Soulbound

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

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
- ☐ Ensorcelled
- ☐ Harrowed
- ☐ Immobilized
- ☐ Manalocked
- ☐ Marked
- ☐ Overwhelmed
- ☐ Pinned
- ☐ Slowed
- ☐ Staggered
- ☐ Sundered
- ☐ Swallowed
- ☐ Weakened

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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.

Eeerie *(1)*
Targets are **Staggered**.

Inseperable *(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.

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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'.)