

SANTIAGO

A MYTH OF THE FAR FUTURE

PLAYTEST PREVIEW #1

THE ENGINEER

In *Santiago*, Engineers are master artisans able to create elaborate mechanical or chemical devices. How you go about your trade as an engineer is entirely up to you. Your allies rely on your eye for details and the modifications you can make to their equipment to help keep everybody going.

Engineers are out to master their trade. This will lead them to adventuring with others if it means they'll learn a new formula or gain a better understanding of how things operate.

Tech Controller A master of electronics and software, the Engineer can make a big difference to a party. Their gadgets and tactics vary wildly, and can be offensive, defensive, and many things in between.

Key Abilities Wisdom, Intelligence

Why This is the Class for You You like playing a character who completes the task at hand through the use of gadgets and exceptional knowledge of the chosen career.

Schussler the Cyborg is an example of an engineer with nothing to lose. With his body ravaged and then rebuilt into a living ship, Schussler has been reprogrammed to be an unwilling engineer and forced to keep himself alive until this debt is paid.

CLASS TRAITS

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonuses to Defenses: +1 Fortitude, +1 Will

Healing Surges/Day: 7 + your Constitution modifier

Armor Proficiencies: Synthetic Weave, Combat Vest, Mylar Armor, Navy Kevlar, Light and Heavy Forcefields

Weapon Proficiencies: Simple melee, simple ranged

Class Skills: Diplomacy (Cha), Engineering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int), Technology (Int)

Trained Skills: Engineering and 3 more from the list of class skills.

Power Type: Engineer powers are called inventions.

Class Build: The Engineer is a Cleric build.

*He aches for the touch of flesh upon flesh,
He wonders why Fate had to end his beguine,
He longs for a woman, all virginal fresh:
Schussler the Cyborg, unhappy machine.*



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Heroic Engineer

Heroic Engineers are inveterate tinkerers. As an engineer in the heroic tier, you may or may not have your own verse in the ballad of the galactic bard, but those with whom you associate at least know and depend upon your talent.

ENGINEER HEROIC TIER

Level	Class Features and Powers
1	Vocation, Energy Transmission, Med-Tech Kit, Programmer, At-Will Powers, Daily Power, Encounter Power
2	Utility Power
3	Encounter Power
4	Two Software Programs
5	Daily Power
6	Utility Power; Improved Med-Tech Kit
7	Encounter Power
8	
9	Daily Power, Two Software Programs
10	Utility Power

LEVEL 1: VOCATION

Some things come naturally to you: The chemical compound to turn angry customers away, or to lure them into making a mistake, for example. On the other hand, you may prefer to hack software and instead focus on tinkering with equipment, be it your own, an ally's, or an enemy's.

Benefit: Choose one of the following vocations. Your choice grants you one of the features below and affects some powers that are specific to that vocation.

Chemical Engineering As a chemist, you deal with the composition and properties of substances and various elementary forms of matter.

Benefit: Your Med-Tech Kit includes a highly adhesive substance that you toss out to slow down approaching enemies while you focus on healing your ally. When you use the *med-tech kit* power, one enemy in the burst is slowed until the end of your next turn.

Computer Engineering As a programmer, you enhance your party's equipment to perform better. This is often done during off-hours so that you're prepared for the next day. Sometimes, you're also able to hack into others' gear and deactivate it or plant dangerous viruses that prevent action.

Benefit: Your Med-Tech Kit includes a data retrieval program that allows you to study your foe while recovering. When you use the *med-tech kit* power, the target also gains combat advantage against one enemy in the burst until the end of your next turn.

Mechanical Engineering As a mechanic, you build highly specialized robots and use nanotechnology to aid yourself and your allies in combat.

Benefit: Your Med-Tech Kit includes spring-loaded covers that you place on your target to help them stay out of trouble. When you use the *med-tech kit* power, the target also gains +2 speed and can shift 2 squares as a move action until the end of your next turn.

Medical Engineering As a medic, you understand more about human and alien biology than other engineers. You use a special combination of each vocation to heal your party. With your skills, you are even able to pull the recently deceased back to the world of the living.

Benefit: Because of your knowledge of medicine and its application, you and each ally within 5 squares of you gain a +2 bonus to death saving throws. In addition, when you use the *med-tech kit* power, you or an ally in burst 5 also regains 2 hit points. The hit points regained increase to 4 at 11th level and 6 at 21st level.

LEVEL 1: ENERGY TRANSMISSION

A vital part of your basic education before becoming an engineer was to learn about energy transmission and how it applies to your vocation. You are now able to apply that knowledge well.

