

ALPHA **BIO**
ACCELERATED REFLEXES

You kick your reaction speed into overdrive.

FREE ACTION **PERSONAL**

TRIGGER: You start your turn

EFFECT: You gain a +2 power bonus to attack rolls and to all defenses until the end of your next turn. In addition, you shift 3 squares and take a standard action.

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

10+: You can use this power a second time on your next turn while this card is readied.

9 OR LESS: At the end of your turn, you are stunned until the end of your next turn.

ALPHA **BIO**
ADAPTIVE RESISTANCE

"That which does not kill us makes us stronger. Shame about you, though . . ."

IMMEDIATE INTERRUPT **PERSONAL**

TRIGGER: You take damage

EFFECT: You gain resist 10 to the damage type of the triggering attack while this card is readied.

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

10+: You are immune to that damage type instead while this card is readied.

9 OR LESS: You also gain vulnerable 5 to all other damage types while this card is readied.

ALPHA **DARK**
ANTI-LIFE LEECH

Nobody better life leech you, or they'll be sorry.

BENEFIT: You gain resist 10 necrotic. In addition, you are immune to *life leech* attacks. When a creature targets you with *life leech*, it is stunned until the end of its next turn, and its hit point total drops to its bloodied value (or to 1 hit point if it is already bloodied).

OVERCHARGE: None.

ALPHA **BIO**
AQUATIC ADAPTATION

All that time you spent in the tub as a youngster is finally paying off!

BENEFIT: You can breathe water, and you gain a *Swim* speed equal to your speed.

OVERCHARGE: At any time, you can roll a d20.

10+: While this card is readied, you can mentally communicate with fish within 1 mile of you.

9 OR LESS: While this card is readied, you think you can mentally communicate with fish within 1 mile of you.

ALPHA **PSI**
CLOUD THE MIND

Who knows what evil lurks in the hearts of men . . . or whatever the hell that is.

MINOR ACTION **CLOSE BURST 5**

TARGET: One creature in burst

EFFECT: The target can't see you (save ends). While under this effect, the target doesn't realize you exist or notice any of your actions.

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

10+: The target takes a -5 penalty to saving throws against this power.

9 OR LESS: You cloud your own mind and can't see the target (save ends).

ALPHA **PSI**
BEGUILING

"Noooo! Pleeeease don't hurt me!"

MINOR ACTION **CLOSE BURST 5**

TARGET: Each enemy in burst

ATTACK: Level + 3 vs. Will

HIT: The target can't attack you (save ends).

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

10+: The target takes a -5 penalty to saving throws against this power.

9 OR LESS: When the target saves against this effect, it gains a +2 bonus to attack rolls against you while this card is readied.

ALPHA **PSI, PSYCHIC**
PSYCHIC REVERSAL

"I'm rubber, you're glue."

IMMEDIATE INTERRUPT **PERSONAL**

TRIGGER: You take psychic damage from an enemy's attack

EFFECT: The triggering enemy takes that psychic damage instead. You still suffer any other effects from the triggering attack.

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

10+: The triggering enemy is also stunned until the end of your next turn.

9 OR LESS: You take one-half the psychic damage instead, and the triggering enemy takes the rest.

ALPHA **BIO**
CARAPACE

Your skin hardens into a thick, tough carapace.

BENEFIT: You gain +2 power bonus to AC and take a -1 penalty to speed.

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

10+: While this card is readied, the power bonus to AC increases to +4.

9 OR LESS: You cocoon yourself in your own shell (save ends). While you're under this effect, the power bonus to AC increases to +10, and you can't take any actions.

ALPHA **DARK, PSYCHIC**
DEVOULATION

A mind is a terrible thing to waste.

STANDARD ACTION **RANGED 10**

TARGET: One creature

ATTACK: Level + 3 vs. Fortitude

HIT: 3d10 + Intelligence modifier + twice your level psychic damage, and the target is dazed and can make only basic attacks (save ends both).

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

10+: The target takes a -5 penalty to saving throws against this power.

9 OR LESS: You also hit yourself with this power.

ALPHA  **PSI CONFUSION** 10/80

"Huh? What?"

STANDARD ACTION RANGED 5

TARGET: One creature

ATTACK: Level + 3 vs. Will

HIT: The target is confused (save ends). While the target is under this effect, roll a d6 at the start of its turn to see what it does:

1-2: It doesn't take any actions.

3-4: It attacks the nearest creature.

5: It moves away from you at full speed.

6: It acts normally.

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

10+: You choose the d6 result during each turn the target is confused.

9 OR LESS: You're also confused until the end of your next turn.

ALPHA  **DARK, FIRE LIGHT GENERATION** 11/80

You generate a blinding burst of light from your body. "Say cheese!"

STANDARD ACTION CLOSE BURST 5

TARGET: Each creature in burst

ATTACK: Level + 3 vs. Reflex

HIT: The target is blinded until the end of your next turn.

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

10+: The target is instead blinded until it saves.

9 OR LESS: You ignite yourself on fire and take ongoing 5 fire damage (save ends). You can't save against this effect during the turn you overcharge it.

ALPHA  **HEALING, PSI EMPATHIC HEALING** 12/80

"I feel your pain."

MINOR ACTION CLOSE BURST 3

TARGET: One ally in burst

EFFECT: The target regains hit points equal to 5 + your level and can make a saving throw.

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

10+: You can target two or three allies in the burst.

9 OR LESS: You lose hit points equal to your bloodied value.

ALPHA  **BIO, HEALING FAST HEALING** 13/80

"It was only a scratch."

