

Nova

Level 11 Leader

Medium natural humanoid

XP -

Initiative +4 **Senses Perception** +9

HP 72; **Bloodied** 36; **Surge Value** 18; **Healing Surges** 7

AC 26; **Fortitude** 24, **Reflex** 22, **Will** 26

Speed 5

[MBA] Mace (standard; at-will) ♦ **Weapon**

+17 vs. AC; 1d8 + 6 damage.

[R] Astral Seal (standard; at-will) ♦ **Divine, Healing, Implement**

Ranged 5; +17 vs. Reflex; Until the end of Nova's next turn, the target takes a -2 penalty to all defenses. The next ally who hits it before the end of Nova's next turn regains 5 hit points.

[R] Bastion of Health (minor; encounter) ♦ **Divine, Healing**

Ranged 10; The target can spend a healing surge regaining an additional 3 hit points.

[R] Command (standard; encounter) ♦ **Charm, Divine, Implement**

Ranged 10; +15 vs. Will; The target is dazed until the end of Nova's next turn. In addition, Nova can choose to knock the target prone or slide the target 6 squares.

[R] Denunciation (standard; encounter) ♦ **Divine, Implement**

+15 vs. Will; Until the end of Nova's next turn, the target is dazed and takes a -3 penalty to attack rolls and all defenses.

[C] Bastion of Mental Clarity (immediate interrupt, when an enemy hits or misses Nova with an attack against Will; encounter)

Close burst 5; Nova and each ally in the burst gain a +4 power bonus to Will until the end of Nova's next turn.

Dual Soul

At the start of her turn, Nova can make a saving throw against each effect currently rendering her dazed or dominated. If she fails the saving throw, she does not make a saving throw against the effect at the end of her turn.

Healing Word (minor; 2/encounter) ♦ **Divine, Healing**

An ally within 5 squares of Nova can spend a healing surge.

Alignment Good

Languages Common, Telepathy 5

Skills Diplomacy +18, Insight +19, Religion +13

Str 13 (+6) **Dex** 8 (+4) **Wis** 19 (+9)

Con 10 (+5) **Int** 10 (+5) **Cha** 17 (+8)

Equipment Adventurer's kit, chain armor, holy symbol, light shield, mace