

# Soulbound



<b>Name</b>		<b>HP</b>		/ 80
		<b>Bloodied</b>	40	
<b>Basic Melee</b>	3d8, Melee 1	<b>Mana</b>		(2)
<b>Basic Ranged</b>	2d4, Ranged 5	<b>Speed</b>	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.  
*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

**Soul Power**

At the end of your turn, gain 1 mana if the Soulbound are adjacent to each other and started the turn not adjacent, or if the Soulbound are at least 5 squares apart from each other and started the turn adjacent.

**Soulbound**

You control two characters, the Soulbound. Each one has its own mini on the Battle Map. The Soulbound share a single HP and mana pool, and are affected by all the same conditions.

**Fight As one**

Whenever you take a basic attack action, choose which Soulbound takes the action. When you use one of your Soulbound Class attacks, both characters will perform some action. If both Soulbound are adjacent to a target of their attack, the attack is Brutal against that target.

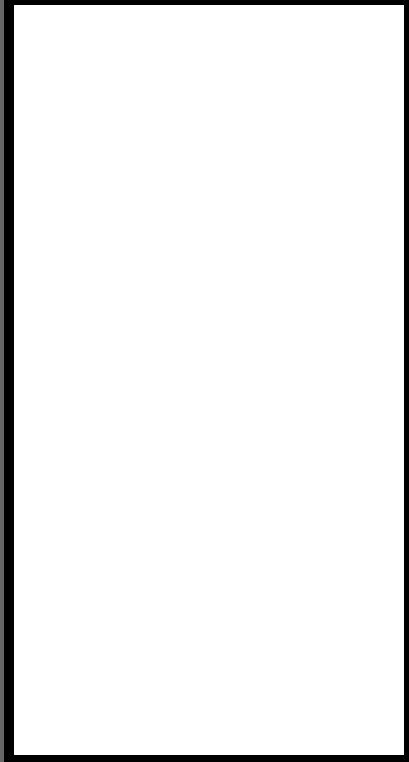
**Soul Movement**

When you Advance, Shift, or use a power that lets you move or shift, you may move both Soulbound.  
(One point of movement lets you move each Soulbound one square.)

## Crisis State

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

- Move 3 squares.
- Make a attack for 2d8 damage, Melee 1



## Conditions

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

## Dual Blitz

Soulbound Attack

### Action: Major

Target an enemy. Move both Soulbound their speed towards the target, with each square of movement taking them closer.

If at least one Soulbound moves 2 squares, and ends the move adjacent to the target, deal 3d8 damage, Melee 1.

### Linchpin (1)

One Soulbound need not move.

### Regroup (2)

After the attack, each Soulbound may Shift 2 squares.

### Turbo (2)

Each Soulbound gains +4 Speed during the movement.

### Blitzkrieg (0, Burnout)

Additionally, Until the start of the next Hero Phase, whenever an ally charges an enemy, that charge does not provoke opportunity attacks and deals a bonus die of damage.

## Fastball Special

Soulbound Attack

### Action: Major

**Requirement:** The soulbound must be adjacent to each other.

One Soulbound throws the other 6 squares. Then, if the thrown creature is adjacent to at an enemy, it makes a melee basic attack.

*(Soulbound Basic attack is 3d8, Melee 1)*

### Hefty (2, Stackable)

Add +3 to the distance of the throw.

### Improvised (2)

**Requirement:** You must be adjacent to an ally. Throw that ally instead.

### Toppling (2)

When you Throw the target, choose one enemy adjacent to the space they land in. It is Immobilized.

### Incoming! (4, Burnout)

Instead of the basic effects, target and throw an enemy 6 squares. If that enemy ends adjacent to the other Soulbound, make a melee basic attack against that enemy.

If the Throw is canceled with Threat Points, make a Melee Basic attack against that enemy, the enemy suffers Perma-Distracted, and Fastball Special is expended instead of Burnt-Out.

## Formation Fighting

Soulbound Attack

### Action: Major

Range: Close Burst 1 centered on both Soulbound, Each Enemy

3d4 damage.

Choose an adjacent ally, or yourself if the Soulbound are adjacent to each other.

Chosen creature gains Resist 5 on the next attack against them before the start of the next hero turn.

This effect ends if they are no longer adjacent.

### Parrying (2, Stackable)

Add 5 to the Resist.

### Enduring (2, Expend)

The Resist lasts until the Chosen moves, is no longer adjacent, or until end of combat, whichever comes first.

### Sudden (2, React, Expend)

React when Forced Movement would at any point move the Soulbound adjacent to one another. Use this power, then become immune to Forced movement until the start of the next Hero Turn.

### Two Against the World (2, Burnout)

Requirement: Soulbound must be Adjacent. Before the attack, Pull all enemies within a Close Burst 10 of either Soulbound 3 squares.

For the rest of the combat, at the start of your turn as a Free Action, you may Pull one enemy in Close Burst 10 of either of your Soulbound, but the Soulbound are Pinned. These effects end when no enemies are adjacent to either Soulbound at the end of your turn.

