full

You pump a target full of dark energies to the breaking point, turning them into a walking bomb.

Dual Pistols

Pistols (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: -7 Defense for 1 turn if Lethal Ammo; Ignite for 1 turn if Incendiary Ammo; 20 Debilitate for 1 turn if Cryo Ammo; -20% Damage for 1 turn if Chemical Ammo

Targets: 1

Endurance Cost: 2

Action: Half

You pop off a single shot from one of your pistols.

Dual Wield (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: -7 Defense for 1 turn if Lethal Ammo; Ignite for 1 turn if Incendiary Ammo; 20 Debilitate for 1 turn if Cryo Ammo; -20% Damage for 1 turn if Chemical Ammo

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You whip out both of your pistols and squeeze off two shots at once.

Swap Ammo (S3, L5)

Level: 5

Type: Self

Damage: N/A

Secondary Effects: Swaps the Ammo Type to Lethal, Incendiary, Cryo, or Chemical Ammo

Endurance Cost: 0

Action: Half

You quickly reload your pistols with a new type of ammunition, changing the damage type and secondary effects of your attacks.

Trick Shot (S4, L6)

Level: 6

Type: Split

Accuracy: 65

Damage: 40 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: N/A

Targets: 2

Endurance Cost: 5

Action: Full

Through reckless application of ricochet, you hit two targets in one shot.

Stopping Rounds (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Damage: 37 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: Stun 2 for one turn / -21 Accuracy for one turn / 50 Debilitate, Full for one turn / Confuse 2 for one turn

Targets: 1

Endurance Cost: 6

Action: Half

You load up a specialized stopping round, sure to stifle anything you fire it at.

Quick Draw (S6, L16)

Level: 16

Type: Self

Effects: Grants the ability to cast any Dual Pistols power as a Blindside power.

Endurance Cost: 6

Action: Free

With trained reflexes, you draw your gun faster than lightning and fire from the hip.

Hail of Bullets (S7, L17)

Level: 17

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 72 Lethal/Fire/Cold/Toxic Damage

Secondary Effects: Knockback 1 if Lethal Ammo; Ignite for 2 turns if Incendiary Ammo; 15 Debilitate for 1 turn if Cryo Ammo; -20% Damage for 1 turn if Chemical Ammo

Targets: 5

Endurance Cost: 9

Action: Full

You perform a danse macabre, firing bullets off in every direction there is until there are no more bullets to fire or no more targets to hit.

Electricity Blast

Charged Bolts (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Energy Damage
Secondary Effects: 30 Fatigue for 3 turns
Targets: 1
Endurance Cost: 2
Action: Half

You zap an enemy with static bolts from your fingers.

Lightning Bolt (S2, L4)

Level: 4
Type: Mid-Range -> Cone
Accuracy: 65
Damage: 37 Energy Damage
Secondary Effects: 50 Fatigue for 3 turns
Targets: 1 -> 3
Endurance Cost: 3 -> 5
Action: Half -> Full

The air crackles as you shock a target with lightning.

Zapp (S3, L5)

Level: 5
Type: Snipe
Accuracy: 75
Damage: 64 Energy Damage
Secondary Effects: 60 Fatigue for 2 turns
Targets: 1
Endurance Cost: 6
Action: Full

You charge up a massive lightning strike and let it rip.

Ionize (S4, L6)

Level: 6
Type: Mid-Range
Accuracy: 65
Damage: 37 Energy Damage
Secondary Effects: For two turns, all attacks made against the target Splash for 25 Energy Damage and apply 20 Fatigue for 2 turns.
Targets: 1
Endurance Cost: 5
Action: Half

You ionize the air around a target, causing any attack made against them to create sparks of electricity.

Tesla Cage (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Damage: 25 Energy Damage

Secondary Effects: 100 Fatigue for 1 turn

Targets: 1

Endurance Cost: 5

Action: Full

You enclose the target in a web of electricity, overwhelming them with volts.

Voltaic Sentinel (S6, L16)

Level: 16

Type: Pet, Mid-Range

Accuracy: Auto

Duration: 2 full actions

Endurance Cost: 4

Pet Abilities:

Lightning Field: PBAoE, half, 65 Acc, 24 Energy Damage

Voltaic Conduit: self, full, Any of the summoner's Electricity Blast powers can be used from the Voltaic Sentinel's position instead of the summoner's position.

Action: Half

You summon a semi-sentient orb of ball lightning to aid you.

Thunderous Blast (S7, L17)

Level: 17

Type: Targeted AoE, Nuke

Accuracy: 65

Damage: 72 Energy Damage

Secondary Effects: 65 Fatigue for 3 turns

Targets: 5

Endurance Cost: 9

Action: Full

You draw up all of your power into one massive discharge, the air roaring with thunder as you release the destructive burst.

Energy Blast

Power Bolt (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Energy Damage

Secondary Effects: 30% chance of Knockdown

Targets: 1

Endurance Cost: 2

Action: Half

You fire a quick burst of energy at a target.

Power Blast (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Energy Damage

Secondary Effects: 40 chance of Knockback

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You put your weight into it and force a large pulse of energy at the target.

Sniper Blast (S3, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 64 Energy Damage

Secondary Effects: 80% chance of Knockback

Targets: 1

Endurance Cost: 6

Action: Full

You build up a focused bolt of energy and release it, sending it screaming across the battlefield.

Power Drain (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 25 Energy Damage

Secondary Effects: -20% damage to target for two turns, +1 Knockback range on next Energy Blast attack.

Targets: 1

Endurance Cost: 5

Action: Half

You sap a target's power, using it to empower your next attack with extra force.

Power Push (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Damage: 12 Energy Damage

Secondary Effects: Knockback

Targets: 1

Endurance Cost: 4

Action: Full

You project a sweeping wave of energy at a target, knocking them clear off their feet and away from you.

Bright Flare (S6, L16)

Level: 16

Type: PBAoE

Accuracy: 75

Damage: 0 Energy Damage

Secondary Effects: -14 Accuracy for 1 turn, 50% chance of Stun 2 for 1 turn

Targets: 5

Endurance Cost: 6

Action: Full

You unleash a dazzling flash of energy, leaving all around you stunned and seeing spots.

Nova (S7, L17)

Level: 17

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 72 Energy Damage

Secondary Effects: Knockback

Targets: 5

Endurance Cost: 9

Action: Full

You turn yourself into a living supernova, rocking the area with a massive explosion of pure energy.

Fire Blast

Flares (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Fire Damage

Secondary Effects: Ignite for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

You shoot streaks of flame at the target, leaving them singed.

Fire Blast (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Energy Damage

Secondary Effects: Ignite for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You blast your target with a ball of flame, leaving them burned.

Blazing Bolt (S3, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 64 Fire Damage

Secondary Effects: Ignite for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You channel all of your might and fury into a single solid white-hot jet of fire.

Singe (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 37 Fire Damage

Secondary Effects: -10% Resistance for one turn, followed by -20% Resistance for one turn, followed by -30% Resistance for one turn.

Targets: 1

Endurance Cost: 6

Action: Half

You spark a sizzling blaze on a target, slowly singeing away their armor.

Combustion (S5, L8)

Level: 8

Type: Cone

Accuracy: 65

Damage: 40 Fire Damage

Secondary Effects: Knockback

Targets: 3

Endurance Cost: 5

Action: Full

You create an explosive wave of fire that throws targets away from you.

Asphyxiate (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 37 Fire Damage

Secondary Effects: Debilitate(30,Full) & -20% Damage for one turn.

Targets: 1

Endurance Cost: 6

Action: Half

You burn up all of the oxygen in the air around a target, hindering them greatly.

Inferno (S7, L17)

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 72 Fire Damage

Secondary Effects: Ignite for 3 turns

Targets: 5

Endurance Cost: 9

Action: Full

You make yourself the epicenter of a fiery cataclysm, blasting all nearby foes with a massive eruption of fire.

Ice Blast

Ice Bolt (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Cold Damage

Secondary Effects: Debilitate(30,Half) for 2 turns

Targets: 1

Endurance Cost: 2

Action: Half

You fire a loose cluster of icicles at the target.

Ice Blast (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Cold Damage

Secondary Effects: Debilitate(50,Half) for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You send forth a large chunk of ice straight at the target.

Frost Powder (S3, L5)

Level: 5

Type: Cone
Accuracy: 65
Damage: 32 Cold Damage
Secondary Effects: -11 Accuracy for 1 turn
Targets: 3
Endurance Cost: 4
Action: Full

You send out a wave of powdery frost, obscuring the targets' vision.

Freeze Ray (S4, L6)

Level: 6
Type: Mid-Range
Accuracy: 65
Damage: 25 Cold Damage
Secondary Effects: Hold 2 for 2 turns, Debilitate(30,Half) for 2 turns
Targets: 1
Endurance Cost: 5
Action: Half

You zap a target solid in ice with a beam of pure cold.

Ice Shards (S5, L8)

Level: 8
Type: Split
Accuracy: 65
Damage: 40 Cold Damage
Secondary Effects: N/A
Targets: 2
Endurance Cost: 5
Action: Full

You let loose two shards of ice that seek out their targets.

Bitter Ice Blast (S6, L16)

Level: 16
Type: Mid-Range
Accuracy: 65
Damage: 86 Cold Damage
Secondary Effects: Debilitate(40,Full) for 2 turns
Targets: 1
Endurance Cost: 7

Action: Full

You blast a single target with a near-zero burst of pure ice, leaving them devastated.

Blizzard (S7, L17)

Level: 17

Type: Targeted AoE, Nuke

Accuracy: 65

Damage: 72 Cold Damage

Secondary Effects: Debilitate(50,Full) for 2 turns

Targets: 5

Endurance Cost: 9

Action: Full

You channel all of the blustery fury of a blizzard into a single spot, leaving anyone foolish enough to be caught in it nearly frozen solid.

Psychic Blast

Psionic Dart (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Psionic Damage

Secondary Effects: 30% chance of Stun 2 for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

With but a stray thought, you fire a small dart of psychic energy at the target.

Mental Blast (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Psionic Damage

Secondary Effects: 50% chance of Stun 2 for 1 turn

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

Focusing your thoughts, you lash out at your target with a mental punch.

Psionic Lance (S3, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 64 Psionic Damage

Secondary Effects: 80% chance of Stun 2 for 1 turn

Targets: 1

Endurance Cost: 6

Action: Full

You sharpen your focus into a single pin-point lance of psionic energy.

Subdue (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 25 Psionic Damage

Secondary Effects: Immobilize 3 and -20% Damage for two turns.

Targets: 1

Endurance Cost: 5

Action: Half

You subdue a target with a cage formed from psychic energy.

Telepathy (S5, L8)

Level: 8

Type: Self

Secondary Effects: The user's next Psychic Blast power can be made from an ally's location.

Targets: 1

Endurance Cost: 5

Action: Free

You use your telepathic prowess to channel your psychic powers through one of your teammates.

"Don't mind me, just passing through!" - Assembled Girl

Scramble Thoughts (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65
Damage: 62 Psionic Damage
Secondary Effects: Stun 2 for 2 turns
Targets: 1
Endurance Cost: 5
Action: Full

You directly target a foe's nervous system, completely disorienting them for a short time.

Psychic Wail (S7, L17)

Type: Focused PBAoE, Nuke
Accuracy: 75
Damage: 72 Psionic Damage
Secondary Effects: Stun 2 for 2 turns
Targets: 5
Endurance Cost: 9
Action: Full

You unleash a roaring tornado of pure mental force, shocking the minds of all caught in it.

Radiation Blast

Neutrino Bolt (S1, L1)

Level: 1
Type: Mid-Range
Accuracy: 65
Damage: 25 Energy Damage
Secondary Effects: -11 Defense for 1 turn
Targets: 1
Endurance Cost: 2
Action: Half

You fire a single, quick bolt of radiation at the target.

X-Ray Beam (S2, L4)

Level: 4
Type: Mid-Range -> Cone
Accuracy: 65
Damage: 37 Energy Damage
Secondary Effects: -11 Defense for 1 turn
Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You zap the target with a concentrated beam of X-rays.

"I don't mean to alarm you, but did you know your rib is broken?" - Elizabeth Hidachi

Proton Volley (S3, L5)

Level: 5

Type: Snipe

Accuracy: 75

Damage: 64 Energy Damage

Secondary Effects: -21 Defense for 2 turns

Targets: 1

Endurance Cost: 6

Action: Full

You draw a bead on a target and bombard them with a steady stream of protons.

Blue Shift (S4, L6)

Level: 6

Type: Far Range

Accuracy: 65

Damage: 25 Energy Damage

Secondary Effects: -10% Resistance to a target at Far Range from the user, -20%

Resistance to a target at Mid-Range to the user, -30% Resistance to a target in Melee Range of the user.

Targets: 1

Endurance Cost: 5

Action: Half

You fire off a dopplering beam of radiation that weakens the further it flies.

Opposing Force (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Damage: 12 Energy Damage

Secondary Effects: Irresistible Knockback to target and user

Targets: 1

Endurance Cost: 4

Action: Full

You unleash a powerful burst of radiation strong enough to knock both you and your target away from the epicenter.

Gamma Burst (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 37 Energy Damage

Secondary Effects: The next attack against the target splashes for 25 Energy Damage and -14 Defense for one turn.

Targets: 1

Endurance Cost: 5

Action: Full

You infuse a target with unstable gamma particles, causing the next attack against them to release a small burst of radiation.

Atomic Blast (S7, L17)

Level: 17

Type: Focused PBAoE, Nuke

Accuracy: 75

Damage: 72 Energy Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 5

Endurance Cost: 9

Action: Full

You set off an atomic bomb - you.

Sonic Attack

Shriek (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 25 Energy Damage

Secondary Effects: -10% Resistance for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

You spike a target with a quick, shrill shriek.

Scream (S2, L4)

Level: 4

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 37 Energy Damage

Secondary Effects: -10% Resistance for 1 turn

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You blast a target with a loud and lengthy scream.

Echo (S3, L5)

Level: 5

Type: Split

Accuracy: 65

Damage: 32 Energy Damage

Secondary Effects: N/A

Targets: 2

Endurance Cost: 4

Action: Half

With perfect control of sound you ping one target and then hit another with the echo.

Mimic (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 25 Energy Damage

Secondary Effects: Confuse 2 for 2 turns

Targets: 1

Endurance Cost: 5

Action: Half

You mimic the voice of one of the target's allies (or perhaps the target's own voice), badly confusing it for a moment.

"...Mommy?" - Trollkin Gunner

Siren's Song (S5, L8)

Level: 8

Type: Cone
Accuracy: 65
Damage: 16 Energy Damage
Secondary Effects: Sleep 2 for 2 turns
Targets: 3
Endurance Cost: 5
Action: Full

You carefully sing with pitch-perfect control, lulling the targets to sleep.

Crescendo (S6, L16)

Level: 16
Type: Mid-Range
Accuracy: 65
Damage: 37 Energy Damage
Secondary Effects: Marks a target with a crescendo of sonic energy, -15% Resistance to all damage for two turns. At the end of the second turn, splashes for 24 Energy damage. The splash will also trigger if the target is defeated.
Targets: 1
Endurance Cost: 5
Action: Full

You channel an destabilizing chord into a target which will burst with sonic energy after a short time.

Dreadful Wail (S7, L17)

Level: 17
Type: Focused PBAoE, Nuke
Accuracy: 75
Damage: 72 Energy Damage
Secondary Effects: Stun 2 for 2 turns
Targets: 5
Endurance Cost: 9
Action: Full

You unleash the full power of sound in a massive pressure wave, leaving the targets with a headache they will never forget.

Scrapper Primary

Broadsword

Hack (P1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 27 Lethal Damage, 3 damage on the next turn

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You hack at a target with your mighty broadsword.

Slash (P2, L1)

Level: 1

Type: Melee -> PBAoE

Accuracy: 75

Damage: 40 Lethal Damage, 4 damage on the next turn

Secondary Effects: N/A

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You slash across a target with your mighty broadsword.

Parry (P3, L4)

Level: 4

Type: Self/Blindside

Accuracy: 75

Damage: 40 Lethal Damage

Secondary Effects: You parry an incoming Melee attack, ignoring all damage and secondary effects and striking back at the opponent in the process.

Targets: 1

Endurance Cost: 5

Action: Half

You deftly parry an incoming blow, blocking it and giving you a chance to strike.

Cleaving Blow (P4, L5)

Level: 5

Type: Melee

Accuracy: 75

Damage: 80 Lethal Damage

Secondary Effects: Ethereal (14,20%), Knockdown (Unresistable), Self Knockdown (Unresistable)

Targets: 1

Endurance Cost: 6

Action: Full

You put all of your weight into a powerful cleave, tearing straight through a portion of a target's defenses and knocking both of you down.

Challenge (P5, L6)

Level: 6

Type: Dual Target

Accuracy: N/A

Damage: N/A

Secondary Effects: User confronts target enemy, marking it. If either the user or the enemy fails to attack the other, they suffer -10% damage for one turn. If both the user and the enemy attack each other, the user gains +20% damage for the next attack.

Targets: 2

Endurance Cost: 4

Action: Half

You challenge a foe to one-on-one combat.

Disembowel (P6, L14)

Level: 14

Type: Melee Splash

Accuracy: 75

Damage: 53 Lethal Damage

Secondary Effects: 25 Fear, Half for one turn on splash targets.

Targets: 1, 4

Endurance Cost: 5

Action: Full

You rip into a foe with enough force to scare his nearby allies.

Headsplitter (P7, L16)

Level: 16

Type: Focused

Accuracy: 75
Damage: 107 Lethal Damage
Secondary Effects: Execute
Targets: 1
Endurance Cost: 8
Action: Full

You bring your broadsword down with enough force to utterly devastate anyone within range.

Claws

You attack with bones or blades extended from your hands. Claws attacks are faster than normal, and Claws Scrappers can add 1 to their Initiative.

Swipe (P1, L1)

Level: 1
Type: Melee
Accuracy: 75
Damage: 31 Lethal Damage
Secondary Effects: -3 Defense for 1 turn
Targets: 1
Endurance Cost: 3
Action: Half

You quickly and repeatedly swipe at a target, cutting at their defenses.

Slash (P2, L1)

Level: 1
Type: Melee -> PBAoE
Accuracy: 75
Damage: 46 Lethal Damage
Secondary Effects: N/A
Targets: 1 -> 3
Endurance Cost: 3 -> 5
Action: Half -> Full

You deliver a powerful slash with your claws.

Follow Up (P3, L4)

Level: 4
Type: Melee
Accuracy: 75

Damage: 16 Lethal Damage
Secondary Effects: +20 Damage on next attack
Targets: 1
Endurance Cost: 2
Action: Half

You stab into a foe, preparing for your next strike.

Focus (P4, L5)

Level: 5
Type: Focused
Accuracy: 75
Damage: 77 Lethal Damage
Secondary Effects: Knockdown
Targets: 1
Endurance Cost: 6
Action: Full

You unleash a shockwave of energy with a powerful slice of your claws, striking a nearby foe.

Lacerate (P5, L6)

Level: 6
Type: Melee
Accuracy: 75
Damage: 53 Lethal Damage; 27 Lethal Damage per turn for 2 turns
Secondary Effects: N/A
Targets: 1
Endurance Cost: 6
Action: Half

You lacerate something vital to your target, causing them to bleed over time.

Momentum (P6, L14)

Level: 14
Type: Melee
Accuracy: 75
Damage: 31 Lethal Damage
Secondary Effects: N/A
Targets: 1
Endurance Cost: 3
Action: Free

You make use of your momentum to deliver another blow quickly after another.

Shockwave (P7, L16)

Level: 16

Type: Cone

Accuracy: 75

Damage: 31 Lethal Damage

Secondary Effects: 80% chance of Knockdown

Targets: 4

Endurance Cost: 6

Action: Full

You rip through the air with your claws, generating a wave of force that can bowl over opponents.

Dark Melee

Shadow Punch (P1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 31 Negative Damage

Secondary Effects: -3 Accuracy for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

You strike a target with a shadow-covered fist.

Smite (P2, L1)

Level: 1

Type: Melee -> PBAoE

Accuracy: 75

Damage: 46 Negative Damage

Secondary Effects: -3 Accuracy for 1 turn

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You lash out with a powerful, darkness-infused blow.

Siphon Life (P3, L4)

Level: 4

Type: Melee

Accuracy: 75

Damage: 27 Negative Damage

Secondary Effects: Marks the target with -14 Defense for two turns. The user's attacks made against the target return 12 health per hit.

Targets: 1

Endurance Cost: 5

Action: Half

You clutch the very life force of a foe and siphon it into yourself.

Dark Consumption (P4, L5)

Level: 5

Type: PBAoE

Accuracy: 75

Damage: 20 Negative Damage

Secondary Effects: +1 Recovery for one turn, with one additional turn for each target hit.

Targets: 5

Endurance Cost: 5

Action: Full

You devour pieces of the souls of nearby foes, using them to empower yourself for a time.

Touch of Fear (P5, L6)

Level: 6

Type: Melee

Accuracy: 75

Damage: 0 Negative Damage

Secondary Effects: 20 Fear, Full for 1 turn, -21 Accuracy for 2 turns.

Targets: 1

Endurance Cost: 4

Action: Half

With but a touch, you draw out the primal fear of the target, completely terrifying them for a short time and leaving them too shaky to aim well.

Soul Drain (P6, L14)

Level: 14

Type: PBAoE

Accuracy: 75

Damage: 20 Negative Damage

Secondary Effects: +20 Damage for two attacks, with +5 Damage for each additional target hit.

Targets: 5

Endurance Cost: 6

Action: Full

You draw surrounding enemies' souls completely into your body, greatly empowering you for a time.

Midnight Grasp (P7, L16)

Level: 16

Type: Melee

Accuracy: 75

Damage: 107 Negative Damage

Secondary Effects: Ethereal (7,10%), Immobilize 2 for two turns.

Targets: 1

Endurance Cost: 8

Action: Full

You pull free a pack of demonic tentacles from the netherworld, immobilizing a target.

Electrical Melee

Charged Brawl (P1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 31 Energy Damage

Secondary Effects: 20 Fatigue for 3 turns

Targets: 1

Endurance Cost: 2

Action: Half

You jab a foe with an electrical fist.

Havoc Punch (P2, L1)

Level: 1

Type: Melee -> PBAoE

Accuracy: 75

Damage: 46 Energy Damage

Secondary Effects: 30 Fatigue for 3 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You deck a nearby target with a fist encased in electricity.

Thunderstrike (P3, L4)

Level: 4

Type: Melee Splash

Accuracy: 75

Damage: 80 Energy Damage

Secondary Effects: 50% chance of Knockback 1; If the attack hits, four targets within Close range of the initial target can be hit for 40 Energy Damage at 75 Accuracy.

Targets: 1, 4

Endurance Cost: 6

Action: Full

You leap into the air and come crashing back down, unleashing a blast of electricity.

Chain Induction (P4, L5)

Level: 5

Type: Melee

Accuracy: 75

Damage: 50 Energy Damage

Secondary Effects: 20 Fatigue for two turns; If the attack hits, it can jump to another target within Mid-Range of the initial target with the same 75 Accuracy.

Targets: 1

Endurance Cost: 5

Action: Half

You zap a target with an unstable chain of electricity, one liable to jump to another nearby target.

Jacob's Ladder (P5, L6)

Level: 6

Type: Cone

Accuracy: 75

Damage: 60 Energy Damage

Secondary Effects: 10 Fatigue for two turns.

Targets: 3

Endurance Cost: 6

Action: Full

You create a loud, zapping Jacob's ladder between your outstretched arms, sending a ribbon of electricity at your foes.

Jolt (P6, L14)

Level: 14

Type: Melee

Accuracy: 75

Damage: 26 Energy Damage

Secondary Effects: Stun 2 for one turn, 50 Fatigue for two turns.

Endurance Cost: 5

Action: Full

You turn your hand into a taser, badly incapacitating a foe for a short time.

Lightning Rod (P7, L16)

Level: 16

Type: PBAoE

Accuracy: 65

Damage: 90 Energy Damage

Secondary Effects: User teleports to a location at mid-range, followed by PBAoE damage and a 15% chance for Knockdown.

Targets: 5

Endurance Cost: 9

Action: Full

You momentarily disappear from sight, striking nearby as a living bolt of lightning.

Fiery Melee

Scorch (P1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 31 Fire Damage

Secondary Effects: Combust for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

You reach out and scorch a foe with fiery hands.

Fire Sword (P2, L1)

Level: 1

Type: Melee -> PBAoE

Accuracy: 75

Damage: 46 Fire Damage

Secondary Effects: Combust for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You wield a sword made of pure fire, slicing at a target.

Fiery Embrace (P3, L4)

Level: 4

Type: Self

Secondary Effects: The next single target attack Splashes for 27 Fire damage.

Endurance Cost: 4

Action: Half

You infuse your next attack with fire, causing it to explode on impact.

Breath of Fire (P4, L5)

Level: 5

Type: Cone

Accuracy: 75

Damage: 50 Fire Damage

Secondary Effects: N/A

Targets: 3

Endurance Cost: 5

Action: Full

You let loose a dragonlike stream of fire from your throat.

Incinerate (P5, L6)

Level: 6

Type: Melee

Accuracy: 75

Damage: 53 Fire Damage; 27 Fire Damage per turn for 2 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 6

Action: Half

You blast a target with fire, incinerating them over time.

Backdraft (P6, L14)

Level: 14

Type: Mid-Range

Accuracy: 65

Damage: 10 Fire Damage

Secondary Effects: Knocks the target towards the user (Knockback 2)

Targets: 1

Endurance Cost: 4

Action: Half

You create an explosion behind your foe, flinging into arm's reach.

You've been backdrafted into my war, son! - Colonel Combustion

Flame Dance (P7, L16)

Level: 16

Type: Channeled/PBAoE

Accuracy: 75

Damage: 50 Fire Damage per turn

Secondary Effects: 15% chance for Knockdown

Maximum Duration: 3 turns

Targets: 5

Endurance Cost: 5 per turn

Action: Full

You perform a twirling flame dance, continuously striking nearby foes and threatening to knock them over.

Katana

Sting of the Wasp (P1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 31 Lethal Damage

Secondary Effects: -3 Defense for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

You slice with a quick flash of steel.

The Lotus Drops (P2, L1)

Level: 1

Type: Melee -> PBAoE

Accuracy: 75

Damage: 46 Lethal Damage

Secondary Effects: -7 Defense for 1 turn

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You perform the Lotus Drops technique.

Divine Avalanche (P3, L4)

Level: 4

Type: Self/Blindside

Accuracy: 75

Damage: 40 Lethal Damage

Secondary Effects: You parry an incoming Melee attack, ignoring all damage and secondary effects and striking back at the opponent in the process.

Targets: 1

Endurance Cost: 5

Action: Half

You parry an incoming attack, blocking it and opening a chance for retaliation.

Calling of the Wolf (P4, L5)

Level: 5

Type: Dual Target

Accuracy: N/A

Damage: N/A

Secondary Effects: User confronts target enemy, marking it. If either the user or the enemy fails to attack the other, they suffer -10% damage for one turn. If both the user and the enemy attack each other, the user gains +20% damage for the next attack.

Targets: 2

Endurance Cost: 4

Action: Half

You challenge a foe to one-on-one combat.

Claw of the Mantis (P5, L6)

Level: 6

Type: Melee/Blindside

Accuracy: 75

Damage: 27 Lethal Damage

Secondary Effects: -3 Defense for 1 turn

Targets: 1

Endurance Cost: 4

Action: Half

You strike with the agility of a mantis.

Tiger's Mercy (P6, L14)

Level: 14

Type: Melee

Accuracy: 75

Damage: 80 Lethal Damage

Secondary Effects: Applies damage after one turn, Execute

Targets: 1

Endurance Cost: 7

Action: Full

You slice clean through a foe with seemingly no effect...until shortly afterwards.

Golden Dragonfly (P7, L16)

Level: 16

Type: Mid-Range

Accuracy: 75

Damage: 107 Lethal Damage

Secondary Effects: Dashes the user next to the target.

Targets: 1

Endurance Cost: 8

Action: Full

You become the Golden Dragonfly, flying into your target and delivering a powerful blow.

Martial Arts

Thunder Kick (P1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 31 Smashing Damage

Secondary Effects: 20% chance of Stun 2 for 1 turn

Targets: 1

Endurance Cost: 2

Action: Half

You strike with a kick as fast as thunder.

Storm Kick (P2, L1)

Level: 1

Type: Melee -> PBAoE

Accuracy: 75

Damage: 46 Smashing Damage

Secondary Effects: 20% chance of Stun 2 for 1 turn -> 75% of Knockback 1

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You unleash the fury of the storm in one powerful kick.

Ten Thousand Fists (P3, L4)

Level: 4

Type: Blindside, Cone

Accuracy: 75

Damage: 50 Smashing Damage

Secondary Effects: N/A

Targets: 3

Endurance Cost: 6

Action: Half

You deliver a thousand punches in the span of seconds.

Warrior's Challenge (P4, L5)

Level: 5

Type: Dual Target

Accuracy: N/A

Damage: N/A

Secondary Effects: User confronts target enemy, marking it. If either the user or the

enemy fails to attack the other, they suffer -10% damage for one turn. If both the user and the enemy attack each other, the user gains +20% damage for the next attack.

Targets: 2

Endurance Cost: 4

Action: Half

You challenge a foe to one-on-one combat.

Cobra Strike (P5, L6)

Level: 6

Type: Melee

Accuracy: 75

Damage: 13 Smashing Damage

Secondary Effects: Stun 2 for two turns.

Endurance Cost: 4

Action: Half

You lash out with the fangs of a cobra, stunning a foe for a short time.

Gorilla Hold (P6, L14)

Level: 14

Type: Channeled/Melee

Accuracy: 75

Damage: 27 Smashing Damage per turn

Secondary Effects: 35 Fatigue per turn, all movement effects that affect the target also affect the user.

Endurance Cost: 4 per turn

Action: Full

You channel the strength of the gorilla, placing your target in a slowly incapacitating hold.

Eagle's Claw (P7, L16)

Level: 16

Type: Mid-Range

Accuracy: 75

Damage: 107 Smashing Damage

Secondary Effects: Dashes the user next to their target.

Targets: 1

Endurance Cost: 8

Action: Full

You leap at a target with the talons of an eagle, delivering a powerful blow.

Spines

Barb Swipe (P1, L1)

Level: 1

Type: Melee

Accuracy: 75

Damage: 31 Lethal Damage

Secondary Effects: Debilitate(10,Half) for 3 turns

Targets: 1

Endurance Cost: 2

Action: Half

You wildly swipe at a target with your spines.

Lunge (P2, L1)

Level: 1

Type: Melee -> PBAoE

Accuracy: 75

Damage: 46 Lethal Damage

Secondary Effects: 20 Debilitate, Half for 3 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 5

Action: Half -> Full

You stab a single spine straight into your target.

Quills (P3, L4)

Level: 4

Type: PBAoE

Accuracy: 75

Damage: 15 Lethal Damage

Secondary Effects: N/A

Targets: 5

Endurance Cost: 2

Action: Free

You constantly radiate damaging barbs at nearby enemies.

Impale (P4, L5)

Level: 5
Type: Focused
Accuracy: 75
Damage: 77 Lethal Damage
Secondary Effects: Immobilize 2
Targets: 1
Endurance Cost: 6
Action: Full

You throw a large barb at a single target, pinning them down for a short time.

Poison Sting (P5, L6)

Level: 6
Type: Melee
Accuracy: 75
Damage: 67 Toxic Damage
Secondary Effects: 10 Debilitate, Half for one turn, followed by 20 Debilitate, Full for one turn, followed by 30, Full Debilitate.
Targets: 1
Endurance Cost: 5
Action: Full

You deliver a potent sting filled with debilitating toxins.

Throw Spines (P6, L14)

Level: 14
Type: Cone
Accuracy: 75
Damage: 31 Lethal Damage
Secondary Effects: 80% chance of Immobilize 2
Targets: 4
Endurance Cost: 6
Action: Full

You throw an armful of spines in a huge cluster, raining them down upon your foes.

Ripper (P7, L16)

Level: 16
Type: PBAoE
Accuracy: 75
Damage: 80 Lethal Damage
Secondary Effects: 20 Debilitate, Full for 1 turn.

Targets: 3
Endurance Cost: 8
Action: Full

You perform a powerful ripping maneuver with your spines, tearing apart whatever you target.