BENEFIT: Whenever you start your turn and have at least 1 hit point, you regain 5 hit points. In addition, when you take a second wind, you regain 10 additional hit points.

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

10+: While this card is readied, you regain 10 hit points at the start of your turn instead of 5.

9 OR LESS: You are covered in scar tissue from too much healing (save ends). While under this effect, you are slowed and take a -2 penalty to attack rolls. You can't save against this effect during the turn you overcharge it.

ALPHA  **BIO FEELERS** 14/80

"Hey! Watch where you're putting those things!"

BENEFIT: You can see creatures or objects within 2 squares of you that are invisible, obscured, or on the other side of blocking terrain, if those creatures are in contact with the ground or a similar surface.

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

10+: While this card is readied, you can see creatures or objects within 3 squares of you, instead of 2, and your melee reach increases by 1.

9 OR LESS: You are covered in fleshy nodules (save ends). While under this effect, you take a -2 penalty to attack rolls and to all defenses.

ALPHA  **PSI FORCE FIELD GENERATION** 15/80

You project an invisible, impenetrable wall of force nearby.

MINOR ACTION AREA WALL 12 WITHIN 10 SQUARES

EFFECT: You create an invisible wall of force up to 12 squares long. The wall is up to 4 squares high, and it lasts until the end of your next turn. It blocks all movement and line of effect.

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

10+: While the wall exists, you can spend a minor action at the start of your turn to make the wall persist until the end of your next turn.

9 OR LESS: You are dazed until the end of your next turn.

ALPHA  **BIO SOUND IMITATION** 16/80

"Have you ever heard 37 cats scratching a chalkboard at once? Want to?"

BENEFIT: You can perfectly mimic any sound. You gain a +5 power bonus to skill checks related to imitating a sound.

OVERCHARGE: When you hear a sonic attack, you can roll a d20.

10+: Before the end of your next turn, as a standard action, you can duplicate the triggering sonic attack if this card is readied.

9 OR LESS: You can't speak or make sounds with your voice while this card is readied. (No talking!)

ALPHA  **BIO FOOTUS GINORMICUS** 17/80

You grow enormous clown feet.

BENEFIT: You gain a swim speed equal to your land speed and ignore difficult terrain from soft ground such as snow or mud.

OVERCHARGE: Really?

ALPHA  **BIO EXTRA ARM** 18/80

"Guess how many fingers I'm holding behind my back. No, twelve!"

BENEFIT: You grow an additional arm. You can use it to carry a shield, help wield a two-handed weapon, carry an extra one-handed weapon, and so on. If you carry an extra weapon, you can make a basic attack with that weapon once per round as a minor action.

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

10+: While this card is readied, you grow a second new arm. You can wield an additional two-handed weapon with both new arms.

9 OR LESS: Your existing arms shrink into your body until the end of your next turn. You drop everything you're holding.

ALPHA  **BIO**
SHAGGY PELT 19/80

A thick, yeti-like pelt of hair covers your body. It smells like a yeti too.

BENEFIT: You gain a +1 power bonus to AC and resist 5 cold from your new pelt.

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

10+: While this card is readied, the power bonus increases to +2, and you gain resist 10 cold instead of 5.

9 OR LESS: You become tangled in your own pelt (save ends). While under this effect, you are slowed and can't shift.

ALPHA  **BIO**
INFRAVISION 20/80

You can see thermal energy.

BENEFIT: You can see in darkness and through fog, smoke, and other obscuring conditions. You can also see invisible creatures or objects.

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

10+: You gain a +5 power bonus to Perception checks while this card is readied.

9 OR LESS: While this card is readied, you can see only thermal radiation and take a -2 penalty to attack rolls and Perception checks.

ALPHA  **DARK**
TIME SLIDE 21/80

You exit the time stream for a while.

MINOR ACTION **PERSONAL**

EFFECT: You step out of time and are removed from play. While you're under this effect, creatures have neither line of sight nor line of effect to you, and you have neither line of sight nor line of effect to any creature. In addition, you can't take any actions except to return to time as an immediate reaction when a creature's turn ends. You reappear in your square, or in the nearest unoccupied square of your choice, and take your full turn.

ALPHA  **DARK, HEALING**
KINETIC ABSORPTION 22/80

You absorb your foe's attack to make yourself stronger.

IMMEDIATE INTERRUPT **PERSONAL**

TRIGGER: You take physical damage

EFFECT: Instead of taking the triggering damage, you regain hit points equal to that damage.

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

10+: You gain a bonus to the next melee attack roll you make before the end of your next turn equal to the triggering damage.

9 OR LESS: You absorb too much energy from the triggering damage and also take ongoing 10 damage (save ends).

ALPHA  **PSI**
PHYSICAL LEVITATION 23/80

You levitate yourself or another creature into the air!

MOVE ACTION **PERSONAL OR RANGED 10**

TARGET: You or one ally (or one Medium object)

EFFECT: You move the target vertically up to 5 squares. The target remains at that height until the end of your next turn.

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

10+: You can target one enemy instead.

9 OR LESS: You move the nearest non-targeted ally upward 4 squares, if possible. Then that ally drops to the ground, falls prone, and takes 2d10 physical damage.

ALPHA  **DARK, NECROTIC**
LIFE LEECH 24/80

You drain another creature's vitality to bolster yourself.

STANDARD ACTION **CLOSE BURST 3**

TARGET: Each creature in burst

ATTACK: Level + 3 vs. Fortitude

HIT: 5d8 + Constitution modifier + twice your level necrotic damage, and you gain 5 temporary hit points for each target you hit.

ALPHA  **DARK, TELEPORTATION**
REFLEXIVE TELEPORT 25/80

You switch places with an enemy.

