

# Meteor Soul



<b>Name</b>		<b>HP</b>		/ 60
		<b>Bloodied</b>	30	
<b>Basic Melee</b>	3d6[3d4], Melee 1	<b>Mana</b>		(3)
<b>Basic Ranged</b>	3d4, Ranged 5	<b>Speed</b>	6	

## Basic Techniques

**Potent (2, Stackable)**  
 +1 damage die with this attack.  
*You may Shift 1 square before making this attack due to Martial Adept.*

**Accurate (2, Kick-In)**   
 Kick-In after making a damage roll. Reroll it and use the higher roll.  
*You may Shift 1 square after making this attack due to Martial Adept.*

*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

**Burning Spirit**  
 Once per hero turn, when you attack the same target for a second time, gain 1 Mana.

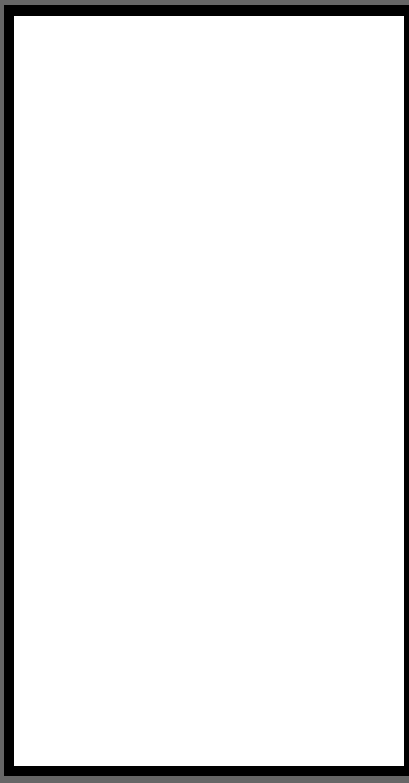
**Charged Combo**  
 You may use your Meteor Soul powers and Melee Basic Attacks as Move actions rather than Major. The changed effect will be shown in brackets[Like These ones]. You may not use Charged Combo in the same turn as a Major Action Boon or Racial Attack Power.

**Martial Adept**  
 When you use the Potent technique, you may Shift 1 square for each use of Potent before making the attack. When you use the Accurate technique, you may Shift 1 square after making the attack.

**Combat Specialist**  
 You don't have Attack or Utility Powers, you just get 5 powers. Any of them can be replaced by Racial Utility or Attack powers.

## Crisis State

While you are in Crisis State, you can take a Move Action each turn, of any type you could make while not in Crisis State. However, you may still not spend or gain Mana.



## Conditions

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

# Aegis Guard

Meteor Soul Utility

**Action: Major[Move]**

Gain Resist 10[5] and become Pinned until the start of the next Hero Phase.

*While you are Pinned by this effect, you can use Aegis Guard's follow-up actions.*

**Dramatic Lunge (0, React, Expend)** ✦ 🛡️

React when an enemy attacks an ally within 5 squares of you with a melee or ranged attack. Shift 4 squares. If you end this shift adjacent to the ally, the attack targets you instead.

**Recoil Guard (0, React, Expend)** ✦ 🛡️

React when an enemy attacks you. Ward all effects from the attack. After the attack, push the target a number of squares equal to the Resist Aegis Guard is currently giving you.

**Aegis Counter (0, React, Expend)** ✦ 🛡️

React when an enemy attacks you. After the attack, deal the target an amount of damage equal to the Resist Aegis Guard is currently giving you.

**Perfect Block (2, React, Burnout)** ✦ 🛡️

React when an enemy attacks you.

The attack is Negated.

# Eternity Grasp

Meteor Soul Attack

**Action: Major[Move]**

**Range: Melee 1, One Target**

2d6[2d4] damage. The target is Perma-Pinned[Pinned]. When you are not adjacent to the target at the end of any action, the Pinned condition ends.

