

# Titan Blade



Name



HP

/ 70



Bloodied 35

Basic Melee

3d8, Melee 2



Mana

(2)

Basic Ranged

2d6, Ranged 5



Speed

5

## 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

### Victory's Edge



Whenever a non-summon enemy is Taken Out, gain 1 Mana. Gain 2 Mana instead if it is a Champion, or 5 Mana if it is a Boss.

### Fearless Blade



At the start of the Hero Phase, if half or more of the heroes are in Crisis State, but you are not, gain 1 Mana.

### Legendary Reach



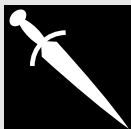
You have Reach 2: you can make Opportunity Attacks against any creature who is within 2 squares of you as if they were adjacent to you.

## Crisis State

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



Move 3 squares.



















Make a attack for 3d6 damage, Melee 2




Choose a creature within Melee 2, Slide it 4 squares.


## Conditions

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


# Flat Strike

Titanblade Attack

 Action: Major

 Range: Melee 2, One Target


 2d8 damage, and Push the target 4 squares.

 **Merciful** (0, Move)

This attack deals no damage, but Pushes as usual.  
This attack is a Move Action rather than a Major Action.

 **Power** (1, Stackable)

Push the target an additional 2 squares.

 **Low** (2, Opportunity Attack, Expend) ✦ ◡


In addition, the target is Immobilized. You may use this as a Major Action or Opportunity Attack power.


 **Pinball** (4, Major, Burnout) ✨

Instead of pushing the target 3 squares, you push the target up to 12 squares. You may choose a second target adjacent to the target at the end of that push. The second target takes 2d8 damage, and you may slide the second target 1 square for each square less than 12 you pushed the target.

# Jump Strike

Titanblade Attack

 Action: Major

 Jump 4 squares. Each square you move must take you closer to your target, and you must move exactly 4 squares. Then, after losing the Flight Buff, make the following attack:

**Range: Melee 3, One Target**

**3d8 damage, and pull the target adjacent.**

 **Grounding** (1)


Target loses and can't gain the Flight Buff until the end of their next turn.

 **Headshot** (3)

Additionally, the target is Dazed.

 **Quick** (2, Move, Expend) ✦


The Action taken is a Move rather than a Major.


 **Grandiose** (2, Burnout) ✨


Instead of jumping 4, jump any number of squares.

# Impale Foe

Titanblade Attack

 Action: Major

 Range: Melee 1, One Adjacent

 2d10 damage, and the target is Impaled: you and the target both can't move, shift, or be forced away from each other while you both have at least 1 HP and this power is not Expended or Burnt Out. While the target is Impaled, you may only use these Follow-Up Techniques.

 **Blade Twist** (0, Major) ✨

**Range: Melee 1**      **Target: Impaled Creature**  
3d10 damage.

 **Corpse Spin** (1, Major) ✨

Slide Impaled creature adjacent to you, then attack them and each enemy within Close Burst 1 of them for 3d6 damage.

 **Hurl Foe** (3, Major, Expend) ✦ ✨


**Range: Melee 1**      **Target: Impaled Creature**  
2d8 damage, Impaled ends, Slow and Push target 6.


 **Cleave In Twain** (4, Major, Burnout) ✨ ✨


**Range: Melee 1**      **Target: Bloodied Impaled creature**  
Target is cut in half and dies instantly.  
If this effect is Endured with Threat Points, or the target is a Boss, target instead takes 4d10 damage, and you may use Potent as a Kick-In to roll additional d10s of damage.

# Kinetic Blade

Titanblade Attack

 Action: Major

 Range: Melee 2, One Target

 3d8 damage. Before or after the attack, Shift 1 or Move 2.

 **Dash** (1)

Instead, before and after the attack, Shift 1 or Move 2.

 **Hamstring** (2)

Additionally, the target is Slowed.

 **Quick** (2, Move, Expend) ✦


The Action taken is a Move rather than a Major.


 **Instant** (2, Free, Burnout, Exclusive) ✨

Effect: Before and after the attack, Shift your Speed.  
The Action taken is Free rather than a Major.

