

Explosive Assistance

You add a little magic to an ally's aggression at just the right time.

Fire, Magic, Ranged

Ranged 10

Triggered

Self or one ally

Trigger: The target force moves a creature or object.

Effect: The forced movement distance gains a +2 bonus.

Spend 1 Essence: The forced movement distance bonus is +4 instead.

Arcane Trick

You cast an entertaining spell that creates a minor but impressive magical effect.

Magic

Self, see below

Main action

Self

Effect: Choose one of the following effects:

- You teleport a size 1S or smaller object adjacent to you into an unoccupied space adjacent to you.
- Until the start of your next turn, a part of your body shoots a shower of harmless noisy sparks that light up each square adjacent to you.
- You ignite or snuff out (your choice) every mundane light source of 1L or smaller adjacent to you.
- You transform up to 1 pound of edible food you touch to make it taste delicious or disgusting.
- Until the start of your next turn, you make your body exude a particular odor you've smelled before. This smell can be sensed by each creature within 5 squares of you, but can't impose any condition or other drawback on those creatures.
- You place a small magical inscription on the surface of a mundane object you touch, or you can remove an inscription that was made by you or by another creature using Arcane Trick.
- You touch a size 1T object to cover it with an illusion that makes it look like a different object. Any creature who handles the object becomes aware of the illusion. The illusion ends when you stop touching the object.

Return to Formlessness

With the merest touch, you cause an object to turn to slag or ash.

Fire, Magic, Melee

Melee 1

Main action

One mundane object

Effect: You heat the target and cause it to melt or combust, destroying it. If the object is larger than 1 square, then only the square of the object you touch is destroyed.

Ward of Delightful Consequences

A protective field of void magic absorbs violence aimed at you, then lets you hurl it back at your enemies. The first time each round that you take damage, you gain 1 surge.

Enchantment of Destruction

You gain a +1 bonus to rolled damage with magic abilities (already included).

Acolyte of Fire

You become an expert at wielding destructive flames. Your abilities that have the Fire and Magic keywords gain a +1 bonus to rolled damage (already included). Your Hurl Element ability also gains this bonus when you use it to deal fire damage (already included).

POLDER TRAITS

Corruption Immunity

Your innate shadow magic grants you resilience against the unnatural. You have corruption immunity 3.

Fearless

Courage is all you know. You can't be made frightened.

Shadowmeld

You become an actual shadow.

Magic

Self

Maneuver

Self

Effect: You flatten yourself into a shadow against a wall or floor you are touching, and become hidden from any creature you have cover or concealment from or who isn't observing you. While in shadow form, you have full awareness of your surroundings, and strikes made against you and tests made to search for you take a bane. You can't move or be force moved, and you can't take main actions or maneuvers except to exit this form or to direct creatures under your control, such as one you summon using an ability. Any ability or effect that targets more than 1 square affects you in this form only if it explicitly affects the surface you are flattened against. You can exit this form as a maneuver. If the surface you are flattened against is destroyed, this ability ends and you take 1d6 damage that cannot be reduced in any way.

FREE STRIKES

Melee Weapon Free Strike

Charge, Melee, Strike, Weapon

Melee 1

Main action

One creature or object

2d10 + 1:

3 damage

6 damage

8 damage

Hurl Element

You cast a ball of elemental energy at an unsuspecting foe.

Magic, Ranged, Strike

Ranged 10

Main action

1 creature or object

2d10 + 2:

4 damage

6 damage

8 damage

Effect: When you make this strike, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic. If this deals fire damage, the damage increases by 1.