Scrapper Secondary

Dark Armor

Dark Embrace (S1, L1)

Level: 1
Type: Toggle
Mitigation: 20% Smashing, Lethal, Toxic Resistance; 10% Negative Resistance;
Protection from Ethereal
Action: Half

You allow the embrace of darkness to cover your body, protecting you from harm.

Dark Regeneration (S2, L4)

Level: 4
Type: PBAoE
Accuracy: 75
Damage: 40 Negative Damage
Secondary Effects: 21 heal to user per target hit
Targets: 5
Endurance Cost: 7
Action: Full

You enact a dark ritual, using your foes as a sacrifice in order to heal yourself.

Murky Cloud (S3, L5)

Level: 5
Type: Toggle
Mitigation: 20% Fire, Cold, Negative Resistance; 10% Energy Resistance; 15 Fatigue
Protection
Action: Half

You coat yourself in a murky coating of darkness, reducing damage taken from elemental

attacks.

Obsidian Shield (S4, L6)

Level: 6

Type: Toggle

Mitigation: 20% Psionic Resistance; +2 Hold, Sleep, Stun, Immobilize, Knockback Protection; 25 Fear Protection

Action: Half

You harden a great obsidian shield around your mind, protecting it from assault and guarding you from incapacitating effects.

Death Shroud (S5, L8)

Level: 8

Type: PBAoE

Accuracy: 75

Damage: 33 Negative Damage

Secondary Effects: -16 health on user

Targets: 5

Endurance Cost: 0

Action: Free

You expend some of your own health in order to suffuse the area around you with creeping tendrils of death.

Cloak of Darkness (S6, L16)

Level: 16

Type: Self

Secondary Effects: The user cannot be the primary target of attacks for 1 turn (Breaks Taunt effects); +10% Damage on the user's next attack

Endurance Cost: 5

Action: Half

You fade into a cloak of darkness for brief time, allowing you to perform a sneak attack.

Grim Stride (S7, L17)

Level: 17

Type: Targeted AoE

Accuracy: 65

Attack Type: Physical

Damage: 50 Negative Damage

Secondary Effects: Immobilize 2 for 2 turns; teleports the user into close range of

primary target even if it misses

Targets: 4

Endurance Cost: 7

Action: Full

You walk through the netherworld itself in order to reach far away targets, entrapping them in the clutches of netherworldly tentacles.

Electric Armor

Charged Armor (S1, L1)

Level: 1

Type: Toggle

Mitigation: 30% Smashing, Lethal Resistance; 10% Energy Resistance

Action: Half

You charge yourself with electrical energy, blunting incoming physical attacks.

Energize (S2, L4)

Level: 4

Type: Self

Mitigation: N/A

Secondary Effects: 24 heal on user; the user's next attack applies Fatigue(25,2)

Endurance Cost: 3

Action: Half

You energize yourself with a burst of electricity, healing yourself and charging your next attack with extra volts.

Conductive Shield (S3, L5)

Level: 5

Type: Toggle

Mitigation: 30% Fire, Cold, Energy Resistance; 20% Negative Resistance

Action: Half

You clad yourself in a conductive shield of electrical energy, protecting yourself from elemental attacks.

Static Shield (S4, L6)

Level: 6

Type: Toggle

Mitigation: 20% Psionic Resistance; +2 Hold, Sleep, Stun, Immobilize, Knockback Protection; 50 Fatigue Protection

Action: Half

You coat your mind in a thin field of static, guarding against psionic attacks and protecting you from disabling effects.

Grounded (S5, L8)

Level: 8

Type: Auto

Secondary Effects: Every range the user moves adds one Static charge up to a maximum of 4. At will, the user can spend the Static charges on the next attack, applying Fatigue(25,2) per charge spent.

You constantly build up static charges whenever you move and can release them at will into your attacks.

Lightning Reflexes (S6, L16)

Level: 16

Type: Blindside, Self

Secondary Effects: The user's next power is a Blindside.

Endurance Cost: 4

Action: Free

You lightning reflexes allow you to move faster than anyone.

Ionic Storm (S7, L17)

Level: 17

Type: Full Encounter

Damage: 50 Energy Damage

Secondary Effects: Fatigue(25,2)

Targets: All

Endurance Cost: 9

Action: Full

You unleash a powerful storm of lightning across the entire battlefield which quickly dissipates.

Fiery Aura

Fire Shield (S1, L1)

Level: 1

Type: Toggle

Mitigation: 30% Smashing, Lethal, Toxic Resistance; 10% Fire Resistance; +2 Knockback, Stun Protection

Action: Half

You encase yourself in a burning shield, hot enough to shrug off physical attacks.

Blazing Aura (S2, L4)

Level: 4

Type: Blindside

Mitigation: N/A

Secondary Effects: When struck by a Melee attack, deal 15 Fire Damage to the attacker

Endurance Cost: 1

Action: Free

Anyone dumb enough to punch someone who's on fire suffers the consequences.

Plasma Shield (S3, L5)

Level: 5

Type: Toggle

Mitigation: 30% Fire, Energy, Negative Resistance; 20% Cold Resistance; +2 Hold, Sleep Protection

Action: Half

You protect yourself with a plasma-hot shield of flame, offering protection to elemental attacks.

Healing Flames (S4, L6)

Level: 6

Type: Self

Mitigation: N/A

Secondary Effects: 24 heal to user; 25 Protection(Debilitate) for 2 turns

Endurance Cost: 4

Action: Half

You draw up soothing, cauterizing flames to heal yourself.

Burn (S5, L8)

Level: 8

Type: Melee Patch

Accuracy: 90
Damage: 40 Fire Damage
Duration: 3 turns
Endurance Cost: 4

You start a stationary blaze; woe be to anyone standing inside it.

Flash Fire (S6, L16)

Level: 16
Type: PBAoE
Accuracy: 75
Damage: 20 Fire Damage
Secondary Effects: -14 Accuracy, +10% Damage to self for one turn.
Endurance Cost: 5

You erupt with a brilliant, bright flame, blinding nearby foes and empowering you.

Conflagration (S7, L17)

Level: 17
Type: Focused PBAoE
Accuracy: 75
Damage: 70 Fire Damage
Secondary Effects: Places a Burn patch on every target it hits.
Endurance Cost: 7

You erupt in an annihilating conflagration, setting fire to all nearby foes.

Invulnerability

Invulnerability (S1, L1)

Level: 1
Type: Toggle
Mitigation: 30% Smashing, Lethal Resistance
Action: Half

Just by puffing out your chest you can absorb the most brutal of physical blows.

Brick Wall (S2, L4)

Level: 4
Type: Reactive

Mitigation: N/A

Secondary Effects: If hit by a Melee attack, the attacker takes -10% Damage for 1 turn

Endurance Cost: 3

Your resilience is potent enough to blunt an attacker's weapon for a time.

Dull Pain (S3, L5)

Level: 5

Type: Self

Mitigation: N/A

Secondary Effects: 24 Absorb

Targets: Self

Endurance Cost: 4

Action: Half

You push beyond the pain, dulling it for a short time.

Unyielding (S4, L6)

Level: 6

Type: Toggle

Mitigation: 20% Fire, Cold, Energy, Negative, Toxic Resistance; +2 Hold, Sleep, Immobilise, Stun, Knockback Protection

Action: Half

Your tempered form cannot yield to elemental and disabling attacks.

Steel Skin (S5, L8)

Level: 8

Type: Blindside

Mitigation: N/A

Secondary Effects: Ricochets an incoming Ranged attack into an enemy within Close range of the user.

Endurance Cost: 6

Action: Half

Your skin is toughened enough to ricochet ranged attacks away from you and into whoever is unfortunate enough to be standing nearby..

Rebound (S6, L16)

Level: 16

Type: Blindside

Accuracy: Auto

Secondary Effects: Absorbs the secondary effect of an incoming attack and imbues the user's next attack with it.

Targets: 1

Endurance Cost: 6

Action: Free

You can readily ignore a secondary effect but hold onto it, returning it with an attack.

Unstoppable Charge (S7, L17)

Level: 17

Type: Mid-Range

Accuracy: 65

Damage: 30 Smashing Damage

Secondary Effects: Knockdown; 7 Defense to All for 1 turn; dashes the user into close range of target even if it misses

Targets: 1

Endurance Cost: 7

You become an unstoppable juggernaut, increasing your defenses briefly as you charge headlong into the fray.

Regeneration

Reconstruction (S1, L1)

Level: 1

Type: Self

Mitigation: 20% Toxic Resistance for 2 turns

Secondary Effects: 20 heal on user

Endurance Cost: 3

Action: Half

You reconstruct your body, healing injuries and protecting you from toxic attacks for a short time.

Resilience (S2, L4)

Level: 4

Type: Auto

Mitigation: 10% Resistance (All)

You're naturally acclimated to all kinds of harm.

Integration

Type: Toggle

Mitigation: +2 Hold, Sleep, Immobilise, Stun, Knockback Protection

Secondary Effects: 6 heal on user every turn

Action: Half

You integrate your mind and body, shaking off disabling effects with ease and replenishing your health over time.

Dull Pain

Type: Self

Mitigation: 24 Absorb

Secondary Effects: N/A

Endurance Cost: 5

Action: Half

You push beyond the pain, dulling it for a short time.

Still Standing

Type: Blindside

Mitigation: N/A

Secondary Effects: Upon being hit with an attack, you take no damage and return a Fear (35, Full) onto the target.

Endurance Cost: 6

Action: Half

You no-sell an attack, completely absorbing and healing away the damage, and totally freaking the attacker out.

Rapid Recovery

Type: Toggle

Mitigation: N/A

Secondary Effects: Prevents the user from recovering Endurance through any means; 24 heal per turn to user

Endurance Cost: 0

Action: Half

You focus absolutely all of your energy into healing back up.

Moment of Glory

Type: Self

Mitigation: 20% Resistance(All) for 1 turn; 14 Defense(All) for 1 turn; Protection from Ethereal for 1 turn

Endurance Cost: 8

Action: Half

You enter a moment of glory, greatly increasing your resilience

Shield Defense

You carry a mighty shield on your arm, allowing you to deflect all kinds of attacks. Using the shield requires strength, so you are harder than most, and you can use your shield to help defend your allies as well.

Deflection (S1, L1)

Level: 1

Type: Toggle

Mitigation: +14 Defense(Melee); +10% Resistance(Smashing, Lethal)

Action: Half

You know where and how to hold a shield, allowing you to easily deflect most melee strikes.

Shield Punch (S2, L4)

Level: 4

Type: Melee

Damage: 0 Smashing Damage

Secondary Effects: Knockback, -3 Accuracy for one turn.

Targets: 1

Endurance Cost: 4

Action: Half

You bash your shield straight into an unsuspecting enemy's face, sending them flying and leaving them slightly dazed.

Battle Agility (S3, L5)

Level: 5

Type: Toggle

Mitigation: +14 Defense(Ranged, AoE); 3 Protection(-Defense)

Action: Half

Your shield, along with a healthy amount of agility, allows you to defend against ranged attacks.

Active Defense (S4, L6)

Level: 6

Type: Self

Mitigation: +4 Protection(Hold, Sleep, Immobilise, Stun, Knockback) for 5 turns; 3
Protection(-Defense) for 5 turns

Endurance Cost: 1

Action: Half

You put your vigor to the test, completely dodging most disabling effects for some time.

True Grit (S5, L8)

Level: 8

Type: Auto

Mitigation: 10% Resistance(Fire, Cold, Energy, Negative, Toxic); +12 Maximum Health

You possess true grit, allowing you to take more punishment than the average person.

Grant Cover (S6, L16)

Level: 16

Type: PBAoE

Mitigation: +14 Defense(All) to each ally in Close range (not the user); 15
Protection(Debilitate) to user and each ally in Close range

Targets: 5

Endurance Cost: 1

Action: Free

Your shield allows you to provide cover for your teammates, the morale boost also preventing you from being debilitated.

Shield Charge (S7, L17)

Level: 17

Type: Targeted AoE

Accuracy: 65

Attack Type: Physical

Damage: 19 + LEVEL Smashing Damage

Secondary Effects: 80% chance of Knockdown; dashes the user into close range of
primary target even if it misses

Targets: 3

Endurance Cost: 7

You become a living missile, battering ahead with your shield held forward.

Super Reflexes

Focused Fighting (S1, L1)

Level: 1

Type: Toggle

Mitigation: +14 Defense(Melee), 3 Protection(-Defense)

Action: Half

Your incredible speed makes time almost slow down as you trade blows with an enemy.

Double Time (S2, L4)

Level: 4

Type: Blindside

Secondary Effects: Allows the user to re-roll an accuracy check on a missed attack.

Endurance Cost: 4

Action: Free

You're fast enough to fix mistakes on the fly.

Focused Senses (S3, L5)

Level: 5

Type: Toggle

Mitigation: +14 Defense(Range, AoE), 20 Protection(Debilitate)

Action: Half

Your intense focus allows you to dodge even the fastest projectiles.

Practiced Brawler (S4, L6)

Level: 6

Type: Blindside

Mitigation: Ignore an incoming mez

Endurance: 4

Action: Half

Your training allows you to deftly dodge an incoming disable.

Quick Reflexes (S5, L8)

Level: 8

Type: Self

Secondary Effects: The user's next attack is a Blindside.

Endurance Cost: 4

Action: Free

Your quick reflexes allow you to attack faster than anyone.

Adrenaline Rush (S6, L16)

Level: 16

Type: Auto

Mitigation: +10% Resistance (All) if Staggered, +20% Resistance (All) if Reeling

When the going gets rough, your adrenaline starts pumping, allowing you shrug off some damage.

Elude (S7, L17)

Level: 17

Type: Self

Mitigation: The user cannot be the primary target of attacks (Breaks Taunt effects) and gains an additional movement action for one turn.

Endurance Cost: 7

Action: Half

You become totally elusive, unable to be seen, and can move farther than normal for a brief time.

Willpower

Mind Over Body (S1, L1)

Level: 1

Type: Toggle

Mitigation: +30% Resistance(Smashing, Lethal, Psionic, Toxic); 20 Protection(Fear)

Action: Half

You put mind over matter and dull your senses to physical damage.

Glare (S2, L4)

Level: 4

Type: Mid-Range

Accuracy: 65

Damage: 0 Psionic Damage

Secondary Effects: -11 Defense for two turns; Provoke for two turns.

Targets: 1
Endurance Cost: 5
Action: Half

You shoot a foe a piercing glare, distracting them and potentially drawing their attention.

Indomitable Will (S3, L5)

Level: 5
Type: Toggle
Mitigation: +3 Protection(Hold, Sleep, Stun); +7 Defense(Psionic)
Action: Half

Your indomitable will prevents you from being disabled and grants some protection from mental assaults.

High Pain Tolerance (S4, L6)

Level: 6
Type: Auto
Mitigation: +10% Resistance(Smashing, Lethal, Fire, Cold, Energy, Negative, Toxic, Psionic); +12 Maximum Health

Your tolerance for pain is above and beyond that of a normal person's, easily letting you take more punishment.

Inconspicuous (S5, L8)

Level: 8
Type: Self
Mitigation: The user cannot be the primary target of attacks for 1 turn (Breaks Taunt effects); +10% Damage on the user's next attack
Targets: 1
Endurance Cost: 5

You're not above ducking out from the limelight if it suits your purposes.

Heightened Senses (S6, L16)

Level: 16
Type: Blindside
Mitigation: + Defense(Fire, Cold, Energy, Negative)
Endurance Cost: 4
Action: Half

You always keep an ear open for incoming fireballs.

Battle Cry (S7, L17)

Level: 17

Type: PBAoE

Mitigation: +10 Damage to self, +20 Damage to allies for one turn.

Targets: 5

Endurance Cost: 7

Action: Half

With a mighty shout you instill you and your teammates with a powerful furor, increasing the damage you all deal for a short time.

Controller Primary

Earth Control

Stone Prison (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 15 Smashing Damage

Secondary Effects: Immobilize 2 for 3 turns -> Immobilize 2 for 2 turns

Targets: 1 -> 4

Endurance Cost: 2 -> 5

Action: Half -> Full

You raise a prison of sharp rocks around a target, preventing them from moving.

"To 'imprism,' as it were." - Investigator Andrews

Fossilize (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 15 Smashing Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 6

Action: Half -> Full

You forcibly encase a target in solid rock, completely stopping them from acting temporarily.

"You belong in a museum!" - Investigator Andrews

Quicksand (P3, L4)

Level: 4

Type: Patch

Accuracy: Auto

Damage: 0 Smashing Damage

Secondary Effects: 75% chance of Immobilize 3, Debilitate (15, Half)

Duration: 3 turns

Targets: 4

Endurance Cost: 5

Action: Half

You generate a patch of churning, shifting quicksand, easily enfeebling anyone caught in it.

Ring of Stone (P4, L5)

Level: 5

Type: Cage

Accuracy: Auto

Damage: 0 Smashing Damage

Secondary Effects: Encases an ally and enemy within close range of each other in a solid cage of stone, preventing any outside actions against them.

Duration: 2 turns

Targets: 2

Endurance Cost: 4

Action: Half

You construct an impenetrable ring of rock around an ally and a foe, locking them away from the rest of the battlefield.

Earthquake (P5, L6)

Level: 6

Type: Patch

Accuracy: Auto

Damage: 0 Smashing Damage

Secondary Effects: 50% chance for Knockdown, -14 Defense.

Duration: 3 turns

Targets: 4

Endurance Cost: 6

Action: Full

You trigger a localized earthquake, easily tripping up anyone caught within its radius.

Crystal Burst (P6, L14)

Level: 14

Type: Targeted AoE

Accuracy: 65

Damage: 15 Lethal Damage

Secondary Effects: -7 Accuracy, if an affected target misses an attack, it checks again against an ally.

Targets: 4

Endurance Cost: 5

Action: Full

You summon a blossom of exploding crystals, coating enemies in dazzling and confounding fragments.

Animated Stone (P7, L16)

Level: 16

Type: Pet, Close

Accuracy: Auto

Duration: 4 full actions

Endurance Cost: 7

Pet Abilities:

HP: 100

Stone Skin: self, half, +20% Resistance(All) for 1 turn

Stone Fist: melee, half, 75 Acc, 10 Smashing damage, Provoke for 1 turn

Action: Full

You bring forth a semi-sentient animated stone to fight for you.

Mind Control

Mesmerize (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 15 Psionic Damage

Secondary Effects: Sleep 2 for 3 turns -> Sleep 2 for 2 turns

Targets: 1 -> 4

Endurance Cost: 3 -> 6

Action: Half -> Full

You hypnotise a target, lulling it to sleep.

Dominate (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 15 Psionic Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 6

Action: Half -> Full

You mentally lockdown a target, completely preventing them from acting for a time.

Confuse (P3, L4)

Level: 4

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 0 Psionic Damage

Secondary Effects: Confuse 2 for 2 turns

Targets: 1 -> 4

Endurance Cost: 3 -> 6

Action: Half -> Full

You cloud a target's senses, sending them into a deep confusion.

Mental Block (P4, L5)

Level: 5

Type: Mid-Range

Accuracy: 65

Damage: 0 Psionic Damage

Secondary Effects: The user picks one of the target's attacks. The target cannot use that attack for 2 turns.

Targets: 1

Endurance Cost: 5

Action: Half

You afflict a target with a mental block, stopping them from even considering using one of their attacks.

Terrify (P5, L6)

Level: 6

Type: Cone

Accuracy: 65

Damage: 15 Psionic Damage

Secondary Effects: Fear 25, Half

Targets: 3

Endurance Cost: 4

Action: Full

You project an embodiment of pure, primal fear, utterly terrifying your foes.

*“So tell me, sweetheart. **What are you afraid of?**” -Psykeria*

Telekinesis (P6, L14)

Level: 14

Type: Channel/Mid-Range

Accuracy: Auto

Damage: 0 Psionic Damage

Secondary Effects: Can be used on either an enemy or an ally. If used on an enemy, Hold (Special: Checks against Knockback 3), and allows the user to move them around the battlefield one distance. If used on an ally, allows the user to move them around the battlefield for one distance.

Targets: 1

Endurance Cost: 6

Action: Full

You focus your impressive telekinetic potential, allowing you to pick up ally or enemy alike as if they were mere toys.

Command (P7, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 0 Psionic Damage

Secondary Effects: For two turns, the controller can dictate a single enemy's actions, ordering them to move between ranges or use any powers the enemy has.

Targets: 1

Endurance Cost: 10

Action: Full

You reach directly into the mind of a target, taking complete control of their actions for a time.

Fire Control

Ring of Fire (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 15 Fire Damage

Secondary Effects: Immobilize 2 for 3 turns -> Immobilize 2 for 2 turns

Targets: 1 -> 4

Endurance Cost: 2 -> 5

Action: Half -> Full

You trap a target in a ring of fire, one so hot they wouldn't dare try to cross it.

Char (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 15 Fire Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 6

Action: Half -> Full

You choke a target with hot cinders, totally incapacitating them for a brief time.

Smoke (P3, L4)

Level: 4

Type: Targeted AoE

Accuracy: 65

Damage: 0 Fire Damage

Secondary Effects: -14 Accuracy for 1 turn

Targets: 5

Endurance Cost: 3

Action: Half

You churn up a cloud of thick smoke, obscuring the vision of anyone it clings to.

Wall of Fire (P4, L5)

Level: 5

Type: Wall

Accuracy: Auto

Secondary Effects: Places a wall of fire at a targeted point between two ranges. All enemies passing through the wall take 20 Fire Damage.

Duration: 3 turns

Targets: N/A

Endurance Cost: 5

Action: Half

You summon a great wall of fire, blockading your foes.

Bonfire (P5, L6)

Level: 6

Type: Patch

Accuracy: Auto

Damage: 10 Fire Damage

Secondary Effects: Knockback 2

Duration: 3 turns

Targets: 4

Endurance Cost: 6

Action: Full

You lay down a roaring bonfire, repulsing foes with its sheer ferocity.

Hot Feet (P6, L14)

Level: 14

Type: Targeted AoE

Accuracy: 65

Damage: 15 Fire Damage

Secondary Effects: Sets enemies' feet on fire, causing them to panic and make a movement action on their next turn.

Targets: 5

Endurance Cost: 7

Action: Full

You give 'em the ol' hot foot, causing them to dance in pain as their little toesies are singed.

Fire Imps (P7, L16)

Level: 16

Type: Pet, Close

Accuracy: Auto

Duration: 4 full actions

Endurance Cost: 7

Pet Abilities:

HP: 80

Flares: mid-range, half, 65 Acc, 25 Fire damage, Ignite for 1 turn

Scorch: melee, full, 75 Acc, 42 Fire damage, Ignite for 1 turn

Action: Full

You call forth a gaggle of small imps made of fire to fight for you.

Gravity Control

Crush (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 15 Smashing Damage

Secondary Effects: Immobilize 2 for 3 turns -> Immobilize 2 for 2 turns

Targets: 1 -> 4

Endurance Cost: 2 -> 5

Action: Half -> Full

You create a localized gravity field, hindering the movement of a target.

Gravity Distortion (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 15 Smashing Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 6

Action: Half -> Full

You reverse gravity around a target, leaving them stuck floating in mid-air.

Propel (P3, L4)

Level: 4

Type: Melee, Mid-Range

Accuracy: 65

Damage: 32 Smashing Damage

Secondary Effects: User targets an ally or enemy and propels them into an enemy at Mid-Range from the primary target, dealing 32 Smashing Damage and 50% chance to Knockdown to enemies.

Targets: 2

Endurance Cost: 5

Action: Full

You focus your mastery over gravity in order to propel one target straight at another.

Dimension Shift (P4, L5)

Level: 5

Type: Cage

Accuracy: Auto

Damage: 0 Energy Damage

Secondary Effects: Encases an ally and enemy within close range of each other in another dimension, preventing any outside actions against them.

Duration: 2 turns

Targets: 2

Endurance Cost: 4

Action: Half

You bend space around an ally and a foe, completely separating them from the rest of the battle.

Gravity Well (P5, L6)

Level: 6

Type: Mid-Range Pet

Accuracy: N/A

Damage: 0 Smashing Damage

Pet Powers:

Force of Gravity: Gravity Well is permanently Immobilized.

Gravity Pulse: PBAoE, Full Action, 50% chance to pull enemies at Mid-Range into the patch, maximum of 4 targets.

Duration: 3 full actions

Endurance Cost: 6

Action: Full

You summon a powerful gravity field to override Earth's own gravitational field, slowly pulling foes into its orbit.

Wormhole (P6, L14)

Level: 14

Type: Targeted AoE

Accuracy: 65

Damage: 15 Smashing Damage

Secondary Effects: Stun 2 and allows affected targets to be teleported one range away from their original position.

Targets: 4

Endurance Cost: 7

Action: Full

You carefully fold space, disorienting targets as you suck them through a wormhole to somewhere else..

Singularity (P7, L16)

Level: 16

Type: Pet, Close

Accuracy: Auto

Duration: 4 full actions

Endurance Cost: 7

Pet Abilities:

HP: 60

Crush: mid-range, half, 65 Acc, 15 Smashing damage, Immobilize 2 for 2 turns

Lift: mid-range, half, 65 Acc, 20 Smashing damage, Knockdown

Action: Full

You call forth a swirling singularity, a semi-sentient pocket of raw gravity to fight for you.

Ice Control

Chillblain (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 15 Cold Damage

Secondary Effects: Immobilize 2 for 3 turns -> Immobilize 2 for 2 turns

Targets: 1 -> 4

Endurance Cost: 2 -> 5

Action: Half -> Full

You freeze your target's feet to the ground, completely trapping them.

Block of Ice (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 15 Cold Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 6

Action: Half -> Full

You freeze your target solid in a block of ice.

Ice Slick (P3, L4)

Level: 4

Type: Mid-Range/Patch

Accuracy: Auto

Damage: 0 Cold Damage

Secondary Effects: 30% chance for Knockdown, 20 Debilitate, Half

Duration: 3 turns

Targets: 4

Endurance Cost: 4

Action: Half

You summon a large slippery field of ice, making it terribly difficult for those caught in it to stay on their feet.

Icy Prison (P4, L5)

Level: 5

Type: Cage

Accuracy: Auto

Damage: 0 Cold Damage

Secondary Effects: Encases an ally and enemy within close range of each other in a glacial prison, preventing any outside actions against them.

Duration: 2 turns

Targets: 2

Endurance Cost: 4

Action: Half

You form an impenetrable barrier of ice around an ally and foe, separating them from the rest of the fight.

Shiver (P5, L6)

Level: 6
Type: Cone
Accuracy: 65
Damage: 0 Cold Damage
Secondary Effects: Debilitate(75, Full) for 2 turns
Targets: 3
Endurance Cost: 5
Action: Full

You unleash a frigid wind upon your foes, threatening to give them hypothermia.

Cold Feet (P6, L14)

Level: 14
Type: Targeted AoE
Accuracy: 65
Damage: 15 Cold Damage
Secondary Effects: Freezes enemies' feet, causing them to slip and make a movement action on their next turn.
Targets: 5
Endurance Cost: 7
Action: Full

You ice up your foes' feet, leaving them sliding uncontrollably across the floor.

Jack Frost (P7, L16)

Level: 16
Type: Pet, Close
Accuracy: Auto
Duration: 4 full actions
Endurance Cost: 7
Pet Abilities:
HP: 80
Chilling Embrace: PBAoE, full, 0 Cold damage, Debilitate(20,Half), -10% Damage for 1 turn
Frost: cone, full, 20 Cold damage, Debilitate(25,Half)
Action: Full

You call forth a semi-sentient being of ice to fight for you.

Plant Control

Entangle (P1, L1)

Level: 1

Type: Mid-Range -> Targeted AoE

Accuracy: 65

Damage: 15 Lethal Damage

Secondary Effects: Immobilize 2 for 3 turns -> Immobilize 2 for 2 turns

Targets: 1 -> 4

Endurance Cost: 2 -> 5

Action: Half -> Full

You grow an entangling patch of thorns around your target's feet.

Strangler (P2, L1)

Level: 1

Type: Mid-Range -> Cone

Accuracy: 65

Damage: 15 Smashing Damage

Secondary Effects: Hold 2 for 2 turns

Targets: 1 -> 3

Endurance Cost: 3 -> 6

Action: Half -> Full

You grow restraining vines to completely lock down your target.

Spore Cap (P3, L4)

Level: 4

Type: Mid-Range, Pet

Accuracy: Auto

Duration: 3 full actions

Endurance Cost: 5

Pet Abilities:

Spore Puff: Type: Melee, Accuracy: 75, Action: Full, 0 Toxic Damage, Sleep 2 for 2 turns.

Action: Half

You grow a mushroom trap which lies in wait to release puffs of noxious spores.

Miracle Growth (P4, L5)

Level: 5

Type: Self

Effects: Grants the ability to cast any Plant Control power as a Blindside power.

Endurance Cost: 6

Action: Free

You accelerate the metabolism of your next growth, allowing it to grow with incredible speed.

Bramble Patch (P5, L6)

Level: 6

Type: Wall

Accuracy: Auto

Secondary Effects: Places a wall of brambles at a targeted point between two ranges. All enemies passing through the wall take 20 Lethal Damage have a 15% chance to be knocked down.

Duration: 3 turns

Targets: N/A

Endurance Cost: 4

Action: Half

You grow a thorny wall of brambles in order to blockade your foes.

Seeds of Confusion (P6, L14)

Level: 14

Type: Cone

Accuracy: 65

Damage: 0 Toxic Damage

Secondary Effects: Confuse 2 for 2 turns

Targets: 3

Endurance Cost: 5

Action: Full

You fling a handful of potent mind-altering seeds at your foes, throwing them into disarray.

Fly Trap (P7, L16)

Level: 16

Type: Pet, Close

Accuracy: Auto

Duration: 4 full actions

Endurance Cost: 7

Pet Abilities:

HP: 90

Bite: melee, full, 75 Acc, 30 Lethal damage, -7 Defense for 1 turn

Barb Toss: mid-range, half, 65 Acc, 20 Toxic damage

Action: Full

You call forth a walking, snapping semi-sentient fly trap to fight for you.

Controller Secondary

Cold Domination

Thin Ice (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Cold Damage

Secondary Effects: -11 Defense for 2 turns; For 2 turns, if the target makes a movement action, they receive Knockdown.

Targets: 1

Endurance Cost: 3

Action: Half

You place a target on thin ice, reducing their ability to dodge and surely tripping them up if they try to move.

Ice Shield (S2, L4)

Level: 4

Type: Mid-Range

Mitigation: +11 Defense(Melee, Smashing, Lethal, Toxic) for 3 turns; 10% Resistance(Cold,Fire) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You coat an ally in a protective layer of ice that can help them shrug off incoming attacks.

Glacial Shield (S3, L4)

Level: 4

Type: Mid-Range

Mitigation: +11 Defense(Ranged, AoE, Energy, Negative, Psionic) for 3 turns; 20% Resistance(Cold) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You coat an ally in a protective layer of frosted ice that can help them shrug off incoming attacks.

Cold Snap (S4, L6)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 0 Cold Damage

Secondary Effects: For 3 turns, the target Splashes 20 Cold Damage.

Targets: 1

Endurance Cost: 4

Action: Half

You generate a sudden cold snap centered on a target, turning them into the epicenter of a wintery chill.

Snow Storm (S5, L8)

Level: 8

Type: Targeted AoE

Accuracy: 90

Damage: 0 Cold Damage

Secondary Effects: Debilitate(50,Full) for 2 turns

Targets: 5

Endurance Cost: 5

Action: Full

You summon a bitter flurry of snow, chilling your foes.

Benumb (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 0 Cold Damage

Secondary Effects: -30% Damage for 2 turns, -50% Healing on target for 2 turns, 25% chance of Sleep 2 for 2 turns

Targets: 1

Endurance Cost: 5

Action: Full

You utterly benumb a target, drastically halting their metabolism for a short time.

Heat Loss (S7, L17)

Level: 17

Type: Targeted AoE

Accuracy: 65

Damage: 0 Cold Damage

Secondary Effects: Debilitate(35,Half) for 2 turns, 50% chance of Immobilize 3 for 2 turns,
+2 Endurance per target hit to allies in Close range

Targets: 5

Endurance Cost: 4

Action: Full

You massively drain the body heat of a group of foes and channel it into your allies.

Empathy

Heal Other (S1, L1)

Level: 1

Type: Mid-Range -> PBAoE

Mitigation: N/A

Secondary Effects: 25 heal

Targets: 1 -> 5

Endurance Cost: 2 -> 5

You send out soothing waves to heal an ally.

Guilt (S2, L4)

Level: 4

Type: Mid-Range

Secondary Effects: On the next turn, the target cannot attack the same foe it attacked the
previous turn. (Breaks Taunt)

Targets: 1

Endurance Cost: 4

Action: Full

You instill a target with guilt, preventing them from attacking the same target twice.