*While the target must be pinned by Eternity Grasp, you may use the following techniques.*

**Mirage Suplex (0, Move)** 🛡️

End the Pinned condition, then Throw the formerly Pinned creature 5 squares. After the Slide is complete, teleport to any square adjacent to the target. If you do, deal 3d4 damage to the target.

**One-Armed Drag (1, Move)** 🛡️

Move your speed, sliding the Pinned creature into a square adjacent to you for each space you move. This movement does not provoke opportunity attacks from the Pinned creature.

**Body Block (4, React, Expend)** ✦ 🛡️

React when a creature attacks you with a ranged or melee attack. The attack targets the creature Pinned by Eternity Grasp instead of you.

**Stardust Piledriver (6, Major, Burnout)** ✦ 🛡️

End the Pinned condition on the creature. Remove yourself from the encounter. The creature you attacked is Perma-Swallowed. At the start of your next turn, place yourself anywhere in the Encounter, then remove the Swallowed Condition. Then, each creature within Close Burst 2 of you takes 6d4 damage.

# Gathering Storm

Meteor Soul Attack

**Action: Major[Move]**

**Range: Melee 1, One Target**

3d6[3d4] damage.

After this power and its techniques are resolved, gain 2[1] Charge tokens. As long as you have at least one Charge token at the start of your turn, gain 1 Charge Token. *X = Number of Charge Tokens for all powers.*

**Dancing (0)** 🛡️

Before or after the attack, Shift X squares and take X damage that can't be Resisted.

**Forceful (0)** 🛡️

Additionally, when making the attack, Push the target X and take X damage that can't be Resisted.

**Blaster (0)** 🛡️

Range: Ranged X, One Target. Deal X additional damage to the target. Remove all of your charge Tokens.

**World Buster (0, Burnout)** ✦

The target is Perma-Harrowed X. If you did not use the Blaster Technique with this, Gain X HP. **Special:** This Harrowed can't be Negated or Removed by any means.

# Heavenwards Kick

Meteor Soul Attack

**Action: Major[Move]**

**Range: Melee 1, One Target**

3d6[3d4] damage.

Then, Jump 5[3] squares. This movement does not provoke opportunity attacks from the creature attacked with Heavenwards Kick.

**Leaping (2)** 🛡️

Jump before the attack instead of after the attack.

**Floating (0, Expend)** ✦

You gain the Flight Buff until the end of the next Hero Phase.

**Punishing (0, Expend, Exclusive)** ✦

The target takes 3 damage for each Condition on them.

**Gates of Heaven (2, Burnout)** ✦

Instead, deal 3d10[3d8] damage, then Jump any number of squares.


# Lashing Chain

Meteor Soul Attack

 Action: Major[Move]

 Range: Ranged 5[3], One Target

 Pull the target 4[2] squares.


 If they end the pull adjacent to you, you may attack them for 3d6[3d4] damage, Melee 1.

 Reversal (1)


Instead of Pulling the target, Jump 4[2] squares towards the target's square.

 Choking (2)

In addition, before the attack is resolved, the target is Distracted.

 Ricochet (1, Expend) ✦

If this pull moves the target past another creature, you may deal 3d6[3d4] damage to that creature.


 Bloody Chain (4, Kick-In, Burnout, Exclusive) ✦ ✨


Kick-In when the pull ends with the target adjacent to you.  
You gain 15 HP, and the target takes 15 damage that can't be Resisted.


# Meteor Drive

Meteor Soul Attack


 Action: Major[Move]

 Shift 4[2] in a straight or diagonal line. You may pass through a single creature during this shift.


 Then, make an attack against each creature you passed through as if you were adjacent for 3d6[3d4] damage.

 Pacifist (0, Exclusive)

Instead, Shift 8[4] in a straight or diagonal line. You may still pass through a single creature, but you deal no damage.

 Phantom (2 Stackable)

Increase your Shift by 2, and you may shift through an additional creature.