Benefit: You gain the *kinetic energy feedback* power and one other power of your choice: select either *harness potential energy* or *recover wasted energy*.

ENCOUNTER AND DAILY ATTACK POWERS

Encounter and daily attack powers in *Santiago* all improve over time. When you improve such a power by gaining the indicated level, the power becomes that level as well.

For example, the Engineer power *proximity mine* targets one creature as a 1st-level encounter attack, one or two creatures as a 13th-level encounter attack, and each enemy in area burst 1 within 10 squares as a 27th-level encounter attack.

This distinction only applies to the careers presented here, and only to encounter and daily attack powers. It also means you can have the same power multiple times at multiple levels. Using the example above, you could decide to train *proximity mine* and use that power up to three times per encounter (four with the Mastersmith paragon path): once as your level 27 encounter attack, once (or twice) as a 13th level encounter attack, and once as a 1st level attack. You need to designate and track each separate power.

Kinetic Energy Feedback

Using basic physics, you position yourself or an ally for the best possible outcome.

Engineer Feature ♦ Energy Transmission, Tech
Minor Action; Encounter

Close Burst 2

Special You can use only one Energy Transmission power per encounter.

Target You or one ally in the burst

Effect The target deals +4 extra damage with its next successful attack.

Level 11 +6 extra damage

Level 21 +8 extra damage

Harness Potential Energy

You counter incoming matter with a sudden expenditure of power.

Engineer Feature ♦ Energy Transmission, Tech
Minor Action; Encounter

Close Burst 2

Special You can use only one energy transmission power per encounter.

Effect You or one ally in the burst gains resist 5 to all damage until the end of your next turn.

Level 11 Resist 10

Level 21 Resist 15

Recover Wasted Energy

Rest and recovery are but one way to restore energy.

Engineer Feature ♦ Energy Transmission, Tech
Minor Action; Encounter

Close Burst 2

Special You can use only one energy transmission power per encounter.

Effect You or one ally in the burst makes a saving throw with a +2 power bonus.

LEVEL 1: MED-TECH KIT

Regardless of your chosen vocation, you've had at least rudimentary education in medical protocol.

Benefit: You gain the *med-tech kit* power.

Med-Tech Kit

A medical pack slapped on the arm should be enough to heal most wounds.

Engineer Feature ♦ Healing, Tech
Minor Action; Encounter

Close Burst 5 (10 at 11th level, 15 at 21st level)

Target You or one ally in the burst

Effect The target can spend a healing surge and regain 1d6 extra hit points.

Level 6 2d6 hit points

Level 11 3d6 hit points

Level 16 4d6 hit points

Level 21 5d6 hit points

Level 26 6d6 hit points

Special You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.



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LEVEL 1: BASIC PROGRAMMER

You work well with technology, which shows in your understanding of software. Regardless of your vocation, you've learned at least some very basic programming.

Benefit: You gain the Software Programmer feat and a personal communicator. You also start with access to two 1st level software programs of your choice. At 4th level and every five levels thereafter (9th, 14th, etc), you gain free access two more software programs of that level or lower.

LEVEL 1: AT-WILL POWERS

Your talents vary from those of others in your field, as defined by your choice of vocation and the powers you associate with it. You may specialize in a field of study, or decide to broaden your focus into a couple of subjects.

Benefit: You gain two of the following powers of your choice.

Automated Attack Matrix

A loop programmed into your weapon allows it to continue firing as you move around.

Engineer Attack 1 ♦ Tech, Weapon
Standard Action; At-Will

Melee Weapon or Ranged Weapon

Special You can use this power while moving.

Target One creature

Attack Wisdom vs. Fortitude

Hit 1[W] + Wisdom modifier damage.

Level 21 2[W] + Wisdom modifier damage.

Blast Cap

A tiny device fits over the end of your weapon and breaks on impact, dealing significant damage.

Engineer Attack 1 ♦ Tech, Weapon
Standard Action; At-Will

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 1[W] + Wisdom modifier damage.

Level 21 2[W] + Wisdom modifier damage.

Effect Until the end of your next turn, you or one ally within 5 squares of you gains +2 power bonus to his or her next damage roll against the target.

Mechanic The power bonus equals your Intelligence modifier instead.

A CLOSER LOOK: VIRTUE MACKENZIE

VIRTUE: "Don't be an ass, Cain. There's an easier way to do this."

CAIN: "I'm open to suggestions."

VIRTUE: "We'll shoot a couple of cc's of niathol into him and he'll tell us anything we want to know."

CAIN: "Niathol isn't something that bounty hunters tend to carry around."

