

When you hit with a thunder or a lightning attack.	10
is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Constitution modifier thunder damage.	27
	31
your turn,	31
	35
Spellscarred learn to focus the energy of the Spellplague through familiar tools. A spellscarred can use his or her class's implements, as well as implements he or she can wield because of a feat, with spellscarred powers that have the implement keyword.	41
Implement	47
until the end of your next turn.	52
<b>Attack:</b> Strength +5 vs. Reflex, Dexterity +5 vs. Reflex, or Constitution +5 vs. Reflex	53
<b>Attack:</b> Strength +6 vs. Reflex, Dexterity +6 vs. Reflex, or Constitution +6 vs. Reflex	53
+ Dexterity modifier	55
superior cover. (You	57
Healing	64
within 10 squares	70
Modifier fire damage, and ongo-	71
surge before the end of your next turn, this power deals radiant damage equal to one-half your level + your Charisma modifier to an enemy within 5 squares of the creature that spent the healing surge. <b>Sustain Minor:</b> The effect persists.	73
The triggering ally	132
1d10	138
against that enemy.	138
as a minor action. In addition, you can use swordmage implements	139