 Blazing (1, Expend) ✦

In addition, each creature you passed through during the shift is Perma-Harrowed 5.


 Faster than The Sun (4, Burnout) ✨


Then, gain a Major Action.

# Mirror Fist

Meteor Soul Attack

 Action: Major[Move]

 Range: Melee 1, One Target


 2d6[2d4] damage. After the attack, create a Mirror Image conjuration in an adjacent space. Whenever you move a square by any means other than Forced Movement, the Mirror Image moves a square in the opposite direction - if that square doesn't contain blocking terrain or a creature. You may flank with your Mirror Image. If you use this base power again, destroy your current Mirror Image before creating a new one. While you have a Mirror Image, you may use the following techniques.

 Imbue Reflection (0, Move) ✦

The next attack you make this turn can target an additional creature adjacent to your Mirror Image, ignoring normal targeting restrictions.

 Fleeting Reality (2, Move) ✦

Teleport, switching places with your Mirror Image, then make a Basic Attack.

 Shatter Illusion (0, Move, Expend) ✦ ✦

Destroy a Conjunction or Zone adjacent to your Mirror Fist, and destroy your Mirror Fist conjuration.


 Ultimate Reflection (2, Major, Burnout) ✦ ✨ ✦

Until the end of the encounter, whenever you move a square, you can move your Mirror Image one square in any direction that doesn't contain blocking terrain or a creature. Whenever you make an attack, it can target an additional creature adjacent to your Mirror Image, ignoring normal targeting restrictions.

# Overdrive Strike

Meteor Soul Attack

 Action: Major[Move]

 Range: Melee 1, One Target

 Before making the attack, Shift 2[1] squares.

 4d6[4d4] damage. Then, take 3 damage.

Damage dealt by this power can't be resisted.

 Eager (1)

Add 3 to your Shift.

 Blast (2)

Range: Close Line 2, Each Target.

 Overpowering (2)

After the attack, Push the target 5[4] squares.

 Final Strike (0, Burnout, Exclusive) ✨


Instead, the attack deals 4d10[4d8] damage.


You take 10 damage and lose all your Mana.


## Shattering Point

Meteor Soul Attack

 Action: Major[Move]

 Range: Melee 1, One Target


 The target gains Perma-Harrowed 8[5].  
If this attack is Warded, the target takes 5 damage that can't be Resisted for each Mana spent on this attack, minimum 5 damage.

 **Wallcrusher** (1, Exclusive)

Instead of making this attack, destroy an adjacent square of Blocking Terrain or an Elevation Barrier, and replace it with Difficult Terrain.

 **Breaker** (2, Expend, Exclusive) ✦

Additionally, the target is Perma-Sundered[Sundered].

 **Disabling** (3, Expend, Exclusive) ✦

Additionally, the target is Perma-Dazed[Dazed].

 **Fatal Blow** (4, Burnout, Exclusive) ✨

Instead of being Perma-Harrowed, the target is Harrowed 30[25].



This Harrowed can't be removed by powers or properties.

## Spinning Lariat

Meteor Soul Attack


 Action: Major[Move]

 Range: Close Burst 1, Each Target


 Push each target 4[3] squares.  
If a push from this power would move a target into Blocking Terrain, an Elevation Barrier, or a creature not targeted by the attack:  
 Deal 3d6[3d4] to the target, and they are Slowed.

 **Brutal** (2)


The targets that would be Slowed by this attack are instead Immobilized.

 **Palm** (2, Exclusive)

Range: Melee 1, One Target  
Push the target 8[6].

 **Whirling** (3, Expend) ✦

Instead, Shift 3 squares. During this shift, if you move into a space adjacent to a creature, you may push them 3[2].


 **Freedom Driver** (0, Free, Burnout) ✨

This attack is a Free Action.

After the attack, Shift 3 squares, then take 10 damage that can't be resisted.


## 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.

