

ANDROID

Mutant Type: Intelligence; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Science checks.
Built to Last (Level 1): Gain a +2 bonus to Fortitude.
Machine Powered (Level 1): You do not need to eat, drink, or breathe.

MACHINE GRIP ANDROID NOVICE

When you get a hand on an enemy, your grip tightens like a steel-jawed vise.

At-Will ☯ Dark, Physical

Standard Action Melee 1

Target: One creature

Attack: Intelligence + your level vs. Reflex

Hit: 1d10 + Intelligence modifier + twice your level physical damage, and the target is immobilized until the start of your next turn. If you move to a square that isn't adjacent to the target, the immobilization ends.

COCKROACH

Mutant Type: Constitution; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.
Scurry and Skitter (Level 1): Gain a +2 bonus to Reflex.
Bug Legs (Level 1): You can climb your speed. You can even climb upside down across horizontal surfaces. You can't attack while climbing.

EAU DE ROACH COCKROACH NOVICE

You spit at your foe. The spit is a combination of excrement, scent gland fluid, regurgitated food, and stomach acid. Yep, it's nasty, and it burns your foe and forces it away from you.

At-Will ☯ Acid, Bio

Standard Action Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d8 + Constitution modifier + twice your level acid damage, and you push the target 1 square.

DOPPELGANGER

Mutant Type: Intelligence; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.
Not Really There (Level 1): Gain a +2 bonus to Reflex.
Two Possibilities (Level 1): Whenever you draw an Alpha Mutation card, draw two cards from the same deck and choose which one to keep. Put the other on the bottom of the deck.

DOUBLE TROUBLE DOPPELGANGER NOVICE

You create a duplicate of yourself for a short time.

At-Will ☯ Dark

Standard Action Personal

Effect: You create a duplicate of yourself in an unoccupied square within 5 squares of you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use doppelganger powers, Alpha Mutations, or Omega Tech. Its statistics are the same as yours, except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or at the end of your next turn.

ELECTROKINETIC

Mutant Type: Wisdom; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.
Lightning Reflexes (Level 1): Gain a +2 bonus to Reflex.
Natural Battery (Level 1): Gain resist 10 electricity.

ELECTRIC BOOGALOO ELECTROKINETIC NOVICE

You zap your enemy with an arc of electricity, making your foe jerk and dance around like a spaz.

At-Will ☯ Dark, Electricity

Standard Action Melee 1

Target: One creature

Attack: Wisdom + your level vs. Fortitude

Hit: 1d10 + Wisdom modifier + twice your level electricity damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

EMPATH

Mutant Type: Charisma; Psi; +2 to psi overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Insight checks.
Pacifying Aura (Level 1): You and each ally adjacent to you never grant combat advantage.
Vital Presence (Level 1): Allies adjacent to you gain a +5 bonus to death saving throws.

VITALITY TRANSFER EMPATH NOVICE

First, do no harm—not to anyone you like, anyway.

Encounter ☯ Psi

Standard Action Ranged 3

Target: One creature

Attack: Charisma + your level vs. Fortitude

Hit: The target is weakened until the end of your next turn. In addition, you or one ally within 5 squares of you gains temporary hit points equal to your Charisma modifier.

FELINOID

Mutant Type: Dexterity; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.
Catlike Reflexes (Level 1): Gain a +2 bonus to Reflex.
Feline Speed (Level 1): You gain a +1 bonus to speed while wearing light armor or no armor.
Catfall (Level 1): You take no damage from falls of 50 feet or less, and you always land on your feet when you fall.

SLASHING CLAWS FELINOID NOVICE

You rake at your foe's face with a lightning-fast flurry of razor-sharp claws.

At-Will ☯ Bio, Physical

Standard Action Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex. Make the attack two times.

Hit (one attack): 1d6 + Dexterity modifier + twice your level physical damage.

Hit (both attacks): 2d6 + Dexterity modifier + twice your level physical damage, and the target is blinded until the start of your next turn.

GIANT

Mutant Type: Strength; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

Just Tough (Level 1): Gain a +2 bonus to Fortitude.