VIRTUE (unfastening her satchel): "Then isn't it lucky for you that I came prepared?"

Defensive Modification

You've tweaked your party's armor to sometimes trigger a small forcefield on impact.

Engineer Attack 1 ♦ Tech, Weapon
Standard Action; At-Will

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 1[W] + Wisdom modifier damage.

Level 21 2[W] + Wisdom modifier damage.

Effect You or one ally within 5 squares of you gains resist 2 to all damage until the end of your next turn.

Programmer The resistance is equal to your Intelligence modifier instead.

Nano-Recovery

Tiny nanobots under your control trigger when you give the appropriate signal.

Engineer Attack 1 ♦ Radiant, Tech, Weapon
Standard Action; At-Will

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 1[W] + Wisdom modifier radiant damage.

Level 21 2[W] + Wisdom modifier radiant damage.

Effect You or one ally within 5 squares of you can make a saving throw.

Medic The effect's target gets a +2 bonus to the save.

Protective Admixture

You coat yourself or an ally in a solution that quickly dissipates but deflects attacks while active.

Engineer Attack 1 ♦ Tech, Weapon
Standard Action; At-Will

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 1[W] + Wisdom modifier damage.

Level 21 2[W] + Wisdom modifier damage.

Effect Until the end of your next turn, you or one ally within 5 squares of you gains a +2 power bonus to AC.

Chemist The power bonus equals your Intelligence modifier instead.

Reactive Compound

You apply a chemical agent to your enemy that forces him to itch or burn and prevents him from reacting to your allies' attacks.

Engineer Attack 1 ♦ Tech, Weapon
Standard Action; At-Will

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 1[W] + Wisdom modifier damage and push the target 1 square.

Level 21 2[W] + Wisdom modifier damage.

Effect The next attack made against the target gets a +1 power bonus to the attack roll.

LEVEL 1: DAILY POWER

Careful preparation and planning goes into some inventions. As you grow in your understanding of your career, you learn how to partially complete some inventions and finish them quickly when they're needed.

Benefit: You gain one of the following powers of your choice.

Adrenaline Rush

You apply a specially prepared steroid patch to yourself that allows you to react to incoming attacks with surprising speed and accuracy.

Engineer Attack 1 ♦ Radiant, Tech, Weapon
Standard Action; Daily

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. Will

Hit 1[W] + Wisdom modifier damage.

Level 15 2[W] + Wisdom modifier damage

Level 29 4[W] + Wisdom modifier damage

Effect You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that attacks you takes radiant damage equal to your Intelligence modifier.

Level 15 +2 power bonus

Level 29 20 temporary hp; +3 power bonus

Fire and Forget Scope

This attachment fits over a weapon and guides attacks to their destination.

Engineer Attack 1 ♦ Tech, Weapon
Standard Action; Daily

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier damage.

Level 15 3[W] + Wisdom modifier damage

Miss Half damage.

Effect Once before the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

Level 29 Until the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

Tactics System Query

A successful query of available databases gives you enough information about your opposition to understand their tactics and prepare your allies.

Engineer Attack 1 ♦ Radiant, Tech, Weapon
Standard Action; Daily

Close Burst 1 or Area Burst 1 within 10

Target Each enemy in the burst

Attack Wisdom vs. Will

Hit 1[W] + Wisdom modifier radiant damage.

Level 15 2[W] + Wisdom modifier radiant damage

Level 29 4[W] + Wisdom modifier radiant damage

Effect Until the end of the encounter, each ally within 2 squares of you gains a power bonus to all defenses equal to your Intelligence modifier.

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LEVEL 1: ENCOUNTER POWER

With some focus and just a few minutes of time, you can throw together a temporary invention that will serve your needs in the right situation.

Benefit: You gain one of the following powers of your choice.

System Research

Reviewing historical records of combat tactics, you come across some very useful information.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action; Encounter

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Programmer You can roll the attack twice and choose the result.

Hit 2[W] + Wisdom modifier damage

Level 13 4[W] + Wisdom modifier damage.

Level 27 6[W] + Wisdom modifier damage.

Effect The target grants combat advantage until the end of your next turn.

Luminescence

This simple coating adheres to skin and causes it to glow.

Engineer Attack 1 ♦ Radiant, Tech, Weapon

Standard Action; Encounter

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. Reflex

Hit 1[W] + Wisdom modifier radiant damage, and the target grants combat advantage, cannot hide, and sheds light in a Burst 1 until the end of your next turn.

Level 13 2[W] + Wisdom modifier radiant damage

Level 27 4[W] + Wisdom modifier radiant damage

Proximity Mine

You place a specially prepared bomb and wait for the enemy to trigger it.

