

4E Modern

Basic idea: Use *Gamma World's* simplified 4e mechanics. Replace core classes with six hero classes-- Strong/Tough/Fast/Smart/Dedicated/Charismatic Hero. Use the concept of themes from *Dark Sun*, but call them occupations. The hero class determines your primary ability score, hit points, class abilities, defense bonuses, and grants at least one bonus skill. The occupation determines your secondary ability score, skills, proficiencies, and at least one other ability. Powers can be selected from either the hero class or the occupation. Powers should largely be utility or non-combat (or have non-combat uses), though there will be exceptions, e.g. Strong Heroes and combat occupations.

Hero Classes

You choose a hero class at 1st level. This class describes your natural talents and physical or mental capabilities.

Strong Hero

Primary Ability Score: Strength

Hit Points: 15 + Constitution score, +6 HP/level after 1st

Defenses: +1 Fortitude, +1 Reflex

Trained Skill: Athletics

Class Features: Bash, Extreme Effort

Bash: You gain a +2 bonus to melee damage rolls.

Extreme Effort

Strong Hero Feature

With a rush of adrenaline, you briefly exceed your physical limits.

Encounter

Free Action

Personal

Effect: You gain a +5 power bonus to the next Strength-based skill check, Strength check, or melee damage roll you make before the end of your turn.

Tough Hero

Primary Ability Score: Constitution

Hit Points: 17 + Constitution score, +7 HP/level after 1st

Defenses: +2 Fortitude

Trained Skill: Endurance

Class Features: Hard to Kill, Shrug It Off

Hard to Kill: You gain a +2 bonus to death saving throws and saving throws against ongoing damage.

Shrug It Off

Tough Hero Feature

No pain, no gain!

Encounter

No Action

Personal

Trigger: You take damage or fail an Endurance check

Effect: You reduce the damage you take by 5 + your Constitution modifier, or you reroll the Endurance check and use the result of the second roll, even if it is lower.

Fast Hero

Primary Ability Score: Dexterity

Hit Points: 12 + Constitution score, +5 HP/level after 1st

Defenses: +2 Reflex

Trained Skill: Choose any one of the following--Acrobatics, Stealth, Thievery

Class Features: Fleet of Foot, Quick Reflexes

Fleet of Foot: You gain a +1 bonus to speed.

Quick Reflexes

Fast Hero Feature

Your cat-like reflexes get you out of a tight spot again.

Encounter

Immediate Interrupt

Personal

Trigger: You are hit by an attack that targets AC or Reflex

Effect: The attack misses you and you shift 1 square.

Smart Hero

Primary Ability Score: Intelligence

Hit Points: 10 + Constitution score, +4 HP/level after 1st

Defenses: +1 Reflex, +1 Will

Trained Skill: Choose any three of the following--Academics, History, Mechanics, Occult, Science

Class Features: Eureka, Linguist

Linguist: You gain Linguist as a bonus feat.

Eureka

Smart Hero Feature

Eureka!

Encounter

Standard Action

Close burst 5

Target: You or one ally in burst that can see and hear you

Effect: The target gains a +5 power bonus to the next Intelligence-based skill check, Intelligence check, or attack roll (your choice) it makes before the end of your next turn.

Dedicated Hero

Primary Ability Score: Wisdom

Hit Points: 12 + Constitution score, +5 HP/level after 1st

Defenses: +1 Fortitude, +1 Will

Trained Skill: Choose any one of the following--Heal, Insight, Perception

Class Features: Intuitive Grasp, Keen Awareness

Keen Awareness: You cannot be surprised.

Intuitive Grasp

Dedicated Hero Feature

You trust your instincts in a difficult situation.

Encounter

Minor Action

Personal

Effect: You gain a +5 bonus to the next skill check or ability check you make before the end of your next turn.

Charismatic Hero

Primary Ability Score: Charisma

Hit Points: 12 + Constitution score, +5 HP/level after 1st

Defenses: +2 Will

Trained Skill: Choose any two of the following--Bluff, Diplomacy, Intimidate, Streetwise

Class Features: Fast Talk, Leadership

Leadership: When an ally within 5 squares of you that can see and hear you takes the aid another action, they grant a +3 bonus (instead of a +2 bonus) if they succeed.

Fast Talk

Charismatic Hero Feature

You can talk your way through (or out of) almost any predicament.

Encounter

Free Action

Personal

Effect: You gain a +5 power bonus to Charisma-based skill checks and Charisma checks until the end of your next turn.

Occupations

Possible occupations: Academic, Adventurer, Athlete, Blue Collar, Celebrity, Creative, Criminal, Dilettante, Doctor, Emergency Services, Entrepreneur, Investigative, Law Enforcement, Military, Religious, Rural, Student, Technician, White Collar (from original d20 Modern occupations).