Encumbered Speed (Level 1): You move your speed, even while wearing heavy armor or carrying a heavy load.

BRICKBAT

GIANT NOVICE

You spin in a circle with your weapon, knocking down a wide swath of foes.

Encounter ☯ **Bio, Physical, Weapon**

Standard Action Close burst 1

Requirement: You must be wielding a melee weapon.

Target: Each enemy in burst you can see

Attack: Strength + your level + weapon accuracy vs. AC

Hit: 1[W] + Strength modifier physical damage, and you knock the target prone.

GRAVITY CONTROLLER

Mutant Type: Constitution; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.

It Fell Sideways! (Level 1): Gain a +2 bonus to Reflex.

Gravity by Choice (Level 1): You take no damage from falling.

GRAVITATIONAL PULSE

GRAVITY NOVICE

You unleash a flood of gravitons that swarm your foe, dragging down its every step.

At-Will ☯ **Dark, Physical**

Standard Action Ranged 10

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

HAWKOID

Mutant Type: Wisdom; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Flight (Level 1): You have a fly speed equal to your speed (see "Speed" on page 104 for rules on flying). While flying, you take a -2 penalty to attack rolls.

TERRIFYING SHRIEK

HAWKOID NOVICE

You make piercing shriek that sends nearby creatures reeling in terror.

Encounter ☯ **Bio, Psychic**

Standard Action Close burst 2

Target: Each creature in burst

Attack: Wisdom + your level vs. Will

Hit: 1d6 + Wisdom modifier + your level psychic damage, and you slide the target 1 square.

HYPERCOGNITIVE

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): You gain a +4 bonus to Insight checks.

Forseen Consequences (Level 1): Gain a +2 bonus to Reflex.

Unsurprisable (Level 1): Gain a +8 bonus to initiative checks.

UNCANNY STRIKE HYPERCOGNITIVE NOVICE

With a glance, you assess your foe's weaknesses and strike to enhance that disadvantage.

Encounter ☯ **Psi, Physical, Weapon**

Standard Action Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + your level physical damage, and the target grants combat advantage until the end of your next turn.

MIND BREAKER

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Unbreakable Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

PSYCHIC ASSAULT MIND BREAKER NOVICE

You project a bolt of mental energy that slams into your foe's psyche like a sucker punch.

At-Will ☯ **Psi, Psychic**

Standard Action Ranged 20

Target: One creature

Attack: Charisma + your level vs. Will

Hit: 1d10 + Charisma modifier + twice your level psychic damage.

MIND COERCER

Mutant Type: Charisma; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Labyrinthine Mind (Level 1): Gain a +2 bonus to Will.

Group Telepathy (Level 1): While you're conscious, you and each ally within 10 squares of you can mentally communicate with one another.

MENTAL PUSH

MIND COERCER NOVICE

You give your foe a mental push. Before it knows what's happening, it attacks its ally.

At-Will ☯ **Psi, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Charisma + your level vs. Will

Hit: Charisma modifier psychic damage, and the target makes a basic attack as a free action against a creature of your choice.

PLANT

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

Hardened Bark (Level 1): Gain a +2 bonus to Fortitude.

Vulnerable to Fire (Level 1): Whenever you take fire damage, you take 5 extra fire damage.

LASHING CREEPERS

PLANT NOVICE

You flail at nearby foes with thorn-covered limbs.

Encounter ☯ **Bio, Physical**

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Constitution + your level vs. Reflex

Hit: 1d6 + Constitution modifier + your level physical damage, and the target is slowed until the end of your next turn.

PYROKINETIC

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks.

Fire Resistance (Level 1): Gain resist 10 fire.

Fiery Aura (Level 1): Whenever a creature ends its turn adjacent to you, it takes 5 fire damage.

FIERY FLARE

PYROKINETIC NOVICE

You fan the flames of your fiery aura.

At-Will ☯ **Fire, Psi**

Standard Action Ranged 5

Target: One creature

Attack: Wisdom + your level vs. Reflex

Hit: 2d8 + Wisdom modifier + twice your level fire damage.

