

# Explodomancer



Name		HP		/ 50
		Bloodied	25	
Basic Melee	3d6, Melee 1	Mana		(2)
Basic Ranged	3d6, Ranged 8	Speed	6	

## Basic Techniques

- Potent (2, Stackable)**  
+1 damage die with this attack.
- Accurate (2, Kick-In)**  
Kick-In after making a damage roll. Reroll it and use the higher roll.
- Explodifying (X, Kick-In)**  
After making a damage roll, Kick In this technique to give this attack the Exploding keyword.  
X = number of dice that rolled the maximum amount.

You may use these Techniques on any basic attack, and any power that deals damage immediately. (The Mana Cost of a technique is the first number in the Parentheses.)

## Properties

**Gathering Power**  
 At the start of each of your turns, gain a Charge token or spend all Charge tokens to gain that much Mana.

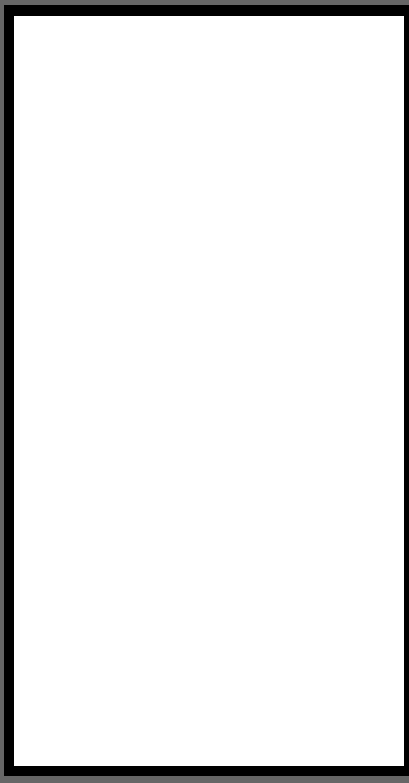
**Friendlier Fire**  
 When you use an attack power that targets one or more allies, those allies gain Resist 5 to any damage dealt by that power.

**Exploding**  
 Some of your powers and techniques have the Exploding keyword. (Whenever you roll the maximum value on a damage die, take another die of that type, and roll it, adding it to the total. Can go infinite.)

## Crisis State

At the start of your turn in Crisis State, take one of the following actions:

- Make a attack for 2d6 Damage, Area Burst 1 within 5
- Make a attack for 2d6 Damage, Ranged 8
- Target an ally within Melee 5. They gain 1 Mana.





## Conditions

- Blinded
- Cursed
- Dazed
- Distracted
- Ensozelled
- Harrowed
- Immobilized
- Manalocked
- Marked
- Overwhelmed
- Pinned
- Slowed
- Staggered
- Sundered
- Swallowed
- Weakened

# Electrostorm

Explodomancer Attack

 Action: Major

 Range: Area Burst 1 within 8, Each Target


 3d6 damage, and targets are Staggered.

 Channeled (2)

Range: Close Wall 5, Each Target

 Jolting (3)

Additionally, targets are Manalocked.

 Lingering (2, Expend) ✦


Create an Electrostorm Zone in the area until the end of the encounter. Area of the Zone is Difficult Terrain. Creatures that end their turn in the zone take 5 damage.


 Thunderstruck (4, Burnout) ✨


Targets are Perma-Dazed. If there is only one Target, this condition can't be prevented by Threat Points.

# Force Burst

Explodomancer Attack

 Action: Major


 Range: Area Burst 1 within 8, Each Target

 3d6 damage, and Push targets 1 from Origin Point of the Burst.


 Shaped (2)

Range: Area Wall 6 within 8


Instead of Pushing targets, Slide targets 1.

 Unstoppable (2, Stacking)

Add 1 to the forced movement.

 Cascading (2, Expend) ✦

After making the attack, Push all creatures on the Battlefield 1 from the Origin Point of the Burst.


 Orb of Force (2, Burnout) ✨


Conjure an Orb of Force in an unoccupied space in the area of effect. Enemies may not move through the Orb.


At the start of each of your turns, Push all creatures within 10 of the Orb 1 square away from the orb.

# Inferno

Explodomancer Attack

 Action: Major

 Range: Area Burst 1 within 8, Each Target


 3d6 damage, and targets are Perma-Harrowed 3.

 Backdraft (2)

Range: Close Wave 3, Each Target.

 Char (2)

Additionally, targets are Weakened.

 White-Hot (2, Expend) ✦

Targets are Perma-Harrowed 10 instead of 3.


 Bonfire of Corpses (2, Burnout, Kick-In) ✨


Kick-In this technique when your Inferno attack takes out an enemy. Make the following attack:

Range: Burst 2 centered on taken out enemy, Each Target 6d4 damage.

# Nova Flare

Explodomancer Attack

 Action: Major

 Range: Area Burst 1 within 8, Each Target


 3d6 damage, and targets are Distracted.

 Supernova (2)

Range: Area Burst 2 within 8, Each Target

 Scorching (2)

Additionally, targets are Sundered.

 Brilliant (3, Expend) ✦

Additionally, Targets are Blinded.