Engineer Attack 1 ♦ Fire, Tech, Weapon

Standard Action; Encounter

Area Burst 1 within 10 squares

Target One creature in the burst

Level 13 One or two creatures in the burst

Level 27 Each enemy in the burst

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier damage

Effect A creature that enters or starts its turn in the area takes 2 fire damage and is knocked prone.

Mechanic The fire damage equals 2 + your Intelligence modifier.

Level 13 3 fire damage

Level 27 5 fire damage

Sustain Minor The effect persists.

Unstable Alloy

What protects you from harm can be dangerous to your foe.

Engineer Attack 1 ♦ Tech, Weapon

Standard Action; Encounter

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. Fortitude

Hit 1[W] + Wisdom modifier damage. The target and each other enemy in a burst 1 centered on the target suffer damage equal to your Intelligence modifier.

Level 13 2[W] + Wisdom modifier damage

Level 27 4[W] + Wisdom modifier damage

Effect You and each ally within 3 squares of you gain a +2 power bonus to AC and Fortitude until the end of your next turn.

Chemist The power bonus equals your Intelligence modifier instead.

LEVEL 2: UTILITY POWER

Your technological prowess is a means of protection for you and your allies. You are able to utilize your training as an engineer to modify armor or inspire courage.

Benefit: You gain one of the following powers of your choice.

Light Refraction Goggles

You've discovered a way to detect basic holograms and stealth technology.

Engineer Utility 2 ♦ Tech

Minor Action; Encounter

Personal

Effect You make a Perception check with a +5 power bonus to detect secret doors, hidden objects, and hidden creatures within 10 squares.

Offense Protocol Override

You fine-tune the targeting systems of your party's weapons.

Engineer Utility 2 ♦ Tech

Minor Action; Daily

Close Burst 20

Effect You and each ally in the burst gains a +1 power bonus to attack rolls until the end of the encounter.

Recovery Stimulant

You quickly mix several ingredients that should heal your ally.

Engineer Utility 2 ♦ Healing, Tech

Standard Action; Daily

Melee Touch

Target You or one creature

Effect The target regains hit points as if it had spent a healing surge.

Lock Decoding Unit

Plugging this into a console allows you to hack into the local system and open a way in.

Engineer Utility 2 ♦ Tech

Minor Action; Encounter

Melee 1

Effect You get a bonus to your next Thievery check this encounter equal to your Intelligence modifier.

LEVEL 3: ENCOUNTER POWER

You've mastered another trick, hack, or modification that you deploy with expert timing.

Benefit: You gain one 3rd level or lower encounter attack power of your choice.

Electromagnetic Flux

You loose a small EMP that bowls over your foe while your companions quickly reposition.

Engineer Attack 3 ♦ Tech, Thunder, Weapon

Standard Action; Encounter

Melee Weapon or Ranged Weapon

Target One enemy

Attack Wisdom vs. Reflex

Hit 2[W] + Wisdom modifier thunder damage, and you can push the target up to 2 squares and knock it prone.

Programmer You push the target a number of squares up to 2 + your Intelligence modifier and knock it prone instead.

Level 17 4[W] + Wisdom modifier thunder damage

Effect You slide each ally within 3 squares of you up to 2 squares.

Chemical Coagulant

You fire a cover shot at the enemy, then take or toss your ally a med-pack.

Engineer Attack 3 ♦ Healing, Tech, Weapon

Standard Action; Encounter

Melee Weapon or Ranged Weapon

Target One creature

Level 17 One or two creatures

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier damage.

Chemist You deal extra damage equal to your Intelligence modifier.

Effect You or one ally within 5 squares of you can spend a healing surge.

Medic The effect's target regains extra hit points equal to your Intelligence modifier.

Nano-Restoration

Overloading your nanobots momentarily, you force most of them to trigger in a flash of light.

Engineer Attack 3 ♦ Radiant, Tech, Weapon

Standard Action; Encounter

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier radiant damage.

Mechanic You deal extra damage equal to your Intelligence modifier.

Level 17 3[W] + Wisdom modifier radiant damage.

Effect You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.

Level 17 10 temporary hit points

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LEVEL 5: DAILY POWER

Some programs take time to build up or master. Once you've done so, you're apt to use them more frequently.

Benefit: You gain one 5th level or lower daily attack power of your choice.

Energy Sap

You apply a patch to your enemy that slows its reaction speed.

Engineer Attack 5 ♦ Tech, Weapon

Standard Action; Daily

Melee Weapon or **Ranged** Weapon

Target One creature

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier damage.

