

Avenger
Daily Power

Shared Madness

Attack a monster within 2 tiles of you.

Att +7

Dmg 2 and another monster within 2 tiles of you suffers 1 damage.

Miss: Do not expend this power.

Avenger
Utility Power

Resonant Escape

Use when a monster hits or misses you. Move up to your speed.

Avenger
Utility Power

Refocus Enmity

Use at the start of your Hero phase. Gain control of a monster.

Avenger
At-Will Power

Overwhelming Strike

Attack an adjacent monster.

Att +6

Dmg 1 and you may move yourself and the target up to one tile away. (Both you and the monster must move to the same tile, and must be adjacent.)

Avenger
Utility Power

Distracting Flair

Use at the start of your Hero phase. Monsters cannot see you until the start of your next turn.

(A target that cannot see you is not considered adjacent to you, and does not consider you the closest hero.)

Avenger
Daily Power

Deflecting Thunder

Attack an adjacent monster.

Hit or miss, the next monster or event that targets you instead targets a monster of your choice within 1 tile.

Att +6

Dmg 2

Avenger
At-Will Power

Bond of Retribution

Attack an adjacent monster.

Att +6

Dmg 1 and monsters other than the target will not consider you adjacent or the closest hero until the start of your next turn.

Avenger
At-Will Power

Bond of Pursuit

Target a monster up to 1 tile away. Move adjacent to that monster and attack.

Att +6

Dmg 1

Avenger
Daily Power

Avenging Echo

Attack an adjacent monster.

Hit or miss, until the start of your next turn any monster that ends its turn in your tile takes 1 damage.

Att +6

Dmg 2