

DJINN ERA FIGHTER

Level 9+ ♦ Borderlands • Martial

POWERS

- ❑ **Grounding Charm:** *Minor action.* Gain Resist 5 Lightning and Vulnerable 5 Acid until end of battle.
- ❑ **Buffering Charm:** *Minor action.* Gain Resist 5 Acid and Vulnerable 5 Lightning until end of battle.

+2

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JUST JOVIAN GRAVITAS

Level 7+ ♦ Borderlands • Divine

POWERS

- ❑ **Make Weight Great:** *Use at the start of any round after round 1.* All allies and enemies are Slowed until end of round. No creature may Fly or Burrow this round.
- Personal Burden:** Move -1.

+5

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GUYEFFS CACOPHONY

Level 8+ ♦ Borderlands • Arcane

POWERS

- ❑ **Confusion in the Ranks:** *Use at the start of any round.* Until end of battle, Champions powers require line of sight from the Champion to the target of their effect. Creatures beyond line of sight of the Champion are unaffected by the power.

+5

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HAINSU'S BAG OF TRICKS

Level 4+ ♦ Borderlands • Stealth

POWERS

Replaces attack action. Choose an effect:

- ❑ **Invisibility:** This creature or an ally within 5 is invisible; effect ends after target attacks or at end of its next turn.
- ❑ **Slide:** An ally or enemy within 5 slides up to 2 squares.
- ❑ **Snake's Swiftess:** Nearest ally within line of sight makes a Ⓡ attack as an immediate action.

+6

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