# Overhead Slice

Titanblade Attack


 Action: Major

 Range: Melee 2, One Target

4d8 damage. End your turn. On your next turn, skip your Move action.

 **Finale (2)**

Instead, 7d8 damage, and skip your next turn.

 **Sweeping (2, Exclusive)**

Range: Melee 2, Two Targets.

 **Rapid (0, Expend, Exclusive)** ✦


Instead, don't end your turn or skip your move phase on your next turn.

 **Worldsplitter (0, Burnout)** ✨

In addition, after the attack, place **Bottomless Pit** terrain in Close Wall 7, destroying all terrain that was there previously.

# Spinning Cut

Titanblade Attack

 Action: Major

 Range: Close Burst 2, Each Target


4d4 damage.

 **Tidal (2)**


Additionally, Push each target 2 squares.

 **Careful (2)**

Range: Close Burst 2, Each Enemy

 **Rampage (2, Expend)** ✦

After the attack, you may move your speed. If you end the move at least 5 squares away, repeat the attack.

 **Dizzying (3, Burnout)** ✨

Additionally, Daze each target.


# 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.



# Afterimage Slash

Titanblade Utility

Action: Move

Range: Close Wall 5, Create Zone

Create an Afterimage Slash zone in the wall until the start of the next Hero Turn, and Displace each creature in it. Creatures may not be moved into the Afterimage Slash zone by forced movement.

When a creature enters the Afterimage Slash, they take 2d8 damage, and the Zone ends.

Wind-Cleaving (1, Stackable)

The Wall Size is increased by 2.

Forceful (2)

Before Displacing the creatures, slide each creature in the wall 1.

Unstable (2)

In addition, when a creature is damaged by this Afterimage Slash, they become Unstable: At the end of their turn, teleport them 5.

Instant (0, Free, Burnout)

The Action taken is Free rather than a Major. ✨

# Berserker Rage

Titanblade Utility

Action: Move

The DM chooses an enemy within your move range, including terrain, and makes you move your speed, ending next to the enemy. Each square they move you must bring you closer to the enemy.

You deal an additional die of damage on your next attack before the start of the next Hero Turn.

Ironhide (1)

In addition, gain Resist 5 until the start of the next Hero turn.

Bloodlust (1)

Your move is increased by 2 for this movement.

Focus (0, Expend, Exclusive)

Requirement: You must be adjacent to a creature. ✨  
Don't move, but gain the additional die of damage.

Eternal (0, Burnout)

Additionally, until the end of the encounter, you gain Resist 5 and must use an unmodified Berserker Rage as a Free Action as your first action each turn. ✨

# Grand Swing

Titanblade Utility

Action: Move

Your Reach increases to 3, and your Titan Blade and Melee Basic attacks range increases by 1, until the start of the next Hero Turn.

Fast (2, Free)

The Action taken is Free rather than a Major.

Oversized (3)

Instead, your Reach increases to 4, and your Titan Blade and Melee Basic attacks range increases by 2.

Rebound (1, Stackable, Expend)

Then, if you are within Reach of Blocking Terrain or an Elevation Barrier, Jump 4 squares without provoking opportunity attacks. ✨

Whirling (2, Burnout, Exclusive)

Instead, Grand Swing lasts until end of encounter. ✨

# Sword Surfing

Titanblade Utility

Action: Move

You lose Threatening Reach and your Titan Blade and Basic attacks only target attack adjacent creatures until the start of the next Hero Turn.

Shift your Speed, ignoring Elevation Barriers and Difficult Terrain.

Ramp (2, Stackable)

You may shift through a single creature during this move. If you do, deal 5 damage to them and increase your shift by 2.

Trick (0, Expend, Exclusive)

In addition, gain 2 Mana. ✨

Radical (2, Expend)

Instead, shift Twice your Speed. ✨

Lethal Edge (1, Burnout, Kick-In)

At some point during your shift, choose a creature adjacent to you. That creature takes damage equal to twice the number of squares you have shifted so far. ✨