IMMEDIATE INTERRUPT **RANGED 10**

TRIGGER: You are hit by an attack

TARGET: One creature

ATTACK: Level + 3 vs. Will

HIT: You and the target teleport, swapping positions. The triggering attack hits the target instead, and misses you if you're out of range.

MISS: You teleport 3 squares after the triggering attack.

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

10+: The triggering attack scores a critical hit on the target.

9 OR LESS: After you teleport, you fall prone and are dazed until the end of your next turn.

ALPHA  **DARK, ZONE**
GRAVITY WELL 26/80

You create a temporary area of gravity that pulls creatures toward it.

STANDARD ACTION **AREA BURST 5 WITHIN 20**

TARGET: Each creature in burst

ATTACK: Level + 3 vs. Fortitude

HIT: The target is pulled 5 squares toward the burst's origin square.

EFFECT: The burst becomes a zone that lasts until the start of your next turn. If the target moves away from the burst's origin square, each square of that movement is treated as difficult terrain.

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

10+: Whenever a creature ends its turn within the zone, make the attack against that creature as a free action.

9 OR LESS: You fall prone and can't stand (save ends).

ALPHA  **PSI**
PSYCHIC LMAO 27/80

You cause a creature to find hilarity in everything.

STANDARD ACTION **RANGED 10**

TARGET: One creature

ATTACK: Level + 3 vs. Will

HIT: 4d6 + Charisma modifier + twice your level psychic damage, and the target is dazed and slowed (save ends both).

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

10+: The target also falls prone and takes a -5 penalty to saving throws against this power.

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

ALPHA  **DARK PHASING** 28/80 

You shift your atomic structure out of phase with this reality.

IMMEDIATE INTERRUPT PERSONAL

TRIGGER: You are hit by an attack

EFFECT: Until the end of your next turn, you take half damage from attacks and ignore difficult terrain.

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

10+: You can also move through blocking terrain and through enemies' squares, but you must still end your turn in an unoccupied square.

9 OR LESS: You cease to exist and are removed from play (save ends). While you're under this effect, creatures have neither line of sight nor line of effect to you, and you can't take any actions. When this effect ends, you reappear in your square, or in the nearest unoccupied square of your choice, and you are dazed until the end of your next turn.

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ALPHA  **PSI PHOBIA PROJECTION** 29/80 

"Soul beshes!
Why did it have to be soul beshes?"

STANDARD ACTION RANGED 10

TARGET: One creature

ATTACK: Level + 3 vs. Will

HIT: Choose one creature or square within 10 squares of you. During the target's turn, it must move at least 1 square away from that creature or square (save ends). If the target can't move away during its turn, it takes no actions that turn.

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ALPHA  **BIO, PHYSICAL QUILLS** 30/80 

You sprout hundreds of needle-sharp quills.

IMMEDIATE REACTION MELEE 1

TRIGGER: An enemy targets you with a melee attack

TARGET: The triggering enemy

ATTACK: Level + 5 vs. AC

HIT: 1d12 + Strength modifier + twice your level physical damage, and the target takes a -2 penalty to attack rolls (save ends).

EFFECT: You can use this power a second time while this card is readied.

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

10+: The target also takes ongoing 5 physical damage (save ends).

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

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ALPHA  **DARK REDIRECTION** 31/80 

You redirect a ranged attack to another target.

IMMEDIATE INTERRUPT PERSONAL

TRIGGER: An enemy hits you with a ranged attack

EFFECT: The triggering attack misses you instead. Choose a creature within 5 squares of you. The triggering enemy rerolls the attack against that target.

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ALPHA  **BIO RUBBERY SKELETON** 32/80 

Your bones and flesh become rubbery and stretchable.

BENEFIT: You gain resist 5 physical, and your melee reach increases by 1.

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ALPHA  **PSI AMNESIA FIELD** 33/80 

"Hey, anybody remember where I put my pistol?"

STANDARD ACTION AREA BURST 2 WITHIN 10

TARGET: Each creature in burst

ATTACK: Level + 3 vs. Will

HIT: The target forgets all events of the last 5 minutes (save ends). (It's not usually helpful to give a hungry bear amnesia, but it can be useful when you've angered a "new friend.")

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

10+: You target each enemy you can see instead.

9 OR LESS: You forget everything that's happened to you in the last 24 hours.

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ALPHA  **BIO, POISON STINK GLANDS** 34/80 

You develop glands that give off some powerful funk.

BENEFIT: Whenever another creature starts its turn within 2 squares of you, you (well, your odor) push it 1 square. In addition, until the start of its next turn, it's slowed and takes a -2 penalty to attack rolls.

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ALPHA  **PSI SUPER GENIUS** 35/80 

Go ahead and say it: "SOOOPER GENIUS!"

BENEFIT: You gain a +2 power bonus to AC, Reflex, attack rolls that use Intelligence, and Conspiracy, Mechanics, and Science checks. You also instantly discern the stupid ideas of others (ask the GM if you're not sure). This doesn't include your own stupid ideas.

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ALPHA  **PSI, TELEPORTATION TELEPORTATION** 36/80 

Bamf!

BENEFIT: You can teleport 10 squares during your turn as a move action.

