

# Earthshock

Earthsoul Genasi Racial Power



*The earth moves in response to your stomping foot or slapping hand, buckling to knock your enemy to its knees.*

## Encounter

**Minor Reaction**    **Close burst 1**

**Target:** Enemies in burst that are touching the ground.

**Attack:** Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude.

Increase to +4 bonus at 11<sup>th</sup> level, and to +6 bonus at 21<sup>st</sup> level.

**Hit:** The target is knocked prone.

**Special:** When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

# Firepulse

Firesoul Genasi Racial Power



*As an enemy lands a blow, retributive fire ignites from your arms and fists.*

**Encounter ♦ Fire**

**Immediate Reaction** **Melee 1**

**Trigger:** An enemy hits you with a melee attack.

**Target:** The triggering enemy.

**Attack:** Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex.

Increase to =4 bonus at 11<sup>th</sup> level, and to =6 bonus at 21<sup>st</sup> level.

**Hit:** 1d6 + Strength, Constitution, or Dexterity modifier fire damage

Increase to 2d6 + Strength, Constitution, or Dexterity modifier fire damage at 11<sup>th</sup> level, and to 3d6 + Strength, Constitution, or Dexterity modifier fire damage at 21<sup>st</sup> level.

**Special:** When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

# Promise of Storm

Stormsoul Genasi Racial Power



*The lightning living within you calls out to its companion, the thunder. Sparks dance across your skin, and the air around you seems to darken and rumble.*

**Encounter ♦ Lightning, Thunder**  
**Minor Action      Personal**

**Effect:** Until the end of your next turn, you deal an extra 1d8 damage with any lightning or thunder power you use. At 11<sup>th</sup> level, increase your damage to 2d8. At 21<sup>st</sup> level, increase your extra damage to 3d8.

# Swiftcurrent

Watersoul Genasi Racial Power



*Your form ripples like water as you flow forward, whipping past enemies and rubble in a graceful, but deadly surge.*

## Encounter

**Move Action**      **Personal**

**Effect:** You can shift up to your speed over ground or liquid terrain. You take no penalties for squeezing during this movement, can move through enemy spaces, ignore difficult terrain, and take no damage if the surface of substance you move across would ordinarily deal damage to you.

# Windwalker

Windsoul Genasi Racial Power



*You harness the power of the winds. Air swirls about you, lifting you from the earth.*

**Encounter**

**Move Action**      **Personal**

**Effect:** Fly 8 squares. If you don't end your move on solid ground, you float to the ground without taking falling damage.