Recovery Aura (S3, L5)

Level: 5

Type: PBAoE

Secondary Effects: Recover 1 extra Endurance per turn for 4 turns

Targets: 5
Endurance Cost: 6
Action: Half

You send out rejuvenating waves to replenish your allies' endurance.

Soothe (S4, L6)

Level: 6
Type: Mid-Range
Accuracy: 65
Damage: 0 Psionic Damage
Secondary Effects: -11 Defense for 1 turn, -11 Accuracy for 1 turn, 50% chance of Sleep 2 for 1 turn
Targets: 1
Endurance Cost: 5
Action: Full

You greatly calm a target, lulling them into a stupor.

Bolster Willpower (S5, L8)

Level: 8
Type: PBAoE Toggle
Secondary Effects: Grants nearby teammates 10% Resistance(Psionic) and 10% chance to ignore Mez.
Targets: 5
Endurance Cost: 0
Action: Half

You and your nearby allies are naturally protected from mental effects and disabling effects by your empathic nature.

Betrayal (S6, L16)

Level: 16
Type: Mid-Range
Accuracy: 65
Damage: 0 Psionic Damage
Secondary Effects: The target's next attack must be made against one of its allies.
Targets: 1
Endurance Cost: 7
Action: Full

You mentally convince a target to betray his allies.

Encouraging Words (S7, L17)

Level: 17

Type: Mid-Range

Secondary Effects: The target's next attack gains +14 Accuracy and heals for 50% of the damage dealt.

Targets: 1

Endurance Cost: 8

Action: Full

You fill an ally with incredible amounts of encouragement, allowing them to heal from the zeal of combat.

Force Field

Force Fields allow you to encase both allies and enemies in shells of energy to shield the former from harm or incapacitate the latter. A Force Field character can drastically reduce the amount of damage his allies take and has a number of ways to control the battlefield.

Force Bolt (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 5 Smashing Damage

Secondary Effects: Knockback

Targets: 1

Endurance Cost: 3

You blast a target with a missile made of forcefields, knocking them clear off their feet.

Deflection Shield (S2, L4)

Level: 4

Type: Mid-Range

Mitigation: +11 Defense(Melee, Smashing, Lethal, Toxic) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

You encase an ally in a protective forcefield primarily attuned to physical attacks.

Insulation Shield (S3, L4)

Level: 4

Type: Mid-Range

Mitigation: +11 Defense(Ranged, AoE, Energy, Negative, Fire, Cold) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

You encase an ally in a protective forcefield primarily attuned to elemental attacks.

Detention Field (S4, L6)

Level: 6

Type: Mid-Range

Accuracy:65

Damage: 0 Energy Damage

Secondary Effects: Hold 100 for 2 turns; +100 Defense(All) on target for 2 turns

Targets: 1

Endurance Cost: 4

You encase a target in an impenetrable force field, completely sealing them away from combat.

Soap Bubble (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Damage: 0 Smashing Damage

Secondary Effects: For three turns, target suffers 25% chance of Knockdown and -10% Damage.

Targets: 1

Endurance Cost: 5

Action: Half

You trap a target in a slippery, frictionless force field, making it difficult for them to land strong blows and threatening to trip them up.

Disruption Bomb (S6, L16)

Level: 16

Type: Targeted AoE

Accuracy: 65

Damage: 15 Smashing Damage

Secondary Effects: Stun 2 for 1 turns; -10 Defense for 1 turns

Targets: 5

Endurance Cost: 5

You launch a disruptive force bomb, disorientating foes with concussive force.

Force Bubble (S7, L17)

Level: 17

Type: Channel/PBAoE

Accuracy: Auto

Damage: 0 Smashing Damage

Secondary Effects: Repel 1

Targets: 5

Endurance Cost: 1 per target repelled per turn

You construct a semi-permeable bubble that keeps foes from entering Close range with you.

Kinetics

Transfusion (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: 25 Fatigue for 3 turns; Splash 20 heal to allies

Targets: 1

Endurance Cost: 3

Action: Half

You drain kinetic energy from a target and release it in healing waves.

Siphon Power (S2, L4)

Level: 4

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: -20% Damage for 2 turns; +19 Damage to user and allies in Close range of user for 2 turns

Targets: 1

Endurance Cost: 4

Action: Half

You pull raw power from a target and transfer it straight to your allies.

Speed Boost (S3, L5)

Level: 5

Type: Mid-Range

Mitigation: N/A

Secondary Effects: The targeted ally is able to make one action in place of the user. The target can still make all available actions on their turn as well.

Targets: 1

Endurance Cost: 4

Action: Full

You infuse an ally with pure speed, allowing them to act in your stead.

Increase Density (S4, L6)

Level: 6

Type: Mid-range

Secondary Effects: The targeted ally becomes totally immune to knockback, and their melee attacks gain a 15% chance to inflict Stun 2 for 1 turn when they hit.

Targets: 1

Duration: 2

Endurance Cost: 5

Action: Half

You saturate an ally with extra density, making them impossible to knock over and granting their Melee attacks additional inertia.

Transference (S5, L8)

Level: 8

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: Fatigue(50,3); +2 Endurance to allies in Close range of the target

Targets: 1

Endurance Cost: 3

Action: Half

You sap a target of its energy, releasing it as refreshing waves.

Density Overload (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: For 3 turns, the target's attacks apply Fatigue(30,2) to himself.

Targets: 1

Endurance Cost: 5

Action: Half

You overload an enemy with excess density, causing them to tire with ease.

Inertial Reduction (S7, L17)

Level: 17

Type: PBAoE

Secondary Effects: Grants an ally an additional Half Action on their turn.

Targets: 1

Endurance Cost: 10

Action: Full

You greatly reduce the inertia of your allies, letting them move or attack more than normal.

Radiation Emission

Radiant Aura (S1, L1)

Level: 1

Type: PBAoE

Mitigation: N/A

Secondary Effects: 25 heal

Targets: 4

Endurance Cost: 4

Action: Full

You release healing waves of radiation to aid your allies.

Radiation Infection (S2, L4)

Level: 4

Type: Targeted AoE

Accuracy: 90

Damage: 0 Energy Damage

Secondary Effects: -7 Accuracy for 2 turns, -7 Defense for 2 turns

Targets: 4

Endurance Cost: 4

Action: Half

You infect your foes with a lingering radiation, degrading their ability to accurately hit or dodge.

Accelerate Metabolism (S3, L5)

Level: 5

Type: PBAoE

Mitigation: N/A

Secondary Effects: +1 Recovery for 3 turns, 10% chance to ignore debuffs, 15 Protection(Debilitate) for 3 turns

Endurance Cost: 7

Action: Full

You accelerate the metabolisms of your allies, quickening their recovery and making them difficult to debuff.

Enervating Field (S4, L6)

Level: 6

Type: Targeted AoE

Accuracy: 90

Damage: 0 Energy Damage

Secondary Effects: -10% Damage for 2 turns, -10% Resistance for 2 turns

Targets: 4

Endurance Cost: 4

Action: Half

You drop a crippling field of radiation on your foes, hindering their strength and weakening their armor.

Lingering Radiation (S5, L8)

Level: 8

Type: Targeted AoE

Accuracy: 65

Damage: 0 Toxic Damage

Secondary Effects: Debilitate(25,Full) for 2 turns, -50% to healing on the target for 2 turns

Targets: 4

Endurance Cost: 6

Action: Full

You lay out a cloud of debilitating radiation on your foes.

Atomic Wait (S6, L16)

Level: 16

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: Immobilize 1 and -10% Damage on the the first turn, Immobilize 2 and -20% Damage on the second turn, Immobilize 3 and -30% Damage on the third turn

Targets: 1

Endurance Cost: 4

Action: Half

You contaminate a target with a form of radiation that grows stronger over time before dissipating.

EM Pulse (S7, L17)

Level: 17

Type: Focused PBAoE

Accuracy: 75

Damage: 0 Energy Damage

Secondary Effects: 100 Fatigue for 2 turns; -7 Defense, -10% Resistance for 2 turns

Targets: 5

Endurance Cost: 10

Action: Full

You let loose with a massive electromagnetic pulse, stopping even organic foes in their tracks for a time.

Sonic Resonance

Sonic Siphon (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: -20% Resistance for 2 turns

Targets: 1

Endurance Cost: 2

Action: Half

You project a waveform that weakens a target's armor.

Sonic Barrier (S2, L4)

Level: 4

Type: Mid-Range

Mitigation: +20% Resistance(Smashing,Lethal,Toxic) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

You envelop an ally in a protective barrier harmonized to physical attacks.

Sonic Haven (S3, L4)

Level: 4

Type: Mid-Range

Mitigation: +20% Resistance(Energy, Negative, Fire, Cold) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

You envelop an ally in a protective barrier harmonized to elemental attacks.

Sonic Detention (S4, L5)

Level: 6

Type: Mid-Range

Accuracy: 65

Damage: 0 Energy Damage

Secondary Effects: Hold 100 for 2 turns; +100 Defense(All) on target for 2 turns

Targets: 1

Endurance Cost: 4

You encase a target in a cage of pure sound, completely sealing them away from combat.

Sonic Repulsion (S5, L8)

Level: 8

Type: Mid-Range

Secondary Effects: Targeted ally Splashes 10 Smashing Damage and Knockback at 75 Accuracy.

Targets: 1

Endurance Cost: 6

Action: Half

You activate a concussive soundwave from an ally's location, sending nearby foes flying.

Sonic Boom (S6, L16)

Level: 16

Type: Split

Accuracy: 65

Damage: 0 Smashing Damage

Secondary Effects: Knockdown, Stun 2 for 2 turns, -7 Defense for 2 turns

Targets: 2

Endurance Cost: 5

Action: Full

You unleash a crashing sonic boom, devastating two of your foes.

Liquefy (S7, L17)

Level: 17

Type: Patch

Accuracy: 75

Duration: 3 Turns

Damage: 0 Energy Damage

Secondary Effects: 65% chance of Knockback 1, -30% Resistance

Targets: 3

Endurance Cost: 8

Action: Full

You create a localized sonic field powerful enough to turn your foes' legs (and anything else) to jelly.

Storm Summoning

Gale (S1, L1)

Level: 1

Type: Cone

Accuracy: 75

Damage: 10 Smashing Damage

Secondary Effects: Knockback

Targets: 3

Endurance Cost: 4

Action: Half

You blast a powerful gust of wind at your foes to blow them back.

Snow Storm (S2, L4)

Level: 4

Type: Targeted AoE

Accuracy: 90

Damage: 0 Cold Damage

Secondary Effects: 60 Debilitate for 2 turns

Targets: 4

Endurance Cost: 4

You summon a bitter flurry of snow, chilling your foes.

Freezing Rain (S3, L5)

Level: 5

Type: Patch

Accuracy: Auto

Damage: 10 Cold Damage

Secondary Effects: 25% chance of Knockback 1, -7 Defense, -10% Resistance

Duration: 3 turns

Targets: 4

Endurance Cost: 6

You summon a storm of freezing rain, covering your foes in sleet.

Barometric Shift (S4, L6)

Level: 6

Type: PBAoE

Accuracy: Auto

Damage: N/A

Secondary Effects: For one turn, the targets' abilities cost one less Endurance.

Targets: 5

Endurance Cost: 6

Action: Full

You fundamentally alter the barometric pressure around your allies, making it easier for them to use their abilities.

Hurricane (S5, L8)

Level: 8

Type: Channeled PBAoE

Accuracy: 90

Damage: 0 Cold Damage

Secondary Effects: -11 Accuracy, 75% chance to Repel

Targets: 5

Endurance Cost: 5

Action: Full

You unleash the full fury of a hurricane around yourself.

Tornado (S6, L16)

Level: 16

Type: Pet, Mid-Range

Duration: 3 Full Actions

Pet Abilities:

Funnel of Love: PBAoE, 3 targets, full, 90 Acc, 15 Smashing damage, 50% chance of Knockdown

Targets: N/A

Endurance Cost: 7

Action: Full

You summon a tempestuous tornado to tear through the battlefield.

Lightning Storm (S7, L17)

Level: 17

Type: Pet

Duration: 3 Full Actions

Pet Abilities:

Lightning Bolt: mid-range, half, 65 Acc, 25 Energy Damage, 30% chance of Stun 2 for 1 turn

Gale: cone, full, 75 Acc, 10 Smashing damage, Knockback

Targets: N/A

Endurance Cost: 8

Action: Full

You summon a thundercloud to rain lightning down at your foes.

Thermal Radiation

Cauterize (S1, L1)

Level: 1

Type: Mid-Range

Mitigation: N/A

Secondary Effects: 25 heal

Targets: 1

Endurance Cost: 2

You cauterize an ally's wounds with carefully applied heat.

Thermal Shield (S2, L4)

Level: 4

Type: Mid-Range

Mitigation: +20% Resistance(Smashing,Lethal,Toxic) for 3 turns; +10% Resistance(Fire) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

You encase an ally in a shield of heat strong enough to protect from physical blows.

Plasma Shield (S3, L4)

Level: 4

Type: Mid-Range

Mitigation: +20% Resistance(Fire, Energy, Negative) for 3 turns; +10% Resistance(Cold) for 3 turns

Secondary Effects: N/A

Targets: 1

Endurance Cost: 2

Action: Half

You encase an ally in a shield of heat strong enough to protect from elemental blows.

Heat Lance (S4, L6)

Level: 6

Type: Piercing

Accuracy: 75

Damage: 10 Fire Damage

Secondary Effects: -10% Resistance for 1 turn, Knockdown

Targets: 2

Endurance Cost: 6

Action: Full

You launch a fiery lance along the ground, knocking foes caught in its path off their feet.

Power of the Phoenix (S5, L8)

Level: 8

Type: Mid-Range Splash

Damage: 16 Fire Damage

Secondary Effects: Knockdown

Targets: 5

Endurance Cost: 5

Action: Full

You unleash the power of a phoenix from within an ally, to the detriment of nearby foes.

Melt Armor (S6, L16)

Level: 16

Type: Targeted AoE

Accuracy: 65

Damage: 20 Fire Damage, Ethereal(14,20%)

Secondary Effects: -10% Resistance for 2 turns, -11 Defense for 2 turns

Targets: 5

Endurance Cost: 6

Action: Full

You blast your foes with incredible heat, melting their armor.

Heat Exhaustion (S7, L17)

Level: 17

Type: Mid-Range

Accuracy: 65

Damage: 0 Fire Damage

Secondary Effects: -10% Damage for 3 turns; Fatigue(40,3); for 3 turns, 25% chance that the target's attacks do no damage and instead do Fatigue(25,2) to himself.

Targets: 1

Endurance Cost: 7

Action: Half

You overwhelm a foe with draining, exhausting levels of heat.

Trick Arrow

Entangling Arrow (S1, L1)

Level: 1

Type: Mid-Range

Accuracy: 65

Damage: 0 Lethal Damage

Secondary Effects: Immobilize 2 for 2 turns, 25 Debilitate for 2 turns

Targets: 1

Endurance Cost: 2

You fire a net-tipped arrow, entangling a target.

Glue Arrow (S2, L4)

Level: 4

Type: Patch

Accuracy: Auto

Damage: 0 Smashing Damage

Secondary Effects: 75% chance of Immobilize 3, 40 Debilitate

Duration: 3 turns

Targets: 4

Endurance Cost: 5

You fire an arrow that explodes with a strong chemical glue, hindering your foes.

Acid Pool Arrow (S3, L5)

Level: 5

Type: Patch

Accuracy: 90

Damage: 0 Toxic Damage

Secondary Effects: -10% Resistance, -7 Defense

Duration: 3 turns

Targets: 3

Endurance Cost: 5

Action: Full

You fire an arrow that creates a hazardous pool of acid, weakening the armor of anything that passes through it.

Shock Mine Arrow (S4, L6)

Level: 6

Type: Wall

Accuracy: Auto

Secondary Effects: Places an electrical fence at a targeted point between two ranges. All enemies passing through the wall take 25 Energy Damage and have a 25% chance to be stunned.

Duration: 3 turns

Targets: N/A

Endurance Cost: 6

Action: Half

You launch two arrows that create an electrical wall between them, blockading enemies.

Poison Gas Arrow (S5, L8)

Level: 8

Type: Targeted AoE
Accuracy: 65
Damage: 0 Toxic Damage
Secondary Effects: Debilitate(50,Full), -10% damage
Targets: 4
Endurance Cost: 7
Action: Full

You launch an arrow tipped with a poisonous gas bomb, choking enemies with noxious gas.

Oil Slick Arrow (S6, L16)

Level: 16
Type: Patch
Accuracy: Auto
Damage: 0 Toxic Damage
Secondary Effects: 30% chance for Knockdown, if exposed to any Fire or Energy attack (even those which do no damage), adds 45 Fire damage to affected targets per turn.
Duration: 3 turns
Targets: 4
Endurance Cost: 8
Action: Full

You launch an arrow that sprays out an easily-ignited oil slick, tripping up foes and potentially trapping them in an inferno.

EMP Arrow (S7, L17)

Level: 17
Type: Targeted AoE
Accuracy: 65
Damage: 0 Energy Damage
Secondary Effects: 100 Fatigue for 2 turns; -7 Defense, -10% Resistance for 2 turns
Targets: 5
Endurance Cost: 10
Action: Full

You fire an arrow with specially-made EMP tip that releases a massive electromagnetic pulse on impact; one strong enough to even stop organic foes in their tracks.

Travel Powers

Flying

Hover (T1, L1)

Level: 1

Type: Self/Blindside

Mitigation: +100 Defense(Melee) for 1 turn

Endurance: 6

Action: Half

You fly up into the air and hover there for a short time, granting complete immunity to melee attacks.

Airdrop (T2, L9)

Level: 9

Type: Close Dual Target

Secondary Effects: +100 Defense(Melee) to Self and Ally for 1 turn, allows the user to move both together one distance.

Endurance: 8

Action: Full

You pick up an ally and lift off, carrying them with you.

Teleportation

Blink (T1, L1)

Level: 1

Type: Long Range

Secondary Effects: Self Teleport

Endurance: 3

Action: Half

You disappear into the ether and reappear somewhere else up to two ranges away.

Exchange (T1, L9)

Level: 9

Type: Far Range, Close

Secondary Effects: Self Teleport, Ally or Foe Reverse Teleport (Close)

Endurance: 7

Action: Full

Your hero can send one nearby ally or enemy (close range) back the way you came after blinking, effectively swapping places with them.

Celerity

Streak (T1, L1)

Level: 1

Type: Piercing

Accuracy: 65

Damage: 13 Smashing Damage

Secondary Effects: 20% chance to Knockdown, Dashes the user next to the Mid-Range target.

Endurance: 4

Action: Full

You peel out and bowl over whoever gets in your way.

Hasten (T2, L9)

Level: 9

Type: Self

Secondary Effects: Grants an additional Half Action to the user.

Endurance: 7

Action: Free

You speed up your body faster than the average human, allowing you to fit more actions into the same amount of time.

Acrobatics

Dodge Roll (T1, L1)

Level: 1

Type: Self/Blindside

Mitigation: +7 Defense(All)

Secondary Effects: One Range of movement

Endurance: 4

Action: Half

Your hero quickly dodges out of your way!

Meteor (T2, L9)

Level: 9

Type: Targeted AoE

Accuracy: 65

Damage: 20 Smashing Damage

Secondary Effects: 20% chance to Knockdown

Endurance: 5

Action: Full

You take a massive leap and come crashing back down onto your unsuspecting foes, potentially knocking them down in the process.

Chapter Four: Game Master's Guide

Ruler of the Universe

As the Game Master, you have a difficult job. You control every enemy that the players will face, every character the players will talk to, and every location the players will explore. You have to make sure that they are never bored, never frustrated, and always smiling. How you go about this will depend on your personal style. Every GM is different.

The goal of this guide isn't to tell you how to GM. After reading this, you should have a few ideas that you can expand to create your own personal adventures.

Clever Encounter Design

Designing encounters can be a daunting task. Merely having the players walk into a warehouse and see all their foes standing in a clump waiting for them gets old very fast. You need to make sure that every encounter feels different while still being recognizable.

Add environmental obstacles to make the area feel unique. Warehouses should have crates and shelving to manipulate, as well as heavy machinery that could be used in a fight. Caves could have stone pillars to topple or stalagmites to throw. Every battlefield should be different.

Don't be afraid to let your players use their skills in combat. If there is a forklift in a

warehouse, let the technical genius use his Mechanics skill to drive around. A Circle of Thorns lair could have altars that an Occultism check could turn into buffs for the team. Nature checks could allow for bonuses when fighting the Devouring Earth.

From Scale to Feel

Part of being a superhero is facing overwhelming odds and still coming out on top. In the GreatForge system, the team should always be outnumbered. A team of five heroes should generally face one Captain, two Lieutenants, and five Minions. This allows the players to feel that the odds are stacked against them, but it also means that the higher target caps on their powers is useful. As Minions are fairly weak and go down easily, players get the feeling of accomplishment often.

This is not a hard rule. Sometimes, you may want the players to face a swarm of Minions and Underlings, initially intimidating them with the number of foes and then giving them the satisfaction of brushing them aside. Other scenarios may have them facing one or two extremely powerful foes, making for an epic final showdown.

As a rule of thumb, a Lieutenant is worth 1 and a half Minions, and a Captain is worth 2 Minions. Feel free to use this scaling to change how your encounters play out.

Failure is Always an Option

Sometimes, the heroes don't win. This could be due to the entire team being defeated, or it could be because the mission objective is destroyed or lost. If the Crey computer the team has to hack is blown up, the mission is a failure. If the Sky Raiders escape with their hostage, the heroes have failed.

Don't be afraid to let the team fail, but recognize that failure could lead to a different victory. Now the heroes have to chase the Sky Raiders to their base in order to rescue the hostage. This computer may have been destroyed, but the mainframe is still deeper in the complex. Defeat now isn't the end of the story, it's the plot twist that kicks off Act Two.

Player Enjoyment Trumps All

In the end, as long as your players are having fun, you're doing your job right. If the players come up with a clever idea that you didn't expect, let them roll with it. If a player is having more fun driving a forklift than he is using his powers, then you've designed the encounter well. The new direction the players want to go in might be far better than your initial plan.

Don't take it too far, though. Sometimes the players will spend so long trying to fit their clever square peg into a round hole that they run themselves into a corner. You may need to tip your hand slightly in order to keep them on track. Players who stray too far off course become bored players.

A Hero's Epic

At the end of the day, your job is create a story that the players love. Chances for heroes to shine, dastardly villains that players love to hate, twists and turns that them guessing. If you craft your tale well, your players will be talking about it forever.

Villain Groups

5th Column

The Nazi force known as the 5th Column has menaced Paragon City since the 1930s. Formed by Requiem, Nosferatu, and Vandal, the Column played an integral part in World War II. They skirmished with Paragon's heroes all throughout the war, attacking harbors and ships and costing thousands of lives. The defeat of the Reich sent them into hiding, but the devastation of the Rikti War gave them an opening to resurface. Now, under the leadership of the mysterious Requiem, they threaten Paragon City once more.

Levels 5-8

The Nebel are the lowest of the Column's footsoldiers. Clad in grey and black, they have yet to prove themselves loyal to the Column's cause. Nebel are mere men, relying on their weaponry to allow them to face off against heroes. Most wear gas masks to hide their faces and to give their voices a frightening quality.

Minion

Name: Nebel Rifle

Hit Points: 137

Initiative: 0

Burst: mid-range, half, 65 Acc, 7 Lethal damage

Slug: mid-range, full, 65 Acc, 14 Lethal damage

Brawl: melee, half, 65 Acc, 6 Smashing damage

Nebel Rifles carry Gewher assault rifles, made and used by the Reich during World War II. They have little training beyond knowing which end to point at the enemy.

Name: Nebel Force

Hit Points: 137

Initiative: 0

Chain Gun: cone, full, 65 Acc, 10 Lethal damage

Brawl: melee, half, 65 Acc, 6 Smashing damage

Nebel Force are given miniguns so large they require both hands to steady. In battle, their leather boots are often covered in brass shells.

Name: Nebel Fire

Hit Points: 137

Initiative: 0

Flamethrower: cone, full, 65 Acc, 8 Fire damage

Plasma Spray: cone, full, 65 Acc, 8 Energy damage

The Flammenwerfers that the Nebel Fire use are old and ill-maintained, but they can still scorch to the bone.

Lieutenant

Name: Nebel Unteroffizier

Hit Points: 206

Initiative: 0

Frag Grenade: targeted AoE, full, 65 Acc, 13 Lethal damage, 15% chance of Knockdown

Shotgun: cone, full, 65 Acc, 14 Lethal damage, 20% chance of Knockdown

Brawl: melee, half, 65 Acc, 10 Smashing damage

Nebel squad leaders earn their rank by completing one successful mission. They receive better equipment and training.

Captain

Name: Nebel Oberst

Hit Points: 274

Initiative: 0

Panzerfaust: targeted AoE, full, 65 Acc, 18 Lethal damage, 20% chance of Knockdown

Luger: mid-range, half, 65 Acc, 13 Lethal damage

Thunder Kick: melee, full, 65 Acc, 30 Smashing damage, 20% chance of Stun 1 for 1 turn

An Unteroffizier is raised to the rank of Oberst when he defeats his first hero. This gives him command of a small force. Being stuck with rookies gives a Nebel Oberst a hot temper, which they take out on their foes.

Levels 9-12

The Nacht are the Column's covert operatives, Requiem's answer to the PPD's SWAT teams. All members of the Nacht have military or law enforcement experience. They wear pure black jumpsuits and infrared goggles, which appear to give them glowing red eyes. Nacht tactics revolved around suppressing their foes with flashbangs, tear gas, and extreme force.

The Nacht are the first ranks to incorporate Nosferatu's Vampyri. They are not supernatural, but rather super-science. The process to create a Vampyr requires a year of chemical treatments and surgical augments, but the result is an inhuman monster. Vampyri are fast, strong, and deadly.

Minion

Name: Nacht Rifle

Hit Points: 177

Initiative: 0

Burst: mid-range, half, 65 Acc, 7 Lethal damage

Slug: mid-range, full, 65 Acc, 17 Lethal damage, 20% chance of Knockdown

Brawl: melee, half, 65 Acc, 8 Smashing damage

Flashbang Grenade: targeted AoE, full, 90 Acc, 0 Energy damage, -7 Accuracy for 1 turn; 20% chance of Stun 1 for 1 turn

Nacht have modern military equipment, chosen specially for covert operations. Their rifles are fitted with silencers, and their boots are padded to muffle their footsteps.

Name: Nacht Grenade

Hit Points: 177

Initiative: 0

Frag Grenade: targeted AoE, full, 65 Acc, 10 Lethal damage, 15% chance of Knockdown

Stinger Grenade: targeted AoE, full, 65 Acc, 0 Smashing damage, Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 8 Smashing damage

Nacht Grenadiers specialize in breach-and-clear tactics. They carry breaching charges and stingers, grenades filled with small rubber balls.

Name: Nacht Spray

Hit Points: 177

Initiative: 0

Flamethrower: cone, full, 65 Acc, 11 Fire damage

N2 Thrower: cone, full, 65 Acc, 10 Cold damage, Debilitate(20,Half) for 2 turns

Chemical Thrower: cone, full, 65 Acc, 9 Toxic damage, 15% chance of Hold 1 for 1 turn

The Nacht face a diversity of foes, and sometimes mere flame isn't enough. Their throwers are loaded with canisters of liquid nitrogen and tear gas.

Lieutenant

Name: Nacht Unteroffizier

Hit Points: 266

Initiative: 0

Buckshot: cone, full, 65 Acc, 16 Lethal damage, 15% chance of Knockdown

Tear Gas: targeted AoE, full, 90 Acc, 0 Toxic damage, Hold 2 for 1 turn

Incendiary Grenade: targeted AoE, full, 65 Acc, 15 Fire damage

Brawl: melee, half, 65 Acc, 11 Smashing damage

Succeeding as a Nacht lieutenant requires split-second decision-making skills and resourcefulness. They are brilliant strategists, and their squads can match any SWAT team in the world.

Name: Vampyr Mesmerist

Hit Points: 266

Initiative: 0

Gloom: mid-range, half, 65 Acc, 12 Negative damage, -3 Accuracy for 1 turn

Dominate: mid-range, full, 65 Acc, 22 Psionic damage, Hold 1 for 1 turn

Smite: melee, full, 65 Acc, 25 Negative damage, -7 Accuracy for 1 turn

Reconstruction: self, full, 26 heal

With snow-white skin, pointed ears, and fangs, Vampyri are as frightening as the monsters after which they are named. The process that allows them to manipulate darkness and warp minds is still not understood.

Captain

Name: Nacht Oberst

Hit Points: 354

Initiative: 0

Panzerfaust: targeted AoE, full, 65 Acc, 21 Lethal damage, 20% chance of Knockdown

Luger: mid-range, half, 65 Acc, 14 Lethal damage

Thunder Kick: melee, full, 65 Acc, 34 Smashing damage, 15% chance of Stun 1 for 1 turn

Cobra Strike: melee, full, 29 Smashing damage, Stun 2 for 1 turn

Levels 13-16

The Raserei are the pinnacles of the 5th Column. They have unwavering faith in the Column's

dogma, and they have proven themselves again and again to be the best of men. Their reward is a dose of the Übermensch serum, a concoction that pushes them beyond human limits. They can lift cars over their heads, and their punches can dent steel. Clad in red and black, the Raserei bring overwhelming force down on their enemies.

The Valkyrie and the Wolfpack are the pride of Vandal, the Column's mechanical expert. Valkyries are small hovering drones armed with twin miniguns and rockets, supporting the Column's footsoldiers from the sky. The Wolfpack is a humanoid robot often compared to a tank in resilience and firepower. No Column commander would dream of going into battle without the support of Vandal's armored division.

Most frightening among the Column's forces are the Warwolves. Enormous bipedal wolfmen, the true origin of the Warwolves are a mystery. No serum has ever been found that transforms a man into a Warwolf, and the Column is tight-lipped about their creation.

Minion

Name: Raserei Rifle

Hit Points: 217

Initiative: 0

Burst: mid-range, half, 65 Acc, 8 Lethal damage, 4 damage on the next turn

Slug: mid-range, full, 65 Acc, 20 Lethal damage, 15% chance of Knockdown

Thunder Kick: melee, full, 65 Acc, 18 Smashing damage, 15% chance of Stun 1 for 1 turn

Enrage: auto; when health drops below 109, self +8 Damage

Name: Raserei Fist

Hit Points: 217

Initiative: 0

Luger: mid-range, half, 65 Acc, 8 Lethal damage

Rib Cracker: melee, full, 65 Acc, 18 Smashing damage, -10% Resistance for 1 turn

Crane Kick: melee, full, 65 Acc, 20 Smashing damage, 15% chance of Knockback 2

Enrage: auto; when health drops below 109, self +8 Damage

Name: Raserei Force

Hit Points: 217

Initiative: 0

Chain Gun: piercing, full, 65 Acc, 11 Lethal damage, 3 damage on the next turn

Full Auto: cone, full, 65 Acc, 13 Lethal damage, 4 damage on the next turn

Thunder Kick: melee, full, 65 Acc, 18 Smashing damage, 15% chance of Stun 1 for 1 turn

Enrage: auto; when health drops below 109, self +8 Damage

Name: Raserei Fire

Hit Points: 217

Initiative: 0

Flamethrower: cone, full, 65 Acc, 13 Fire damage

Ignite: targeted AoE, full, 65 Acc, 11 Fire damage

Thunder Kick: melee, full, 65 Acc, 18 Smashing damage, 15% chance of Stun 1 for 1 turn

Enrage: auto; when health drops below 109, self +8 Damage

Name: Steel Valkyrie

Hit Points: 217

Initiative: 1

Robot: auto, 10% Resistance(Lethal, Cold, Psionic), 3 Protection(Sleep), counts as Mechanical

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Chain Gun: cone, full, 65 Acc, 13 Lethal damage

Panzerfaust: targeted AoE, full, 65 Acc, 11 Lethal damage, 15% chance of Knockdown

Lieutenant

Name: Raserei Unteroffizier

Hit Points: 326

Initiative: 0

Buckshot: cone, full, 65 Acc, 19 Lethal damage, 20% chance of Knockdown

Electric Buckshot: cone, full, 65 Acc, 17 Energy damage, 20% chance of Knockdown

Thunder Kick: melee, full, 65 Acc, 31 Smashing damage, 20% chance of Stun 1 for 1 turn

Dragon's Tail: PBAoE, full, 65 Acc, 20 Smashing damage, 20% chance of Knockdown

Brawl: melee, half, 65 Acc, 12 Smashing damage

Enrage: auto; when health drops below 163, self +11 Damage

Name: Mk I Wolfpack

Hit Points: 326

Initiative: 0

Robot: auto, 10% Resistance(Lethal, Cold, Psionic), counts as Mechanical

Energy Punch: melee, full, 65 Acc, 31 Energy damage

Power Bolt: mid-range, half, 65 Acc, 16 Energy damage, 20% chance of Knockdown

Panzerfaust: targeted AoE, full, 65 Acc, 18 Lethal damage, 20% chance of Knockdown
Enrage: auto; when health drops below 163, self +11 Damage

Captain

Name: Raserei Oberst

Hit Points: 434

Initiative: 0

Panzerfaust: targeted AoE, full, 65 Acc, 25 Lethal damage, 20% chance of Knockdown

Luger: mid-range, half, 65 Acc, 18 Lethal damage, 5 damage on the next turn

Thunder Kick: melee, full, 65 Acc, 42 Smashing damage, 20% chance of Stun 1 for 1 turn

Dragon's Tail: PBAoE, full, 65 Acc, 26 Smashing damage, 25% chance of Knockdown

Eagle's Claw: melee, full, 65 Acc, 43 Smashing damage, 75% chance of Stun 2 for 1 turn

Enrage: auto; when health drops below 217, self +18 Dam

Lycanthropy: auto, when health drops below 109, 20% chance to turn into Warwolf with 217 health

Name: Warwolf

Hit Points: 434

Initiative: 0

New Tricks: auto, Immune to Knockback but not Knockdown

Slash: melee, full, 65 Acc, 42 Lethal damage, 5 damage on the next turn

Eviscerate: PBAoE, full, 65 Acc, 26 Lethal damage, 4 damage on the next turn

Hurl: mid-range, half, 65 Acc, 19 Smashing damage, 20% chance of Knockdown

Enrage: auto; when health drops below 217, self +16 Dam

Dull Pain: self, half, 26 heal, +10% Resistance(All) for 1 turn

Howl: PBAoE, full, 65 Acc, 0 Psionic damage, 35 Fear for 1 turn

Levels 17-20

At the upper echelon of the 5th Column are its founders: Nosferatu, Vandal, and Requiem.