## Pincer and Tail

Soulbound Attack

### Action: Major

Range: Melee 1, One Creature

One Soulbound attacks a creature for 3d8 damage.

For each Soulbound, choose an adjacent enemy. Those enemies are Marked.

### Deadly (2)

Each Marked enemy is also Perma-Harrowed 5.

### Demanding (2)

Each Marked enemy is also Distracted.

### Isolating (2, Expend)


Requirement: Both Soulbound are adjacent to the target. The target is Perma-Marked and Perma-Cursed. Do not Mark an additional target.

### Double Whammy (3, Burnout)


Each Marked enemy is also Perma-Weakened.

# Soul Connection

Soulbound Attack

 Action: Major


 Range: Close Wall 7, Each Creature

 Requirement: The Wall must start adjacent to one Soulbound, and end adjacent to the other.


3d6 damage.

 Eerie (1)

Targets are Staggered.

 Inseparable (2, Stackable)

Increase the size of the wall by 5.

 Solidifying (2, Expend) ✦

Until the start of the next Hero Phase, unoccupied squares in the wall count as Blocking Terrain.


 Soul's Summons (3, Burnout) ✨

Instead, deal 5d6 damage. Targets are Slowed.


After the attack, teleport one of the Soulbound adjacent to the other.

# Twin Strike

Soulbound Attack

 Action: Major

 Range: Melee 1, One or Two Creatures


 Either both Soulbound attack a single target adjacent to both of them for 3d8 damage and the target is Staggered, or each Soulbound attacks a different target for 3d6 damage.

 Distant (2)

If the Soulbound are at least 10 squares apart from each other, this attack deals 5d6 damage instead.

 Pummeling (2)

If the Soulbound attack different targets, the targets are Staggered, if the same, the target is Immobilized.

 Rapid (3, Expend) ✦


After the attack, each Soulbound shifts half their Speed, and then repeat the base unaugmented Twin Strike against a new target or targets.

 Soul-Cleaving Smite (3, Burnout) ✨

Each target is Perma-Staggered and Perma-Sundered. If there is only one target, these conditions can't be prevented by threat points.


# 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.



# Body Shield

Soulbound Utility

## Action: React

React when an adjacent ally is attacked.

The attack now targets you instead. If it would've targeted you both, it now only targets you once. Gain Resist 10 against the triggering attack.

Expend this power.

### Scattering (1)

After the attack resolves, all Soulbound and all allies adjacent to a Soulbound may Shift 1.

### Intercepting (2)

React when any ally is attacked. Before using the power, Shift half your speed. Then, if adjacent to the ally, Body Shield's base power triggers.

### Enduring (2)

Effects and Conditions from the attack are Warded.

### Formation Reprisal (0, Burnout)

After the attack resolves, make a Melee Basic Attack against the triggering enemy. If the ally is adjacent to the enemy, the attack is Brutal.

# Combined Advance

Soulbound Utility

## Action: Move

One Soulbound Shifts 2 squares. The other Soulbound moves your speed. Do these in whatever order you like.

*(This power does not trigger Soul Movement)*

### Resolute (2)

In addition, gain Resist 5 until the start of the next Hero turn. If used with *Threefold*, the ally also gains the resist.

### X-Strike (3, Kick-In, Stackable)

Kick-in when both Twins end the move adjacent to the same Enemy. That enemy is Marked and Sundered.

### Threefold (1, Expend)

First, target an ally adjacent to either Soulbound. That ally may immediately perform a Move Action as a React.

### By Land, Air, or Sea (2, Burnout)

The Soulbound may Burrow, Jump, or Swim for the movement. If used with *Threefold*, the ally may also Burrow, Jump or Swim.

# Karmic Burden

Soulbound Utility

## Action: React

React when you make a roll you dislike.

Change the roll to the maximum possible value. Take 10 damage that can't be resisted.

Expend this power.

### Transcendent (0)

Gain X Mana. Take 5X damage that can't be Resisted. You may not choose an amount that would put you in Crisis State.

### Purifying (1)

Remove all conditions from yourself. Take 10 damage that can't be Resisted.

### Shared (1)

Use this power on an adjacent ally's roll. If you use Transcendent and/or Purifying techniques, the ally gains the benefits instead.

### Hand of Karma (0, Burnout, Exclusive)

Take 10 additional damage that can't be Resisted, and add 2 more Maximized dice to the roll.

# Soul Summons

Soulbound Utility

## Action: Move

Teleport one Soulbound adjacent to the other one.

### Dazzling (1)

Enemies on either side of the teleport are Distracted.

### Mutual (3)

Instead, teleport each Soulbound X, ending the teleports adjacent. X is the smallest number required to allow them to teleport next to each other.

### Magnetic (2, Expend)

Before the teleport, target a creature adjacent to any Soulbound. After the teleport, teleport the target adjacent to either Soulbound.

### Soul Construct (2, Burnout)

Place another Soulbound on the map, adjacent to either Soulbound. Until the end of the encounter, you have three Soulbound. *(Read Soulbound powers that say 'Both' as 'Two!')*