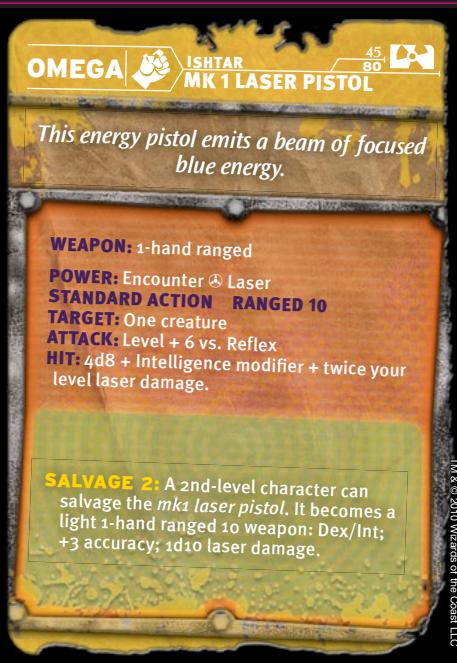
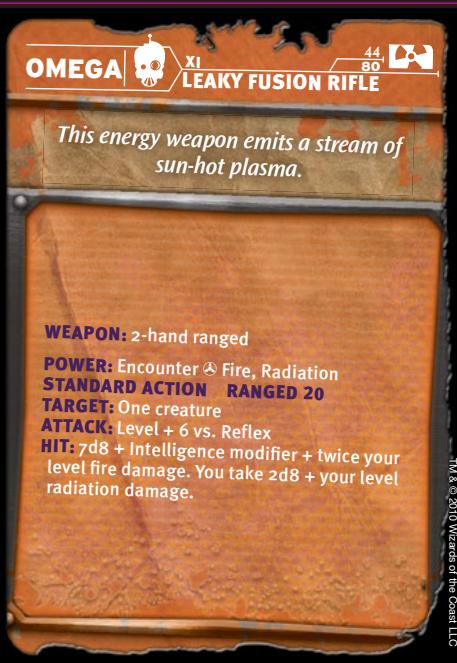
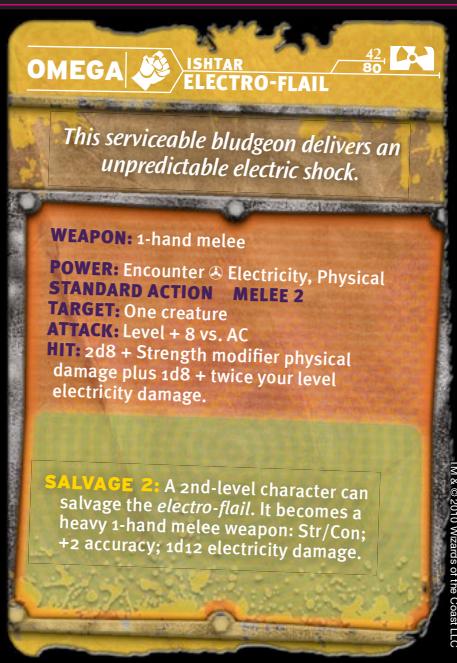
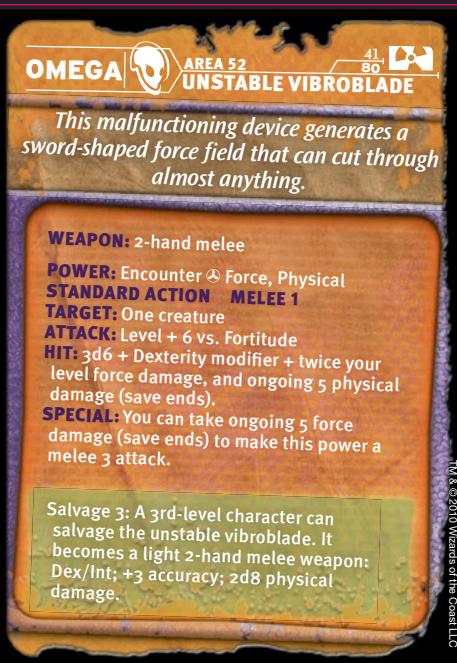
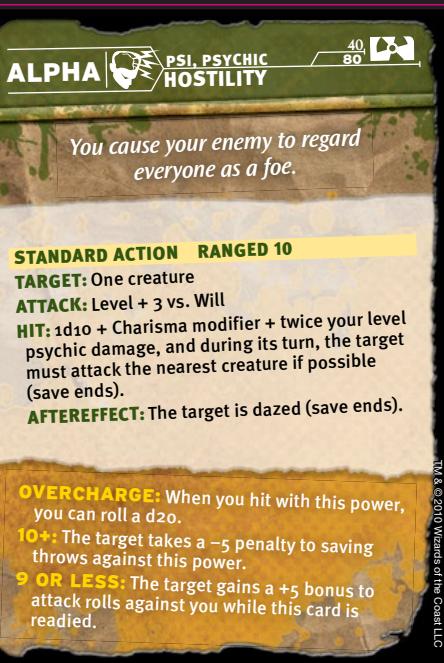
SPECIAL: You can expend this power to teleport 1,000 squares (1 mile) as a move action.