Level 19 3[W] + Wisdom modifier damage.

Miss Half damage.

Effect Until the end of the encounter, all of the target's attacks provoke opportunity attacks from you and your allies.

Programmed Tactics

You've written a program that activates on your attack to let your allies quickly reposition and strike.

Engineer Attack 5 ♦ Tech, Radiant, Weapon

Standard Action; Daily

Melee Weapon or **Ranged** Weapon

Target One creature

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier radiant damage.

Miss Half damage.

Effect Each of your allies can shift up to 2 squares and make a basic attack against the target as a free action.

Level 19 Allies add 7 extra radiant damage if they hit.

Nano-Tech Weapon Upgrade

You release nanobots onto a weapon that are preprogrammed to enhance its attacks.

Engineer Attack 5 ♦ Tech

Minor Action; Daily

Melee Touch

Target One creature

Effect Until the end of the encounter, the target gains the following benefit when it hits with an attack.

Secondary Target One creature hit by the primary target.

Effect The secondary target takes 1d6 extra radiant damage and a -2 penalty to AC until the end of the primary target's next turn.

Level 19 2d6 extra radiant damage

Mine Field Preparation Kit

You throw out a box containing several mines that spread out in a burst and arm themselves upon landing.

Engineer Attack 5 ♦ Fire, Tech, Zone

Standard Action; Daily

Area Burst 2 within 10 squares

Effect Until the end of the encounter, any creature that enters or starts its turn in the zone takes 2d10 + your Wisdom modifier fire damage and is knocked prone.

Level 19 3d10 + your Wisdom modifier fire damage.

LEVEL 6: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 6th level or lower utility power of your choice.

Recovery Impetus

You quickly mix several potent ingredients that should heal your ally.

Engineer Utility 6 ♦ Tech, Healing

Standard Action; Daily

Melee Touch

Target You or one creature

Effect The target regains hit points as if it had spent two healing surges.

Philosopher's Stone

This small capsule aids in rapid recovery from most ailments. Because of their complex makeup, such pills only last a handful of hours before they expire.

Engineer Utility 6 ♦ Tech

Minor Action; Daily

Close Burst 5

Target You or one ally in the burst

Effect The target gains each of the following benefits:

- (1) Make a saving throw with a +5 power bonus against each effect that a save can end
- (2) Spend a healing surge to improve any disease from which the target suffers by 2 stages, instead of regaining hit points.
- (3) Spend all remaining healing surges to remove all paralyzing effects.

Glaring Incandescence

With a burst and a puff of neon, the area begins to heat up with intense light, causing the unprepared to suffer.

Engineer Utility 6 ♦ Radiant, Tech, Zone

Minor Action; Daily

Close Burst 1

Effect You gain the following two benefits until the end of your next turn:

- (1) You and each ally in the burst gains a +5 power bonus to Insight checks and Perception checks.
- (2) The burst creates a zone of bright light. Enemies in the zone take 5 radiant damage whenever they attack.

Sustain Minor The zone persists until the end of your next turn.

Scour Sand

This soil collected from a distant planet is known for its unique properties.

Engineer Utility 6 ♦ Tech

Minor Action; Daily

Ranged 10

Target One conjuration, summoning, or zone

Effect The target is destroyed and disappears immediately.

Tracking System Upgrade

You hit your foe with a glowing beacon that draws incoming attacks right to it.

Engineer Utility 6 ♦ Tech

Minor Action; Daily

Close Burst 5

Target One enemy in the burst

Effect Until the end of the encounter, you and your allies gain a +2 power bonus to attacks and damage against the target.

LEVEL 7: ENCOUNTER POWER

You've mastered another trick, hack, or modification that you deploy with expert timing.

Benefit: You gain one 7th level or lower encounter attack power of your choice.

Adherent Compound

A sticky glue bursts over your enemies and holds them in place temporarily.

Engineer Attack 7 ♦ Tech, Weapon

Standard Action; Encounter

Area Burst 1 within 10 squares

Target Each creature in the burst

Attack Wisdom vs. Reflex

Hit 2[W] + Wisdom modifier damage, and the target is immobilized until the end of your next turn.

Level 23 4[W] + Wisdom modifier damage.

Camera Powder

You ignite quick burning sand and launch it at your enemy.

Engineer Attack 7 ♦ Radiant, Tech, Weapon

Standard Action; Encounter

Melee Weapon or **Ranged** Weapon

Level 23 Close Burst 1 or Area Burst 1 within 10

Target One creature

Level 23 Each enemy in burst

Attack Wisdom vs. AC

Hit 1[W] + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Level 23 2[W] + Wisdom modifier damage.