Nosferatu's Vampyr serum was a scientific miracle, and none was more impressed by its results than Nosferatu himself. After making some modifications, he injected himself with the formula, becoming the ultimate Vampyr. His speed and strength are backed up by a strange ability to siphon the very life from his foes.

Once a mere German clockmaker, Othman Doul was recruited by Requiem to create a robot army for the 5th Column. Doul agreed, glad to have the resources and free reign to build to his

heart's content. Eventually, DouL replaced his own limbs with cybernetics, becoming the supervillain Vandal.

Ridolfo Uzzano was once a simple Italian soldier, serving faithfully under Mussolini. How he became Requiem and founded the 5th Column is unknown. Whispers about a cavern outside Ravenna and a group known as the Path of the Dark have been quickly silenced. Apparently Requiem would rather his origins remain a mystery.

Minion

Name: Raserei Rifle

Hit Points: 257

Initiative: 0

Burst: mid-range, half, 65 Acc, 9 Lethal damage, 4 damage on the next turn

Slug: mid-range, full, 65 Acc, 22 Lethal damage, 15% chance of Knockdown

Thunder Kick: melee, full, 65 Acc, 20 Smashing damage, 15% chance of Stun 1 for 1 turn

Enrage: auto; when health is below $\frac{1}{2}$, self +9 Damage

Name: Raserei Fist

Hit Points: 257

Initiative: 0

Luger: mid-range, half, 65 Acc, 9 Lethal damage

Rib Cracker: melee, full, 65 Acc, 20 Smashing damage, -10% Resistance for 1 turn

Crane Kick: melee, full, 65 Acc, 22 Smashing damage, 15% chance of Knockback 2

Enrage: auto; when health is below $\frac{1}{2}$, self +9 Damage

Name: Raserei Force

Hit Points: 257

Initiative: 0

Chain Gun: piercing, full, 65 Acc, 12 Lethal damage, 3 damage on the next turn

Full Auto: cone, full, 65 Acc, 14 Lethal damage, 4 damage on the next turn

Thunder Kick: melee, full, 65 Acc, 20 Smashing damage, 15% chance of Stun 1 for 1 turn

Enrage: auto; when health is below $\frac{1}{2}$, self +9 Damage

Name: Raserei Fire

Hit Points: 257

Initiative: 0

Flamethrower: cone, full, 65 Acc, 14 Fire damage

Ignite: targeted AoE, full, 65 Acc, 12 Fire damage

Thunder Kick: melee, full, 65 Acc, 20 Smashing damage, 15% chance of Stun 1 for 1 turn

Enrage: auto; when health is below $\frac{1}{2}$, self +9 Damage

Name: Steel Valkyrie

Hit Points: 257

Initiative: 1

Robot: auto, 10% Resistance(Lethal, Cold, Psionic), 3 Protection(Sleep), counts as Mechanical

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Chain Gun: cone, full, 65 Acc, 14 Lethal damage

Panzerfaust: targeted AoE, full, 65 Acc, 12 Lethal damage, 15% chance of Knockdown

Lieutenant

Name: Raserei Unteroffizier

Hit Points: 386

Initiative: 0

Buckshot: cone, full, 65 Acc, 19 Lethal damage, 20% chance of Knockdown

Electric Buckshot: cone, full, 65 Acc, 17 Energy damage, 20% chance of Knockdown

Thunder Kick: melee, full, 65 Acc, 31 Smashing damage, 20% chance of Stun 1 for 1 turn

Dragon's Tail: PBAoE, full, 65 Acc, 20 Smashing damage, 20% chance of Knockdown

Brawl: melee, half, 65 Acc, 12 Smashing damage

Enrage: auto; when health is below $\frac{1}{2}$, self +12 Damage

Name: Mk I Wolfpack

Hit Points: 386

Initiative: 0

Robot: auto, 10% Resistance(Lethal, Cold, Psionic), counts as Mechanical

Energy Punch: melee, full, 65 Acc, 31 Energy damage

Power Bolt: mid-range, half, 65 Acc, 16 Energy damage, 20% chance of Knockdown

Panzerfaust: targeted AoE, full, 65 Acc, 18 Lethal damage, 20% chance of Knockdown

Overcharge: auto; when health is below $\frac{1}{2}$, self +12 Damage

Captain

Name: Raserei Oberst

Hit Points: 514

Initiative: 0

Panzerfaust: targeted AoE, full, 65 Acc, 25 Lethal damage, 20% chance of Knockdown

Luger: mid-range, half, 65 Acc, 18 Lethal damage, 5 damage on the next turn

Thunder Kick: melee, full, 65 Acc, 42 Smashing damage, 20% chance of Stun 1 for 1 turn

Dragon's Tail: PBAoE, full, 65 Acc, 26 Smashing damage, 25% chance of Knockdown

Eagle's Claw: melee, full, 65 Acc, 43 Smashing damage, 75% chance of Stun 2 for 1 turn

Enrage: auto; when health drops below 257, self +18 Dam

Lycanthropy: auto; when health drops below 129, 20% chance to turn into Warwolf with 259 health

Name: Warwolf

Hit Points: 514

Initiative: 0

New Tricks: auto, Immune to Knockback but not Knockdown

Slash: melee, full, 65 Acc, 42 Lethal damage, 5 damage on the next turn

Eviscerate: PBAoE, full, 65 Acc, 26 Lethal damage, 4 damage on the next turn

Hurl: mid-range, half, 65 Acc, 19 Smashing damage, 20% chance of Knockdown

Enrage: auto; when health drops below 257, self +16 Dam

Dull Pain: self, half, 31 heal, +10% Resistance(All) for 1 turn

Howl: PBAoE, full, 65 Acc, 0 Psionic damage, 35 Fear for 1 turn

Archvillain

Name: Nosferatu

Hit Points: 771

Initiative: 1

Bloodlust: auto, Protection from Ethereal

Creature of the Night: auto, 20% Resistance(Negative, Psionic), -10% Resistance(Energy), 50 Protection(Fear)

Mezmerize: mid-range, full, 65 Acc, 58 Psionic damage, Sleep 3 for 2 turns

Smite: melee, full, 65 Acc, 62 Negative damage, -3 Accuracy for 1 turn

Siphon Life: melee, half, 65 Acc, 30 Negative damage, 15 heal to self

Touch of Fear: melee, half, 65 Acc, 0 Negative damage, 50 Fear for 1 turn, -7 Accuracy for 1 turn

Reconstruction: self, half, 30 heal

Name: Vandal

Hit Points: 771

Initiative: 0

Machinist: auto, 20% Resistance(Smashing, Lethal), -10% Resistance(Energy), counts as Mechanical

Power Blast: mid-range, half, 65 Acc, 29 Energy damage, 25% chance of Knockdown

Panzerfaust: targeted AoE, full, 65 Acc, 39 Lethal damage, 50% chance of Knockback 2

Energy Punch: melee, half, 65 Acc, 30 Energy damage, 25% chance of Stun 2 for 1 turn

Energy Transfer: melee, full, 65 Acc, 62 Energy damage, 16 damage to user

Name: Requiem

Hit Points: 771

Initiative: 0

Shade: auto, 20% Resistance(Negative), -10% Resistance(Energy), 50 Protection(Fear)

Shadow Bolt: mid-range, half, 65 Acc, 30 Negative damage, 20 Debilitate for 1 turn

Gravitic Emanation: cone, full, 65 Acc, 39 Negative damage, Knockback 2

Gravity Well: melee, full, 65 Acc, 58 Negative damage, Hold 2 for 1 turn

Dark Detonation: targeted AoE, full, 65 Acc, 40 Negative damage, 50% chance of Knockback 2

Eclipse: PBAoE, half, 65 Acc, 0 Negative damage, +10% Resistance(All) & +10 Damage per target hit for 1 turn

Starless Step: auto, able to move 2 ranges in one half action

Banished Pantheon

The cult of the Banished Pantheon traces its roots back to ancient Africa. Before men unravelled the mysteries of science, they turned to the gods for magic. The Pantheon was naught but dark gods, demanding sacrifice and suffering. After a long struggle, the goddess Tielekku vanquished the Pantheon and banished them from the world of men.

Without their gods to lead them, the cult crumbled. The remnants fled across the seas, eventually finding their way to what would become Paragon City. They still practise their old ways, hoping to rescue the Pantheon from banishment and return them to the power they once had.

Levels 9-12

The bulk of the Banished Pantheon's force comes from their undead minions. Using the magic of Lughebu, they have raised Paragon City's dead. While these zombies are individually weak, they always appear in large numbers.

The cultists themselves cling to their ancient ways. They wear necklaces of bone, eschew modern clothing, and paint themselves with blood. Shamans of the Pantheon specialize in elemental magic, drawing on the power of the earth to smite their foes.

Leading the cult are the totemic symbols of the Pantheon, brought to life through human sacrifice. The gods' will flows through these wooden masks and carved poles, inspiring the cult to finish their task and free their gods.

Underling

Name: Dry Husk

Hit Points: 118

Initiative: 0

Dusty: auto, 10% Resistance(Negative, Cold, Psionic), -10% Resistance(Fire, Lethal)

Musket: mid-range, half, 65 Acc, 5 Lethal damage

Club: melee, full, 65 Acc, 9 Smashing damage

Name: Rotting Husk

Hit Points: 118

Initiative: 0

Dusty: auto, 10% Resistance(Negative, Cold, Psionic), -10% Resistance(Fire, Lethal)

Musket: mid-range, half, 65 Acc, 5 Lethal damage

Tomahawk: melee, full, 65 Acc, 9 Lethal damage

Minion

Name: Enchanted Husk

Hit Points: 177

Initiative: 0

Dusty: auto, 10% Resistance(Negative, Cold, Psionic), -10% Resistance(Fire, Lethal)

Charged Musket: mid-range, half, 65 Acc, 8 Lethal damage, Ethereal(7,10%)

Enchanted Club: melee, full, 65 Acc, 15 Smashing damage, Ethereal(7,10%)

Name: Enchanted Chamber

Hit Points: 177

Initiative: 0

Dusty: auto, 10% Resistance(Negative, Cold, Psionic), -10% Resistance(Fire, Lethal)

Charged Musket: mid-range, half, 65 Acc, 8 Lethal damage, Ethereal(7,10%)

Enchanted Tomahawk: melee, full, 65 Acc, 15 Smashing damage, Ethereal(7,10%)

Lieutenant

Name: Avalanche Shaman

Hit Points: 266

Initiative: 0

Snow Storm: targeted AoE, full, 80 Acc, 0 Cold damage, Debilitate(25,Full) for 1 turn

Stone Prison: mid-range, full, 65 Acc, 25 Smashing damage, Immobilize 1 for 2 turns

Tremor: targeted AoE, full, 65 Acc, 15 Smashing damage, Knockdown

Knife: melee, half, 65 Acc, 11 Lethal damage

Name: Storm Shaman

Hit Points: 266

Initiative: 0

Hurricane: PBAoE, full, 100 Acc, 0 Cold damage, -11 Accuracy for 1 turn, 50% chance of Knockback 2

Charged Bolt: mid-range, 65 Acc, 25 Energy damage, 15% chance of Sleep 1 for 2 turns

Lightning Clap: PBAoE, 65 Acc, 0 Energy damage, Stun 1 for 2 turns

Knife: melee, half, 65 Acc, 11 Lethal damage

Name: Death Shaman

Hit Points: 266

Initiative: 0

Dark Blast: mid-range, half, 65 Acc, 12 Negative damage, -3 Accuracy for 1 turn

Gloom: mid-range, full, 65 Acc, 25 Negative damage, -7 Accuracy for 1 turn

Summon Husk: summon Dry Husk, can only have 1 summoned

Knife: melee, half, 65 Acc, 11 Lethal damage

Captain

Name: Spirit of Death

Hit Points: 354

Initiative: 0

Dark Blast: mid-range, half, 65 Acc, 15 Negative damage, -3 Accuracy for 1 turn

Life Drain: mid-range, full, 65 Acc, 32 Negative damage, 16 heal

Dark Torrent: cone, full, 65 Acc, 20 Negative damage, Knockback 2

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Spirit of Desire

Hit Points: 354

Initiative: 0

Mental Blast: mid-range, half, 65 Acc, 16 Psionic damage, 20% chance of Stun 2 for 2 turns

Confuse: mid-range, full, 65 Acc, 0 Psionic damage, Confuse 2 for 2 turns

Mesmerize: mid-range, full, 65 Acc, 29 Psionic damage, Sleep 2 for 2 turns

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Spirit of Pain

Hit Points: 354

Initiative: 0

Flares: mid-range, half, 65 Acc, 15 Fire damage, Ignite for 1 turn

Fire Blast: mid-range, full, 65 Acc, 32 Fire damage, Ignite for 1 turn

Fire Ball: targeted AoE, full, 65 Acc, 20 Fire damage, Ignite for 1 turn

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Spirit of Sorrow

Hit Points: 354

Initiative: 0

Sorrow Bolt: mid-range, half, 65 Acc, 15 Energy damage, -10% Damage for 1 turn

Sorrow Blast: mid-range, full, 65 Acc, 32 Energy damage, -10% Damage for 1 turn

Sorrow Bomb: targeted AoE, full, 65 Acc, 20 Energy damage, -10% Damage for 1 turn

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Totem

Hit Points: 354

Initiative: 0

Symbolic: auto, 10% Resistance(Smashing, Lethal), -10% Resistance(Psionic)

Poison Spears: cone, full, 65 Acc, 19 Toxic damage

Impale: mid-range, half, 65 Acc, 15 Toxic damage

Pummel: melee, full, 32 Smashing damage

Vengeance: auto, on death, PBAoE +7 Acc, +20% Dam, 33 heal

Carnival of Shadows

Beneath their brightly colored tents, the Carnival of Shadows presents an endless circus.

Women in red-and-white checkered leotards backflip through rings of fire. Enormous men lift lions over their heads. Illusions prance in and out of view.

But the Carnival holds a terrible secret. Every member wears a white porcelain mask, painted with a smile. Those masks consume the wearer's soul, turning them into puppets for the Carnival's psychic leader, Vanessa DeVore. All of the lavish parties the Carnival throws for Paragon's wealthy are traps, aiming to get more dupes to put on the masks.

Levels 13-16

The majority of the Carnival are young women, fooled into putting on the porcelain masks during shows and parties. They wear jester suits in bold colors and perform feats of daring acrobats. Upon defeat, DeVore's control of them is violently destroyed, weakening any who stand nearby.

The Strongmen are the only men in the Carnival. They wear no shirts, displaying their massive muscles. Often they can be seen holding giant iron mallets, used for shows of strength. Instead of porcelain masks, they wear metal helmets which hide their faces. Like the women, they too release a psychic explosion when they fall.

All Carnival performances are led by a Ring Mistress. In gaudy top hats and fishnet stockings, they brandish whips of pure psychic energy to keep their troupe in focus. At their sides are the Illusionists, who can make their thoughts reality. The creatures they summon may be false, but the wounds they leave are real enough.

Minion

Name: Harlequin Juggler

Hit Points: 217

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Electric Ring: mid-range, half, 65 Acc, 8 Energy damage, 10 Fatigue for 3 turns

Exploding Ring: targeted AoE, full, 65 Acc, 12 Energy damage

Catch: reactive; half, can catch an incoming ranged attack and redirect it

Psychic Visage: auto; on death, PBAoE 20 Fatigue for 3 turns

Name: Harlequin Fencer

Hit Points: 217

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Rapier: melee, full, 65 Acc, 18 Psionic damage

Parry: reactive; half, can block an incoming melee attack

Riposte: reactive; half, if user Parried an attack, the attacker takes 17 Psionic damage

Swallow Sword: PBAoE, full, 65 Acc, 0 Psionic damage, 25 Fear for 1 turn

Throwing Knife: mid-range, half, 65 Acc, 8 Lethal damage

Psychic Visage: auto; on death, PBAoE 20 Fatigue for 3 turns

Name: Harlequin Bladedancer

Hit Points: 217

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Typhoon's Edge: PBAoE, full, 65 Acc, 12 Lethal damage

Pin: melee, full, 65 Acc, 20 Lethal damage, Immobilize 2 for 2 turns

Blinding Feint: melee, half, 65 Acc, 7 Lethal damage, +7 Damage on the next attack

One Thousand Cuts: focused, full, 65 Acc, 15 Lethal damage, 15% chance of
Knockdown

Psychic Visage: auto; on death, PBAoE 20 Fatigue for 3 turns

Name: Harlequin Tumbler

Hit Points: 217

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal), Immune to Knockdown

Spring Attack: targeted AoE, half, 65 Acc, 5 Smashing damage, move to Close range

Spinning Strike: PBAoE, full, 65 Acc, 11 Smashing damage, 15% chance of Knockdown

Dragon's Tail: PBAoE, full, 65 Acc, 12 Smashing damage, 15% chance to Knockdown

Psychic Visage: auto; on death, PBAoE 20 Fatigue for 3 turns

Name: Bronze Strongman

Hit Points: 228

Initiative: 0

Rugged: auto, 10% Resistance(Smashing, Psionic), -10% Resistance(Lethal)

Hurl: mid-range, half, 65 Acc, 8 Smashing damage, 15% chance of Knockdown

Jab: melee, full, 65 Acc, 17 Smashing damage, 15% chance of Stun 1 for 1 turn

Punch: melee, full, 65 Acc, 18 Smashing damage, 15% chance of Stun 1 for 1 turn

Psychic Visage: auto; on death, PBAoE 20 Fatigue for 3 turns

Name: Iron Strongman

Hit Points: 228

Initiative: 0

Rugged: auto, 10% Resistance(Smashing, Psionic), -10% Resistance(Lethal)

Throw Hammer: mid-range, half, 65 Acc, 8 Smashing damage, 20% chance of
Knockdown

Giant Mallet: melee, full, 65 Acc, 18 Smashing damage, 15% chance of Knockdown

Mallet Smash: melee, full, 65 Acc, 17 Smashing damage, 15% chance of Knockdown

Psychic Visage: auto; on death, PBAoE 20 Fatigue for 3 turns

Summon

Name: Lion

Hit Points: 145

Initiative: 0

Bite: melee, full, 65 Acc, 11 Lethal damage, 3 damage on the next turn

Swipe: melee, half, 65 Acc, 3 Lethal damage, 2 damage on the next turn

Roar: PBAoE, full, 65 Acc, 0 Psionic damage, 25 Fear for 1 turn

Name: Phantasm

Hit Points: 145

Initiative: 0

Power Bolt: mid-range, half, 65 Acc, 5 Energy damage, 10% chance of Knockdown

Power Blast: mid-range, full, 12 Energy damage, 10% chance of Knockdown

Hover: reactive, half, +100 Defense(Melee)

Name: Illusion

Hit Points: 145

Initiative: 0

Spectral Wounds: mid-range, half, 6 Psionic damage, 1 heal on the next turn

Blind: mid-range, full, 65 Acc, 10 Psionic damage, Sleep 1 for 2 turns

Lieutenant

Name: Seneschal

Hit Points: 326

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Fire Breath: cone, full, 65 Acc, 11 Fire damage, Ignite for 1 turn

Torch: melee, full, 65 Acc, 18 Fire damage, Ignite for 1 turn

Spit Fire: patch, half, 1 turn, 90 Acc, 10 Fire damage

Psychic Visage: auto; on death, PBAoE 30 Fatigue for 3 turns

Name: Illusionist

Hit Points: 326

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Spectral Wounds: mid-range, half, 65 Acc, 15 Psionic damage, 3 heal to target on the next turn

Blind: mid-range, full, 65 Acc, 22 Psionic damage, Sleep 2 for 2 turns
Psychic Visage: auto; on death, PBAoE 30 Fatigue for 3 turns

Name: Steel Strongman

Hit Points: 342

Initiative: 0

Jest: auto, 10% Resistance(Smashing, Psionic), -10% Resistance(Lethal)

Mask of Weakness: mid-range, half, 65 Acc, -3 Accuracy for 1 turn, -10% Damage for 1 turn

Hurl: mid-range, half, 65 Acc, 12 Smashing damage, 20% chance of Knockdown

Haymaker: melee, full, 65 Acc, 25 Smashing damage, 20% chance of Knockdown

Knockout Blow: melee, full, 65 Acc, 27 Smashing, Hold 2 for 1 turn

Temp Invulnerability: self, half, 10% Resistance(Smashing, Lethal) for 1 turn

Psychic Visage: auto; on death, PBAoE 30 Fatigue for 3 turns

Name: Harlequin Tamer

Hit Points: 326

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Summon Lion: half, summon a Lion, can only have one summoned

Crack Whip: melee, full, 65 Acc, 26 Lethal damage, 20% chance of Knockdown

Ring of Fire: mid-range, half, 65 Acc, 12 Fire damage, Immobilize 1 for 1 turn

Chair: reactive, half, can block an incoming attack; can only be used once

Psychic Visage: auto; on death, PBAoE 30 Fatigue for 3 turns

Captain

Name: Master Illusionist

Hit Points: 434

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Spectral Wounds: mid-range, half, 34 Psionic damage, 3 heal to target on the next turn

Summon Phantasm: half, summon a Phantasm, can only have one summoned

Summon Illusion: full, summon an Illusion, can only have one summoned

Hover: reactive, half, +100 Defense(Melee)

Psychic Visage: auto; on death, PBAoE 50 Fatigue for 3 turns

Name: Ring Mistress

Hit Points: 434

Initiative: 1

Jest: auto, 10% Resistance(Psionic), -10% Resistance(Lethal)

Mask of Vitation: mid-range, half, 65 Acc, -7 Defense for 1 turn, target's powers cost 2 more Endurance for 1 turn

Psychic Whiplash: melee, full, 65 Acc, 32 Psionic damage, 20% chance of Stun 1 for 1 turn

Psychic Whip: cone, full, 65 Acc, 20 Psionic damage, 20% chance of Stun 1 for 1 turn

Psychic Whiptrip: focused, full, 65 Acc, 29 Psionic damage, Knockdown

Enforced Morale: mid-range, half, +8 Damage for 1 turn, +1 Initiative for 1 turn, 16 Psionic damage

Psychic Visage: auto; on death, PBAoE 50 Fatigue for 3 turns

Archvillain

Name: Vanessa DeVore

Hit Points: 651

Mentalist: auto, 20% Resistance(Psionic), -10% Resistance(Lethal)

Psychic Scream: cone, full, 65 Acc, 34 Psionic damage, 20% chance of Stun 2 for 1 turn

Psionic Tornado: targeted AoE, full, 65 Acc, 32 Psionic damage, 20% chance of Knockdown

Dominate: mid-range, full, 65 Acc, 48 Psionic damage, Hold 2 for 1 turn

Mind Crush: melee, half, 65 Acc, 54 Psionic damage

Circle of Thorns

The mages of the Circle of Thorns are at once the most recognizable and the most feared of all villains in Paragon City. Their full-length robes, glowing eyes, and wicked blades haunt the nightmares of heroes and civilians alike. Rooftops and alleys across the city are filled with ominous chants and helpless screams. Whatever dark pacts require these sacrifices do not go unfulfilled - a legion of demons and spirits follow the Circle, helping to achieve their evil aims.

Levels 1-4

New recruits into the Circle are tasked with gathering needed resources - magical artifacts and innocent victims. Equipped with cruel swords, they stalk the streets, looking for magic-based heroes whose tools they can steal. They wear full-length green robes, with hoods drawn to completely conceal their faces.

These rookies are instructed by a newly inducted mage. Armed with a basic knowledge of spells, new mages must prove themselves before they can learn more of the Circle's secrets. Full mages wear robes sewn with runes and colored according to their specialty - those who use energy to assail their foes wear red, those who warp forces wear blue, and those who can give

and drain life wear green.

Minion

Name: Guard

Hit Points: 97

Initiative: 0

Arcane: auto, Protection from Ethereal

Crossbow: mid-range, half, 65 Acc, 5 Lethal damage

Sacrificial Knife: melee, full, 65 Acc, 14 Lethal damage

Name: Thorn Wielder

Hit Points: 97

Initiative: 0

Arcane: auto, Protection from Ethereal

Crossbow: mid-range, half, 65 Acc, 5 Lethal damage

Sacrificial Knife: melee, full, 65 Acc, 14 Lethal damage

Lieutenant

Name: Life Mage

Hit Points: 146

Initiative: 0

Arcane: auto, Protection from Ethereal

Life Drain: mid-range, 65 Acc, full, 16 Negative damage, 8 heal to self

Mend Wounds: mid-range, full, 18 heal

Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Force Mage

Hit Points: 146

Initiative: 0

Arcane: auto, Protection from Ethereal

Sap Power: mid-range, full, 0 Energy damage, -10% Damage for 1 action

Empower: mid-range, full, +10 Damage for 1 action

Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Energy Mage

Hit Points: 146

Initiative: 0

Arcane: auto, Protection from Ethereal

Lightning Staff: mid-range, full, 65 Acc, 18 Energy damage

Ball Lightning: targeted AoE, full, 65 Acc, 12 Energy damage
Brawl: melee, half, 65 Acc, 9 Smashing damage

Captain

Name: Madness Mage

Hit Points: 194

Initiative: 0

Arcane: auto, Protection from Ethereal

Psychic Scream: cone, full, 65 Acc, 16 Psionic damage

Mesmerize: mid-range, full, 65 Acc, 23 Psionic damage, Sleep 1 for 2 turns

Falchion: melee, half, 65 Acc, 13 Negative damage

Kamikaze: PBAoE, full, 65 Acc, 46 Negative damage, 194 damage to user

Name: Ruin Mage

Hit Points: 194

Initiative: 0

Arcane: auto, Protection from Ethereal

Stone Prison: mid-range, 65 Acc, 23 Smashing damage, Immobilize 1 for 2 turns

Tremor: PBAoE, 65 Acc, 16 Smashing damage, 50% chance of Knockdown

Falchion: melee, half, 65 Acc, 13 Negative damage

Kamikaze: PBAoE, full, 65 Acc, 46 Negative damage, 194 damage to user

Levels 5-8

Hordelings are the easiest demons to conjure. Their physical appearance is sometimes likened to a raw chicken - tan skin, stubby wing-like arms, squashed bodies with long legs - but those who have faced them wouldn't find the comparison amusing. Hordelings have long, prehensile tongues which they can use to grab heroes or deliver heavy smashes, and their bites sting with the chill of the deepest pits of the netherworld.

The spectral knights are a mystery. They speak little, and what they do say is strange - tales of a lost civilization, and a sprawling city under the ground. Translucent armor covers their skeletal arms and chest. From the waist down, they are merely smoke.

Minion

Name: Guardian

Hit Points: 137

Initiative: 0

Arcane: auto, Protection from Ethereal

Crossbow: mid-range, half, 65 Acc, 6 Lethal damage

Sacrificial Knife: melee, full, 65 Acc, 15 Lethal damage, 4 Lethal damage on the next turn

Sacrificial Rite: melee, full, 65 Acc, -7 Defense for 1 turn, -10% Resistance for 1 turn

Name: Hordeling Lasher

Hit Points: 137

Initiative: 0

Arcane: auto, Protection from Ethereal

Resistance: 10% Resistance(Cold), -10% Resistance(Fire)

Tongue Strike: mid-range, half, 65 Acc, 6 Smashing damage, 10% chance of Knockdown

Wrap: focused, full, 65 Acc, 14 Smashing damage, Immobilize 1 for 1 turn

Frostbite: melee, full, 65 Acc, 15 Cold damage, Debilitate(15,Half) for 1 turn

Name: Thorn Bearer

Hit Points: 137

Initiative: 0

Arcane: auto, Protection from Ethereal

Crossbow: mid-range, half, 65 Acc, 6 Lethal damage

Thorn Blade: melee, full, 65 Acc, 14 Negative damage, Debilitate(15,Half) for 1 turn

Thorn Stab: melee, full, 65 Acc, 15 Negative damage, 15 Fear for 1 turn

Lieutenant

Name: Spectral Knight

Hit Points: 206

Initiative: 0

Gloom: mid-range, half, 65 Acc, 10 Negative damage, -3 Accuracy for 1 turn

Spectral Sword: melee, full, 65 Acc, 21 Negative damage, -3 Accuracy for 1 turn

Fly: auto, able to move two ranges in one half action

Name: Life Mage

Hit Points: 206

Initiative: 0

Arcane: auto, Protection from Ethereal

Life Drain: mid-range, full, 65 Acc, 20 Negative damage, 10 heal to self

Mend Wounds: mid-range, full, 19 heal

Brawl: melee, half, 65 Acc, 10 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 35 Negative damage, 206 damage to user

Name: Force Mage

Hit Points: 206

Initiative: 0

Arcane: auto, Protection from Ethereal

Sap Power: mid-range, full, 0 Energy damage, -10% Damage for 1 turn

Empower: mid-range, full, +10 Damage for 1 turn

Brawl: melee, half, 65 Acc, 10 Smashing damage

Kamikaze: PBAoE, full, 70 Acc, 35 Negative damage, 206 damage to user

Name: Energy Mage

Hit Points: 206

Initiative: 0

Arcane: auto, Protection from Ethereal

Lightning Staff: mid-range, full, 65 Acc, 20 Energy damage

Ball Lightning: targeted AoE, full, 65 Acc, 14 Energy damage

Brawl: melee, half, 65 Acc, 10 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 35 Negative damage, 206 damage to user

Name: Soul Mage

Hit Points: 206

Initiative: 0

Arcane: auto, Protection from Ethereal

Gloom: mid-range, half, 65 Acc, 10 Negative damage, -3 Acc for 1 turn

Darkness Staff: mid-range, full, 65 Acc, 20 Negative damage, Hold 1 for 1 turn

Brawl: melee, half, 65 Acc, 10 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 35 Negative damage, 206 damage to user

Captain

Name: Ruin Mage

Hit Points: 274

Initiative: 0

Arcane: auto, Protection from Ethereal

Stone Prison: mid-range, full, 65 Acc, 28 Smashing damage, Immobilize 1 for 2 turns

Tremor: targeted AoE, full, 65 Acc, 18 Smashing damage, Knockdown

Dispersion Bubble: PBAoE, full, +7 Defense for 1 turn

Kamikaze: PBAoE, full, 70 Acc, 45 Negative damage, 274 damage to user

Name: Agony Mage

Hit Points: 274

Initiative: 0

Arcane: auto, Protection from Ethereal

Crush: mid-range, full, 65 Acc, 28 Smashing damage, Immobilize 1 for 2 turns

Gravity Distortion: mid-range, full, 65 Acc, 25 Smashing damage, Hold 1 for 1 turn

Absorb Pain: mid-range, full, 54 heal, 27 damage to user

Kamikaze: PBAoE, full, 65 Acc, 45 Negative damage, 274 damage to user

Name: Madness Mage

Hit Points: 274

Initiative: 0

Arcane: auto, Protection from Ethereal

Psychic Scream: cone, full, 65 Acc, 18 Psionic damage

Mesmerize: mid-range, full, 65 Acc, 25 Psionic damage, Sleep 2 for 2 turns

Fortitude: mid-range, full, +7 Acc for 1 turn, +15 Damage for 1 turn

Kamikaze: PBAoE, full, 65 Acc, 45 Negative damage, 274 damage to user

Levels 9-12

Behemoths are the classical image of demons: horns, feet that end in hooves, cloaked in flame. They become stronger as they charge into the thick of the fight, and they can teleport themselves around, ensuring they are always in the fray.