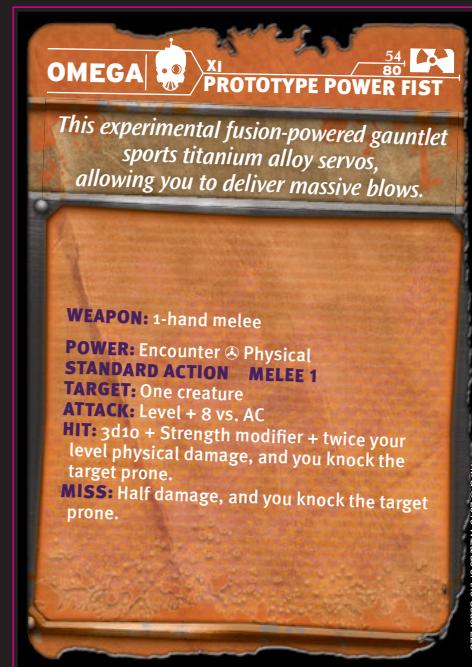
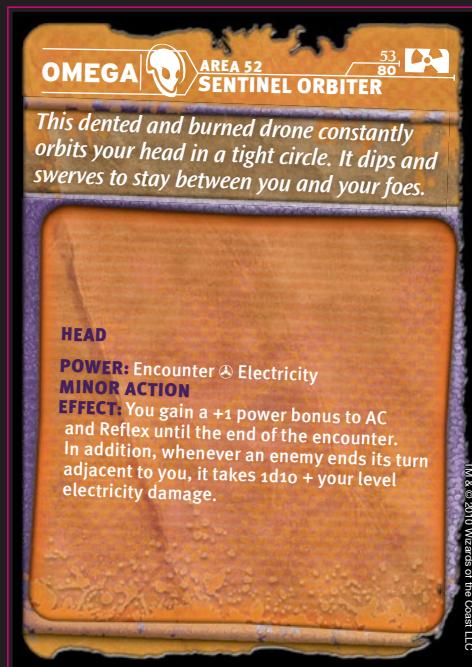
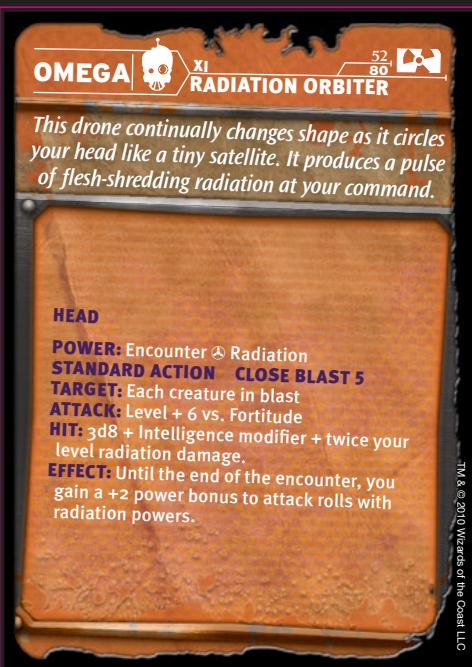
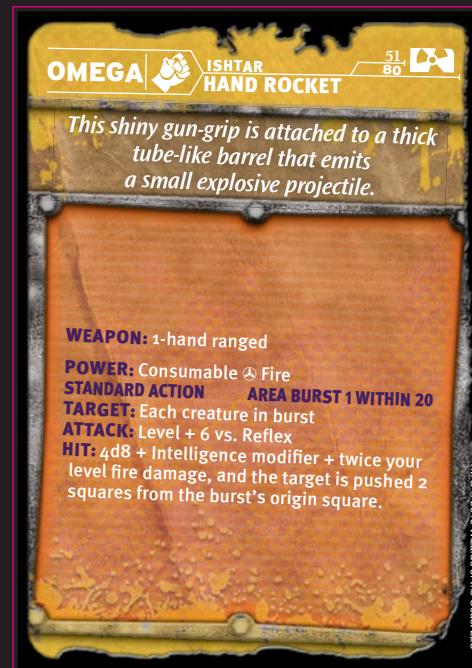
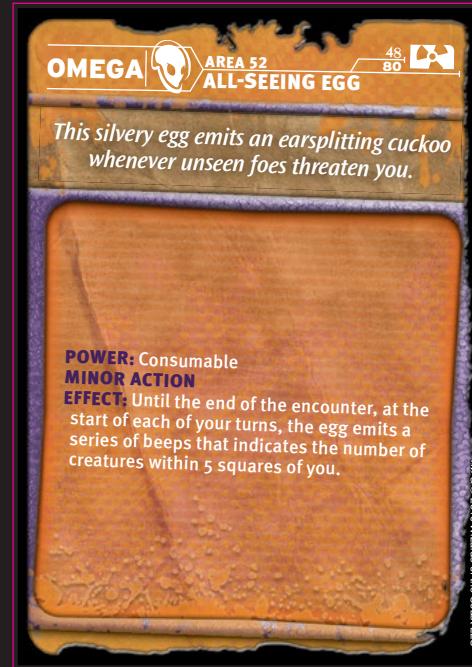
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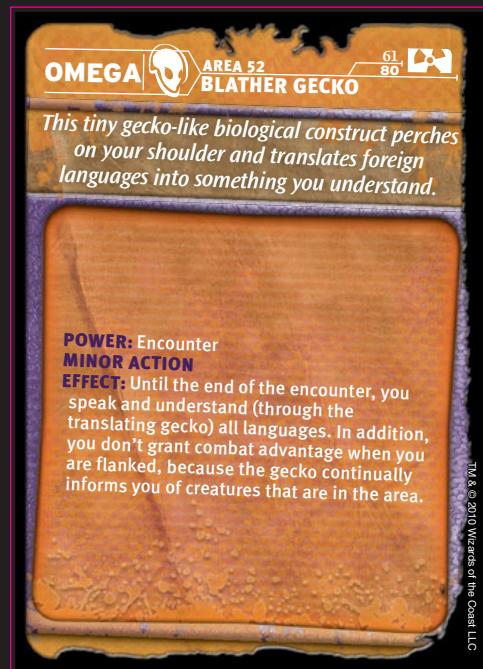