Micro Transporter

You toss out a small device that, when activated, blasts the surrounding area and places you next to your foe.

Engineer Attack 7 ♦ Lightning, Tech, Teleportation, Thunder, Weapon

Standard Action; Encounter

Ranged 5

Target One creature

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier lightning and thunder damage.

Level 23 3[W] + Wisdom modifier lightning and thunder damage.

Effect You can teleport yourself or an ally within 5 squares of you to an unoccupied square adjacent to the target.

Level 23 You can teleport yourself and any number of allies within 5 squares of you to unoccupied squares adjacent to the target.

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LEVEL 9: DAILY POWER

Some programs take time to build up or master. Once you've done so, you're apt to use them more frequently.

Benefit: You gain one 9th level or lower daily attack power of your choice.

Combat Power Suit

With a large burst of energy, you activate a personalized suit of armor that covers over you and greatly enhances your capabilities.

Engineer Attack 9 ♦ Tech, Weapon
Standard Action; Daily

Close Burst 10

Effect Until the end of the encounter, you gain a power bonus to damage, to Strength checks, and to Athletics checks equal to your Intelligence modifier.

Target Each enemy in the burst

Attack Wisdom vs. AC

Hit 2[W] + Wisdom modifier damage.

Level 25 4[W] + Wisdom modifier damage

Mind Control Serum

You completely overpower your foe's will and force it to attack its allies for a time.

Engineer Attack 9 ♦ Tech, Weapon
Standard Action; Daily

Melee Weapon or Ranged Weapon

Target One enemy

Attack Wisdom vs. Will

Hit 2[W] + Wisdom modifier damage.

Level 25 4[W] + Wisdom modifier damage.

Effect The target is dominated by you (save ends). While dominated, the target deals extra damage equal to your Intelligence modifier.

Sanguine Contaminant

Different chemical compounds in your allies' bloodstreams comele and ignite when you strike.

Engineer Attack 9 ♦ Tech, Weapon
Standard Action; Daily

Melee Weapon or Ranged Weapon

Target One creature

Attack Wisdom vs. AC

Hit 3[W] + Wisdom modifier damage, plus 5 damage per bloodied ally within 10 squares of the target.

Miss Half damage.

Level 25 10 damage per bloodied ally within 10 squares of the target.

LEVEL 10: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 10th level or lower utility power of your choice.

Advanced Nanotech Recovery System

A portable surgery station with which you can quickly operate and restore life.

Engineer Utility 10 ♦ Tech, Healing
Standard Action; Daily

Melee 1

Requirement You can only use this power at the end of a short rest.

Target One creature that died no more than 5 minutes ago.

Effect The target is restored to life at 1 hit point and no healing surges. The target takes a -1 penalty to attack rolls, skill checks, ability checks, and saving throws until it has reached three milestones or taken three extended rests.

Impact Jelly

You concoct a slick substance capable of absorbing damage for a short period of time.

Engineer Utility 10 ♦ Tech
Immediate Interrupt; Daily

Close Burst 5

Trigger You or an ally in the burst takes damage.

Effect The damage is reduced to 0. Any other effects still apply.

Portable Defensive Barrier

With the press of a button, you unfold a 20' by 40' wall of blast plating.

Engineer Utility 10 ♦ Conjuraton, Tech
Standard Action; Daily

Area Wall 8 within 10 squares

Effect You conjure a wall that lasts until the end of your next turn. The wall can be up to 4 squares high. You and your allies gain a +2 power bonus to AC while adjacent to or inside the wall. Enemies that enter the wall are immobilized until the start of their next turn.

Sustain Minor The wall persists until the end of your next turn.

Critical Restoration System

You've built a system into your party's equipment that prolongs the effects of adrenaline.

Engineer Utility 10 ♦ Tech
Immediate Reaction; At-Will

Close Burst 5

Trigger You or an ally within the burst scores a critical hit with an attack.

Effect The triggering creature regains 1 healing surge.

Paragon Engineer

The paragon tier finds you a leader in your craft. You're an expert craftsman, able to create works of art on the fly that protect you and those around you from harm.

ENGINEER PARAGON TIER

Level	Class Features and Powers
11	[Mastersmith Paragon Path] Advanced Engineering, Engineering Breakthrough, Mastersmith's Specialty
12	[Mastersmith Paragon Path] Utility Power
13	Improved Encounter Power
14	
15	Improved Daily Power
16	Utility Power, [Mastersmith Paragon Path] Med-Tech Kit Upgrade
17	Improved Encounter Power
18	
19	Improved Daily Power
20	[Mastersmith Paragon Path] Daily Power

PARAGON PATH

At 11th level, you take on the Mastersmith paragon path.

