

## BATTLEFIELD CONDITIONS

### BF001 Ordinary Day

Cancel a single target battlefield condition.

### BF002 Wasteland

All elevated terrain is grounded hindering terrain. All walls are destroyed. All squares adjacent to walls are hindering terrain.

### BF003 Exhaustion

Modify all pushing damage by +1.

### BF004 Inferno

At the beginning of your turn, deal 1 damage to each friendly character occupying hindering terrain not generated by powers or abilities.

### BF005 Atlantis Rising

All clear grounded terrain is water terrain.

## FEATS

### F001 Stunning Blow

**10 Points**

**Prerequisite:** Incapacitate

When the character makes a successful attack using Incapacitate, in addition to the normal effect of Incapacitate the character may deal damage equal to its unmodified damage value. The attacker may choose how to divide damage dealt among the successfully hit targets.

### F003 Fortitude

**25 Points**

**Prerequisite:** 

The character ignores other characters' Exploit Weakness. Outwit can't be used by other characters to counter the character's powers.

### F002 Telekinetic Reach

**12 Points**

**Prerequisite:** Telekinesis

The character may use option 2 and 3 of Telekinesis on objects within 6 squares of the character. For option 2, the object can be moved up to 10 squares, but must be placed in a target square within 10 squares of this character. For option 3, the attack can target an opposing character up to 4 squares away from the object, or a soaring character up to 2 squares away from the object. For both options, the character must have a clear line of fire to the object and the target. All other rules for Telekinesis apply normally.

## BYSTANDERS

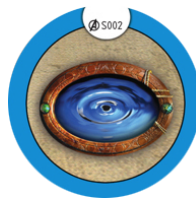


## OBJECTS



### S001 Force Field Generator (special)

This object allows an adjacent character to use Barrier as if the character had a range of 0. If this object is destroyed, any barrier terrain markers placed using Barrier granted by this object are removed from the game.



### S002 Dark Cauldron (special)

Characters 4 or fewer squares from this object can't be healed.