Hellfrosts come from the deepest pits, monsters spoken of only in hushed tombs. Standing seven feet tall, they appear to be carved entirely of ice. They freeze their foes solid, leaving them trapped forever.

Minion

Name: Archer

Hit Points: 177

Initiative: 0

Arcane: auto, Protection from Ethereal

Snap Shot: mid-range, half, 65 Acc, 8 Lethal damage

Aimed Shot: mid-range, full, 65 Acc, 17 Lethal damage, 15% chance of Immobilize 1 for 2 turns

Knife: melee, half, 65 Acc, 7 Lethal damage

Name: Hordeling Lasher

Hit Points: 177

Initiative: 0

Arcane: auto, Protection from Ethereal

Glacial: auto, 10% Resistance(Cold), -10% Resistance(Fire)
Tongue Strike: mid-range, half, 65 Acc, 7 Smashing damage, 15% chance of
Knockdown
Wrap: focused, full, 65 Acc, 15 Smashing damage, Immobilize 1 for 1 turns
Frostbite: melee, full, 65 Acc, 17 Cold damage, Debilitate(20,Half) for 1 turn

Lieutenant

Name: Behemoth
Hit Points: 266
Initiative: 0
Arcane: auto, Protection from Ethereal
Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)
Flares: mid-range, half, 65 Acc, 11 Fire damage, Ignite for 1 turn
Scorch: melee, full, 65 Acc, 25 Fire damage, -10% Resistance for 1 turn
Invincibility: PBAoE, half, 100 Acc, 0 Psionic damage, +7 Defense(All) per foe hit for 1
turn
Teleport: auto, able to move 2 ranges in one half action

Name: Spectral Demon Lord
Hit Points: 266
Initiative: 0
Gloom: mid-range, half, 65 Acc, 11 Negative damage, -3 Accuracy for 1 turn
Smite: melee, full, 65 Acc, 25 Negative damage, -3 Accuracy for 1 turn
Chill of the Night: PBAoE, half, 65 Acc, 0 Negative damage, -7 Accuracy for 1 turn
Hover: reactive, half, +100 Defense(Melee)
Fly: auto, able to move 2 ranges in one half action

Name: Life Mage
Hit Points: 266
Initiative: 0
Arcane: auto, Protection from Ethereal
Life Drain: mid-range, full, 65 Acc, 25 Negative damage, 12 self heal
Mend Wounds: mid-range, full, 21 heal
Absorb Pain: mid-range, full, 52 heal, 26 self damage
Brawl: melee, half, 65 Acc, 11 Smashing damage
Kamikaze: PBAoE, full, 65 Acc, 50 Negative damage, 266 damage to user

Name: Force Mage
Hit Points: 266

Initiative: 0

Arcane: auto, Protection from Ethereal

Sap Power: mid-range, full, 65 Acc, 0 Energy damage, -10% Damage for 1 turn

Empower: mid-range, full, +10 Damage for 1 turn

Force Bolt: mid-range, full, 65 Acc, 25 Smashing damage, Knockback 2

Brawl: melee, half, 65 Acc, 11 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 50 Negative damage, 266 damage to user

Name: Energy Mage

Hit Points: 266

Initiative: 0

Arcane: auto, Protection from Ethereal

Lightning Staff: mid-range, half, 65 Acc, 12 Energy damage, 30 Fatigue for 2 turns

Ball Lightning: targeted AoE, full, 65 Acc, 15 Energy damage, 20 Fatigue for 2 turns

Power Drain: mid-range, full, 65 Acc, 50 Fatigue for 3 turns

Brawl: melee, half, 65 Acc, 11 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 64 Negative damage, 266 damage to user

Name: Soul Mage

Hit Points: 266

Initiative: 0

Arcane: auto, Protection from Ethereal

Gloom: mid-range, half, 65 Acc, 12 Negative damage, -3 Accuracy for 1 turn

Darkness Staff: mid-range, full, 65 Acc, 23 Negative damage, Hold 2 for 1 turn

Terrify: mid-range, full, 65 Acc, 0 Psionic damage, 35 Fear for 2 turns

Brawl: melee, half, 65 Acc, 11 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 64 Negative damage, 266 damage to user

Captain

Name: Agony Mage

Hit Points: 354

Initiative: 0

Arcane: auto, Protection from Ethereal

Crush: mid-range, half, 65 Acc, 16 Smashing damage, Immobilize 1 for 2 turns

Gravity Distortion: mid-range, full, 65 Acc, 29 Smashing damage, Hold 1 for 1 turn

Siphon Power: mid-range, full, 65 Acc, -10% Damage for 1 turn, +15 Damage to the user for 1 turn

Absorb Pain: mid-range, full, 70 ally heal, 35 self damage

Kamikaze: PBAoE, 65 Acc, 66 Negative damage, 354 damage to user

Name: Hellfrost

Hit Points: 354

Initiative: 0

Arcane: auto, Protection from Ethereal

Glacial: auto, 10% Resistance(Cold), -10% Resistance(Fire)

Bitter Ice Blast: mid-range, half, 65 Acc, 16 Cold damage, Debilitate(20,Full) for 1 turn

Frost Sword: melee, full, 65 Acc, 34 Cold damage, Debilitate(25,Half) for 1 turn

Glacier: PBAoE, full, 65 Acc, 18 Cold damage, Hold 1 for 1 turn

Frost Breath: cone, full, 65 Acc, 19 Cold damage, Debilitate(20,Half) for 1 turn

Name: Behemoth Lord

Hit Points: 354

Initiative: 0

Arcane: auto, Protection from Ethereal

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Fire Blast: mid-range, half, 65 Acc, 15 Fire damage, Ignite for 1 turn

Fire Breath: cone, full, 65 Acc, 20 Fire damage, Ignite for 1 turn

Fire Sword: melee, full, 65 Acc, 32 Fire damage, Ignite for 1 turn

Invincibility: PBAoE, half, 100 Acc, 0 Psionic damage, +7 Defense(All) per foe hit for 1 turn

Levels 13-16

The true face of the Circle finally appears. True Oranbegans make up the high ranks of the Circle, masters of all forms of magic. They prefer to patrol the halls of their underground city, emerging only to gather more artifacts and strike down any heroes who would get in their way.

Oranbega's greatest protectors are the Spectral Daemon Lords, giant ghostly warriors who fight tirelessly. They draw upon the power of the underworld to crush those who harm their home.

Minion

Name: Air Thorn Caster

Hit Points: 217

Initiative: 1

Arcane: auto, Protection from Ethereal

Lightning Bolt: mid-range, full, 65 Acc, 18 Energy damage

Gale: cone, full, 65 Acc, 0 Smashing damage, Knockback 2

Brawl: melee, half, 65 Acc, 8 Smashing damage

Hover: reactive, half, +100 Defense(Melee)

Name: Earth Thorn Caster

Hit Points: 217

Initiative: 0

Arcane: auto, Protection from Ethereal

Hurl Boulder: mid-range, 65 Acc, half, 8 Smashing damage, 15% chance of Knockdown

Stone Fist: melee, 65 Acc, full, 18 Smashing damage, 15% chance of Stun 2 for 1 turn

Rock Armor: self, half, +7 Defense(Smashing, Lethal) for 1 turn

Name: Fire Thorn Caster

Hit Points: 217

Initiative: 0

Arcane: auto, Protection from Ethereal

Flares: mid-range, half, 65 Acc, 17 Fire damage, Ignite for 1 turn

Fire Ball: targeted AoE, half, 65 Acc, 11 Fire damage, Ignite for 1 turn

Brawl: melee, half, 65 Acc, 12 Smashing damage

Name: Ice Thorn Caster

Hit Points: 217

Initiative: 0

Arcane: auto, Protection from Ethereal

Chilblain: mid-range, half, 65 Acc, 12 Cold damage, Immobilize 2 for 2 turns

Block of Ice: melee, full, 65 Acc, 12 Cold damage, Hold 2 for 1 turn

Shiver: cone, full, 65 Acc, Debilitate(50,Half) for 1 turn

Lieutenant

Name: Behemoth

Hit Points: 326

Initiative: 0

Arcane: auto, Protection from Ethereal

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Flares: mid-range, half, 65 Acc, 12 Fire damage, Ignite for 1 turn

Scorch: melee, full, 65 Acc, 27 Fire damage, Ignite for 1 turn

Invincibility: PBAoE, half, 100 Acc, 0 Psionic damage, +7 Defense(All) per foe hit for 1 turn

Teleport: auto, able to move 2 ranges in one half action

Name: Spectral Demon Lord

Hit Points: 326

Initiative: 0

Arcane: auto, Protection from Ethereal

Gloom: mid-range, half, 65 Acc, 12 Negative damage, -3 Accuracy for 1 turn

Smite: melee, 65 Acc, 27 Negative damage, Ethereal(7,10%)

Chill of the Night: PBAoE, half, 65 Acc, 0 Negative damage, -7 Accuracy for 1 turn

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Life Mage

Hit Points: 326

Initiative: 0

Arcane: auto, Protection from Ethereal

Life Drain: mid-range, full, 65 Acc, 28 Negative damage, 14 self heal

Mend Wounds: mid-range, full, 26 heal

Absorb Pain: mid-range, full, 64 heal, 32 self damage

Brawl: melee, half, 65 Acc, 11 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 64 Negative damage, 326 damage to user

Name: Force Mage

Hit Points: 326

Initiative: 0

Arcane: auto, Protection from Ethereal

Sap Power: mid-range, full, 65 Acc, 0 Energy damage, -10% Damage for 1 turn

Empower: mid-range, full, +10 Damage for 1 turn

Force Bolt: mid-range, full, 65 Acc, 28 Smashing damage, Knockback 2

Brawl: melee, half, 65 Acc, 20 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 64 Negative damage, 326 damage to user

Name: Energy Mage

Hit Points: 326

Initiative: 0

Arcane: auto, Protection from Ethereal

Lightning Staff: mid-range, half, 65 Acc, 14 Energy damage, 30 Fatigue for 3 turns

Ball Lightning: targeted AoE, full, 65 Acc, 16 Energy damage, 20 Fatigue for 3 turns

Power Drain: mid-range, full, 65 Acc, 50 Fatigue for 3 turns

Brawl: melee, half, 65 Acc, 11 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 64 Negative damage, 326 damage to user

Name: Soul Mage

Hit Points: 326

Initiative: 0

Arcane: auto, Protection from Ethereal

Gloom: mid-range, half, 65 Acc, 14 Negative damage, -3 Accuracy for 1 turn

Darkness Staff: mid-range, full, 65 Acc, 25 Negative damage, Hold 2 for 1 turn

Terrify: mid-range, full, 65 Acc, 35 Fear for 2 turns

Brawl: melee, half, 65 Acc, 11 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 64 Negative damage, 326 damage to user

Captain

Name: Agony Mage

Hit Points: 434

Initiative: 0

Arcane: auto, Protection from Ethereal

Crushing Field: targeted AoE, full, 65 Acc, 23 Smashing damage, Immobilize 2 for 2 turns

Gravity Distortion: mid-range, full, 65 Acc, 32 Smashing damage, Hold 2 for 1 turn

Siphon Power: mid-range, full, 65 Acc, 0 Energy damage, -10% Damage for 1 turn, self +20 Damage for 1 turn

Absorb Pain: mid-range, full, 86 heal, 43 damage to user

Brawl: melee, half, 65 Acc, 17 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 86 Negative damage, 434 damage to user

Name: Behemoth Overlord

Hit Points: 434

Initiative: 0

Arcane: auto, Protection from Ethereal

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Fire Blast: mid-range, half, 65 Acc, 16 Fire damage, Ignite for 1 turn

Fireball: targeted AoE, full, 65 Acc, 22 Fire damage, Ignite for 1 turn

Fire Sword: melee, full, 65 Acc, 35 Fire damage, Ignite for 2 turns

Invincibility: PBAoE, half, 100 Acc, 0 Psionic Damage, +7 Defense(All) per foe hit for 1 turn

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Death Mage

Hit Points: 434

Initiative: 0

Arcane: auto, Protection from Ethereal

Gloom: mid-range, 65 Acc, half, 18 Negative damage, -7 Accuracy for 1 turn

Tenebrous Tentacles: cone, full, 65 Acc, 21 Negative damage, Immobilize 2 for 2 turns

Twilight Grasp: mid-range, full, 65 Acc, 0 Negative damage, -7 Accuracy for 1 turn, 30
heal to allies in Close range

Dark Pit: targeted AoE, full, 65 Acc, 0 Negative damage, Stun 2 for 2 turns

Kamikaze: PBAoE, 65 Acc, 86 Negative damage, 434 damage to user

Levels 17-20

The most powerful Circle of Thorns cabals are lead by mages of terrifying arcane power, commanding entire coteries of skilled spellcasters, as well as the most powerful otherworldly entities the Circle can call to their sides.

Alone among the Circle's terrible legions, the Succubi are fair of face and form. They act as spies and infiltrators for the mages, and in combat they can use their wiles to turn the Circle's enemies against one another.

Minion

Name: Air Thorn Caster

Hit Points: 257

Initiative: Arcane: auto, Protection from Ethereal

Lightning Bolt: mid-range, full, 65 Acc, 20 Energy damage

Gale: cone, full, 65 Acc, 5 Smashing damage, Knockback 2

Brawl: melee, half, 65 Acc, 8 Smashing damage

Hover: reactive, half, +100 Defense(Melee)

Name: Earth Thorn Caster

Hit Points: 257

Initiative: 0

Arcane: auto, Protection from Ethereal

Hurl Boulder: mid-range, 65 Acc, half, 8 Smashing damage, 15% chance of Knockdown

Stone Fist: melee, 65 Acc, full, 20 Smashing damage, 15% chance of Stun 2 for 1 turn

Rock Armor: self, half, +7 Defense(Smashing, Lethal) for 1 turn

Name: Fire Thorn Caster

Hit Points: 257

Initiative: 0

Arcane: auto, Protection from Ethereal

Flares: mid-range, half, 65 Acc, 20 Fire damage, Ignite for 1 turn

Fire Ball: targeted AoE, half, 65 Acc, 12 Fire damage, Ignite for 1 turn

Brawl: melee, half, 65 Acc, 8 Smashing damage

Name: Ice Thorn Caster

Hit Points: 257

Initiative: 0

Arcane: auto, Protection from Ethereal

Chilblain: mid-range, half, 65 Acc, 13 Cold damage, Immobilize 2 for 2 turns

Block of Ice: melee, full, 65 Acc, 13 Cold damage, Hold 2 for 1 turn

Shiver: cone, full, 65 Acc, Debilitate(50,Half) for 1 turn

Name: Spectral Daemon

Hit Points: 257

Initiative: 1

Smite: melee, half, 65 Acc, 10 Negative damage, -3 Accuracy for 1 turn

Life Drain: mid-range, full, 65 Acc, 17 Negative damage, 8 heal to user

Torrent: cone, full, 65 Acc, 12 Negative damage, Knockdown

Hover: reaction, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Lieutenant

Name: Behemoth

Hit Points: 386

Initiative: 0

Arcane: auto, Protection from Ethereal

Hellspawned: auto 10% Resistance(Fire), -10% Resistance(Cold)

Flares: mid-range, half, 65 Acc, 13 Fire damage, Ignite for 1 turn

Fireball: targeted AoE, full, 65 Acc, 17 Fire damage, Ignite for 1 turn

Scorch: melee, full, 65 Acc, 29 Fire damage, Ignite for 1 turn

Invincibility: PBAoE, half, 100 Acc, 0 Psionic damage, +7 Defense(All) per foe hit for 1 turn

Teleport: auto, able to move 2 ranges in one half action

Name: Spectral Demon Lord

Hit Points: 386

Initiative: 0

Gloom: mid-range, half, 65 Acc, 13 Negative damage, -3 Accuracy for 1 turn
Smite: melee, full, 65 Acc, 29 Negative damage, Ethereal(7,10%)
Chill of the Night: PBAoE, half, 65 Acc, 18 Negative damage, -7 Accuracy for 1 turn
Hover: reaction, half, +100 Defense(Melee)
Fly: auto, able to move 2 ranges in one half action

Name: Life Mage

Hit Points: 386

Initiative: 0

Arcane: auto, Protection from Ethereal

Life Drain: mid-range, half, 65 Acc, 15 Negative damage, 7 heal to user

Mend Wounds: mid-range, half, 15 heal

Absorb Pain: mid-range, full, 76 heal, 38 damage to user

Brawl: melee, half, 65 Acc, 13 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 76 Negative damage, 386 damage to user

Name: Force Mage

Hit Points: 386

Initiative: 0

Arcane: auto, Protection from Ethereal

Siphon Power: mid-range, half, 65 Acc, -10% Damage for 1 turn

Empower: mid-range, half, +10 Damage for 1 turn

Force Bolt: mid-range, full, 65 Acc, 26 Smashing damage, Knockback 2

Brawl: melee, half, 65 Acc, 13 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 76 Negative damage, 386 damage to user

Name: Energy Mage

Hit Points: 386

Initiative: 0

Arcane: auto, Protection from Ethereal

Lightning Staff: mid-range, half, 65 Acc, 15 Energy damage, 30 Fatigue for 3 turns

Ball Lightning: targeted AoE, full, 65 Acc, 18 Energy damage, 20 Fatigue for 3 turns

Power Drain: mid-range, half, 65 Acc, 50 Fatigue for 3 turns

Brawl: melee, half, 65 Acc, 13 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 76 Negative damage, 386 damage to user

Name: Soul Mage

Hit Points: 386

Initiative: 0

Arcane: auto, Protection from Ethereal

Gloom: mid-range, half, 65 Acc, 15 Negative damage, -3 Accuracy for 1 turn

Darkness Staff: mid-range, full, 65 Acc, 28 Negative damage, Hold 2 for 1 turn

Terrify: mid-range, half, 65 Acc, 65 Fear for 2 turns

Brawl: melee, half, 65 Acc, 13 Smashing damage

Kamikaze: PBAoE, full, 65 Acc, 76 Negative damage, 386 damage to user

Captain

Name: Death Mage

Hit Points: 514

Initiative: 0

Arcane: auto, Protection from Ethereal

Gloom: mid-range, half, 65 Acc, 18 Negative damage, -7 Accuracy for 1 turn

Tenebrous Tentacles: cone, full, 65 Acc, 23 Negative damage, Immobilize 2 for 2 turns

Walking Bomb: mid-range, full, 65 Acc, 38 Negative damage, 19 Negative damage to foes in Close range of the target on the next turn

Twilight Grasp: mid-range, full, 65 Acc, -7 Accuracy for 1 turn, 35 heal to allies in Close range

Dark Pit: targeted AoE, full, 65 Acc, Stun 2 for 2 turns

Kamikaze: PBAoE, full, 65 Acc, 102 Negative damage, 514 damage to user

Name: Behemoth Overlord

Hit Points: 514

Initiative: 0

Arcane: auto, Protection from Ethereal

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Flares: mid-range, half, 65 Acc, 18 Fire damage, Ignite for 1 turn

Scorch: melee, full, 65 Acc, 38 Fire damage, Ignite for 1 turn

Combustion: PBAoE, full, 65 Acc, 24 Fire damage, Ignite for 1 turn

Invincibility: PBAoE, half, 100 Acc, 0 Psionic damage, +7 Defense(All) per foe hit for 1 turn

Hover: reaction, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Succubus

Hit Points: 514

Initiative: 0

Arcane: auto, Protection from Ethereal

Come Hither: mid-range, half, 65 Acc, 0 Psionic damage, Confuse 2 for 1 turn

Entrance: mid-range, half, 65 Acc, 0 Psionic damage, Hold 2 for 1 turn
Hellish Bolts: cone, full, 65 Acc, 23 Negative damage, Knockback 2
Backstab: melee, full, 65 Acc, 38 Lethal damage, Execute

Clockwork

To the scientific community of Paragon City, the Clockwork represent a profound mystery. But to the common man, the Clockwork are usually little more than a nuisance. These diminutive, seemingly sentient machines plague Paragon City, especially in areas ravaged by the Rikti War. Clockwork are often seen collecting scrap and then transporting the materials elsewhere. Paragon City power companies often have to answer calls concerning Clockwork draining electrical substations, then stripping them down for parts. Attempts to track the Clockwork are frustrating at best and dangerous at worst; Clockwork are easily spooked into self-destructing, fleeing, or potentially attacking with electrical energy. Very occasionally, it is possible to hear communications between the toy-like wind-up pests in a buzzing, staticky voice that fades quickly.

Levels 1-4

Low level Clockwork don't vary radically from the rest except in construction. These Clockwork appear far more thrown together than the rest, with squeaky joints and rusty metal poking out at odd angles. As such, they also lack durability and the most likely to crumple in a few good whacks.

The Clockwork do not appear to possess any central leadership, only featuring the occasional child-sized "Duke," crown and all, which reigns over a particular swarm or hive of the junkyard machines.

Summon

Name: Gear

Hit Points: 30

Initiative: 0

Bantam: auto, -10% Resistance(Smashing, Psionic)

Brawl: melee, half, 65 Acc, 4 Smashing damage

Charged Bolt: mid-range, half, 65 Acc, 4 Energy damage

Minion

Name: Cog

Hit Points: 92

Initiative: 0

Cognate: auto, -10% Resistance(Psionic)

Charged Bolt: mid-range, full, 65 Acc, 13 Energy damage
Brawl: melee, half, 65 Acc, 6 Smashing damage

Name: Oscillator

Hit Points: 92

Initiative: 1

Cognate: auto, -10% Resistance(Psionic)

Charged Bolt: mid-range, full, 65 Acc, 13 Energy damage

Brawl: melee, half, 65 Acc, 10 Smashing damage

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Lieutenant

Name: Cannon Knight

Hit Points: 138

Initiative: 0

Cognate: auto, -10% Resistance(Psionic)

Charged Bolt: mid-range, half, 65 Acc, 8 Energy damage

Lightning Bolt: mid-range, full, 65 Acc, 20 Energy damage

Charged Brawl: melee, half, 65 Acc, 9 Energy damage

Name: Tesla Knight

Hit Points: 138

Initiative: 0

Cognate: auto, -10% Resistance(Psionic)

Charged Bolt: mid-range, half, 65 Acc, 8 Energy damage

Tesla Cage: mid-range, full, 65 Acc, 0 Energy damage, Sleep 1 for 2 turns

Charged Brawl: melee, half, 65 Acc, 9 Energy damage

Captain

Name: Tesla Duke

Hit Points: 184

Initiative: 0

Cognate: auto, 10% Resistance(Lethal), -10% Resistance(Psionic)

Charged Bolt: mid-range, half, 65 Acc, 13 Energy damage

Tesla Cage: mid-range, full, 65 Acc, 0 Energy damage, Sleep 1 for 2 turns

Short Circuit: PBAoE, full, 65 Acc, 16 Energy damage, 50 Fatigue for 3 turns

Reassemble: auto, on death, summon three Gears

Name: Cannon Duke

Hit Points: 184

Initiative: 0

Cognate: auto, 10% Resistance(Lethal), -10% Resistance(Psionic)

Charged Bolt: mid-range, half, 65 Acc, 13 Energy damage

Lightning Bolt: mid-range, full, 65 Acc, 25 Energy damage

Ball Lightning: targeted AoE, full, 65 Acc, 17 Energy damage

Reassemble: auto, on death, summon three Gears

Levels 5-8

The more refined the Clockwork, the more dangerous it is. These Clockwork are not only created from higher quality salvage, but also seem to show a clear evolution in their design.

(This point is debated by researchers, as Clockwork designs still do not add up to a working robot or any mechanism at all.)

In more secluded Clockwork hives, sputtering Clockwork Princes have been sighted. Unlike the Dukes, these hulking, clanking constructs are larger than a man and are pieced together from car parts and abandoned factory machinery.

Many of these higher ranking Clockwork also display remarkable feats of psychic projection, firing off mental missiles when provoked, making them a far more tangible threat the peace and safety of Paragon City.

Underling

Name: Gear

Hit Points: 41

Initiative: 0

Bantam: auto, -10% Resistance(Smashing, Psionic)

Brawl: melee, half, 65 Acc, 4 Smashing damage

Charged Bolt: mid-range, half, 65 Acc, 4 Energy damage

Minion

Name: Cog

Hit Points: 124

Initiative: 0

Cognate: auto, -10% Resistance(Psionic)

Charged Bolt: mid-range, full, 65 Acc, 15 Energy damage

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Oscillator

Hit Points: 124

Initiative: 1

Cognate: auto, -10% Resistance(Psionic)

Charged Bolt: mid-range, full, 65 Acc, 15 Energy damage

Brawl: melee, half, 65 Acc, 7 Smashing damage

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Lieutenant

Name: Cannon Knight

Hit Points: 186

Initiative: 0

Cognate: auto, -10% Resistance(Psionic)

Charged Bolt: mid-range, half, 65 Acc, 10 Energy damage

Mental Blast: mid-range, full, 65 Acc, 21 Psionic damage

Mind Probe: melee, full, 65 Acc, 22 Psionic damage

Name: Tesla Knight

Hit Points: 186

Initiative: 0

Cognate: auto, -10% Resistance(Psionic)

Tesla Cage: mid-range, full, 65 Acc, 13 Energy Damage, Sleep 2 for 2 turns

Scramble Thoughts: mid-range, full, 65 Acc, 13 Psionic damage, Stun 1 for 1 turn

Mind Probe: melee, full, 65 Acc, 22 Psionic damage

Captain

Name: Cannon Prince

Hit Points: 248

Initiative: 0

Cognate: auto, 10% Resistance(Lethal), -10% Resistance(Psionic)

Charged Bolt: mid-range, half, 65 Acc, 13 Energy damage

Mind Probe: melee, full, 65 Acc, 28 Psionic damage

Psionic Tornado: targeted AoE, full, 65 Acc, 19 Psionic damage

Reassemble: auto, on death, summon three Gears

Name: Tesla Prince

Hit Points: 248

Initiative: 0

Cognate: auto, 10% Resistance(Lethal), -10% Resistance(Psionic)

Tesla Cage: mid-range, full, 18 Psionic damage, Sleep 2 for 2 turns

Scramble Thoughts: mid-range, full, 24 Psionic damage, Stun 1 for 1 turn

Mass Hypnosis: targeted AoE, full, 0 Psionic damage, Sleep 2 for 2 turns

Reassemble: auto, on death, summon three Gears

Arch-Villain

Name: Clockwork King

Hit Points: 411

Initiative: 0

Royalty: auto, 10% Resistance(Lethal, Cold)

Charged Bolts: mid-range, half, 65 Acc, 21 Energy damage

Subdue: mid-range, 65 Acc, 40 Psionic damage, Immobilize 2 for 2 turns

Psionic Tornado: targeted AoE, full, 65 Acc, 27 Psionic damage, 20% chance of
Knockdown

Psychic Wall: PBAoE, full, 65 Acc, 28 Psionic damage, 20% chance of Stun 2 for 1 turn

Orators

The cult of the Orators confounds all magical experts in Paragon. Its origins are unknown, and little of its motives are understood. All attempts to question its members reveal only two things: all have been read from something called the Pages, a book written in blood that contains all that has and will happen, and all fanatically serve someone called the Prophet.

Most disturbing are the strange monsters that follow them - creatures that appear to be built out of mismatched body parts, limbs bending in impossible angles. What words they utter are of no language known to men, but they seem to bend reality with every breath.

Levels 13-16

At first glance, the Burdened look no more threatening than Hellions. Dishevelled men in tattered clothes and jackets, bandanas covering their faces. The only signs of oddity are their eyes, glowing orange. They swing clubs and axes with unexpected strength, and they can whisper single syllables that can tear the minds of any who hear them.

Higher ranking Orators are given white robes with a sound wave embroidered on the chest. Lectors carry massive blades that seem to scream with each strike. Witnesses inspire their followers with unearthly words. Wrath Speakers, who are always women, can recite entire chapters of the Pages, unravelling the fabric of reality.

The monsters, simply referred to as Unspeakables, appear to have been molded from the pieces of various human beings. Their legs will be different sizes, arms will be fused to create long tentacles, and mouths may open at every joint.

Minion

Name: Burdened Chopper

Hit Points: 217

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75

Protection(Fear)

Whisper: mid-range, half, 65 Acc, 8 Psionic damage, -10% Resistance for 1 turn

Chop: melee, full, 65 Acc, 17 Lethal damage, -3 Defense for 1 turn

Hack: melee, full, 65 Acc, 18 Lethal damage, 3 damage on the next turn

Chant: mid-range, full, 65 Acc, 17 Negative damage, Ethereal(7,10%)

Sacrifice: self, full, 217 Lethal damage, +30% Resistance(All) for 1 turn to allies in Close range

Name: Burdened Basher

Hit Points: 217

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75

Protection(Fear)

Whisper: mid-range, half, 65 Acc, 8 Psionic damage, -10% Resistance for 1 turn

Bash: melee, full, 65 Acc, 17 Smashing damage, 15% chance of Stun 1 for 1 turn

Slam: melee, full, 65 Acc, 18 Smashing damage, 15% chance of Knockdown

Chant: mid-range, full, 65 Acc, 17 Negative damage, Ethereal(7,10%)

Sacrifice: self, full, 217 Lethal damage, +30% Resistance for 1 turn to allies in Close range

Name: Burdened Gunner

Hit Points: 217

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75

Protection(Fear)

Whisper: mid-range, full, 65 Acc, 17 Psionic damage, -10% Resistance for 1 turn

SMG: mid-range, full, 65 Acc, 18 Lethal damage, 3 damage on the next turn

Dagger: melee, half, 65 Acc, 8 Lethal damage

Chant: mid-range, full, 65 Acc, 17 Negative damage, Ethereal(7,10%)

Sacrifice: self, full, 217 Lethal damage, +30% Resistance for 1 turn to allies in Close

range

Lieutenant

Name: Lector

Hit Points: 326

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75
Protection(Fear)

Mutter: mid-range, half, 65 Acc, 11 Psionic damage, 15 Fear for 2 turns

Slash: melee, full, 65 Acc, 26 Lethal damage, 15 Fear for 2 turns

Slice: melee, full, 65 Acc, 28 Lethal damage, 15 Fear for 2 turns

Chant: mid-range, full, 65 Acc, 25 Negative damage, Ethereal(7,10%)

Dark Regeneration: PBAoE, half, 65 Acc, 10 Negative damage, 19 heal per target hit

Name: Witness

Hit Points: 326

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75
Protection(Fear)

Mutter: mid-range, full, 65 Acc, 25 Psionic damage, 15 Fear for 2 turns

Preach: mid-range, half, 10% Resistance(All) for 2 turns

Salvation: mid-range, half, +1 Protection(Stun, Hold, Sleep) for 1 turn

Deliverance: mid-range, half, 16 heal, removes one debuff

Name: Impossibility

Hit Points: 326

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75
Protection(Fear)

Anguish: mid-range, half, 65 Acc, 11 Psionic damage, -50% to healing on target for 2
turns

Barb Swipe: focused, half, 65 Acc, 13 Toxic damage, 15 Fear for 2 turns

Death Cry: cone, full, 65 Acc, 18 Negative damage, -10% Resistance for 1 turn

Cloak of Fear: PBAoE, half, 65 Acc, 0 Negative damage, 25 Fear for 1 turn

Captain

Name: Wrath Speaker

Hit Points: 434

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75
Protection(Fear)

Shout: mid-range, half, 65 Acc, 18 Psionic damage, -10% Resistance for 1 turn

Howl: cone, full, 65 Acc, 21 Psionic damage, -10% Resistance for 1 turn

Reverb: mid-range, full, 65 Acc, 19 Psionic damage, 19 damage on the next turn

Invoke: mid-range, half, 65 Acc, 15 Psionic damage, Confuse 1 for 1 turn

Name: Unspeakable

Hit Points: 434

Initiative: 0

Zeal: auto, 10% Resistance(Negative, Psionic); +2 Protection(Confuse); 75
Protection(Fear)

Purging Blow: melee, full, 65 Acc, 32 Smashing damage, removes one buff or toggle
from the target

Scream: mid-range, half, 65 Acc, 18 Psionic damage, -10% Resistance for 1 turn

Wail: PBAoE, full, 65 Acc, 23 Psionic damage, -10% Resistance for 1 turn

Clobber: melee, half, 65 Acc, 15 Smashing damage, Stun 2 for 1 turn

Devouring Earth

Humanoid shapes made of vines and leaves and thorns and poisonous thorns. Crystalline beings that flay the life from their victims. Mushrooms with legs, that carry with them a foul cloud of toxic, choking spores. Stones that rise from the ground, and pummel to pieces anything that stands in their way - be it man-made obstacle, or human being. The Devouring Earth is the name given to a horde of monstrous creatures that have recently begun wreaking havoc in Paragon City. Brought to life by a virulent microorganism call the Will of the Earth, they claim to defend the natural order from the actions of humans, but there is nothing natural about them, and they slaughter super, policeman, and innocent civilians alike as they rampage throughout the city. The Devouring Earth answer only to a being they call the Hamidon, which it seems has motivated their crusade.