 Pillar of Destruction (3, Burnout) ✨


Conjure a Pillar of Destruction in any unoccupied square in the Burst. Enemies may not move through the Pillar of Destruction.


Any creature to end their turn within 5 squares of the Pillar of Destruction takes 15 damage.

# Shockwave

Explodomancer Attack


 Action: Major

 Range: Area Burst 1 within 8, Each Target


 3d6 damage, and create a Static zone within the area until the start of the next turn. Squares within the Static zone are Difficult Terrain.

 **Rumblings (1)**

Additionally, targets are Staggered.

 **Tremor (X + 1)**

Range: Close Ring X, Each Target

 **Aftershock (3, Expend)** ✦

Targets are Perma-Slowed.


 **Category Nine (4, Burnout)** ✨


After the attack, create a Rift Zone in Close Wall 9. At least one square of the Rift must overlap with the area of the attack.


All terrain in the Rift becomes Bottomless Pit.

# Unstable Evocation

Explodomancer Attack

 Action: Major

 Range: Area Burst 1 within 8, Each Target

 3d6 Exploding damage. You take damage equal to twice the number of dice that explode.

 **Directed (2)**


Range: Close Line 6

 **Explode Space (2, Kick-In)** ✎

Kick-In this technique when at least one die explodes. Teleport each target X, where X is number of dice that exploded.

 **Mana Funnel (1, Kick-In, Expend)** ✎ ✦

Kick-In this technique when at least two dice explode. Gain mana equal to the number of dice that exploded.


 **Explodjinn (4, Burnout)** ✨

After the attack, Summon an Explodjinn in any square in the area of the attack. Gain Resist 5 to all damage the Explodjinn takes. You may spend a Move action to have the Explodjinn Jump 5 squares. At the start of each of your turns, the Explodjinn makes the following attack:

Range: Area Burst 1 within 5, Each Target  
3d6 Exploding damage.


# Block

Universal Power

 Action: React


React when attacked, after seeing all damage and effects of the attack.

 Gain Resist 10 until the start of the next Hero turn.

 Expend this power.

 **Ward (0, Exclusive)**

Instead of gaining Resist, Ward all conditions and effects that the attack would have on you.

 **Endure (0, Exclusive)**

Instead of gaining Resist, gain 2 Mana. If you are Bloodied after the attack, instead gain 3 mana.

 **Guard (0, Exclusive)**

Use when an adjacent ally is attacked. Instead, give them Resist 15 against that attack only.

 **Roll (X, Exclusive)**

In addition, Shift X squares.



# Energy Absorption

Explodomancer Utility

## Action: React

React when attacked with a Close or Area attack, after seeing all damage and effects of the attack.

The power does not target you. Gain 1 mana.

Expend this power.

### Cleansing (1, Exclusive)

End one Debuff or Condition on you not inflicted by the triggering attack.

### Shielding (1, Exclusive)

Allies adjacent to you gain Resist 5 to the triggering attack.

### Empowering (1, Exclusive)

Your first attack during your next turn is Brutal.

### Catalyst of Power (0, Exclusive, Burnout)

Gain X additional Mana, where X is the number of damage dice rolled for the triggering attack.

*(This mana gain is not increased by rerolls.)*

# Power Font

Explodomancer Utility

## Action: Major

## Range: Close Burst 1, Zone

Create a Power Font Zone within Burst that lasts until the end of your next turn.

All creatures in the Zone gain Brutal on all attacks they make.

### Empowering (2)

Additionally, attacks made by creatures in the zone gain the Exploding keyword.

### Expansive (2)

Range: Close Burst 2, Zone

### Probability (2)

Additionally, attacks made by creatures in the zone are Accurate.

### Font of Primal Power (4, Burnout)

Additionally, enemies that start their turn in the Zone take 10 damage.

# Rune of Explosions

Explodomancer Utility

## Action: Move

## Range: Melee 1, Self or Ally

The next attack the target makes during this turn gains the Exploding keyword.

### Targeted (1)

Additionally, if that attack includes allies as targets, they gain Resist 5 to all damage dealt by the attack.

### Thundering (1)

Additionally, creatures targeted by the attack are Staggered.

### Overpowering (2, Expend)

Additionally, before the attack, the target pushes all adjacent creatures 3 squares.

### Ultimate Rune of Explosions (4, Burnout)

Instead, until the end of the encounter, your allies gain the Explodifying Universal Technique.

# Word of Blasting

Explodomancer Utility

## Action: Move

## Range: Ranged 5

Destroy 1 square of Blocking Terrain within range. Replace it with Difficult Terrain.

### Emergent (2)

Then, Teleport to a square where you just removed the destroyed terrain.

### Scattering (2)

All squares within Burst 5 of the destroyed terrain are Concealing Terrain until the start of the next hero turn.

### Resounding (2, Expend)

Range: Area Burst 1 within 5. Destroy all squares of Blocking Terrain in the area of effect and replace them with difficult terrain.

### Sunder the Earth (2, Burnout, Exclusive)

Range: Close Burst 5.

You may remove any terrain elements or zones in the area of effect, replacing them with either Difficult Terrain or Bottomless Pits.