**Expansion Pack - 8/9/13**

**Utility Talents**

**Element Master** - 5/Day [Created by ZamuelNow]

Preparation Time: 5 Seconds

When you select this power choose a solid or liquid. This power may be taken multiple times, using a different substance each time. For example, you may choose water, metal, dirt, stone, glass, wood, plastic or oil. For the next ten minutes, you may mentally pick up or manipulate any number of inanimate objects made of your chosen substance that you can see and that are within fifty feet of you, so long as they are still in either solid or liquid form. You can only manipulate up to 200 lbs. of material at once. You may spend a magic point to increase the maximum weight limit to 1000 lbs for the next 10 minutes instead.

**Combat Talents**

**Skype**

[-8] **Red Requiem** - Standard Attack

Target creatures loses 1d4 hp.

Target creatures loses 1d6 hp.

Target creatures loses 1d8 hp.

Target creatures loses 1d10 hp.

Target creatures loses 1d12 hp.

**Tabletop**

[-8] **Red Requiem** - Standard Attack

Range: Ranged 7

Target creatures loses 1d4 hp.

Target creatures loses 1d6 hp.

Target creatures loses 1d8 hp.

Target creatures loses 1d10 hp.

Target creatures loses 1d12 hp.

**Items**

**Skype**

**Lightning Rod** - 2000 Gold

Weapon

Once per battle, you may use the following combat talent.

[-6] **Greater Electrocution** - Standard Attack [1/Battle]

Deal 1d4+1d6+1d8+1d10+1d12+1d20 damage to target creature. If you roll a 20 on the d20, you may activate all three of your special moves.

**Tabletop**

**Lightning Rod** - 2000 Gold

Weapon

Once per battle, you may use the following combat talent.

[-6] **Greater Electrocution** - Standard Attack [1/Battle]

Range: Ranged 7

Deal 1d4+1d6+1d8+1d10+1d12+1d20 damage to target creature. If you roll a 20 on the d20, you may activate all three of your special moves.

**Combat Traits**

**Skype&Tabletop**

**Inspiring Presence** [Created by QuietKal and Sunbeam]

At the beginning of your turn, choose up to two allies. Those allies are subjected to your "Inspiring Presence" until the start of your next turn.

When you take this trait, choose one of the following features.

**Shielding Presence**

Allies subjected to your Inspiring Presence gain Resist 1. If they have resistance from another source, increase that value by 2.

**Soothing Presence**

Allies subjected to your Inspiring Presence gain Regeneration 2. If they have regeneration from another source, increase that value by 2.

**Rejuvenating Presence**

Allies subjected to your Inspiring Presence gain a +5 bonus to saving throws.

**Invigorating Presence**

Allies subjected to your Inspiring Presence may reroll all 1s on dice they roll in combat.

**Improved Presence**

Prerequisite: Inspiring Presence

You gain an additional feature for your Inspiring Presence. You may take this trait multiple times.

**Skype**

**Staff of the Stars**

Once per battle, you may use the following combat talent.

[-7] **Conjure Staff of the Stars** – Minor Utility [1/Battle]

You conjure a Celestial Staff in your hands. You can dismiss the Celestial Staff as a free action. While you are wielding a Celestial Staff , you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] ***Starbolt*** – Standard Attack

You deal 1d12 damage to target creature.

[+1] ***Moonglow*** – Standard Attack

Deal 2d8 damage to target creature. Remove a (save ends) condition from yourself or an ally.

[-4] ***Sunflare*** – Standard Attack

Up to six target creatures are blinded (save ends).

[-5] ***Cometfall*** - Standard Attack

Deal 3d10 damage to target creature and 1d10 damage to each creature adjacent to it.

[-7] ***Celestial Rain*** – Standard Attack

Roll 2d10. Deal that much damage to up to six enemies. You and up to three allies gain hp equal to the roll result. The Celestial Staff vanishes.

**Celestial Warrior**

Prerequisite: Staff of the Stars

Reduce the energy costs of talents granted by the *Celestial Staff* by 1 energy. [\*]

**Tabletop**

**Staff of the Stars**

Once per battle, you may use the following combat talent.

[-7] **Conjure Staff of the Stars** – Minor Utility [1/Battle]

You conjure a Celestial Staff in your hands. You can dismiss the Celestial Staff as a free action. While you are wielding a Celestial Staff , you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] ***Starbolt*** – Standard Attack

Range: Ranged 10

You deal 1d12 damage to target creature.

[+1] ***Moonglow*** – Standard Attack

Range: Ranged 7

Deal 2d8 damage to target creature. Remove a (save ends) condition from yourself or an ally.

[-3] ***Sunflare*** – Standard Attack

Range: Burst 4

Enemies in burst are blinded (save ends).

[-6] ***Cometfall*** - Standard Attack

Range: Ranged 7

Deal 2d10 damage to target creature and the target falls prone. Deal 1d10 damage to each creature within 2 spaces of the target, push them 3 spaces from the target and they fall prone.

[-7] ***Celestial Rain*** – Standard Attack

Range: Burst 5

Roll 2d10. Deal that much damage to all enemies in burst. You and all allies in burst gain hp equal to the roll result. The Celestial Staff vanishes.

**Celestial Warrior**

Prerequisite: Staff of the Stars

Reduce the energy costs of talents granted by the *Celestial Staff* by 1 energy. [\*]