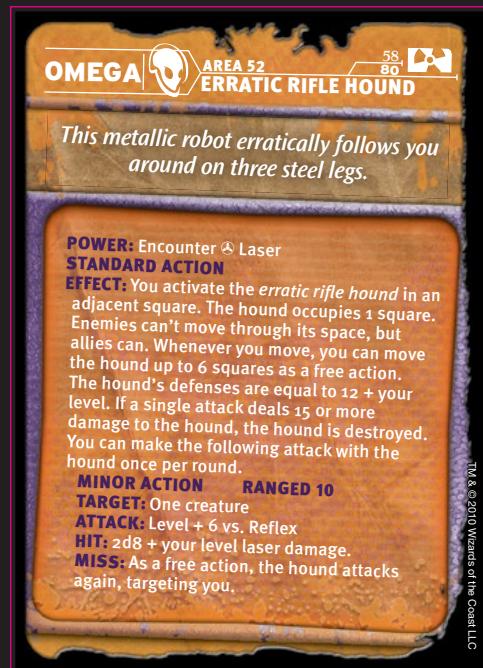
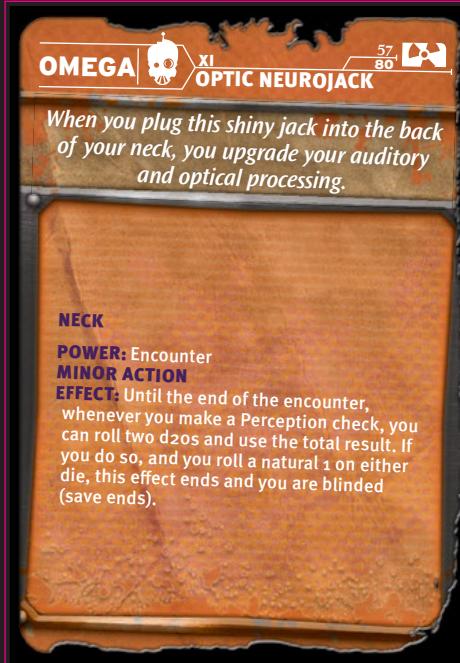
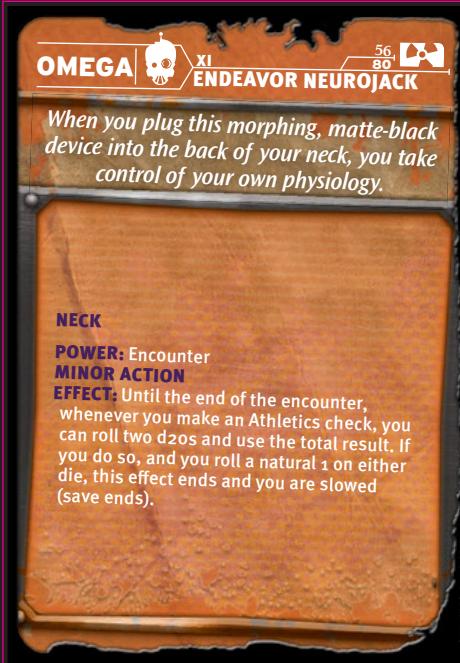
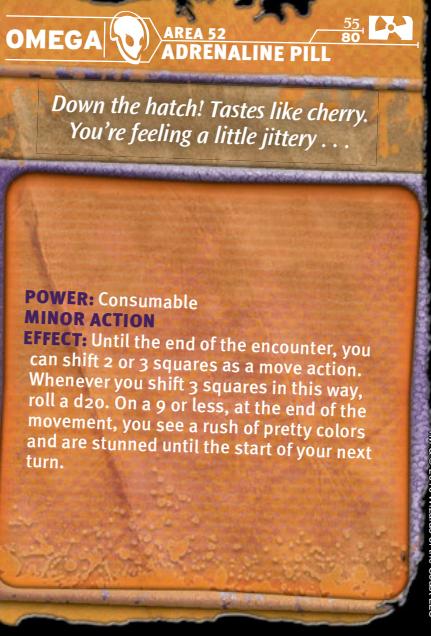
OVERCHARGE: When you use this power, you can roll a d20.