Prerequisites: Only an Engineer can take this paragon path.

LEVEL 11: ADVANCED ENGINEERING

You've mastered everything there is about the basics of your career, and now you work to pioneer more powerful inventions.

Benefit: You gain a universal translator, or T-Pack, that you can use to speak and understand any language. You can also choose one of the following options. This decision cannot be changed later.

- ✔ When you use Protective Admixture, you and one ally each gain the effect in addition to a +2 power bonus to Fortitude.
- ✔ Your Automated Attack Matrix also pushes the target up to 2 squares on a hit.
- ✔ The nanobots that provide your Nano-Recovery grant a +2 bonus to the saving throw they trigger.

LEVEL 11: ENGINEERING BREAKTHROUGH

Eureka!

Benefit: After you take a short or extended rest, choose one Engineer encounter attack power of 20th level or lower that you know. You can use that power twice during your next encounter. The second time you use that power during an encounter, you and one ally within 5 squares of you also regain your second wind.

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LEVEL 11: MASTERSMITH'S SPECIALTY

Your engineering expertise continues to improve.

Benefit: Choose one of the following options. You cannot change this decision later.

✔ **Gravity Trap**—When you spend an action point to gain an extra action, choose one enemy within 5 squares of you. That enemy falls prone.

✔ **System Overload**—When you spend an action point to take an extra action, the next creature you hit with a divine attack power before the end of your next turn is dazed. The condition lasts until the end of the creature's next turn.

✔ **Regenerative Serum**—When you spend an action point to take an extra action, you (if you are bloodied) and each bloodied ally within 5 squares of you regain hit points equal to 5 + your Wisdom modifier.

LEVEL 12: MASTERSMITH UTILITY POWER

As a Mastersmith, you have access to a few tricks other Engineers may not yet grasp or understand.

Benefit: You gain one of the following utility powers of your choice.

Instant Capsule Bulwark

The contents of this small device rapidly expand when exposed to air.

Mastersmith Utility 12 ♦ Conjuraton, Tech
Standard Action; Daily

Area Wall 8 within 10 squares

Effect You conjure a wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You and your allies gain a +2 power bonus to all defenses while adjacent to or on the wall. Each square of the wall has 100 hit points and becomes difficult terrain when destroyed. At the end of the encounter, the wall crumbles and becomes difficult terrain.

Rejuvenation Pack

You power this personalized med-tech kit when using lesser inventions.

Mastersmith Utility 12 ♦ Tech
Free Action; At-Will

Personal

Trigger You use a tech encounter attack power

Effect You gain temporary hit points equal to 2 + your Intelligence modifier.

Portable Zero-G Unit

You toss this small box out before you which removes the gravity from the surrounding area and throws off the attacks of the unprepared.

Mastersmith Utility 12 ♦ Divine
Minor Action; Daily
Close Blast 5

Target You and each ally in the blast

Effect You slide each target a number of squares up to 3 + your Wisdom modifier in any direction, even into the air. A target falls if it ends this movement in the air. In addition, the next attack to hit the target before the end of the encounter deals half damage.

LEVEL 13: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st level encounter attack power improves. See the power's description for more details.

LEVEL 15: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st level daily attack power improves. See the power's description for more details.

LEVEL 16: MED-TECH KIT UPGRADE

You've upgraded your med-tech kit with better reagents, more powerful programming, or new tools.

Benefit: You gain one of the following options. You cannot change this decision later.

✔ When you use your *med-tech kit* power, you (if you're not the target) and each ally in the burst other than the target gains resist all damage equal to your Intelligence modifier until the end of your next turn.

✔ When you use your *med-tech kit* power, the target gains temporary hit points equal to 5 + your Intelligence modifier.

✔ When you use your *med-tech kit* power, you can slide yourself or one ally in the power's burst a number of squares up to your Intelligence modifier.

LEVEL 16: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 16th level or lower utility power of your choice.

Personal Gravity Destabilizer

You have attached a nondescript box onto your equipment that modifies the gravity around you while you continue to generate power with it.

Engineer Utility 16 ♦ Tech
Minor Action; Encounter

Personal

Effect Until the end of your next turn, you have a fly speed of 6 (hover)

Sustain Minor The effect persists.

Cellular Recovery

An injection of highly regenerative microbes rapidly restores energy.

Engineer Utility 16 ♦ Healing, Tech
Minor Action; Daily
Melee 1

Target You or One ally

Effect The target gains regeneration 5 until the end of the encounter.



