

Ardent
At-Will Power

Psionic Shield

Attack an adjacent monster.

Att +6

Dmg 1 and another hero within 1 tile gains +1 AC until the start of your next turn.

Augment-

Dmg 2 and each hero within 1 tile gains +2 AC until the start of your next turn.

Miss: Do not expent Augment.

Ardent
Utility Power

Psionic Conduit

Use this power during your Hero phase.

Spend an Augment. Another hero regains the use of a daily power.

Ardent
At-Will Power

Forward-Thinking Cut

Attack an adjacent monster.

Att +6

Dmg 1 and until the start of your next turn all heroes in your tile are +1 to attack rolls.

Augment-

Hit or miss, up to 2 other heroes may immediately move their speed and make at-will attacks with a +2 bonus to the attack roll.

Ardent
At-Will Power

Energizing Strike

Attack an adjacent monster.

Att +6

Dmg 1 and another hero within 1 tile heals 1 HP.

Augment-

Dmg 2 and another hero within 1 tile may regain HP equal to their surge value.

Miss: Do not expent Augment.

Ardent
Utility Power

Dimension Swap

Use this power as a move action.

Trade places with another hero.

Ardent
At-Will Power

Demoralizing Strike

Attack an adjacent monster.

Att +6

Dmg 1 and the target is -2 AC until the end of your next turn.

Augment-

Attack each monster in your tile.

Ardent
Utility Power

Bend Space

Use during another hero's Hero phase. That hero may choose one monster up to 1 tile away and consider it adjacent until the end of their turn.

Ardent
Daily Power

Augment

Use this power along with another power. You gain the benefit of that power's Augment text.

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Daily Power

Augment

Use this power along with another power. You gain the benefit of that power's Augment text.