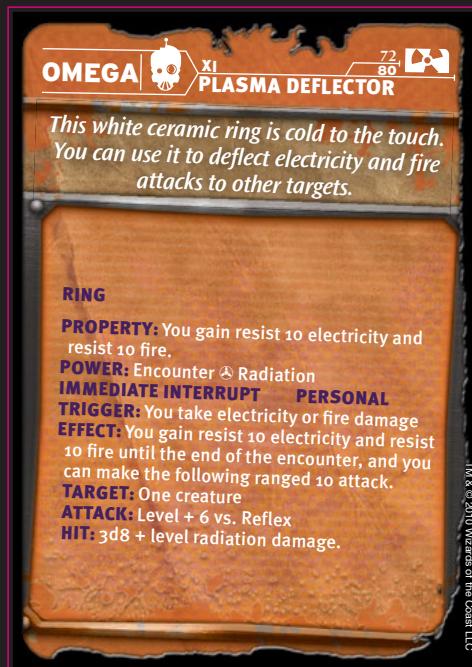
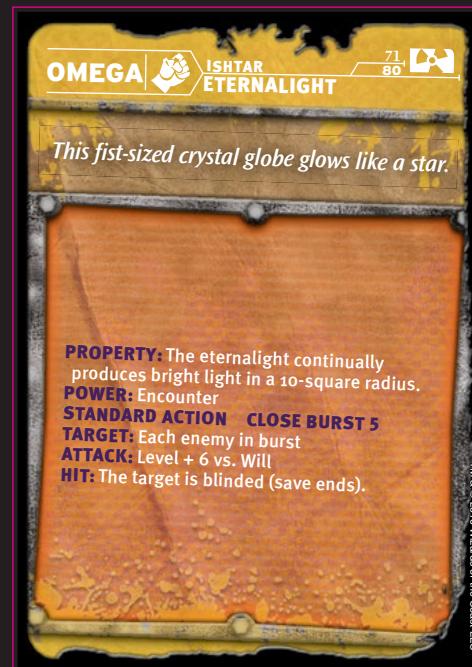
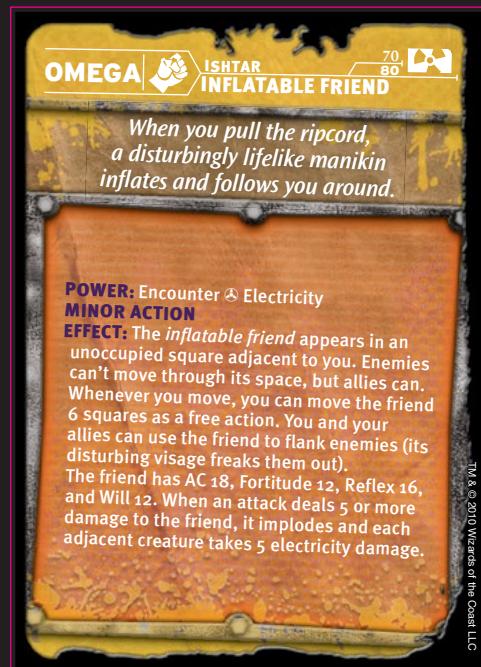
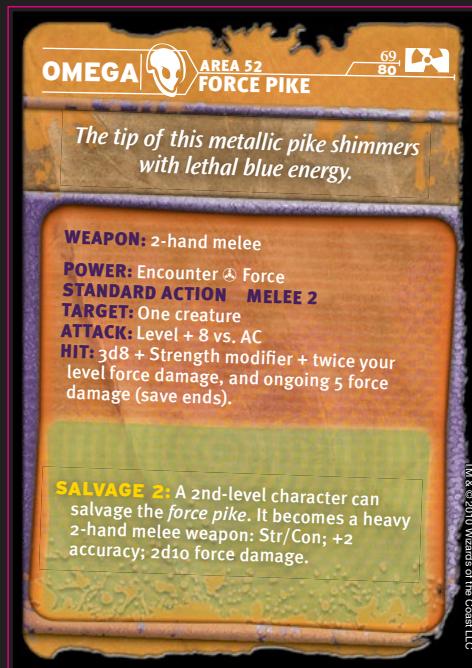
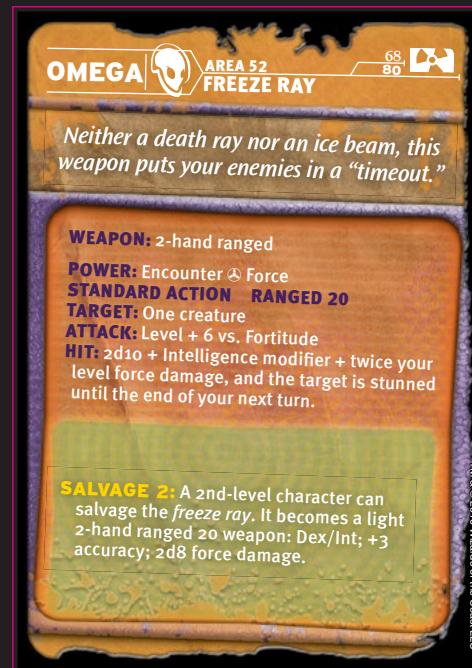
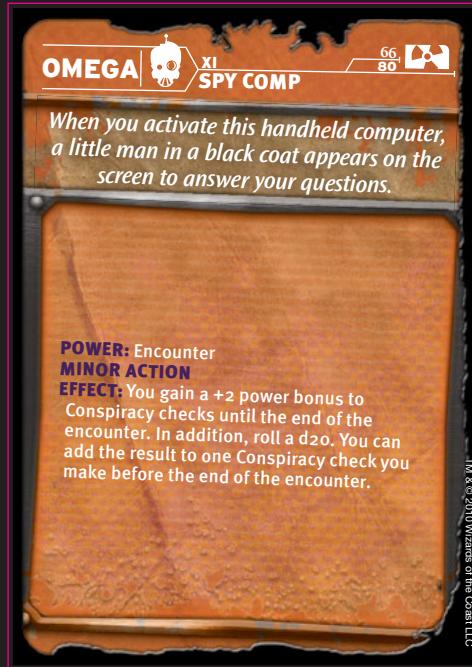
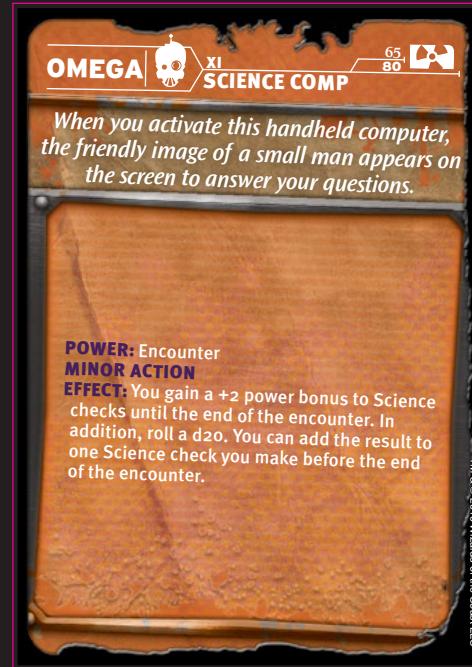
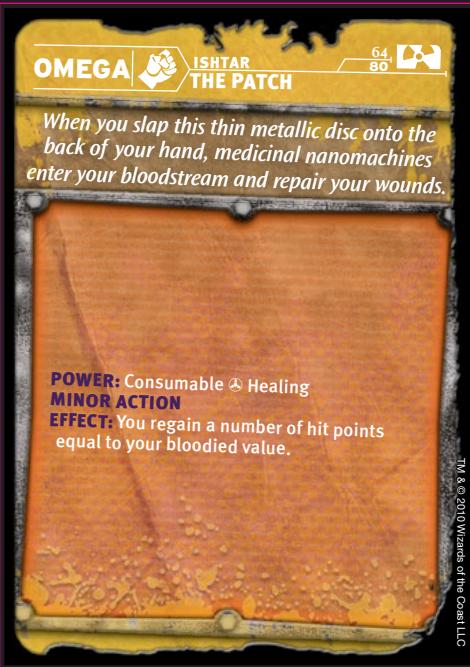
10+: While this card is readied, you also teleport each creature within 5 squares of you 10 squares (or 1 mile if you expend the power).