13-16

The Devouring Earth are preceded by a vanguard of swarming, venomous insects, directed by a wholly unnatural will.

The most powerful of the monstrous creatures can create 'emanators' - focal points for the

energy that animates the Devouring Earth, and make them much more dangerous in combat.

Not satisfied with bending the forces of nature to its will, the Hamidon has also conceived a strain of the Will of the Earth capable of consuming humans, remaking them as twisted killing machines. These 'Devoured' often contain biomass from fallen heroes, and are among the Devouring Earth's most powerful weapons.

Underling

Name: Swarm

Hit Points: 54

Initiative: 1

Fly: auto, able to move 2 ranges in one half action

Sting: melee, half, 65 Acc, 3 Toxic damage, 15 Debilitate for 1 turn

Buzz: melee, half, 65 Acc, 2 Toxic damage, 15 Debilitate for 1 turn

Name: Rubble

Hit Points: 54

Initiative: 0

Brawl: melee, half, 65 Acc, 2 Smashing damage

Smack: melee, half, 65 Acc, 3 Smashing damage

Name: Shard

Hit Points: 54

Initiative: 0

Brawl: melee, half, 65 Acc, 2 Smashing damage

Splinter: mid-range, half, 65 Acc, 3 Lethal damage

Name: Cairn

Hit Points: 54

Initiative: 0

Immobile: cannot move or attack

Rocksteady: auto, PBAoE +10% Resistance(All) for 1 turn

Name: Fungi

Hit Points: 54

Initiative: 0

Immobile: cannot move or attack

Spores: auto, PBAoE +1 Protection(Sleep, Hold, Stun) for 1 turn

Name: Quartz
Hit Points: 54
Initiative: 0
Immobile: cannot move or attack
Crystalline: auto, PBAoE +3 Accuracy for 1 turn

Name: Tree of Life
Hit Points: 54
Initiative: 0
Immobile: cannot move or attack
Life: auto, PBAoE 10 heal

Name: Will of the Earth
Hit Points: 54
Initiative: 0
Immobile: cannot move or attack
Nature's Wrath: auto, PBAoE +5 Damage for 1 turn

Name: Hive
Hit Points: 54
Initiative: 0
Immobile: cannot move or attack
Call Swarm: auto; summon one Swarm

Minion

Name: Razorvine
Hit Points: 217
Initiative: 0
Growth: auto, heal 10 health per turn
Brawl: melee, half, 65 Acc, 8 Smashing damage
Spur: focused, full, 65 Acc, 18 Lethal damage, 10% chance of Immobilize 1 for 2 turns
Thorn Blast: cone, full, 65 Acc, 11 Lethal damage, 10% chance of Immobilize 1 for 2 turns
Nature's Fury: auto; at 54 health, 10% chance to summon a Tree of Life

Name: Bedrock
Hit Points: 217
Initiative: 0
Stone Armor: auto, +3 Defense(All)

Brawl: melee, full, 65 Acc, 18 Smashing damage
Hurl Boulder: mid-range, half, 8 Smashing damage, 10% chance of Knockdown
Nature's Fury: auto; at 54 health, 10% chance to summon a Cairn
Crumble: auto; on death, summon one Rubble

Name: Deathspore
Hit Points: 217
Initiative: 0
Fungal: auto, +10% Resistance(All)
Brawl: melee, half, 65 Acc, 8 Smashing damage
Spore Blast: PBAoE, full, 65 Acc, 12 Toxic damage, 10% chance of Hold 1 for 1 turn
Nature's Fury: auto; at 54 health, 10% chance to summon a Fungi

Name: Geode
Hit Points: 217
Initiative: 0
Crystal: auto, +3 Defense(All)
Brawl: melee, 65 Acc, half, 8 Smashing damage
Crystal Shard: mid-range, full, 65 Acc, 18 Lethal damage, 10% chance of Stun 1 for 1 turn
Nature's Fury: auto; at 54 health, 10% chance to summon a Quartz
Shatter: auto; on death, summon one Shard

Lieutenant

Name: Herder
Hit Points: 326
Initiative: 0
Growth: auto, heal 10 health per turn
Brawl: melee, half, 65 Acc, 12 Smashing damage
Spur: focused, full, 65 Acc, 28 Lethal damage, 15% chance of Immobilize 1 for 2 turns
Thorn Blast: cone, full, 65 Acc, 16 Lethal damage, 15% chance of Immobilize 1 for 2 turns
Nature's Fury: auto; at 163 health, summon one Tree of Life

Name: Guardian
Hit Points: 326
Initiative: 0
Crystal: auto, +3 Defense(All)
Brawl: melee, half, 65 Acc, 12 Smashing damage

Crystal Shard: mid-range, full, 65 Acc, 28 Lethal damage, 15% chance of Stun 1 for 1 turn

Nature's Fury: auto; at 163 health, summon one Quartz

Shatter: auto; on death, summon one Shard

Name: Sentry

Hit Points: 326

Initiative: 0

Stone Armor: auto, +3 Defense(All)

Brawl: melee, full, 65 Acc, 28 Smashing damage

Hurl Boulder: mid-range, half, 65 Acc, 12 Smashing damage, 15% chance of Knockdown

Nature's Fury: auto; at 163 health, summon one Cairn

Crumble: auto; on death, summon Rubble

Name: Fungoid

Hit Points: 326

Initiative: 0

Fungal: auto, +10% Resistance(All)

Brawl: melee, half, 65 Acc, 15 Smashing damage

Spore Blast: PBAoE, full, 65 Acc, 18 Toxic damage, 15% chance of Hold 1 for 1 turn

Nature's Fury: auto; at 163 health, summon one Fungi

Name: Hamidon Bud

Hit Points: 326

Initiative: 0

Mitosis: self, half, 13 heal

Slam: melee, half, 65 Acc, 12 Smashing damage

Cytoplasmic Blast: mid-range, full, 65 Acc, 28 Energy damage, -10% Damage for 1 turn

Nature's Fury: auto; at 163 health, summon one Will of the Earth

Captain

Name: Devoured

Hit Points: 434

Initiative: 0

Brawl: melee, full, 65 Acc, 35 Smashing damage

Spit: mid-range, half, 65 Acc, 17 Toxic damage, -10% Resistance for 1 turn

Foot Stop: PBAoE, half, 65 Acc, 22 Smashing damage, 15% chance of Knockdown

Nature's Wrath: auto; at 108 health, summon three Swarms

Naturalistic: self, half, summon one Will of the Earth

Name: Blackrose

Hit Points: 434

Initiative: 0

Growth: auto, heal 15 health per turn

Brawl: melee, half, 65 Acc, 17 Smashing damage

Spur: focused, full, 65 Acc, 35 Lethal damage, 15% chance of Immobilize 2 for 2 turns

Thorn Blast: cone, full, 65 Acc, 22 Lethal damage, 15% chance of Immobilize 2 for 2 turns

Nature's Fury: self, half, summon one Tree of Life

Nature's Wrath: auto; at 108 health, summon one Hive

Name: Sardonyx

Hit Points: 434

Initiative: 0

Crystal: auto, 3 Defense(All)

Brawl: melee, half, 65 Acc, 17 Smashing damage

Crystal Shard: mid-range, full, 65 Acc, 35 Lethal damage, 15% chance of Stun 2 for 1 turn

Nature's Fury: self, half, summon one Quartz

Nature's Wrath: auto; at 108 health, summon one Hive

Shatter: auto; on death, summon one Shard

Name: Granite

Hit Points: 434

Initiative: 0

Stone Armor: auto, 3 Defense(All)

Brawl: melee, full, 65 Acc, 35 Smashing damage

Hurl Boulder: mid-range, half, 65 Acc, 17 Smashing damage, 15% chance of Knockdown

Nature's Fury: self, half, summon one Cairn

Nature's Wrath: auto; at 108 health, summon one Hive

Crumble: auto; on death, summon one Rubble

Name: Deathcap

Hit Points: 434

Initiative: 0

Fungal: auto, 10% Resistance(All)

Brawl: melee, half, 65 Acc, 17 Smashing damage

Spore Blast: PBAoE, full, 65 Acc, 23 Toxic damage, 15% chance of Hold 1 for 1 turn

Nature's Wrath: auto; at 108 health, summon one Hive

Nature's Fury: self, half, summon one Fungi

Family

With the rise of the super powered hero, conventional crime in Paragon City had long been considered a thing of the past. How can ordinary criminals with guns and knives cope, when the enforcers of law can shrug off bullets and read minds? But in the aftermath of the Rikti War, with so many heroes dead or incapacitated, organized criminal associations have been making a comeback, and in Paragon City, this means the Frost Family.

The Frosts are an old family, whose heyday was in the 1960's and 70s, as the central hub of the drug trade for the Italian crime families. They have not been an active force for two decades, but the few members of the cartel that have avoided prison still have deep pockets, and they have decided to return to Paragon City in a big way. Their ill-gotten gains buy them powerful, unique weapons and experimental chemical treatments for themselves and their enforcers, and thus far clashes between the Family and the city's supers have ended inconclusively.

5-8

Minion

Name: Button Man Blackjack

Hit Points: 137

Initiative: 0

Mind over Body: auto, 10% Resistance(Smashing,Lethal,Psionic)

Bash: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Smash: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage,

Pistol: mid-range, half, 65 Acc, 6 Lethal damage

Name: Button Man Gunner

Hit Points: 137

Initiative: 0

Mind over Body: auto, 10% Resistance(Smashing,Lethal,Psionic)

Potshot: mid-range, half, 65 Acc, 6 Lethal damage

Burst: mid-range, half, 65 Acc, 7 Lethal damage, 1 damage on the next turn
Psionium Round: mid-range, 65 Acc, 15 Psionic damage

Name: Button Man Buckshot

Hit Points: 137

Initiative: 0

Mind over Body: auto, 10% Resistance(Smashing,Lethal,Psionic)

Shotgun: cone, full, 65 Acc, 10 Lethal damage, 10% chance of Knockdown

Electric Buckshot: cone, full, 65 Acc, 8 Energy damage

Lieutenant

Name: Capo Hitman

Hit Points: 206

Initiative: 0

Mind over Body: auto, 10% Resistance(Smashing,Lethal,Psionic)

Sniper Rifle: snipe, full, 65 Acc, 22 Lethal damage, 20% chance of Knockdown

Acid Round: mid-range, full, 65 Acc, 19 Toxic damage, -10% Resistance for 1 turn

Name: Capo Muscle

Hit Points: 206

Initiative: 0

Mind over Body: auto, 10% Resistance(Smashing,Lethal,Psionic)

Brass Knuckles: melee, 65 Acc, 23 Smashing damage, 4 damage on the next turn

Shin Breaker: melee, 65 Acc, 22 Smashing damage, Immobilize 2 for 1 turn

Brawl: melee, half, 65 Acc, 10 Smashing damage

Pistol: mid-range, half, 65 Acc, 9 Lethal damage

Captain

Name: Underboss

Hit Points: 274

Initiative: 0

Mind over Body: auto, 20% Resistance(Smashing, Lethal, Psionic)

Propel: mid-range, full, 65 Acc, 30 Smashing damage, Knockback 2

Full Auto: cone, full, 65 Acc, 17 Lethal damage, 5 damage on the next turn

Punch: melee, half, 65 Acc, 13 Smashing damage, 20% chance of Stun 2 for 1 turn

Crush: mid-range, half, 65 Acc, 15 Smashing damage, Immobilize 2 for 1 turn

Name: Mafioso

Hit Points: 274

Initiative: 0

Mind over Body: 20% Resistance(Smashing, Lethal, Psionic)

Dual Wield: mid-range, full, 65 Acc, 26 Lethal damage, 20% chance of Knockdown

Empty Clips: cone, full, 65 Acc, 19 Lethal damage, 20% chance of Knockdown

Piercing Round: piercing, full, 65 Acc, 18 Lethal damage, 20% chance of Knockdown

Swap Ammo: self, free, change damage to Lethal/Fire/Cold/Toxic

Freakshow

There is nothing more dangerous than power in the wrong hands.

Unfortunate circumstance brought an armored truck carrying an experimental new drug into the path of some ambitious thugs one night. The gangsters successfully forced the truck off the road and helped themselves to its contents; the results were far more than they - or anyone - bargained for.

Codename Excelsior gave the crooks pain tolerance easily on the level of any super-powered hero. Their bodies quickly adapted to the serum's effects, and unfortunately for the rest of the city one of them had a bright idea. With their new ability to survive stress that would kill a normal human, they would be prime candidates for cybernetic implants, increasing their destructive power a hundredfold.

And so the Freakshow was born, as the thugs became addicted to both the drug, and the desire to make their cyborg bodies deadlier and deadlier. Their bodies are covered in piercings and gang tattoos, as well as metallic implants and elaborate designs. They dress in leather and bright colors long since gone out of style - to hear the Freakshow tell it, they have redefined the term 'cyberpunk.'

9-12

Most Freakshow 'footsoldiers' are mostly human, having been given their first doses of Excelsior, but no cybernetic augmentations. They are still unstable, dangerous and inhumanly tough.

More senior members of the gang have one or more limbs replaced with killing implements; massive steel blades or bludgeons that inflict massive damage on anyone unfortunate enough to be hit with one. They have Excelsior pumps surgically implanted in their bodies, and can sometimes recover and rejoin a fight after being knocked unconscious.

Juicers are equipped with ramshackle but very potent cybernetic systems designed by the Freakshow's tech-heads, that give them the power to control electricity. Bedecked with cables, capacitors, and makeshift tesla coils, Juicers are prone to short circuits and explosive failures, but heroes that have tangled with them speak to their efficacy in combat.

It is every Freak's dream to eventually trade almost all of their soft, vulnerable flesh for gleaming, resilient metal, and the towering cybernetic monstrosities known as Tank Freaks have gone farther than any towards that goal. Completely encased in powered armor plating that responds to their every motion, Tank Freaks can shrug off almost any physical assault, and the Excelsior pumping through their bodies makes them stubborn, stupid, suicidal, and almost unstoppable.

Minion

Name: Freak Buckshot

Hit Points: 177

Initiative: -1

Tough: auto, 20% Resistance(Smashing, Lethal)

Shotgun: cone, full, 65 Acc, 10 Lethal damage, 10% chance of Knockback 2

Slug: mid-range, full, 65 Acc, 17 Lethal damage, 15% chance of Knockdown

Pummel: melee, full, 65 Acc, 14 Smashing damage

Name: Freak Chopper

Hit Points: 177

Initiative: -1

Tough: auto, 20% Resistance(Smashing, Lethal)

Chop: melee, full, 65 Acc, 15 Lethal damage, 10% chance of Knockdown

Hack: melee, full, 65 Acc, 17 Lethal damage, 4 damage on the next turn

Pistol: mid-range, half, 65 Acc, 7 Lethal damage

Name: Freak Slammer

Hit Points: 177

Initiative: -1

Temp Invulnerability: auto, 20% Resistance(Smashing, Lethal)

Slam: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Knockdown

Smash: melee, full, 65 Acc, 17 Smashing damage, 10% chance of Knockdown

Pistol: mid-range, half, 65 Acc, 7 Lethal damage

Name: Freak Slugger

Hit Points: 177

Initiative: -1

Temp Invulnerability: auto, 20% Resistance(Smashing, Lethal)

Swing: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Homerun: melee, full, 65 Acc, 17 Smashing damage, 20% chance of Knockback 2

Pistol: mid-range, half, 65 Acc, 7 Lethal damage

Lieutenant

Name: Champion Chopper

Hit Points: 266

Initiative: -1

Cyberpunk: auto, 20% Resistance(Smashing, Lethal), -10% Resistance(Energy)

Chop: melee, full, 65 Acc, 23 Lethal damage, 15% chance of Knockdown

Hack: melee, full, 65 Acc, 25 Lethal damage, 5 damage on the next turn

Build Up: self, half, +7 Damage on the next attack

Pistol: mid-range, half, 65 Acc, 11 Lethal damage

Revive: auto, 25% chance to revive with 66 health

Name: Champion Slammer

Hit Points: 266

Initiative: -1

Cyberpunk: auto, 20% Resistance(Smashing, Lethal), -10% Resistance(Energy)

Slam: melee, full, 65 Acc, 23 Smashing damage, 15% chance of Knockdown

Smash: melee, full, 65 Acc, 25 Smashing damage, 25% chance of Knockdown

Build Up: self, half, +7 Damage on the next attack

Pistol: mid-range, half, 65 Acc, 11 Lethal damage

Revive: auto, 25% chance to revive with 66 health

Name: Juicer Freak

Hit Points: 266

Initiative: -1

Cyberpunk: auto, 20% Resistance(Smashing, Lethal), -10% Resistance(Energy)

Charged Bolt: mid-range, half, 65 Acc, 11 Energy damage

Ball Lightning: targeted AoE, full, 65 Acc, 15 Energy damage

Charged Brawl: melee, full, 65 Acc, 25 Energy damage

Build Up: self, half, +7 Damage on the next attack

Revive: auto, 25% chance to revive with 66 health

Captain

Name: Tank Swiper

HP: 389

Initiative: -1

Cyberpunk: auto, 30% Resistance(Smashing, Lethal), -20% Resistance(Energy)

Swipe: melee, full, 65 Acc, 32 Lethal damage, 5 damage on the next turn

Frag Grenade: targeted AoE, full, 65 Acc, 19 Lethal damage, 15% chance of
Knockdown

Glare: mid-range, half, 65 Acc, 0 Psionic Damage, Taunted for 1 turn

Dull Pain: self, full, 37 heal, +74 Maximum Health for 2 turns

Revive: auto, 25% chance to revive with 97 health

Name: Tank Smasher

HP: 389

Initiative: -1

Cyberpunk: auto, 30% Resistance(Smashing, Lethal), -20% Resistance(Energy)

Smash: melee, full, 65 Acc, 32 Smashing damage, 15% chance of Knockdown

Frag Grenade: targeted AoE, full, 65 Acc, 19 Lethal damage, 15% chance of
Knockdown

Glare: mid-range, half, 65 Acc, 0 Psionic damage, Taunted for 1 turn

Dull Pain: self, full, 37 heal, +74 Maximum Health for 2 turns

Revive: auto, 25% chance to revive with 97 health

17-20

The more veteran Freak bosses lead crews entirely composed of augmented berserkers. In groups like this, the advanced cybernetics are more prevalent, and the Juicers often upgrade their implants to let them lock heroes down while the Freaks beat them into submission. These Stunner Freaks can turn the tide of battles if their prodigious electrical powers are not carefully handled.

Minion

Name: Freak Swiper

Hit Points: 257

Initiative: -1

Freak Cybernetics: auto, 20% Resistance(Smashing,Lethal), -10% Resistance(Energy)

Swipe: melee, 65 Acc, 17 Lethal damage, 3 damage on the next turn

Slash: melee, 65 Acc, 18 Lethal damage, 4 damage on the next turn

Spin: PBAoE, 65 Acc, 11 Lethal damage, 3 damage on the next turn
Sawblade: mid-range, 65 Acc, 15 Lethal damage
Reconstruction: self, 26 heal

Name: Freak Smasher

Hit Points: 257

Initiative: -1

Freak Cybernetics: auto, 20% Resistance(Smashing,Lethal), -10% Resistance(Energy)

Smash: melee, 65 Acc, 17 Smashing damage, 15% chance of Knockdown

Crush: melee, 65 Acc, 18 Smashing damage, 15% chance of Knockdown

Whirling Hands: melee, 65 Acc, 11 Smashing damage, 15% chance of Stun 1 for 1 turn

Sawblade: mid-range, 65 Acc, 15 Lethal damage

Reconstruction: self, 26 heal

Lieutenant

Name: Juicer Chief

Hit Points: 386

Initiative: -1

Freak Cybernetics: auto, 20% Resistance(Smashing,Lethal), -10% Resistance(Energy)

Charged Bolt: mid-range, 65 Acc, 25 Energy damage

Ball Lightning: targeted AoE, 65 Acc, 16 Energy damage

Build Up: self, +18 Damage on the next attack

Charged Brawl: melee, 65 Acc, 26 Energy damage

Reconstruction: self, 32 heal

Revive: 25% chance to revive with 82 health

Hover: Dodge, +100 Defense(Melee)

Name: Stunner Chief

Hit Points: 386

Initiative: -1

Freak Cybernetics: auto, 20% Resistance(Smashing,Lethal), -10% Resistance(Energy)

Charged Bolt: mid-range, 65 Acc, 25 Energy damage, 20 Fatigue for 3 turns

Tesla Cage: mid-range, 65 Acc, Hold 2 for 2 turns

Aim: self, +14 Accuracy on the next attack

Charged Brawl: melee, 65 Acc, 26 Energy damage

Reconstruction: self, 32 heal

Revive: 25% chance to revive with 82 health

Hover: Dodge, +100 Defense(Melee)

Captain

Name: Tank Swiper

Hit Points: 565

Initiative: -1

Freak Cybernetics: auto, 30% Resistance(Smashing,Lethal), -20% Resistance(Energy)

Swipe: melee, 65 Acc, 34 Lethal damage, 5 damage on the next turn

Slash: melee, 65 Acc, 35 Lethal damage, 5 damage on the next turn

Frag Grenade: targeted AoE, 65 Acc, 21 Lethal damage, 20% chance of Knockdown

Freak-out: PBAoE, 65 Acc, Taunted for 1 turn

Dull Pain: self, 112 heal, +56 Maximum Health for 2 turns

Revive: 25% chance to revive with 141 health

Name: Tank Smasher

Hit Points: 565

Initiative: -1

Freak Cybernetics: auto, 30% Resistance(Smashing,Lethal), -20% Resistance(Energy)

Smash: melee, 65 Acc, 34 Smashing damage, 20% chance of Stun 2 for 1 turn

Crush: melee, 65 Acc, 35 Smashing damage, 20% chance of Stun 2 for 1 turn

Frag Grenade: targeted AoE, 65 Acc, 21 Lethal damage, 20% chance of Knockdown

Freak-out: PBAoE, 65 Acc, Taunted for 1 turn

Dull Pain: self, 112 heal, +56 Maximum Health for 2 turns

Revive: 25% chance to revive with 141 health

Name: Super Stunner

Hit Points: 514

Initiative: 0

Freak Cybernetics: auto, 30% Resistance(Smashing,Lethal), -20% Resistance(Energy)

Charged Bolt: mid-range, 65 Acc, 34 Energy damage, 20 Fatigue for 3 turns

Tesla Cage: mid-range, 65 Acc, Hold 2 for 2 turns

Short Circuit: PBAoE, 65 Acc, 21 Energy damage, 50 Fatigue for 3 turns

Dull Pain: self, 102 heal, +51 Maximum Health for 2 turns

Reserve Power: PBAoE, -2 Endurance to nearby enemies, revive with 20 health per enemy hit; does not revive if it misses all targets

Hover: Dodge, +100 Defense(All)

Fly: auto, able to move 2 ranges in one half action

Hellions

Even with the shadow of the Rikti War still hanging over the city, it has been proven time and time again that in a world where law and order is defended by those with super powers, criminals need some kind of edge to get ahead. The gang that call themselves the Hellions have looked below for theirs.

The group, under closer examination, is less of a gang and more of a devil-worshipping cult. Their leaders claim to have made a pact with a dark and terrible power. Skeptics insist that this is just a rumor, to frighten the Hellions into obeying. Those that have dealt with them firsthand know better. The Hellions steal magical artifacts, commit ritual sacrifices, and actively practice the dark arts.

The gang's colors tend towards red and orange, and their trappings include demonic symbols. Most members have devils, demons, or pentagrams tattooed somewhere on their body.

1-4

Once initiated into the gang by spilling the blood of another, new members are given the name 'Blood Brothers.' They fight essentially like ordinary gang members, though they are zealous and bloodthirsty. The lieutenants that oversee Blood Brother activities are referred to as 'Fallen', for the Satanic worldview of the Hellions, falling is the means to power. At the 'bottom' of this ladder are the Damned - the Hellion ringleaders, who wield the power of hellfire and can go toe to toe with the novice heroes that often take it upon themselves to keep the Hellions in check. The Damned wear demonic images as masks, and often collect powerful artifacts. Certain Hellions have even unearthed the means to summon demons to their side.

Minion

Name: Blood Brother Chopper

Hit Points: 97

Initiative: 0

Chop: melee, full, 65 Acc, 14 Lethal damage, -3 Defense for 1 turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Blood Brother Slugger

Hit Points: 97

Initiative: 0

Swing: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Stun 1 for 1 turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Blood Brother Slicer

Hit Points: 97

Initiative: 0

Slice: melee, full, 65 Acc, 14 Lethal damage, 2 damage on the next turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Blood Brother Slammer

Hit Points: 97

Initiative: 0

Slam: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Knockdown

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Lieutenant

Name: Fallen Gunner

Hit Points: 146

Initiative: 0

Burst: mid-range, half, 65 Acc, 10 Lethal damage

Slug: mid-range, full, 65 Acc, 18 Lethal damage

Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Fallen Buckshot

Hit Points: 146

Initiative: 0

Shotgun: cone, full, 65 Acc, 12 Lethal damage, 15% chance of Knockdown

Slug: mid-range, full, 65 Acc, 18 Lethal damage

Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Fallen Arsonist

Hit Points: 146

Initiative: 0

Molotov Cocktail: mid-range, full, 65 Acc, 18 Fire damage, 4 Fire damage on the next turn

Pistol: mid-range, half, 65 Acc, 10 Lethal damage

Brawl: melee, half, 65 Acc, 9 Smashing damage

Captain

Name: Damned

Hit Points: 194

Initiative: 0

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Flares: mid-range, half, 65 Acc, 13 Fire damage

Scorch: melee, 65 Acc, 23 Fire damage

Fire Breath: cone, full, 65 Acc, 16 Fire damage

Name: Bound Succubus

Hit Points: 194

Initiative: 0

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Crack Whip: cone, full, 65 Acc, 16 Fire damage, -10% Resistance for 1 turn

Lash: melee, full, 65 Acc, 22 Fire damage, -10% Resistance for 1 turn

Warmth: PBAoE, full, 13 heal

The Lost

Paragon City suffered horribly in the Rikti War. Entire districts were levelled by the aliens' weapons, and thousands of citizens left without shelter by the devastation. In search of shelter from the Rikti, or just somewhere to live with a roof over their heads, a great number of these newly homeless people descended into the city's vast network of abandoned sewer tunnels. Most of them lived there in the depths, seemingly safe and out of the way, until after the war was over.

And then some of them started to reappear. Great numbers of haggard men and women, following some grim purpose with madness in their eyes, swelling the city's transient population first by the dozens, then by the hundreds. These masses, rather appropriately, refer to themselves as 'The Lost', and they are spreading rapidly through the city, stealing weapons and attacking heroes and policemen on sight. Many members display hideous physical abnormalities and strange powers, to the point of appearing inhuman.

What do they want? No one knows, for the Lost themselves are resistant to interrogation, and most actually *die* in custody. The only thing that is known is that all members of the Lost have a chemical in their bloodstreams that defies identification by modern science - almost certainly the source of their physical alterations. No one doubts that whatever their hidden purpose is, it can only be bad for the people of Paragon City.

Lost 1-4

The most commonly encountered members of the Lost look essentially like hobos and beggars - but most transients don't carry firearms and wear armor cobbled together out of scrap-iron and

street signs. They are accompanied by enormous individuals they refer to as Headmen, with grotesquely swollen muscles and technologically advanced weapons that are beyond the means of the world's armies, let alone a rag-tag militia of homeless people (though they seem unable to properly maintain them).

These mutants pale in comparison to the beings that lead the congregations of Lost, however; the ragged, shriveled creatures called Anathema. Swathed in filthy rags, they only slightly resemble the human beings they once were - and where the Headmen have tremendous physical strength, their masters' brains have mutated, giving them prodigious psionic powers. The Anathema are also the spiritual leaders of the Lost, taking every opportunity to preach; they speak constantly of some great future event known as 'the Change'.

Minion

Name: Scrounger Chopper

Hit Points: 97

Initiative: 0

Chop: melee, full, 65 Acc, 14 Lethal damage, -3 Defense for 1 turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Scrounger Slugger

Hit Points: 97

Initiative: 0

Swing: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Stun 1 for 1 turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Scrounger Brawler

Hit Points: 97

Initiative: 0

Kick: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Knockdown

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Scrounger Buckshot

Hit Points: 97

Initiative: 0

Buckshot: cone, full, 65 Acc, 9 Lethal damage, 15% chance of Knockdown

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Lieutenant

Name: Headman Rifleman

Hit Points: 146

Initiative: 0

Rikti Rifle: mid-range, full, 65 Acc, 22 Energy damage, 10% chance of 11 Energy damage to self

Rikti Pulse: mid-range, full, 65 Acc, 20 Energy damage, Stun 1 for 1 turn, 10% chance of 10 Energy damage to self

Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Headman Swordsman

Hit Points: 146

Initiative: 0

Revolver: mid-range, half, 65 Acc, 9 Lethal damage

Rikti Sword: melee, full, 65 Acc, 22 Energy damage, 10% chance of 11 Energy damage to self

Rikti Swipe: melee, full, 65 Acc, 20 Energy damage, Knockdown, 10% chance of 10 Energy damage to self

Captain

Name: Anathema

Hit Points: 194

Initiative: 0

Taboo: auto, 10% Resistance(Psionic)

Mental Blast: mid-range, half, 65 Acc, 14 Psionic damage

Psychic Scream: cone, full, 65 Acc, 16 Psionic damage, 15% chance of Stun 1 for 1 turn

Telekinetic Blast: mid-range, full, 65 Acc, 20 Psionic damage, Knockback 2

Brawl: melee, half, 65 Acc, 13 Smashing damage

5-8

As the Lost spread throughout the city, so too does the Change spread throughout their ranks. There are few amongst them now who do are not physically affected in some way by whatever chemical transfigures their bodies. Their advanced weaponry also continues to proliferate, and most all Lost are now armed with their powerful energy weapons, making them a threat beyond other thugs like the Hellions or Skulls.

Their physical and mental mutations have also become more diverse. More members display psionic ability, and some Anathema are evolving, manifesting greater and greater mental powers

that can threaten an entire band of heroes at once. These monsters have been termed

'Abberants', and should not be underestimated.