RADIOACTIVE

Mutant Type: Constitution; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Science checks.
You've had Worse (Level 1): Gain a +2 bonus to Fortitude.
Gamma Tolerance (Level 1): Gain resist 15 radiation.

RADIATION EYES RADIOACTIVE NOVICE

Your eyes glow cherry red as you loose a jagged bolt of ionizing radiation at your foe.

At-Will ☼ **Dark, Radiation**
Standard Action Ranged 5

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 1d10 + Constitution modifier + twice your level radiation damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

RAT SWARM

Mutant Type: Dexterity; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.
Swarm Defense (Level 1): Gain resist 5 to all damage against melee and ranged attacks, and vulnerable 5 to damage from area and close attacks.
Crawling Mass (Level 1): You can't be knocked prone.

SWARM! RAT SWARM NOVICE

You swarm across your foe, biting it dozens of times as you tangle its limbs.

Encounter ☼ **Bio, Physical**
Standard Action Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + twice your level physical damage, and the target is immobilized until the end of your next turn.

SEISMIC

Mutant Type: Strength; Dark; +2 to dark overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Athletics checks.
Armored Skin (Level 1): Gain resist 5 physical.
Ponderous (Level 1): Take a -1 penalty to speed.

SEISMIC STOMP SEISMIC NOVICE

You stomp on the ground, sending a shock wave of energy into foes around you.

At-Will ☼ **Dark, Sonic**
Standard Action Close burst 1

Target: Each creature in burst

Attack: Strength + your level vs. Fortitude

Hit: 1d6 + Strength modifier + your level sonic damage, and you knock the target prone.

SPEEDSTER

Mutant Type: Dexterity; Psi; +2 to psi overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Acrobatics checks.
Just a Blur (Level 1): Gain a +2 bonus to Reflex.
Blinding Speed (Level 1): Gain a +2 bonus to speed while wearing light armor or no armor.

QUICK ATTACK SPEEDSTER NOVICE

You move and strike and move before your foe even knows it's being attacked.

Encounter ☼ **Psi, Physical, Weapon**
Standard Action Melee or Ranged weapon

Target: One creature

Effect: You can shift 2 squares before the attack.

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level physical damage, and you shift 2 squares.

TELEKINETIC

Mutant Type: Intelligence; Psi; +2 to psi overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Mechanics checks.
Telekinetic Shield (Level 1): While you're conscious, you gain a +2 bonus to AC and Reflex.
Telekinetic Reach (Level 1): You can manipulate unattended objects up to 5 squares away from you as if you were using them yourself. For example, you can open a door as a minor action or swing a club as a standard action. You take a -2 penalty to attack rolls of attacks you make using this trait.

TELEKINETIC WAVE TELEKINETIC NOVICE

You overwhelm your foes with a surge of telekinetic energy.

At-Will ☼ **Force, Psi**
Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence + your level vs. Fortitude

Hit: 1d6 + Intelligence modifier + your level force damage, and you push the target 3 squares.

YETI

Mutant Type: Strength; Bio; +2 to bio overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.
Hard to Hurt (Level 1): Gain a +1 bonus to AC.
Cold Resistance (Level 1): Gain resist 10 cold.

BIG CLAWS YETI NOVICE

You rake an enemy with your powerful claws.

Encounter ☼ **Bio, Physical**
Minor Action Melee 1

Target: One creature

Attack: Strength + your level +2 vs. AC

Hit: 1d10 + Strength modifier + twice your level physical damage, and the target is slowed until the end of your next turn.

ENGINEERED HUMAN

Mutant Type: Intelligence; no power source; +2 to all overcharge.
Skill Bonus (Level 1): Gain a +4 bonus to Interaction checks and Science checks.
Engineered Resilience (Level 1): Gain a +1 bonus to Fortitude, Reflex, and Will.
Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out.

BOLD ATTACK ENGINEERED HUMAN NOVICE

Your instinct for violence inspires your allies to follow your lead.

At-Will ☼ **Physical, Weapon**
Standard Action Melee or Ranged weapon

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + your level physical damage, and you choose an ally within 5 squares of you. That ally makes a basic attack as a free action.