9 OR LESS: While this card is readied, at the start of each of your turns, you teleport 1d6 squares in a random direction as a free action.









OMEGA  **XI**  **ANIMATRONIC TOY**  73 80

This faux-fur-covered toy bear has a disconcertingly strong machine grip. Sometimes, it tells stories.

SPECIAL: You can use both of these powers in the same encounter.

POWER: Encounter

MINOR ACTION

EFFECT: You gain a +2 bonus to Conspiracy checks until the end of the encounter.

POWER: Encounter

STANDARD ACTION RANGED 5

TARGET: One creature

ATTACK: Level + 6 vs. Fortitude

HIT: The target is dazed and restrained by the toy (save ends both).

MISS: The toy lands in the target's space, but does nothing (because it's switched off).

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OMEGA  **XI** **ISHTAR ENVIROGLOVES**  74 80

These bright green gloves are perfect for those times when you need to pull an ally out of a vat of wild nano or an acid spill.

HANDS

POWER: Encounter

MINOR ACTION

EFFECT: You can put your hands (up to your elbows) into any liquid or gaseous environment, such as molten iron, wild nano, irradiated craters, and so on, without taking damage from that source. The protection lasts until the end of encounter, or for 5 minutes, whichever occurs sooner. In addition, you gain a +2 bonus to saving throws against ongoing damage while the protection lasts.

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OMEGA  **XI** **COGNITION ANCHOR**  75 80

This mottled ceramic ring lashes back at enemies that make mental attacks against you.

RING

POWER: Encounter  Psychic

IMMEDIATE REACTION RANGED 10

TRIGGER: An enemy deals psychic damage to you

TARGET: The triggering enemy

ATTACK: Level + 6 vs. Will

HIT: 3d8 + Charisma modifier + twice your level psychic damage.

MISS: Half damage.

EFFECT: You gain a +2 power bonus to Will until the end of the encounter.

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OMEGA  **XI** **ISHTAR FACE MASK**  76 80

This mask frames your face like a second skin. Sometimes it flashes a nightmarish visage at your foes.

HEAD

SPECIAL: You can use both of these powers in the same encounter.

POWER: Encounter

MINOR ACTION

EFFECT: You disguise yourself and gain a +5 power bonus to Interaction checks used to enhance the disguise until the end of the encounter.

POWER: Encounter  Psychic

STANDARD ACTION CLOSE BLAST 3

ATTACK: Level + 6 vs. Will

HIT: 3d8 + Charisma modifier + twice your level psychic damage, and you push the target 3 squares.

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OMEGA  **XI** **AREA 52 FISH-KILLER GRENADE**  77 80

This metallic grenade is perfectly balanced for throwing into ponds.

WEAPON: 1-hand ranged

POWER: Consumable  Force

STANDARD ACTION AREA BURST 1 WITHIN 10

TARGET: Each creature in burst

ATTACK: Level + 6 vs. Fortitude

HIT: 1d8 + Dexterity modifier + twice your level force damage. If the target is an aquatic creature, you also slide it 5 squares.

MISS: Half damage.

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OMEGA  **XI** **AREA 52 AUTOSKELETON**  78 80

This exoskeleton's iron alloy braces have a mind of their own.

WAIST

POWER: Encounter

IMMEDIATE INTERRUPT PERSONAL

TRIGGER: You become dazed or stunned

EFFECT: Until the end of your next turn, you can ignore the dazed and stunned conditions.

This effect does not affect (or end) the duration of those conditions.

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OMEGA  **XI** **AREA 52 HEADMOUNTED LASER**  79 80

This helmet comes complete with a partially sentient, self-swiveling laser mount . . . and side mirrors!

HEAD

POWER: Encounter  Laser

STANDARD ACTION RANGED 10

PRIMARY TARGET: One creature

PRIMARY ATTACK: Level + 6 vs. Reflex

HIT: 3d8 + Dexterity modifier + twice your level laser damage.

MISS: Make the following secondary attack.

SECONDARY TARGET: Each creature within 2 squares of you

SECONDARY ATTACK: Level + 6 vs. Reflex

HIT: 1d10 + twice your level laser damage.

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OMEGA  **XI** **ISHTAR DIM PHOTONIC SPEAR**  80 80

This slender crystal spear pulses with red light as you attack with it.

WEAPON: 2-hand melee

POWER: Encounter  Laser

STANDARD ACTION MELEE 1

TARGET: One creature

ATTACK: Level + 6 vs. AC

HIT: 3d6 + Constitution modifier laser damage, and the target is blinded (save ends).

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