Swiss Army Corrective Kit

This tiny device contains everything you could want for preventing dangerous situations.

Engineer Utility 16 ♦ Tech
Minor Action; Daily
Melee 1
Target One ally

Effect Until the end of the encounter, whenever the target is hit by an effect that a save can end, the target can make a saving throw against that effect.

Recovery Catalyst

You quickly mix several powerful ingredients that should heal your ally.

Engineer Utility 16 ♦ Tech, Healing
Standard Action; Daily
Melee Touch

Target You or one creature

Effect The target regains hit points as if it had spent three healing surges.

Armor Overdrive Operative

You've reprogrammed the defense systems of your armor and can now push them past their expected capabilities.

Engineer Utility 16 ♦ Tech

Standard Action; Daily

Close Burst 3

Targets You and each ally in the burst

Effect All targets gain both a +2 power bonus to AC and resist 5 to all damage until the end of the encounter.

LEVEL 17: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 3rd level encounter attack power improves. See the power's description for more details.

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LEVEL 19: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 5th level daily attack power improves. See the power's description for more details.

LEVEL 20: MASTERSMITH DAILY POWER

You have completed one of your greatest inventions as a mastersmith.

Benefit: You gain one of the following powers of your choice.

Complete System Stasis

You spray a fast-acting agent onto the enemy that immediately begins to shut down its bodily functions.

Mastersmith Attack 20 ♦ Tech

Standard Action; Daily

Ranged 5

Target One bloodied creature

Effect The target is immobilized (save ends).

First Failed Saving Throw The target is immobilized and dazed (save ends both).

Second Failed Saving Throw The target is petrified (save ends).

Lightning Conductors

You activate and maintain a cage of energy that surrounds you and can fire on distant enemies.

Mastersmith Attack 20 ♦ Lightning, Tech

Standard Action; Daily

Personal

Effect Until the end of the encounter, you gain a +2 power bonus to attack rolls and damage rolls. As a minor action on your turn, you can make the following attack.

Minor Action; **Area Burst** 1 within 10 squares

Effect Each enemy in the burst takes 10 lightning damage.

Computer System Malfunction

You overload your enemies' equipment, sending sparks flying while your companions guard their eyes.

Mastersmith Attack 20 ♦ Radiant, Tech, Weapon

Standard Action; Daily

Area Burst 1 within 10 squares

Target Each enemy in the burst

Attack Wisdom vs. Fortitude

Hit 2[W] + Wisdom modifier radiant damage, and the target is blinded (save ends).

Miss Half damage, and the target is blinded until the end of its next turn.

Epic Engineer

Your talent is top notch. Few can best you at your own game, and your understanding of the workings of gadgets and of people knows no bounds.

ENGINEER EPIC TIER

Level	Class Features and Powers
21	Epic Destiny
22	Utility Power
23	Improved Encounter Power
24	
25	Improved Daily Power
26	
27	Improved Encounter Power
28	
29	Improved Daily Power
30	

LEVEL 21: EPIC DESTINY

By this time in your career, destiny is becoming reality. You've transcended what common men and aliens would expect of you and are now something more. If Black Orpheus has anything to say of you, it's likely going to include several stanzas detailing your great or terrible deeds.

Benefit: You gain an epic destiny of your choice. Please refer to the D&D 4E PLAYER'S HANDBOOK® and D&D 4E PLAYER'S HANDBOOK® 2 for more details regarding epic destinies.

LEVEL 22: UTILITY POWER

Your talent grows, and with it, your tricks of the trade. You are now better equipped to handle yourself and begin training new talents.

Benefit: You gain one 22nd-level or lower utility power of your choice.

Fountain of Youth

This specially crafted med-tech kit was nicknamed for its rejuvenating properties.

Engineer Utility 22 ♦ Healing, Tech

Standard Action Daily

Melee Touch

Effect You or one ally you touch regains all of his or her hit points.

Panacea

You give your party a universal cure that can fight off any ailment.

Engineer Utility 22 * Tech

Minor Action; Daily

Close Burst 5

Effect You and each ally in the burst end all effects that a save can end.

LEVEL 23: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 7th-level encounter attack power improves. See the power's description for more details.

LEVEL 25: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 9th-level daily attack power improves. See the power's description for more details.

LEVEL 27: IMPROVED ENCOUNTER POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st-level encounter attack power improves. See the power's description for more details.

LEVEL 29: IMPROVED DAILY POWER

You've focused your training and perform better under pressure.

Benefit: Your 1st-level daily attack power improves. See the power's description for more details.