PHOTONIC

YOU GET GLOWING REVIEWS.
You can add mass and charge to photons, creating objects of solid light—spearlike bolts, glowing shields, or impenetrable ramparts. Need a can opener or a screwdriver? You can make those, too.

Appearance: You have small antennas sprouting from your forehead, and your skin glitters rosy, emerald, or aquamarine. The light-objects you create usually match your own coloration.

PHOTONIC TRAITS

Mutant Type: Intelligence; Dark; +2 to dark overcharge.
Skill Bonus (Lv 1): Gain a +4 bonus to Science checks.
Hard Light Manipulation (Lv 1): Gain a +1 bonus to AC and Reflex.
Photonic Critical (Lv 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and an ally within 5 squares of you gains 10 temporary hit points.

PHOTONIC POWERS

GLOWING BLADES

You create a pair of photonic blades, hurl one at your foe, and then shape the other into a whirling shield to protect a friend.

At-Will • Dark, Force
Standard Action
Target: One creature
Attack: Intelligence + your level vs. Reflex
Hit: 1d10 + Intelligence modifier + twice your level force damage, and you push the target 2 squares. Then, choose one ally within 3 squares of the target. That ally gains a +2 power bonus to all defenses until the start of your next turn.

LUMINOUS SHIELD

You shape the light around an ally into a protective shield.

Encounter • Dark
Minor Action
Target: You or one ally
Effect: The target gains temporary hit points equal to 5 + twice your level until the end of your next turn. Until the end of your next turn, the target also regains 10 additional hit points when the target uses his or her second wind.

BARRIER OF LIGHT

You create a barrier of spearlike shafts of light that skewer your enemies and protect your allies.

Encounter • Dark, Force
Standard Action
Target: Each enemy adjacent to the wall
Attack: Intelligence + your level vs. Reflex
Hit: 1d10 + Intelligence modifier + your level force damage.
Effect: You create a wall of light 2 squares high that lasts until the start of your next turn. Enemies cannot move through the wall, but allies can. Whenever an enemy makes an attack while adjacent to the wall, make this attack again against the triggering enemy. Allies gain a +2 power bonus to all defenses while adjacent to the wall.