

GUOX	YERHU	IZERIA
Minotaur: Omen, Thunderpeaks Harrier Battlemind + Thunderborn Barbarian	Githzerai: Renegade, Cenobite Initiate Shaper Psion + Iron-Soul Monk	Githzerai: Seer, Monastic Enlightened Ardent + Centered-Breath Monk
Noncombat Nature, Perception, Athletics Intimidate: Skins of the Slain Rituals: Create Campsite, Wyvern Watch	Noncombat Perception, Stealth, Engineering Stealth: Thought-Eater armor Your fragment is within 5 squares: Double Scrutiny	Noncombat Acrobatics, Diplomacy, Insight Allies' Insight, Perception: Mantle of Clarity Ritual: Circle
Free Enemy's first attack at you: Persistent Harrier (immediate interrupt) Marked enemy shifts: Blurred Step Marked enemy hits ally: Wild Savagery (immediate interrupt) At 0 hit points: Ferocity (immediate interrupt) You charge: Heedless Charge Use a psychic power: Feedback Armor Score a critical hit: Rampage (1x round), Greataxe	Free Initiative check: Danger Sense Second wind: Shifting Fortunes Save vs. daze, dominate, stun: Defended Mind Hit by an attack: Iron Mind (immediate interrupt) You hit with a monk attack: Flurry of Blows Score a critical hit: Ki Focus Use psionic power: Orb of Life Conversion	Free You and nearby allies: Mantle of Clarity Initiative check: Danger Sense Second wind: Shifting Fortunes Save vs. daze, dominate, stun: Defended Mind Hit by an attack: Iron Mind (immediate interrupt) Bloodied: Ardent Alacrity You hit with a monk attack: Flurry of Blows Score a critical hit: Ki Focus or Psychokinetic Spear
Minor Battlemind's Demand , Tyrant's Rage, Bloodied: Wild Savagery	Minor Shaped Consciousness , Thought-Eater armor	Minor Ardent Surge
Move	Move Steel Wind , Careful Stride , Inner Eye Opened	Move Crane's Wings , Open the Gate of Battle , Dimensional Swap
Standard Howl of Fury , Renewed Focus , Thundering Howl , Tyrant's Rage	Standard Steel Wind , Dimensional Scramble , Inner Eye Opened , Psychic Dissolution	Standard Focusing Strike , Crane's Wings , Psychokinetic Spear , Open the Gate of Battle , Wormhole Plunge
Move + Standard Goring Charge		

ABZU	KIKARI
Shardmind: Euphoric Ardent + Rageblood Barbarian	Shardmind: Resilient Battlemind + Stone Fist Monk
Noncombat Endurance, Heal, Perception Allies' Diplomacy, Intimidate: Mantle of Elation Rituals: Speak with Nature, Snare	Noncombat Arcana, Endurance, Religion
Free Telepathy You and nearby allies: Mantle of Elation Ally spends healing surge: Healing Bond Hit by psychic power: Resist 5 Hit with psychic power: Psychic Focus Score melee damage (bloodied): Bloodhunt Rage Score a criical hit: Rampage (1x round), Pure Spirit Totem, Heavy Flail Bring enemy to 0 hit points: Rageblood Vigor, Swift Charge	Free Telepathy Enemy's first attack at you: Battle Resilience Forced to move: Grasp the Wind Marked opponent harms ally: Mind Spike Hit by psychic power: Resist 5 Miss with augmented psionic effect: Cognizance Crystal (consumable) You hit with a monk attack: Flurry of Blows Score a criical hit: Ki Focus
Minor Ardent Surge, Pure Spirit Totem	Minor Battlemind's Demand
Move Shard Swarm	Move Five Storms, Shard Swarm, Enduring Champion
Standard Ire Strike, Devastating Strike, Blood Strike, Bloodhunt Rage	Standard Iron Fist, Five Storms, Enduring Champion, Aspect of Elevated Harmony