Minion

Name: Chosen Chopper

Hit Points: 137

Initiative: 0

Chop: melee, full, 65 Acc, 15 Lethal damage, -3 Defense for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Rikti Pistol: mid-range, half, 65 Acc, 6 Energy damage, 10% chance of 3 damage to user

Name: Chosen Slugger

Hit Points: 137

Initiative: 0

Homerun: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Rikti Pistol: mid-range, half, 65 Acc, 6 Energy damage, 10% chance of 3 damage to user

Name: Chosen Buckshot

Hit Points: 137

Initiative: 0

Rikti Pulsegun: cone, 65 Acc, 9 Energy damage, 10% chance of Knockdown, 10% chance of 9 damage to self

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Chosen Brawler

Hit Points: 137

Initiative: 0

Kick: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Knockdown

Brawl: melee, half, 65 Acc, 7 Smashing damage

Rikti Pistol: mid-range, half, 65 Acc, 6 Energy damage, 10% chance of 3 damage to user

Lieutenant

Name: Mutate Rifleman

Hit Points: 206

Initiative: 0

Rikti Rifle: mid-range, full, 65 Acc, 23 Energy damage, 10% chance of 11 damage to user

Mental Blast: mid-range, full, 65 Acc, 21 Psionic damage, 15% chance of Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Mutate Swordsman

Hit Points: 206

Initiative: 0

Rikti Sword: melee, full, 65 Acc, 21 Energy damage, 10% chance of 10 damage to user

Rikti Swipe: melee, full, 65 Acc, 23 Energy damage, Knockdown, 10% chance of 11 damage to user

Psionic Dart: mid-range, half, 65 Acc, 9 Psionic damage

Name: Anathema

Hit Points: 206

Initiative: 0

Taboo: auto, 10% Psionic Resistance

Psychic Scream: cone, 65 Acc, 13 Psionic damage, 10% chance of Stun 1 for 1 turn

Telekinetic Blast: mid-range, 65 Acc, 24 Psionic damage, Knockback 2

Brawl: melee, half, 65 Acc, 9 Smashing damage

Captain

Name: Aberrant Eremite

Hit Points: 274

Initiative: 0

Taboo: auto, 10% Resistance(Psionic)

Mental Blast: mid-range, half, 65 Acc, 13 Psionic damage, 15% chance of Stun 2 for 1 turn

Psychic Scream: cone, full, 65 Acc, 18 Psionic damage, 15% chance of Stun 1 for 1 turn

Psionic Tornado: targeted AoE, full, 65 Acc, 18 Psionic damage, Knockdown

Drain Psyche: PBAoE, full, 80 Acc, 13 heal & +9 Dam per target hit, 15% chance of Stun 1 for 1 turn

Name: Aberrant Rector

Hit Points: 274

Initiative: 0

Taboo: auto, 10% Resistance(Psionic)

Mental Blast: mid-range, half, 65 Acc, 13 Psionic damage, 15% chance of Stun 2 for 1 turn

Mass Hypnosis: targeted AoE, full, 65 Acc, 0 Psionic damage, Sleep 2 for 2 turns

Dominate: mid-range, full, 65 Acc, 15 Psionic damage, Hold 2 for 1 turn

Drain Psyche: PBAoE, full, 80 Acc, 13 heal & +9 Dam per target hit, 15% chance of Stun 1 for 1 turn

Malta

Secrets within secrets. Black helicopters and balaclavas. Shadowy agencies with limitless slush funds, and black-hearted agents with licenses to kill. Hushed conversations on internet chat-rooms that mysteriously vanish. Men in black with blank identities, and deadly women with a dozen passports. A high-tech paramilitary force divided into clandestine cells and dispersed around the globe – this is the Malta Group.

Malta's goals are inscrutable, but broadly, what they want is control. Control of people, control of governments, control of money, control of the world. To this shadowy agency, nothing has meaning except in how it can be controlled and used, and that goes double for super-powered heroes. Supers have no place in the new order that Malta's machinations will create, and serve only as powerful but disposable human weapons. There are no supers on the Malta Group's direct payroll, only the most skilled and well-armed human operatives - and many are the heroes that have ended up dead, or in a Malta detention cell, after underestimating these 'normals'.

17-20

Malta field agents are centered around the Tactical Ops team. These men resemble "future infantry soldiers," armed with advanced assault rifles, tasers, fragmentation and web grenades. They wear cutting edge armor that provides at least some protection against physical attacks, and dark uniforms with masks and IR goggles. Officers may carry specialty grenades as well, to disorient and paralyze targets, and more advanced weapons like prototype beam rifles.

When even the most skilled conventional operative cannot succeed, Malta turns to their auxiliaries - the Knives of Artemis. The Knives are an enigma even within Malta - they are an organization of hired assassins, among the most lethal in the world, composed entirely of women. They wear bodysuits and masks, and wield archaic weaponry like swords, caltrops, and

wrist-mounted crossbows, juxtaposed with stealth fields and tranquilizers - and are every bit as effective, if not moreso, than modern assassins with sniper rifles. They claim to worship the goddess Artemis, ancient Greek patron of the hunt, and pursue their targets with single-minded determination - so much so that many wonder if the operatives have simply hired them, or if some higher, more terrible price has been paid to this ancient cult by the Malta Group.

The real key to the Malta operatives' success in conflict with superheroes is the Sapper unit. Armed with a strange weapon called a Bio-Energy Feedback Device, Sapper attacks can drain the vital energy from a hero and make it impossible to use their powers - leaving them easy prey for other Malta agents. To power these advanced devices Sappers wear generators in backpack units, that can also create antigravity fields to lift them (and the expensive technology they carry) out of danger.

And when subtlety fails, the operatives unleash their deadliest weapons; the lethal combatants known as Gunslingers, and the towering mechanised weapon platforms codenamed Titans. Gunslingers are so-called because of their wide-brimmed black hats and matched tactical pistols, chambered with a variety of specialty rounds capable of coping with most any super-powered defense. Titans are true next-generation weapons, armed with plasma cannons and swarm missiles, and manufactured from advanced alloys that make them resistant to many kinds of damage.

Summon

Name: Acid Mortar

Hit Points: 50

Acid Shot: mid-range, full, 65 Acc, 3 Toxic damage, -14 Defense for 1 turn, -20%
Resistance for 1 turn

Acid Bomb: targeted AoE, full, 65 Acc, 3 Toxic damage, -7 Defense for 1 turn, -10%
Resistance for 1 turn

Minion

Name: Tactical Operative

Hit Points: 257

Initiative: 0

Kevlar: auto, 10% Resistance(Smashing, Lethal)

Pistol: mid-range, half, 65 Acc, 8 Lethal damage

Glue Grenade: targeted AoE, half, 65 Acc, 0 Smashing damage, 35 Debilitate for 1 turn

Flashbang Grenade: targeted AoE, full, 65 Acc, 0 Energy damage, -7 Accuracy for 1
turn, -7 Defense for 1 turn

Frag Grenade: targeted AoE, full, 65 Acc, 13 Lethal damage, 25% chance of

Knockback 2

Name: Operation Engineer

Hit Points: 257

Initiative: 0

Kevlar: auto, 10% Resistance(Smashing, Lethal)

Pistol: mid-range, half, 65 Acc, 8 Lethal damage

Repair: mid-range, half, 15 heal, only works on Mechanical targets

Build Mortar: half, summon Acid Mortar for 3 turns, can only have one summoned

Taser: melee, half, 65 Acc, 0 Energy damage, Stun 2 for 1 turn

Name: Sapper

Hit Points: 257

Initiative: 1

Kevlar: auto, 10% Resistance(Smashing, Lethal)

Sapper Overload: targeted AoE, full, 65 Acc, 0 Energy damage, -4 Endurance, Stun 1 for 1 turn to user

Sapp Stick: melee, full, 65 Acc, 0 Energy damage, -2 Endurance, Hold 2 for 1 turn

Brawl: melee, half, 65 Acc, 8 Smashing damage

Hover: reaction, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Knife of Artemis

Hit Points: 257

Initiative: 1

Agile: auto, +7 Defense(All)

Tranquilizer Dart: mid-range, half, 65 Acc, 14 Toxic damage, Sleep 2 for 2 turns

Hack: melee, half, 65 Acc, 16 Lethal damage, 4 damage on the next turn

Slash: melee, half, 65 Acc, 18 Lethal damage, 5 damage on the next turn

Cloaking Device: self, half, cannot be targeted for 1 turn, +10 damage on the next attack

Lieutenant

Name: Operation Officer

Hit Points: 386

Initiative: 0

Kevlar: auto, 10% Resistance(Smashing, Lethal)

Burst: mid-range, half, 65 Acc, 13 Lethal damage, 4 damage on the next turn

Frag Grenade: targeted AoE, full, 65 Acc, 19 Lethal damage, 25% chance of

Knockback 2

Wide Area Web Grenade: targeted AoE, half, 65 Acc, 0 Smashing damage, Immobilize 2 for 1 turn, 40 Debilitate for 1 turn

Stun Grenade: targeted AoE, full, 65 Acc, 0 Smashing damage, Stun 2 for 2 turns

Leadership: PBAoE, half, +10 Damage for 1 turn, +3 Accuracy for 1 turn

Name: Blade of Artemis

Hit Points: 386

Initiative: 1

Agile: auto, +7 Defense(All)

Tranquilizer Dart: mid-range, half, 65 Acc, 22 Toxic damage, Sleep 2 for 2 turns

Slash: melee, half, 65 Acc, 24 Lethal damage, 5 damage on the next turn

Disembowel: melee, half, 65 Acc, 26 Lethal damage, 6 damage on the next turn

Caltrops: patch, half, 3 turns, 100 Acc, 10 Lethal damage, 15% chance of Stun 100 for 1 turn

Cloaking Device: self, half, cannot be targeted for 1 turn, +12 damage on the next attack

Name: Tac Ops Commander

Hit Points: 386

Initiative: 0

Cybernetics: auto, 10% Resistance(Smashing, Lethal, Cold), -10% Resistance(Energy), counts as Mechanical

Surveillance: mid-range, half, 65 Acc, -7 Defense for 1 turn, -10% Resistance for 1 turn

Disintegrate: mid-range, half, 65 Acc, 15 Energy damage, target is Disintegrating for 2 turns

Charged Shot: mid-range, half, 65 Acc, 13 Energy damage, 4 damage if target is Disintegrating

Lancer Shot: mid-range, full, 65 Acc, 31 Energy damage, Stun 3 for 2 turns if target is Disintegrating

Cutting Beam: cone, full, 65 Acc, 16 Energy damage, 4 damage if target is Disintegrating

Captain

Name: Gunslinger

Hit Points: 514

Initiative: 0

Kevlar: auto, 20% Resistance(Smashing, Lethal)

Incendiary Round: mid-range, half, 65 Acc, 20 Fire damage, 5 damage on the next turn

Liquid Nitrogen Round: mid-range, half, 65 Acc, 17 Cold damage, Hold 2 for 1 turn
Armor-piercing Round: mid-range, full, 65 Acc, 35 Lethal damage, Ethereal(14,20%)
Explosive Round: targeted AoE, full, 65 Acc, 25 Lethal damage, 25% chance of
Knockdown
Teleport: auto, able to move 2 ranges in one half action

Name: Hercules Class Titan

Hit Points: 514

Initiative: 0

Robot: auto, 20% Resistance(Smashing, Lethal, Cold, Psionic)

Swarm Missile: targeted AoE, half, 65 Acc, 12 Lethal damage, 5 Fire damage on the
next turn

Gas Swarm Missile: targeted AoE, full, 65 Acc, 22 Toxic damage, 25% chance of Hold 2
for 1 turn

Plasma Blast: mid-range, half, 65 Acc, 19 Energy damage, 25% chance of Stun

Pummel: melee, full, 65 Acc, 40 Smashing damage, 25% chance of Knockdown

Nemesis

Underling

Name: Jaeger

Hit Points: 86

Initiative: 0

Buzzsaw: melee, half, 65 Acc, 4 Lethal damage

Burst: mid-range, half, 65 Acc, 4 Lethal damage

Explode: auto; on death, 10 Fire damage to all enemies in Close range

Minion

Name: Armiger

Hit Points: 257

Initiative: 0

Nemesis Rifle: mid-range, full, 65 Acc, 20 Lethal damage, 20% chance of 10 Toxic damage

Full Auto: cone, full, 65 Acc, 11 Lethal damage

Bayonet: melee, half, 65 Acc, 9 Lethal damage

Name: Hussar

Hit Points: 257

Initiative: 0

Chain Gun: cone, 65 Acc, 13 Lethal damage

Flamethrower: cone, 65 Acc, 12 Fire damage

Nemesis Gas: cone, 65 Acc, 11 Toxic damage

Name: Grenadier

Hit Points: 257

Initiative: 0

Nemesis Grenade: targeted AoE, half, 65 Acc, 6 Fire damage, 5 damage on the next turn

Nemesis Gas Grenade: targeted AoE, full, 65 Acc, 11 Toxic damage, 15% chance of Confuse 2 for 1 turn

Nemesis Army Knife: melee, half, 65 Acc, 10 Lethal damage, 15% chance of 3 damage on the next turn

Name: Surgeon

Hit Points: 257

Initiative: 0

Triage: melee, half, 12 heal, +1 Protection(Sleep, Stun, Hold) for 1 turn

Combat Stimulant: melee, half, +10 Damage for 1 turn, +10% Resistance(All) for 1 turn

Nemesis Army Knife: melee, half, 65 Acc, 10 Lethal damage, 15% chance of 3 damage on the next turn

Name: Raserei Automaton

Hit Points: 257

Initiative: 0

Nemesis Rifle: mid-range, half, 65 Acc, 9 Lethal damage, 20% chance of 5 Toxic damage

Rib Cracker: melee, full, 65 Acc, 20 Smashing damage, -10% Resistance for 1 turn

Crane Kick: melee, full, 65 Acc, 22 Smashing damage, 20% chance of Knockback 2

Enrage: auto; when health drops below 129, self +9 Damage

Name: Freak Automaton

Hit Points: 257

Initiative: 0

Freak Cybernetics: auto, 20% Resistance(Smashing,Lethal), -10% Resistance(Energy)

Smash: melee, full, 65 Acc, 18 Smashing damage, 15% chance of Knockdown

Crush: melee, full, 65 Acc, 20 Smashing damage, 15% chance of Knockdown

Nemesis Rifle: mid-range, half, 65 Acc, 8 Lethal damage, 20% chance of 4 Toxic damage

Reconstruction: self, half, 16 heal

Name: Engineer Automaton

Hit Points: 257

Initiative: 0

Kevlar: auto, Resistance(Smashing, Lethal)

Nemesis Rifle: mid-range, full, 65 Acc, 9 Lethal damage, 20% chance of 4 Toxic damage

Repair: mid-range, half, 15 heal, only works on Mechanical targets

Taser: melee, half, 65 Acc, 0 Energy damage, Stun 2 for 1 turn

Lieutenant

Name: Colonel

Hit Points: 386

Initiative: 0

Nemesis Rifle: mid-range, full, 65 Acc, 28 Lethal damage, 20% chance of 14 Toxic damage

Nemesis Gas Grenade: targeted AoE, full, 17 Toxic damage, 20% chance of Confuse 1 for 1 turn

Bayonet: melee, half, 65 Acc, 15 Lethal damage, 5 damage on the next turn

Leadership: auto, +3 Accuracy, +12 Damage to all allies in Close range

Vengeance: auto, on death, 38 heal, +3 Accuracy, +12 Damage, +3 Defense to all allies in Close range for 1 turn

Name: Comet

Hit Points: 386

Initiative: 0

Lance Rifle: snipe, 65 Acc, 30 Lethal damage, 25% chance of Knockdown

Lance Grenade: snipe, 65 Acc, 29 Lethal damage, 25% chance of 14 damage to enemies in Close range of the target

Bayonet: melee, half, 65 Acc, 12 Lethal damage, 4 damage on the next turn

Vengeance: auto, on death, 38 heal, +3 Accuracy, +12 Damage, +3 Defense to all allies in Close range for 1 turn

Captain

Name: Warhulk

Hit Points: 514

Initiative: 0

Brass Beast: auto, 20% Resistance(Smashing, Lethal), counts as Mechanical

Flamethrower: cone, half, 65 Acc, 11 Fire damage

Storm Cannon: targeted AoE, full, 65 Acc, 23 Lethal damage, 15% chance of 11 Toxic damage

Pummel: melee, full, 65 Acc, 40 Smashing damage, 20% chance of Stun 2 for 1 turn

Foot Stomp: PBAoE, full, 65 Acc, 25 Smashing damage, 20% chance of Knockdown

Explode: auto; on death, 25 Fire damage to all enemies in Close range

Name: Fake Nemesis

Hit Points: 514

Initiative: 0

Dispersion Bubble: PBAoE, half, +7 Defense(All) for 1 turn

Nemesis Staff: melee, full, 65 Acc, 38 Smashing damage, 25% chance of Stun 2 for 1 turn

Staff Bolt: mid-range, half, 65 Acc, 18 Smashing damage, Knockback

Personal Force Field: auto, when health hits 128, +35 Defense(All) for 2 turns

Outcasts

Minion

Name: Gravefiller Chopper

Hit Points: 137

Initiative: 0

Macabre: auto, 10% Resistance(Negative), -10% Resistance(Energy)

Chop: melee, full, 65 Acc, 15 Lethal damage, -3 Defense for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Pistol: mid-range, half, 65 Acc, 6 Lethal damage

Name: Gravefiller Slammer

Hit Points: 137

Initiative: 0

Macabre: auto, 10% Resistance(Negative), -10% Resistance(Energy)

Slam: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Knockdown

Brawl: melee, half, 65 Acc, 7 Smashing damage

Pistol: mid-range, half, 65 Acc, 6 Lethal damage

Name: Bloodless Brother Slicer

Hit Points: 137

Initiative: 0

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Slice: melee, full, 65 Acc, 15 Lethal damage, 4 damage on the next turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Pistol: mid-range, half, 65 Acc, 6 Lethal damage

Name: Bloodless Brother Brawler

Hit Points: 137

Initiative: 0

Hellspawned: auto, 10% Resistance(Fire), -10% Resistance(Cold)

Jab: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Pistol: mid-range, half, 65 Acc, 6 Lethal damage

Name: Rejected Chopper

Hit Points: 137

Initiative: 0

Chop: melee, full, 65 Acc, 15 Lethal damage, -3 Defense for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Rikti Pistol: mid-range, half, 65 Acc, 6 Energy damage, 10% chance of 3 damage to self

Name: Rejected Slugger

Hit Points: 137

Initiative: 0

Homerun: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Rikti Pistol: mid-range, half, 65 Acc, 6 Energy damage, 10% chance of 3 damage to user

Lieutenant

Name: Block

Hit Points: 206

Initiative: 0

Rocksteady: auto, 10% Resistance(Smashing)

Shotgun: cone, full, 65 Acc, 13 Lethal damage, 15% chance of Knockdown

Stone Fist: melee, full, 65 Acc, 23 Smashing damage, 15% chance of Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 10 Smashing damage

Name: Chiller

Hit Points: 206

Initiative: 0

Brisk: auto, 10% Resistance(Cold)

Shotgun: cone, full, 65 Acc, 13 Lethal damage, 15% chance of Knockdown

Frozen Fist: melee, full, 65 Acc, 23 Cold damage, 15 Debilitate for 1 turn

Brawl: melee, half, 65 Acc, 17 Smashing damage

Name: Match

Hit Points: 206

Initiative: 0

Sizzling: auto, 10% Resistance(Fire)

SMG: mid-range, full, 65 Acc, 20 Lethal damage, 4 damage on the next turn

Scorch: melee, full, 65 Acc, 23 Fire damage, Ignite for 1 turn

Brawl: melee, half, 65 Acc, 10 Smashing damage

Name: Volt

Hit Points: 206

Initiative: 0

Static: auto, 10% Resistance(Energy)

SMG: mid-range, full, 65 Acc, 20 Lethal damage, 4 damage on the next turn

Charged Brawl: melee, full, 65 Acc, 23 Energy damage, 15% chance of Sleep 1 for 2 turns

Brawl: melee, half, 65 Acc, 10 Smashing damage

Captain

Name: Lead Brick

Hit Points: 274

Initiative: 0

Rocksteady: 10% Resistance(Smashing)

Hurl Boulder: mid-range, half, 65 Acc, 12 Smashing damage, 15% chance of Knockdown

Stone Fist: melee, full, 65 Acc, 28 Smashing damage, 15% chance of Stun 2 for 1 turn

Stone Mallet: melee, full, 65 Acc, 31 Smashing damage, 15% chance of Knockdown

Stone Armor: self, half, +7 Defense(Smashing, Lethal) for 1 turn

Name: Lead Chiller

Hit Points: 274

Initiative: 0

Brisk: auto, 10% Resistance(Cold)

Ice Blast: mid-range, half, 65 Acc, 12 Cold damage, 15 Debilitate for 1 turn

Frozen Fist: melee, full, 65 Acc, 31 Cold damage, 20 Debilitate for 1 turn

Freezing Touch: melee, full, 65 Acc, 28 Cold damage, Sleep 1 for 2 turns

Ice Slick: PBAoE, full, 80 Acc, Knockdown

Name: Lead Scorcher

Hit Points: 274

Initiative: 0

Sizzling: auto, 10% Resistance(Fire)

Fire Blast: mid-range, half, 65 Acc, 23 Fire damage, Ignite for 1 turn

Fire Ball: targeted AoE, full, 65 Acc, 17 Fire damage, Ignite for 1 turn

Fire Breath: cone, full, 65 Acc, 19 Fire damage, Ignite for 1 turn

Scorch: melee, full, 65 Acc, 31 Fire damage, Ignite for 1 turn

Name: Lead Shocker

Hit Points: 274

Initiative: 0

Static: auto, 10% Resistance(Energy)

Lightning Bolt: mid-range, half, 65 Acc, 12 Energy damage, 15% chance of Sleep 1 for 2 turns

Zapp: snipe, full, 65 Acc, 29 Energy damage, 25% chance of Sleep 2 for 2 turns

Charged Brawl: melee, half, 65 Acc, 13 Energy damage, 15% chance of Sleep 1 for 2 turns

Havoc Punch: melee, full, 65 Acc, 31 Energy damage, 15% chance of Sleep 1 for 2 turns

Elite Boss

Name: Frostfire

Hit Points: 311

Initiative: 0

Antipode: auto, 10% Resistance(Fire,Cold)

Ice Blast: mid-range, half, 65 Acc, 16 Cold damage, 20 Debilitate for 1 turn

Incinerate: melee, 65 Acc, 37 Fire damage, Ignite for 1 turn

Freeze Ray: mid-range, full, 65 Acc, 28 Cold damage, Sleep 1 for 2 turns

Fire Breath: cone, full, 65 Acc, 23 Fire damage, Ignite for 1 turn

Sky Raiders

Minion

Name: Wing Raider

Hit Points: 177

Initiative: 1

Pummel: melee, full, 65 Acc, 15 Smashing damage

Burst: mid-range, half, 65 Acc, 7 Lethal damage

Slug: mid-range, full, 65 Acc, 17 Lethal damage, 10% chance of Knockdown

Web Grenade: mid-range, 65 Acc, 0 Smashing damage, Immobilize 2 for 2 turns

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Name: Inferno Raider

Hit Points: 177

Initiative: 0

Pummel: melee, full, 65 Acc, 14 Smashing damage

Flamethrower: cone, full, 65 Acc, 11 Fire damage
Plasma Burst: cone, full, 65 Acc, 10 Energy damage

Name: Porter

Hit Points: 177

Initiative: 1

Pummel: melee, full, 65 Acc, 14 Smashing damage

Burst: mid-range, half, 65 Acc, 8 Lethal damage

Teleport: auto, able to move 2 ranges in one half action

Teleport Foe: mid-range, half, 65 Acc, teleport an enemy into Close range

Name: Raider Engineer

Hit Points: 177

Initiative: 0

Pummel: melee, half, 65 Acc, 12 Smashing damage

Summon Generator: full, summon Force Field Generator; can only have one summoned

Force Bolt: mid-range, full, 65 Acc, 10 Smashing damage, Knockback 2

Summon

Name: Force Field Generator

Hit Points: 88

Initiative: -1

Dispersion Bubble: PBAoE, full, +7 Defense(All) for 1 turn

Deflection Shield: mid-range, full, +10 Defense(All) for 1 turn

Lieutenant

Name: Commander

Hit Points: 266

Initiative: 0

Machete: melee, full, 65 Acc, 25 Lethal damage, 5 damage on the next turn

Slug: mid-range, half, 65 Acc, 12 Lethal damage, 15% chance of Knockdown

Full Auto: cone, full, 65 Acc, 14 Lethal damage

Leadership: PBAoE, full, +8 Damage for 2 turns

Name: Wing Raider Officer

Hit Points: 266

Initiative: 1

Pummel: melee, half, 65 Acc, 12 Smashing damage
Slug: mid-range, half, 65 Acc, 11 Lethal damage, 15% chance of Knockdown
Sniper Round: snipe, full, 65 Acc, 25 Lethal damage, 15% chance of Knockdown
Wide Area Web Grenade: targeted AoE, full, 65 Acc, Immobilize 2 for 2 turns
Hover: reactive, half, +100 Defense(Melee)
Fly: auto, able to move 2 ranges in one half action

Name: Raider Rifleman

Hit Points: 266

Initiative: 0

Pummel: melee, half, 65 Acc, 11 Smashing damage

Disintegrate: mid-range, half, 65 Acc, 12 Energy damage, target is Disintegrating for 2 turns

Charged Shot: mid-range, full, 65 Acc, 25 Energy damage, 12 damage if Disintegrating

Cutting Beam: cone, full, 65 Acc, 15 Energy damage, 7 damage if Disintegrating

Captain

Name: Jump Bot

Hit Points: 354

Initiative: 1

Spring Attack: targeted AoE, full, 65 Acc, 18 Smashing damage, move user to close range

Flamethrower: cone, full, 65 Acc, 21 Fire damage

N2 Cannon: cone, full, 65 Acc, 19 Cold damage, 20 Debilitate for 1 turn

Haymaker: melee, half, 65 Acc, 17 Smashing damage, 15% chance of Knockdown

Name: Sky Skiff

Hit Points: 354

Initiative: 2

Divebomb: piercing, full, 65 Acc, 19 Smashing damage, move to close range of final target

Missile Launcher: targeted AoE, full, 65 Acc, 20 Lethal damage, 15% chance of Knockback 2

Plasma Burst: mid-range, half, 65 Acc, 16 Energy damage

Hover: reactive, half, +100 Defense(Melee)

Fly: auto, able to move 2 ranges in one half action

Skills

Minion

Name: Gravedigger Chopper

Hit Points: 97

Initiative: 0

Chop: melee, full, 65 Acc, 14 Lethal damage, -3 Defense for 1 turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Gravedigger Shoveller

Hit Points: 97

Initiative: 0

Swing: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Stun 1 for 1 turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Gravedigger Slicer

Hit Points: 97

Initiative: 0

Slice: melee, full, 65 Acc, 14 Lethal damage, 2 damage on the next turn

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Name: Gravedigger Slammer

Hit Points: 97

Initiative: 0

Slam: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Knockdown

Pistol: mid-range, half, 65 Acc, 5 Lethal damage

Lieutenant

Name: Death Head Gunner

Hit Points: 146

Initiative: 0

Burst: mid-range, half, 65 Acc, 10 Lethal damage

Slug: mid-range, full, 65 Acc, 18 Lethal damage

Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Death Head Buckshot

Hit Points: 146

Initiative: 0

Shotgun: cone, full, 65 Acc, 12 Lethal damage, 15% chance of Knockdown
Slug: mid-range, full, 65 Acc, 18 Lethal damage
Brawl: melee, half, 65 Acc, 9 Smashing damage

Name: Death Head Leech

Hit Points: 146

Initiative: 0

Gloom: mid-range, full, 65 Acc, 18 Negative damage, -3 Accuracy for 1 turn

Siphon Life: mid-range, full, 65 Acc, 12 Negative damage, 6 heal

Brawl: melee, half, 65 Acc, 9 Smashing damage

Captain

Name: Bone Daddy

Hit Points: 194

Initiative: 0

Macabre: auto, 10% Resistance(Negative), -10% Resistance(Energy)

Dark Blast: mid-range, 65 Acc, 18 Negative damage

Smite: melee, 65 Acc, 22 Negative damage

Soul Drain: PBAoE, 65 Acc, 12 Negative damage, +8 Damage per target hit for 1 turn

Name: Death Servant

Hit Points: 194

Initiative: 0

Macabre: auto, 10% Resistance(Negative), -10% Resistance(Energy)

Chill of the Night: PBAoE, half, 65 Acc, 0 Negative damage, -3 Accuracy for 1 turn

Tenebrous Tentacles: cone, full, 65 Acc, 16 Negative damage, Immobilize 1 for 1 turn

Dark Torrent: cone, full, 65 Acc, 15 Negative damage, Knockback 2

Trolls

Name: Trollkin Brawler

Hit Points: 151

Initiative: 0

Jab: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Stun 1 for 1 turn

Punch: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Pistol: mid-range, half, 65 Acc, 6 Lethal damage

Name: Trollkin Slammer

Hit Points: 151

Initiative: 0

Slam: melee, full, 65 Acc, 14 Smashing damage, 10% chance of Knockdown

Punch: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Pistol: mid-range, half, 65 Acc, 6 Lethal damage

Name: Trollkin Gunner

Hit Points: 151

Initiative: 0

Burst: mid-range, full, 65 Acc, 15 Lethal damage, 3 damage on the next turn

Slug: mid-range, full, 65 Acc, 14 Lethal damage

Brawl: melee, half, 65 Acc, 6 Smashing damage

Name: Trollkin Buckshot

Hit Points: 151

Initiative: 0

Shotgun: cone, full, 65 Acc, 10 Lethal damage, 10% chance of Knockdown

Slug: mid-range, full, 65 Acc, 14 Lethal damage

Brawl: melee, half, 65 Acc, 6 Smashing damage

Lieutenant

Name: Gardvord

Hit Points: 227

Initiative: 0

Brutish: 10% Resistance(Smashing, Lethal), -10% Resistance(Psionic)

Jab: melee, full, 65 Acc, 20 Smashing damage, 15% chance of Stun 1 for 1 turn

Punch: melee, full, 65 Acc, 23 Smashing damage, 15% chance of Stun 1 for 1 turn

Hurl: mid-range, half, 65 Acc, 10 Smashing damage, 15% chance of Knockdown

Fast Healing: auto, heal 11 health each turn

Name: Jutal

Hit Points: 227

Initiative: 0

Brutish: 10% Resistance(Smashing, Lethal), -10% Resistance(Psionic)

Brawl: melee, half, 65 Acc, 10 Smashing damage

SMG: mid-range, full, 65 Acc, 20 Lethal damage, -3 Defense for 1 turn

Slug: mid-range, full, 65 Acc, 23 Lethal damage, 15% chance of Knockdown

Fast Healing: auto, heal 11 health each turn

Captain

Name: Caliban

Hit Points: 301

Initiative: 0

Brutish: 10% Resistance(Smashing, Lethal), -10% Resistance(Psionic)

Hurl: mid-range, half, 65 Acc, 12 Smashing damage, 15% chance of Knockdown

Punch: melee, half, 65 Acc, 15 Smashing damage, 15% chance of Stun 1 for 1 turn

Haymaker: melee, full, 65 Acc, 31 Smashing damage, 15% chance of Knockdown

Foot Stomp: PBAoE, full, 65 Acc, 17 Smashing damage, Knockdown

Fast Healing: auto, heal 15 health each turn

Name: Ogre

Hit Points: 301

Initiative: 0

Brutish: 10% Resistance(Smashing, Lethal), -10% Resistance(Psionic)

Hurl Boulder: mid-range, half, 65 Acc, 12 Smashing damage, 15% chance of Knockdown

Stone Spears: targeted AoE, full, 65 Acc, 17 Lethal damage, 25% chance of Stun 1 for 1 turn

Stone Fist: melee, half, 65 Acc, 15 Smashing damage, 15% chance of Stun 1 for 1 turn

Stone Mallet: melee, full, 65 Acc, 31 Smashing damage, 15% chance of Knockdown

Fast Healing: auto, heal 15 health each turn

Elite Boss

Name: Atta

Hit Points: 342

Initiative: 0

Resistance: 10% Resistance(Smashing, Lethal)

Fast Healing: heal 12 health each turn

Jab: melee, 65 Acc, 26 Smashing damage, 15% chance of Stun 2 for 1 turn

Haymaker: melee, 65 Acc, 29 Smashing damage, 20% chance of Knockdown

Hurl: mid-range, 65 Acc, 25 Smashing damage, 15% chance of Knockdown

Foot Stomp: PBAoE, 65 Acc, 18 Smashing damage, 25% chance of Knockdown

Tsoo

Levels 5-8

Minion

Name: Serpent Enforcer

Hit Points: 137

Initiative: 0

Poison Dart: mid-range, half, 65 Acc, 6 Toxic damage

Cobra Strike: melee, full, 65 Acc, 15 Smashing damage, 10% chance of Stun 1 for 1 turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Eagle Enforcer

Hit Points: 137

Initiative: 0

Poison Dart: mid-range, half, 65 Acc, 6 Toxic damage

Chained Kama: focused, 65 Acc, 15 Lethal damage, pulls target to Close range of user

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Tiger Enforcer

Hit Points: 137

Initiative: 1

Kunai: mid-range, half, 65 Acc, 6 Lethal damage

Swipe: melee, half, 65 Acc, 7 Lethal damage

Strike: melee, half, 65 Acc, 8 Lethal damage

Name: Crane Enforcer

Hit Points: 137

Initiative: 0

Bow: mid-range, half, 65 Acc, 6 Lethal damage

Crane Kick: melee, 65 Acc, 15 Smashing damage, 10% chance of Knockback 2

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Dragon Enforcer

Hit Points: 137

Initiative: 0

Kunai: mid-range, half, 65 Acc, 6 Lethal damage

Sting of the Wasp: melee, 65 Acc, 15 Lethal damage, 4 damage on the next turn

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Spider Enforcer

Hit Points: 137

Initiative: 0

Snap Shot: mid-range, half, 65 Acc, 7 Lethal damage

Aimed Shot: mid-range, full, 65 Acc, 15 Lethal damage

Entangling Arrow: mid-range, full, 65 Acc, Immobilize 2 for 1 turn

Summon

Name: Ancestor Spirit

Hit Points: 206

Initiative: 0

Jab: melee, full, 65 Acc, 20 Smashing damage, Ethereal(7,10%)

Punch: melee, full, 65 Acc, 22 Smashing damage Ethereal(7,10%)

Fly: auto, able to move two ranges in one half action

Hover: reactive, half, +100 Defense to Melee

Lieutenant

Name: Sorcerer

Hit Points: 91

Initiative: 1

Hurricane: PBAoE, full, 100 Acc, 0 Cold damage, -11 Acc for 1 turn, 50% chance of Knockback 2

Ancestor Link: full, summon Ancestor Spirit, can only have 1 summoned

Blink: auto; if hit, 20% chance to move to another range

Brawl: melee, half, 65 Acc, 4 Smashing damage

Name: Iron Hands

Hit Points: 206

Initiative: 0

Shuriken: mid-range, half, 65 Acc, 9 Lethal damage

Iron Fist: melee, full, 65 Acc, 22 Smashing damage, 15% chance of Stun 1 for 1 turn

Iron Haymaker: melee, full, 65 Acc, 23 Smashing damage, 15% chance of Knockdown

Tremor: PBAoE, full, 65 Acc, 13 Smashing damage, 20% chance of Knockdown

Name: Death Moon

Hit Points: 206

Initiative: 0

Gloom: mid-range, half, 65 Acc, 9 Negative damage, -3 Accuracy for 1 turn

Shadow Punch: melee, full, 65 Acc, 18 Negative damage, -3 Accuracy for 1 turn

Smite: meele, full, 65 Acc, 20 Negative damage, -3 Accuracy for 1 turn

Shadow Meld: self, half, Cannot be targeted for 1 turn

Captain

Name: Sky Fall

Hit Points: 274

Initiative: 0

Thunder Clap: PBAoE, 65 Acc, Stun 2 for 1 turn

Thunder Strike: melee, full, 65 Acc, 28 Energy damage, 14 Energy damage to all enemies in Close range of the target

Tornado: patch, half, 1 turn, 90 Acc, Knockback 2

Lightning Bolt: mid-range, half, 65 Acc, 13 Energy damage, 15% chance of Sleep 1 for 2 turns

Lightning Blade: melee, 65 Acc, 29 Energy damage, 15% chance of Knockdown

Name: Swift Steel

Hit Points: 274

Initiative: 1

Shuriken: mid-range, half, 65 Acc, 12 Lethal damage

Sting of the Wasp: melee, full, 65 Acc, 29 Lethal damage, -3 Defense for 1 turn

Gambler's Cut: melee, full, 65 Acc, 31 Lethal damage, -7 Defense for 1 turn

The Lotus Drops: PBAoE, full, 65 Acc, 18 Lethal damage, 5 damage on the next turn

Blurring Blow: melee, half, 65 Acc, 13 Smashing damage, Sneak Attack

Name: Chi Master

Hit Points: 274

Initiative: 0

Focused Burst: focused, full, 65 Acc, 29 Energy damage, 20% chance of Knockdown

Repulsing Torrent: cone, full, 65 Acc, 17 Energy damage, 15% chance of Knockback 2

Quick Strike: melee, half, 65 Acc, 12 Energy damage, -10% Damage for 1 turn

Smashing Blow: melee, full, 65 Acc, 31 Energy damage, -10% Damage for 1 turn

Heightened Senses: toggle, +7 Defense(Ranged)

Levels 9-12

Minion

Name: Serpent Ink Man

Hit Points: 177

Initiative: 0

Poison Dart: mid-range, half, 65 Acc, 7 Toxic damage

Cobra Strike: melee, full, 65 Acc, 17 Smashing damage, 20% chance of Stun 1 for 1 turn

Neurotoxic Breath: cone, full, 65 Acc, 0 Toxic damage, 15 Debilitate for 1 turn

Brawl: melee, half, 65 Acc, 8 Smashing damage

Name: Eagle Ink Man

Hit Points: 177

Initiative: 0

Shuriken: mid-range, half, 65 Acc, 6 Lethal damage

Chained Kunai: focused, full, 65 Acc, 17 Lethal damage, move target to Close range of user

Eagle's Swoop: mid-range, full, 65 Acc, 18 Smashing damage, move to Close range of target

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Tiger Ink Man

Hit Points: 177

Initiative: 1

Kunai: mid-range, half, 65 Acc, 7 Lethal damage

Swipe: melee, half, 65 Acc, 8 Lethal damage

Strike: melee, half, 65 Acc, 9 Lethal damage

Tiger's Roar: PBAoE, full, 20 Fear for 1 turn, self +5 Damage on the next attack

Name: Crane Ink Man

Hit Points: 177

Initiative: 0

Bow: mid-range, half, 65 Acc, 8 Lethal damage

Crane Kick: melee, full, 65 Acc, 17 Smashing damage, 15% chance of Knockback 2

Gale: cone, full, 65 Acc, 0 Smashing damage, Knockback 2

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Dragon Ink Man

Hit Points: 177

Initiative: 0

Kunai: mid-range, half, 65 Acc, 6 Lethal damage

Dragon's Talon: melee, full, 65 Acc, 18 Fire damage, 3 damage on the next turn

Dragon's Breath: cone, full, 11 Fire damage

Brawl: melee, half, 65 Acc, 7 Smashing damage

Name: Spider Ink Man

Hit Points: 177

Initiative: 0

Snap Shot: mid-range, half, 65 Acc, 6 Lethal damage

Aimed Shot: mid-range, half, 65 Acc, 7 Lethal damage

Entangling Arrow: mid-range, full, 65 Acc, 0 Smashing damage, Immobilize 2 for 2 turns

Paralytic Poison: mid-range, full, 65 Acc, 0 Toxic damage, Hold 1 for 1 turn

Summon

Name: Ancestor Spirit

Hit Points: 266

Initiative: 0

Jab: melee, full, 65 Acc, 22 Smashing damage, Ethereal(7,10%)

Punch: melee, full, 65 Acc, 25 Smashing damage, Ethereal(7,10%)

Hand Clap: PBAoE, full, 65 Acc, 0 Smashing damage, Stun 2 for 1 turn

Fly: auto, able to move two ranges in one half action

Hover: reactive, half, +100 Defense to Melee

Lieutenant

Name: Sorceror

Hit Points: 118

Initiative: 1

Hurricane: PBAoE, full, 100 Acc, 0 Cold damage, -11 Accuracy for 1 turn, 50% chance of Knockback 2

Ancestor Link: full, summon Ancestor Spirit, can only have one summoned

Blink: auto; if hit, 20% chance to move to another range

Twilight Grasp: mid-range, full, 65 Acc, 0 Negative damage, -7 Accuracy for 1 turn, 23 heal to allies in Close range

Brawl: melee, half, 65 Acc, 5 Smashing damage

Name: Midnight

Hit Points: 266

Initiative: 0

Gloom: mid-range, half, 65 Acc, 10 Negative damage, -3 Accuracy for 1 turn

Life Drain: mid-range, full, 65 Acc, 22 Negative damage, 11 heal to self

Shadow Punch: melee, full, 65 Acc, 25 Negative damage, -3 Accuracy for 1 turn

Smite: melee, full, 65 Acc, 26 Negative damage, -7 Accuracy for 1 turn
Touch of Fear: melee, full, 65 Acc, 0 Negative damage, 50 Fear for 1 turn
Shadow Meld: self, half, cannot be targeted for 1 turn

Name: Chi Master

Hit Points: 266

Initiative: 0

Focused Burst: focused, full, 65 Acc, 22 Energy damage, 20% chance of Knockdown
Repulsing Torrent: cone, full, 65 Acc, 13 Energy damage, 15% chance of Knockback 2
Quick Strike: melee, half, 65 Acc, 12 Energy damage, -10% Damage for 1 turn
Smashing Blow: melee, half, 65 Acc, 13 Energy damage, -10% Damage for 1 turn
Heightened Senses: toggle, +7 Defense(Ranged)

Captain

Name: Far Fire

Hit Points: 354

Initiative: 0

Fire Blast: mid-range, half, 65 Acc, 15 Fire damage, Ignite for 1 turn
Fire Breath: cone, full, 65 Acc, 21 Fire damage, Ignite for 1 turn
Fire Ball: targeted AoE, full, 65 Acc, 20 Fire damage, Ignite for 1 turn
Ring of Fire: mid-range, half, 65 Acc, 14 Fire damage, Immobilize 2 for 1 turn
Fire Katana: melee, full, 65 Acc, 34 Fire damage, Ignite for 1 turn

Name: Ice Wind

Hit Points: 354

Initiative: 0

Ice Bolt: mid-range, half, 65 Acc, 14 Cold damage, 20 Debilitate for 1 turn
Frost Breath: cone, full, 65 Acc, 21 Cold damage, 15 Debilitate for 1 turn
Snow Storm: targeted AoE, full, 65 Acc, 0 Cold, 50 Debilitate for 1 turn
Frozen Fist: melee, half, 65 Acc, 15 Cold damage, 20 Debilitate for 1 turn
Freezing Touch: melee, full, 65 Acc, 34 Cold damage, Sleep 2 for 2 turns

Name: Ink Master

Hit Points: 354

Initiative: 0

Meditate: auto, Immobilize 5 to self
Mesmerize: mid-range, full, 65 Acc, 28 Psionic damage, Sleep 2 for 2 turns
Siphon Power: mid-range, full, 65 Acc, -10% Damage for 1 turn, +10 Damage to allies
in Close range for 1 turn

Crush: mid-range, half, 65 Acc, 16 Smashing damage, Immobilize 2 for 1 turn
Clear Mind: mid-range, half, +1 Hold, Immobilize, Sleep, Stun Protection for 1 turn
Elder's Wisdom: auto; if attacked in melee, 25% chance that attacker takes 29
Smashing damage

Vahzilok

Levels 1-4

Minion

Name: Cadaver

Hit Points: 104

Initiative: 0

Wan: auto, 10% Resistance(Smashing, Toxic, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 14 Smashing damage

Upchuck: melee, full, 65 Acc, 11 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Name: Abomination

Hit Points: 104

Initiative: 0

Wan: auto, 10% Resistance(Smashing, Toxic, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 14 Smashing damage

Upchuck: melee, full, 65 Acc, 11 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Name: Embalmed Cadaver

Hit Points: 104

Initiative: 0

Wan: auto, 10% Resistance(Smashing, Cold, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 14 Smashing damage

Upchuck: melee, full, 65 Acc, 11 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Explode: PBAoE, full, 65 Acc, 28 Fire damage, kills self

Name: Embalmed Abomination

Hit Points: 104

Initiative: 0

Wan: auto, 10% Resistance(Smashing, Cold, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 14 Smashing damage

Upchuck: melee, full, 65 Acc, 11 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Explode: PBAoE, 65 Acc, 28 Fire damage, kills self

Lieutenant

Name: Mortificator

Hit Points: 146

Initiative: 0

Bonesaw: melee, full, 65 Acc, 20 Lethal damage, 4 Lethal damage on next turn

Toxic Dart: mid-range, half, 65 Acc, 8 Toxic damage, Suppress for 1 turn

Resurrect: melee, full, revive fallen Cadaver or Abomination with $\frac{1}{2}$ health

Surgeon: auto, allows Cadavers and Abominations to act as normal

Name: Plaguemaster

Hit Points: 146

Initiative: 0

Bonesaw: melee, full, 65 Acc, 20 Lethal damage, 4 Lethal damage on next turn

Neurotoxic Breath: cone, full, 65 Acc, 25 Debilitate for 2 turns, Suppress for 2 turns

Alkaloid: melee, full, 14 heal

Surgeon: auto, allows Cadavers and Abominations to act as normal

Captain

Name: Luminous Eidolon

Hit Points: 194

Initiative: 0

Neutrino Bolt: mid-range, half, 65 Acc, 12 Energy damage, -3 Defense for 1 turn

X-Ray Beam: mid-range, full, 65 Acc, 25 Energy damage, -3 Defense for 1 turn

Electron Haze: cone, full, 65 Acc, 17 Energy damage, -3 Defense for 1 turn

Name: Mire Eidolon

Hit Points: 194

Initiative: 0

Dark Blast: mid-range, half, 65 Acc, 12 Negative damage, -3 Accuracy for 1 turn

Gloom: mid-range, full, 65 Acc, 25 Negative damage, -3 Accuracy for 1 turn

Night Fall: cone, full, 65 Acc, 17 Negative damage, -3 Accuracy for 1 turn

Levels 5-9

Minion

Name: Cadaver

Hit Points: 151

Initiative: 0

Sallow: auto, 10% Resistance(Smashing, Toxic, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 15 Smashing damage

Upchuck: melee, full, 65 Acc, 12 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Name: Abomination

Hit Points: 151

Initiative: 0

Sallow: auto, 10% Resistance(Smashing, Toxic, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 15 Smashing damage

Upchuck: melee, full, 65 Acc, 12 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Name: Embalmed Cadaver

Hit Points: 151

Initiative: 0

Sallow: auto, 10% Resistance(Smashing, Toxic, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 15 Smashing damage

Upchuck: melee, full, 65 Acc, 12 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Explode: PBAoE, 65 Acc, 38 Fire damage, 151 damage to user

Name: Embalmed Abomination

Hit Points: 151

Initiative: 0

Sallow: auto, 10% Resistance(Smashing, Toxic, Psionic), -10% Resistance(Lethal, Fire)

Brawl: melee, full, 65 Acc, 15 Smashing damage

Upchuck: melee, full, 65 Acc, 12 Toxic damage

Braindead: auto, if no Surgeons in group, $\frac{1}{3}$ chance to do nothing

Explode: PBAoE, 65 Acc, 38 Fire damage, 151 damage to user

Lieutenant

Name: Mortificator

Hit Points: 206

Initiative: 0

Bonesaw: melee, full, 65 Acc, 22 Lethal damage, 4 Lethal damage on next turn

Toxic Dart: mid-range, half, 65 Acc, 10 Toxic damage, Suppress for 1 turn
Resurrect: melee, full, revive fallen Cadaver or Abomination with ½ health
Surgeon: auto, allows Cadavers and Abominations to act as normal

Name: Plaguemaster

Hit Points: 206

Initiative: 0

Bonesaw: melee, full, 65 Acc, 22 Lethal damage, 4 Lethal damage on next turn

Neurotoxic Breath: cone, full, 65 Acc, 25 Debilitate for 2 turns, Suppress for 2 turns

Alkaloid: melee, full, 17 heal

Surgeon: allows Cadavers and Abominations to act as normal

Captain

Name: Luminous Eidolon

Hit Points: 274

Initiative: 0

Neutrino Bolt: mid-range, half, 65 Acc, 13 Energy damage, -3 Defense for 1 turn

X-Ray Beam: mid-range, full, 65 Acc, 29 Energy damage, -7 Defense for 1 turn

Electron Haze: cone, full, 65 Acc, 18 Energy damage, -7 Defense for 1 turn

Name: Mire Eidolon

Hit Points: 274

Initiative: 0

Dark Blast: mid-range, half, 65 Acc, 13 Negative damage, -3 Accuracy for 1 turn

Gloom: mid-range, full, 65 Acc, 29 Negative damage, -3 Accuracy for 1 turn

Night Fall: cone, full, 65 Acc, 18 Negative damage, -3 Accuracy for 1 turn

Arch-Villain

Name: Doctor Vahzilok

Hit Points: 411

Initiative: 0

Medicated: auto, 10% Resistance(Smashing, Lethal, Toxic)

Assault Rifle: mid-range, full, 65 Acc, 40 Lethal damage, 5 damage on the next turn

Grenade: targeted AoE, full, 65 Acc, 28 Lethal damage, 15% chance of Knockback 2

Toxic Dart: mid-range, half, 65 Acc, 19 Toxic damage

Scalpel: melee, full, 65 Acc, 45 Lethal damage, 5 damage on the next turn

Warriors

Levels 9-12

Minion

Name: Bruiser

Hit Points: 177

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Jab: melee, full, 65 Acc, 17 Smashing damage, 10% chance of Stun 1 for 1 turn

Punch: melee, full, 65 Acc, 18 Smashing damage, 10% chance of Knockdown

Hurl: mid-range, half, 65 Acc, 5 Smashing damage, 10% chance of Knockdown

Name: Chopper

Hit Points: 177

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Chop: melee, full, 65 Acc, 17 Lethal damage, 10% chance of Knockdown

Gash: melee, full, 65 Acc, 18 Lethal damage, 10% chance of Knockdown

Shockwave: mid-range, half, 65 Acc, 5 Smashing damage, 10% chance of Knockdown

Name: Slammer

Hit Points: 177

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Bash: melee, full, 65 Acc, 17 Smashing damage, 10% chance of Stun 1 for 1 turn

Slam: melee, full, 65 Acc, 18 Smashing damage, 10% chance of Stun 1 for 1 turn

Shockwave: mid-range, half, 65 Acc, 5 Smashing damage, 10% chance of Knockdown

Name: Slicer

Hit Points: 177

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Hack: melee, full, 65 Acc, 17 Lethal damage, -3 Defense for 1 turn

Slash: melee, full, 65 Acc, 18 Lethal damage, -3 Defense for 1 turn

Throwing Knife: mid-range, half, 65 Acc, 5 Lethal damage, 3 damage on the next turn

Lieutenant

Name: Basher

Hit Points: 266

Initiative: 0

Rally: auto, +5 Damage per ally in Close range
Punch: melee, full, 65 Acc, 26 Smashing damage, 10% chance of Knockdown
Haymaker: melee, full, 65 Acc, 28 Smashing damage, 10% chance of Knockdown
Hand Clap: PBAoE, full, 65 Acc, 0 Smashing damage, Stun 2 for 1 turn
Hurl: mid-range, half, 65 Acc, 9 Smashing damage, 10% chance of Knockdown

Name: Hower
Hit Points: 266
Initiative: 0

Rally: auto, +5 Damage per ally in Close range
Gash: melee, full, 65 Acc, 26 Lethal damage, 10% chance of Knockdown
Swoop: melee, full, 65 Acc, 28 Lethal damage, 10% chance of Knockdown
Shockwave: cone, full, 65 Acc, 12 Smashing damage, 10% chance of Knockdown

Name: Crusher
Hit Points: 266
Initiative: 0
Rally: auto, +5 Damage per ally in Close range
Slam: melee, full, 65 Acc, 26 Smashing damage, 10% chance of Stun 1 for 1 turn
Clobber: melee, full, 65 Acc, 28 Smashing damage, 15% chance of Stun 2 for 1 turn
Shockwave: cone, full, 65 Acc, 12 Smashing damage, 10% chance of Knockdown

Name: Slasher
Hit Points: 266
Initiative: 0
Rally: auto, +5 Damage per ally in Close range
Hack: melee, 65 Acc, full, 26 Lethal damage, -3 Defense for 1 turn
Slash: melee, 65 Acc, full, 28 Lethal damage, -3 Defense for 1 turn
Parry: reactive, half, +100 Defense(Melee)
Poisoned Throwing Knife: mid-range, half, 65 Acc, 9 Toxic damage, 3 damage on the next turn

Name: Phalanx
Hit Points: 266
Initiative: 0
Rally: auto, +5 Damage per ally in Close range
Grant Cover: PBAoE, full, +7 Defense for 2 turns
Stab: focused, full, 65 Acc, 26 Lethal damage, 4 damage on the next turn
Impale: focused, full, 65 Acc, 28 Lethal damage, 5 damage on the next turn

Captain

Name: Basher Elite

Hit Points: 354

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Haymaker: melee, full, 65 Acc, 32 Smashing damage, 15% chance of Knockdown

Knockout Blow: melee, full, 65 Acc, 34 Smashing damage, Hold 1 for 1 turn

Hurl: mid-range, half, 13 Smashing damage, 15% chance of Knockdown

Name: Hewer Elite

Hit Points: 354

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Cleave: melee, full, 65 Acc, 32 Lethal damage, 15% chance of Knockdown

Swoop: melee, full, 65 Acc, 34 Lethal damage, Knockdown

Shockwave: cone, full, 65 Acc, 17 Smashing damage, 15% chance of Knockdown

Name: Crusher Elite

Hit Points: 354

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Clobber: melee, full, 65 Acc, 32 Smashing damage, Stun 1 for 1 turn

Shatter: melee, full, 65 Acc, 34 Smashing damage, -10% Resistance for 1 turn

Shockwave: cone, full, 65 Acc, 17 Smashing damage, 15% chance of Knockdown

Name: Slasher Elite

Hit Points: 354

Initiative: 0

Rally: auto, +5 Damage per ally in Close range

Slash: melee, full, 65 Acc, 32 Lethal damage, -3 Defense for 1 turn

Disembowel: melee, full, 65 Acc, 34 Lethal damage, 7 damage on the next turn

Parry: reactive, half, +100 Defense(Melee)

Poisoned Throwing Knife: mid-range, half, 13 Toxic damage, 3 damage on the next turn

Geography of Paragon City

Atlas Park

Located in the center of the city, Atlas Park is home to City Hall, the Paragon Municipal Water Authority, the Paragon Department of Transportation, and many more governmental buildings. The FBSA's main offices are located in Atlas Park. Easily the most recognizable landmark is the statue of the gigantic hero Atlas, holding a globe on his shoulders. It was built in memoriam of Atlas' sacrifice to stop the 5th Column from invading Independence Port at the height of World War II.

Despite the immediate presence of City Hall, the Hellions have claimed the area as their own. Muggings, illegal weapons deals, and more plague the streets, making it the perfect place for new heroes to cut their teeth. In the alleys, Vahzilok surgeons stalk potential victims, looking for a good set of organs.

Galaxy City

During the Rikti War, the heroine known as Galaxy Girl saved countless lives before losing her own. In her honor, her home neighborhood of Paragon Heights was renamed Galaxy City. The abundance of heroic statues have made the area desirable, and much of Paragon City's middle class calls it home.

The Hellions have claimed Galaxy as their turf as well, continuing their criminal activities in the alleys. Underfoot are the Clockwork, thieving any scrap metal they can get their hands on.

Kings Row

Since Paragon City was founded, Kings Row has been the industrial district. Its coal plants provided energy to the entire city, and its factories made cars and construction equipment. The Great Depression hit the Row hard, and organized crime jumped at the opportunity. A group of gangsters known as the Kings moved in and started trafficking moonshine, drugs, and anything else they could sell. Although they were eventually kicked out, the Row never shook the image of poverty and corruption.

The Skulls have staked out Kings Row as their territory. They move Superadine through abandoned warehouses and conduct initiation rites in the streets. On street corners, the Lost preach to the rest of the neighborhood's homeless about the coming of new gods to save them.

Perez Park

Perez was once a popular hot spot in the city. Enormous clean meadows for picnicking, an amphitheater for productions by the Paragon Players, beautiful lakes for fishing. Unfortunately, its position in between Atlas Park and Kings Row attracted the attention of the Hellions and Skulls. The two both claimed the area, starting a full-fledged gang war. Without the manpower to stop them, the Paragon Police Department locked the area down, declaring off-limits to any but proven heroes.

In addition to the gang battles, the woods of Perez Park are full of the Circle of Thorns. A number of ley lines pass through the treeline, making it the perfect place to practice rituals and incantations.

Steel Canyon

Steel Canyon gets its name from the long rows of skyscrapers running down the main street of the zone. Banks and businesses from across the country keep their headquarters here in the financial district of Paragon City. Most of Paragon's white collar workers have jobs here in Steel Canyon.

The Outcasts can be seen shaking down office workers during their commutes. Their tendency to target only the wealthy doesn't earn them much sympathy. They also scuffle with the Tsos, who don't discriminate when picking victims.

Skyway City

Skyway City was born of an ambitious dream - rather than expanding outward, the city could expand upward. Giant highways would traverse the skyline, letting people live their entire lives without ever touching the ground. This dream was bigger than the city's budget, and the skeleton of these highways was never fully finished. Some are still usable, but others stand beside half-complete high-rises as a warning against dreaming too big.

The underpasses are littered with Trolls buying, selling, and using Superadine. Their raves often spill out into the streets, leaving craters in their wake. Clockwork buzz through the sky, ripping the broken highways and condemned buildings down for parts.

Boomtown

Baumton was a peaceful, pleasant suburb until the Rikti invaded. Knowing that many of Paragon's supergroups had bases in the area, they swarmed with full force. Powerful lasers punched holes in the skyline. The tram lines were smashed into pieces. An entire city block collapsed into a sinkhole. As the war drew to a close, various villain groups saw the wasteland as up for grabs and moved in. The PPD closed the area off, leaving them to fight over the burning rubble.

Much of the wreckage has been turned into a training course for the 5th Column. New

recruits are made to run through collapsed buildings while under fire and to drive the Outcasts and Trolls back south into Steel Canyon.

Faultline

Overbrook saw little action during the Rikti War. Its position at the southern end of the city kept it far away from important targets like Steel Canyon or City Hall. After the war, the clean water and hydroelectric power from the Overbrook Dam proved vital to the reconstruction effort. This drew the attention of a villain from the west coast calling himself Faultline. He held the city ransom, threatening to use his earthquake device to destroy the dam unless his demands were met. A group of heroes tried to stop him, and he activated his weapon. The device split the entirety of Overbrook, enormous cracks tearing the zone to pieces. City Hall ordered an evacuation of the area and sealed it, leaving only a reminder that sometimes the villains win.

Independence Port

The docks of Independence Port have sustained Paragon City's shipping industries since its founding. It was here that the 5th Column tried to invade during World War II, and it was here that Atlas gave his life to stop them. The bridge on which he made his last stand was renamed Valor Bridge in his honor.

Sebastian Frost and his Family demand protection money from the dockworkers. It often seems that behind every cargo crate is a man in a fine suit polishing brass knuckles. Their rivals in the Tsoo are also out in force, ensuring that the magic ink they need for their tattoos reaches them safely.

Terra Volta

When Paragon City's expansion brought with it more energy needs, the city council decided to build a massive reactor on an island off the coast of Independence Port. The Terra Volta plant would be incredibly efficient thanks to designs from Steven "Dr. Science" Sheridan, producing clean, safe energy. 14 hours after its activation, the reactor fell under attack from supervillain forces, setting a precedent that would continue through to the modern day. Constant superhero protection is necessary to keep the workers safe and the reactor running.

The Sky Raiders have a permanent presence around the reactor, sabotaging and stealing according to their contracts. The Freakshow have also set up camps around Terra Volta, hoping to find some extra material to weld to themselves or some mischief to cause.

Talos Island

The 300-foot-tall Talos stood as Paragon City's first and last defense against gigantic threats. His defeat of the Towering Inferno made him an instant legend. In his final battle with his

archnemesis the Chimera, the two giants crashed into the waters of Paragon Bay. From the place where they fell, earth and lava rose to form a massive island. The island was named after the Terrific Titan, and venture capital firms jumped at the new real estate.

Talos Island is the main hangout of the Warriors, who always seek to test their skills against patrolling heroes. The Tsoo and the Freakshow are also happy to provide them with a good fight.

Dark Astoria

Astoria was once Paragon City's finest district. All of the city's "old money" families moved into its gothic architecture. The quiet peace of Moth Cemetery on the outskirts added to its antique charm. Unfortunately, the cultists of the Banished Pantheon discovered an entity sleeping under the cemetery, older even than their own gods. In an attempt to wake it, they prepared a ritual, using the area's natural ley lines. In an instant, they sacrificed every man, woman, and child in Astoria. Instead of rousing the death god, the ritual revived every corpse in the cemetery as a mindless slave. Now they hunt for more victims, hoping that a bigger sacrifice will wake the beast.

The Circle of Thorns and the Tsoo also stalk the foggy streets of Dark Astoria, tapping into the ley lines for their own nefarious purposes. Occasional magical skirmishes break out between the three, making the only sounds in the empty streets.

Brickstown

The grey and grimy streets of Brickstown are reminiscent of Kings Row save for one key detail. In the heart of the zone stands the Zigursky Penitentiary, specially designed to hold superpowered criminals. Inmates are shackled in devices to suppress their powers, and a field blankets the facility to ensure that no villains can escape.

Crey agents patrol Brickstown around the clock. Official stance is that they are guarding against potential breakouts, but civilians have claimed that they have been harassed or even kidnapped by Crey operatives. All these claims have been disproven in court.

Founders' Falls

Paragon City started a small town called Smithtown. Where that colonial village once stood is now Founders' Falls, the oldest and most beautiful district of Paragon. Situated over the Red River, it has the feel of a European city, with small cafes and outdoor theater. Only the wealthiest can afford to live in Founders' Falls, and the criminal element knows it.

On a floating dock on the Red River sits a circus tent where the Carnival of Shadows holds daily shows for the upper crust. Somehow, a handful of the hundreds that attend the performances never make it home.

Crey's Folly

During Paragon City's rapid industrial growth, corporations like Crey Industries bought up land to the west of Brickstown to turn into factories. The streams that ran through the area were widened into canals for transporting industrial waste. These waterways gave the zone the nickname Venice. When ecological concerns were raised, the companies cleaned up their factories and thus the air. But the peace was short-lived; when the Rikti invaded, they attacked a Crey facility in Venice, sending a toxic wave gushing over the area. Investigations after the war showed that the facility had not been operating up to OSHA standards, and pollution of the whole district had been an eventuality anyway. Despite Crey's best efforts, the zone gained a new nickname - Crey's Folly.

Crey's hazard teams patrol the area, looking for any research they can salvage. Deep in the haze, the Freakshow have built a makeshift fortress of sheet iron and bronze, where they host nightly fighting tournaments.

Eden

Woodvale was once the most picturesque locale in Paragon City. A small suburb on the edge of the forest, Woodvale had picnic spots, hiking trails, everything a city dweller wanted out of a trip to the country without a long drive. This drew the attention of the Devouring Earth, who flew into a rage at the technology of the city spoiling the beauty of nature. They smashed the buildings, tore up the streets, and buried the area in rubble. From the wreckage, new forests emerged, until the area was turned into an untamed wilderness - Eden.

Most of the zone is controlled by the Devouring Earth, who hide in every tree and bush. Crey and Nemesis have made attempts to take the area back, but they have had little success. It has become ground on which man cannot tread.

Feedback

Questions? Feedback? Desperate, angry screeds about enhancements?

Please, please send us your thoughts at feedbackgreatforgerpg@gmail.com !

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Eden Studios

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Scott Shappe

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About Us

Brandon "Nod" Trost

Professional Mathlete

Hi, I did all the actual work for this! Well, to be specific, I worked out the numbers for powers and designed the enemy groups. I also GMed all of our playtests and wrote the guide to GMing. I hope you enjoy playing this as much as we enjoyed making it.

Sarah "IanTheM1" Jedrusiak

Professional Stick in the Mud

Hi, I created a lot of cool powers and systems. Some of them even made it into this version of the game! Others we argued about until they got thrown in the trash. Hope the ones that did make it don't break everything. Have fun! <3

David "Psy" Kligman

Professional Devil's Advocate

Hi, I designed a bunch of powers and wrote most of the rulebook. I also constantly tried to imagine how people would see our game from the outside. All of you will probably render my efforts useless. Long live Paragon City!

Ryan "Terranred" Coe

Professional Game Breaker

Hi, I edited most of the rulebook. I also broke most of our older versions of the rules over my knee, causing an extra year of work! Hopefully the game will be much better for it. If something is broken, it's probably my fault for missing it. Enjoy!

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